

**A Role-Based Analysis Model
for the Evaluation of
Novices'
Programming Knowledge Development**

Pauli Byckling and Jorma Sajaniemi



Outline

- The roles of variables concept
- Rist's basic plan development
- The new model—role plan development
- Validation of the model—the study
- Results
- Conclusion

Representations of High Level Programming Knowledge

- Schemas and Programming plans (Adelson 1981,1984; Soloway et al. 1982; Rist 1989; etc.)
 - Schema: a *data structure* which represents generic concepts stored in human memory (Détienne 2002)
 - Programming plan: a sequence of *actions* in a program which will achieve the *goal* of the program (Détienne 2002)
- Roles of Variables (Sajaniemi 2002)
 - Stereotypical behavior patterns of variables and attributes; occur in programs over and over again
 - A way to represent high level *programming knowledge*

Roles of Variables 1/2

- Roles of Variables (Sajaniemi 2002)
 - A way to represent high level *programming knowledge*
 - Stereotypical behavior patterns of variables and attributes; occur in programs over and over again
- Examples:

<p>Example 1 — Counter:</p> <pre>i = 0; . . . i++;</pre> <p>→ Generalized to <i>stepper</i></p>	<p>Example 2 — Running total:</p> <pre>rainsum = 0; . . . rainsum = rainsum + rain;</pre> <p>→ Generalized to <i>gatherer</i></p>
---	---

- Roles are a part of experts' tacit knowledge (Sajaniemi and Navarro Prieto 2005)
- Explicit teaching of roles resulted in better programming skills (Byckling and Sajaniemi 2006) and in better mental models of programs (Sajaniemi and Kuittinen 2005).

Roles of Variables 2/2

- Revised set of roles; applicable in object-oriented, procedural and functional programming

Role	Example	Coverage in novice-level programs
Fixed value	<code>maxLength</code>	99%
Stepper	<code>count</code>	
Most-recent holder	<code>inputData</code>	
Most-wanted holder	<code>maximum</code>	
Gatherer	<code>sum</code>	
Follower	<code>prev</code>	
One-way flag	<code>errorsOccurred</code>	
Temporary	<code>temp</code>	
Organizer	<code>sortArray</code>	
Container	<code>processQueue</code>	
Walker	<code>currNode</code>	
Other	<code>tabPos</code>	1%

Rist's Basic Plan Development

- Theory of schema expansion (Rist, 1989)
- Programming consists of implementation of plans (five basic plans)
- Plans consist of plan pieces: *Initialization, Calculation, Output*
- Analysis of the writing order of plan pieces
 - Forward development (schema expansion): plan pieces retrieved from memory, writing order reflects the final form of the program code
 - Backward development (focal expansion) : plan pieces created during programming, writing order goes from calculation to initialization

Our New Model—Role Plan Development

- Methodology and the basic idea of plan development based on Rist's work
- Roles as programming plans that represent knowledge about variables
- Analysis of the writing order of *role plan pieces*: *Goal, Declaration, Initialization, Extension, Computation, Use of the latest value, Use of the final value*
- Examination of each plan focuses only on lines directly related to the variable in question
- Advantages:
 - More detailed with more plan pieces
 - Based on roles of variables → more systematic programming knowledge coverage

Actions in the Role Plan Analysis Model

- Actions that execute the role plan pieces defined individually for all roles
- **Example 1, Stepper:**
 - (D)eclaration: variable declaration (if needed)
 - ~~(I)nitialization: initialization with initial value~~
 - (E)xtension: possible use in controlling a loop
 - ~~(C)omputation: update in the loop~~
 - (UC) Use of the current value: use in the loop
 - (UF) Use of the final value: use after the loop, if any
- **Example 2, One-way flag:**
 - (D)eclaration: variable declaration (if needed)
 - ~~(I)nitialization: initialization (typically with 'false' or 0)~~
 - (E)xtension: check of the condition which affects the flag
 - ~~(C)omputation: update if the condition is met~~
 - (UC) Use of the current value: use of the flag (e.g. in controlling a loop), if any
 - (UF) Use of the final value: use of the final state of the flag

Role Plan Analysis Model—Scoring

- Scoring, basic idea
 - Theoretical order (G-D-I-E-C-UC-UF): Forward development
 - Order of the lines in final program: Forward development
 - Any other order: Backward development
 - “No development” (ND)
- Example:

Line number	Program code	Piece type
3.	var hours , minutes: integer;	Declaration
9.	readln(hours);	Computation
8.	while(hours > 0) or (minutes > 0 do)	Extension
11.	transformation := 60 * hours + minutes;	Use of the latest value

→ backward development

Role Plan Analysis Model—More Scoring

- Strict forward development (**SFD**)
 - previous slide
- Partial forward development (**PFD**)
 - sequence number for each compulsory plan piece
→ appearance order
 - jumps between pieces
(backward = 0, forward = 1/length of the jump)
 - result: amount of forward development
- Pure partial forward development (**PPFD**)
 - similar to **PFD**, but ND's are not taken into account
- Scoring example:

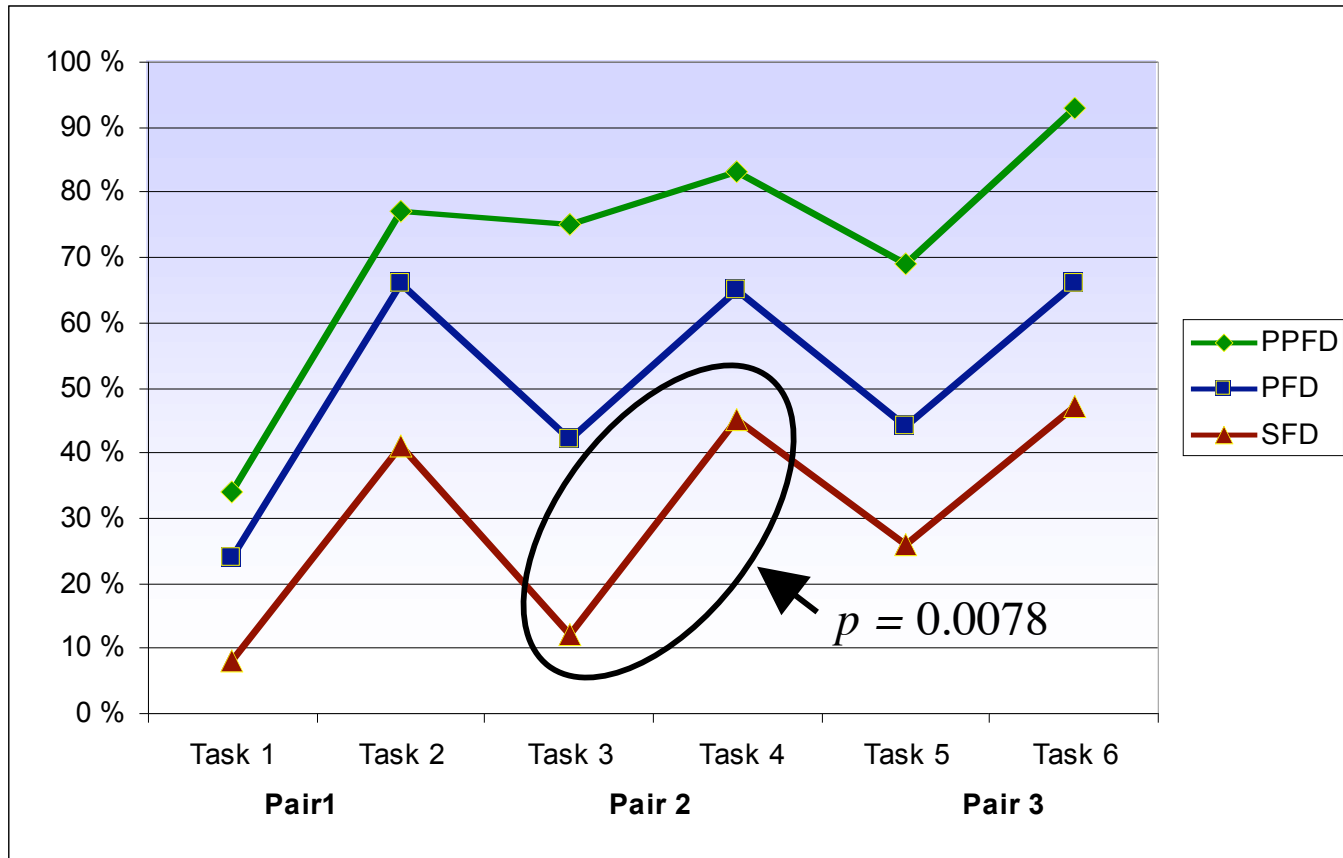
	Sequence	SFD	PFD	PPFD
Var1	(0),1,2,3,4,5	1	1, 1, 1, 1, 1 = 5/5	5/5
Var2	(0),3,1,2,4,5	0	0.33, 0, 1, 0.5, 1 = 2.83/5	2.83/5
Var3	Missing	0	0/5	-
Score		1/3 = 33 %	7.83/15 = 52%	7.83/10 = 78 %

Validation of the Model—the Study

- Eight students in their first introductory programming course (in North Carelian Polytechnic, 2005)
 - Imperative programming with Pascal-like pseudo language
 - No roles or any other plans taught
- Weekly program creation protocol tasks, six tasks in total (three problem pairs)
- Analysis with the role plan analysis model

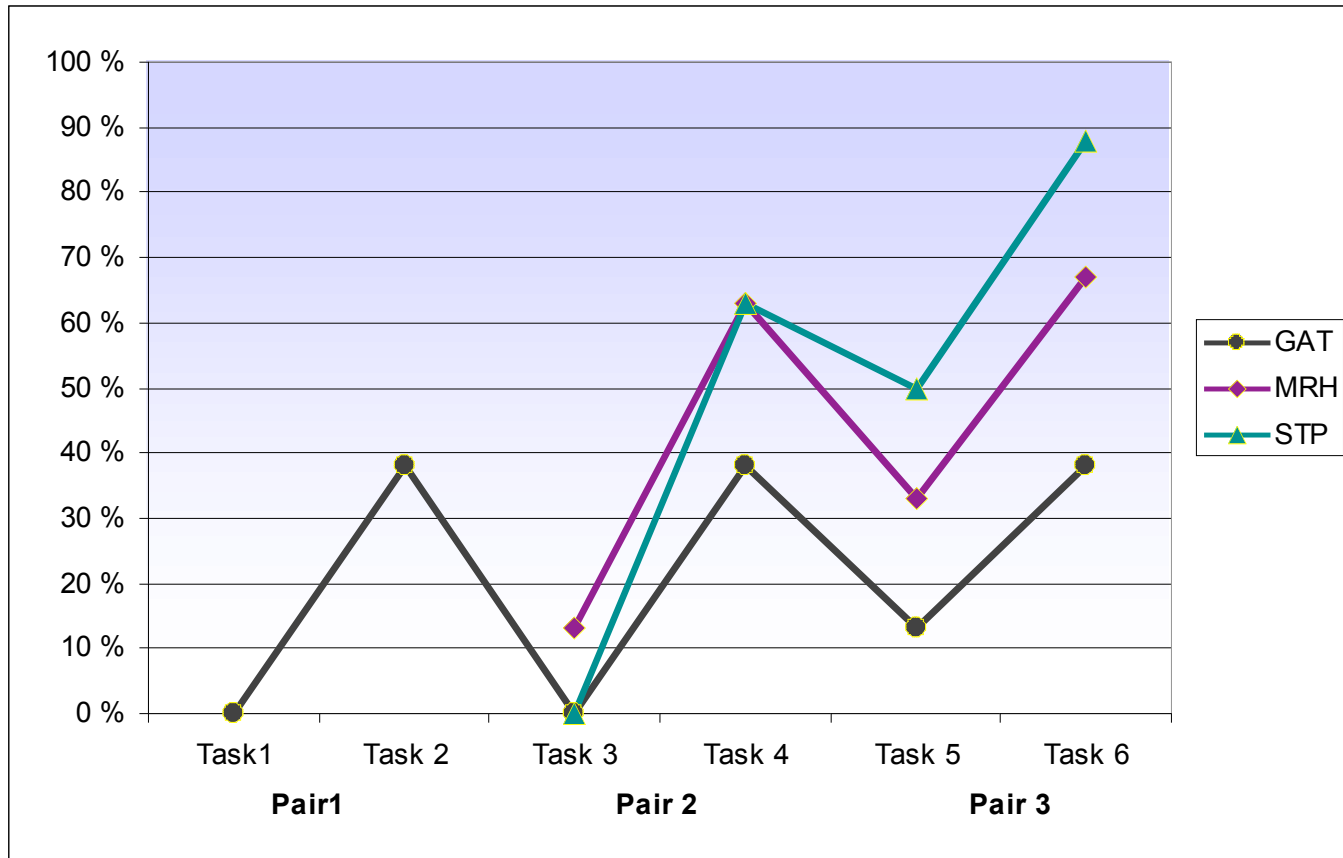
Results 1/2

- Overall results



Results 2/2

- SFD, STP vs. MRH/GAT:



Discussion

- Clear upward trend in overall
 - biggest differences between tasks within problem pairs
- The results reflect the expected behavior
- High amount of correct steppers
 - reflects the explicit teaching of the counter plan?
- Different versions of the model:

a large value in **PPFD** → ability to use familiar plans

a large value in **PFD** → ability to learn new plans

a large value in **SFD** → ability to apply both familiar and new plans effectively

Conclusion

- Emergence of students' role plan knowledge is visible in the results
 - the analysis model is applicable in analyzing the development of plan knowledge
- Future work: classroom experiment in fall 2006:
 - introduction of roles of variables in the course
 - similar protocol tasks and analysis

References

- B. Adelson. Problem solving and the development of abstract categories in programming languages. *Memory and Cognition*, 9(4):422–433, 1981.
- B. Adelson. When novices surpass experts: The difficulty of a task may increase with expertise. *Journal of Experimental Psychology: Learning, Memory and Cognition*, 10(3):483–495, 1984.
- P. Byckling, J. Sajaniemi. Roles of Variables and Programming Skills Improvement. *Proceedings of the 37th SIGCSE Technical Symposium on Computer Science Education (SIGCSE 2006)*, Association for Computing Machinery, 413-417, 2006.
- F. Détienne. Program understanding and knowledge organization: the influence of acquired schemas. In P. Falzon, editor, *Cognitive Ergonomics: Understanding, Learning and Designing Human-Computer Interaction*, pages 245–256. Academic Press, 1990.
- J. Sajaniemi. An empirical analysis of roles of variables in novice-level procedural programs. In *Proceedings of IEEE 2002 Symposia on Human Centric Computing Languages and Environments (HCC'02)*, pages 37–39. IEEE Computer Society, 2002.
- J. Sajaniemi and M. Kuittinen. An experiment on using roles of variables in teaching introductory programming. *Computer Science Education*, 15(1):59–82, 2005.
- J. Sajaniemi and R. Navarro Prieto. Roles of variables in experts' programming knowledge. In P. Romero, J. Good, S. Bryant, and E. A. Chaparro, editors, *Proceedings of the 17th Annual Workshop of the Psychology of Programming Interest Group (PPIG 2005)*, pages 145–159, 2005.
- E. Soloway, K. Ehrlich, J. Bonar, and J. Greenspan. What do novices know about programming? In A. Badre and B. Shneiderman, editors, *Directions in Human Computer Interaction*. Ablex Publishing Corporation, 1982.
- R. S. Rist. Schema creation in programming. *Cognitive Science*, 13:389–414, 1989.