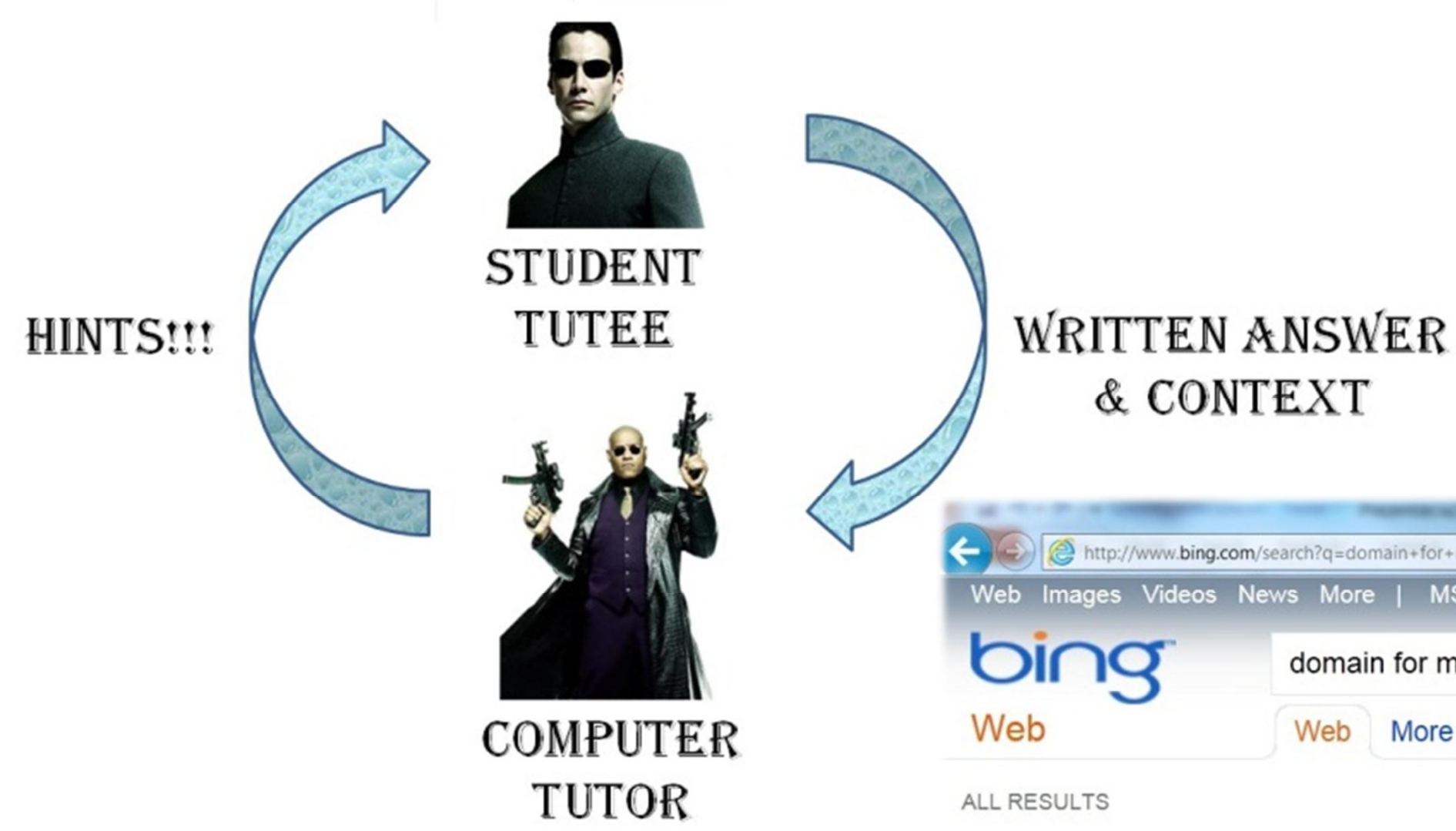
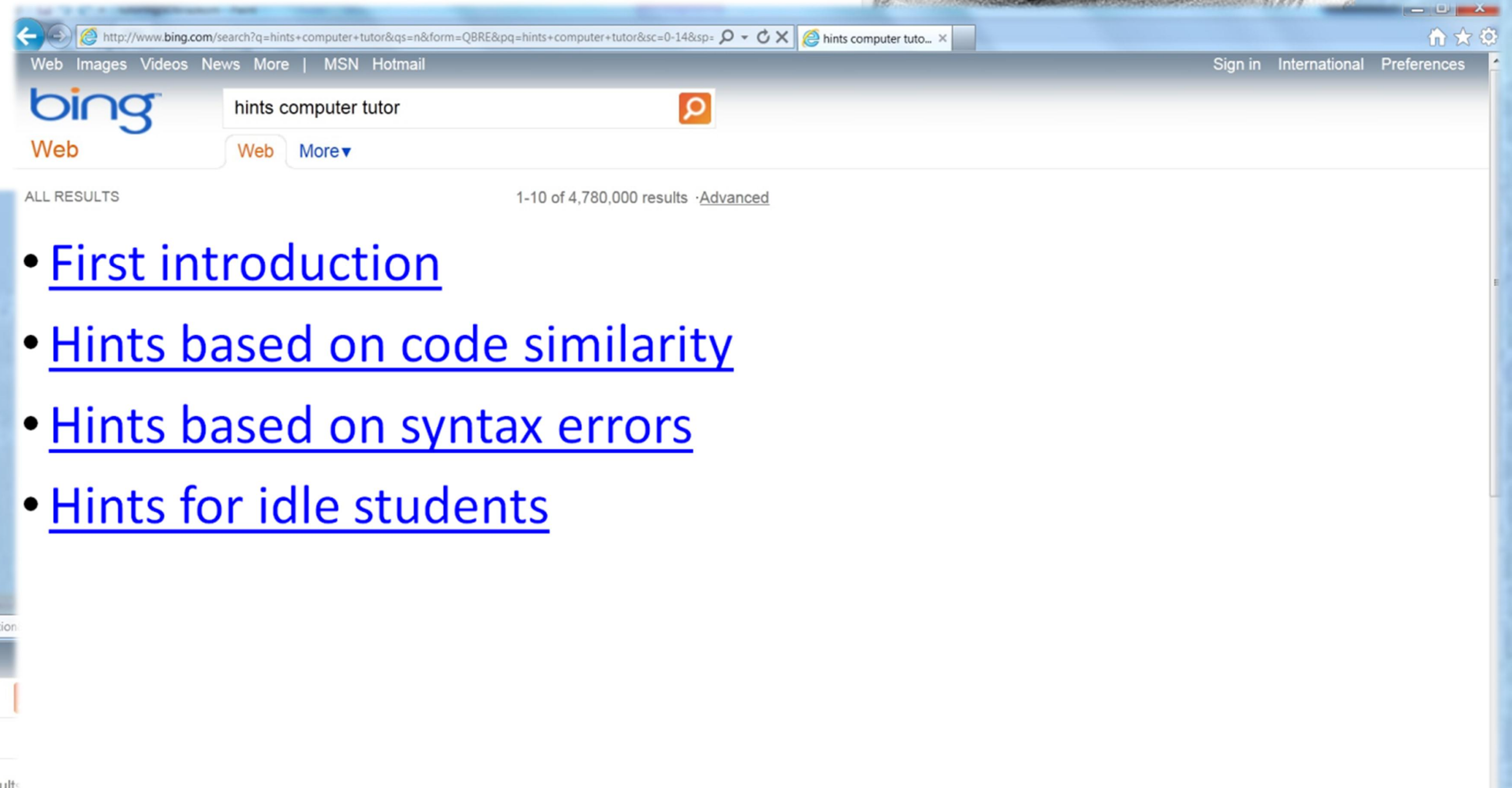


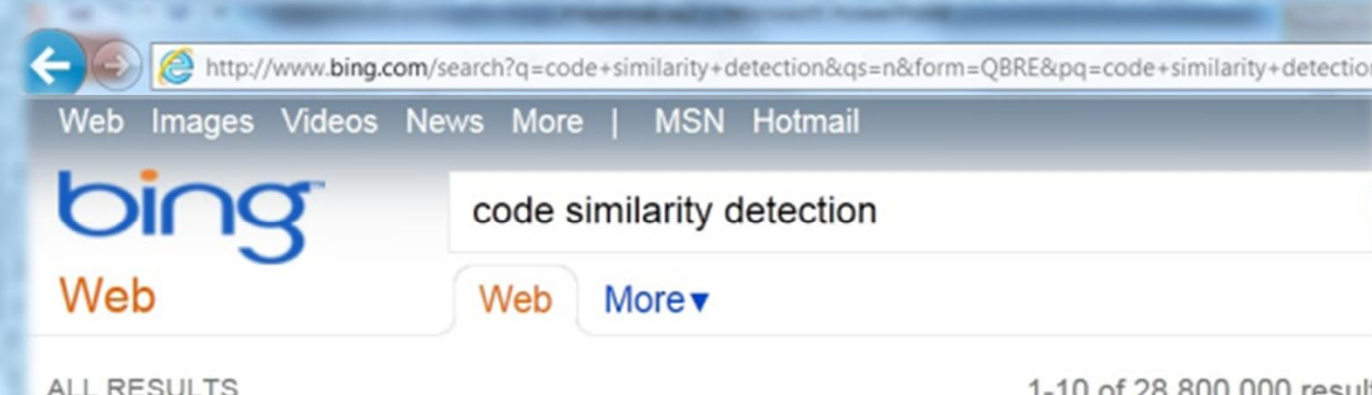
# MODELING A TUTOR FOR E-LEARNING SUPPORT



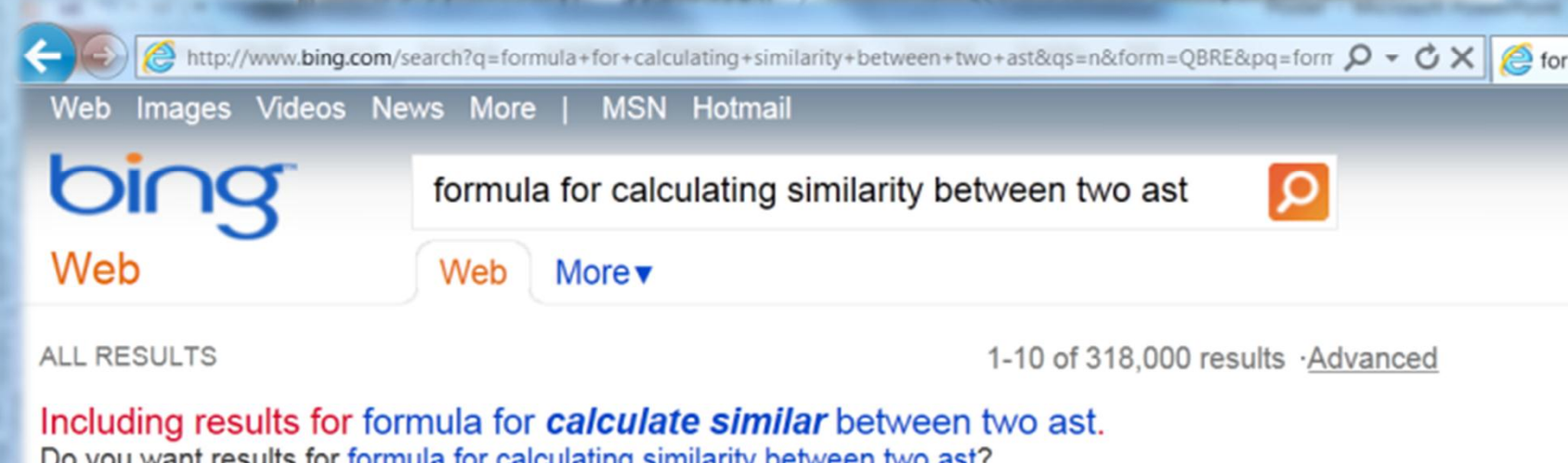
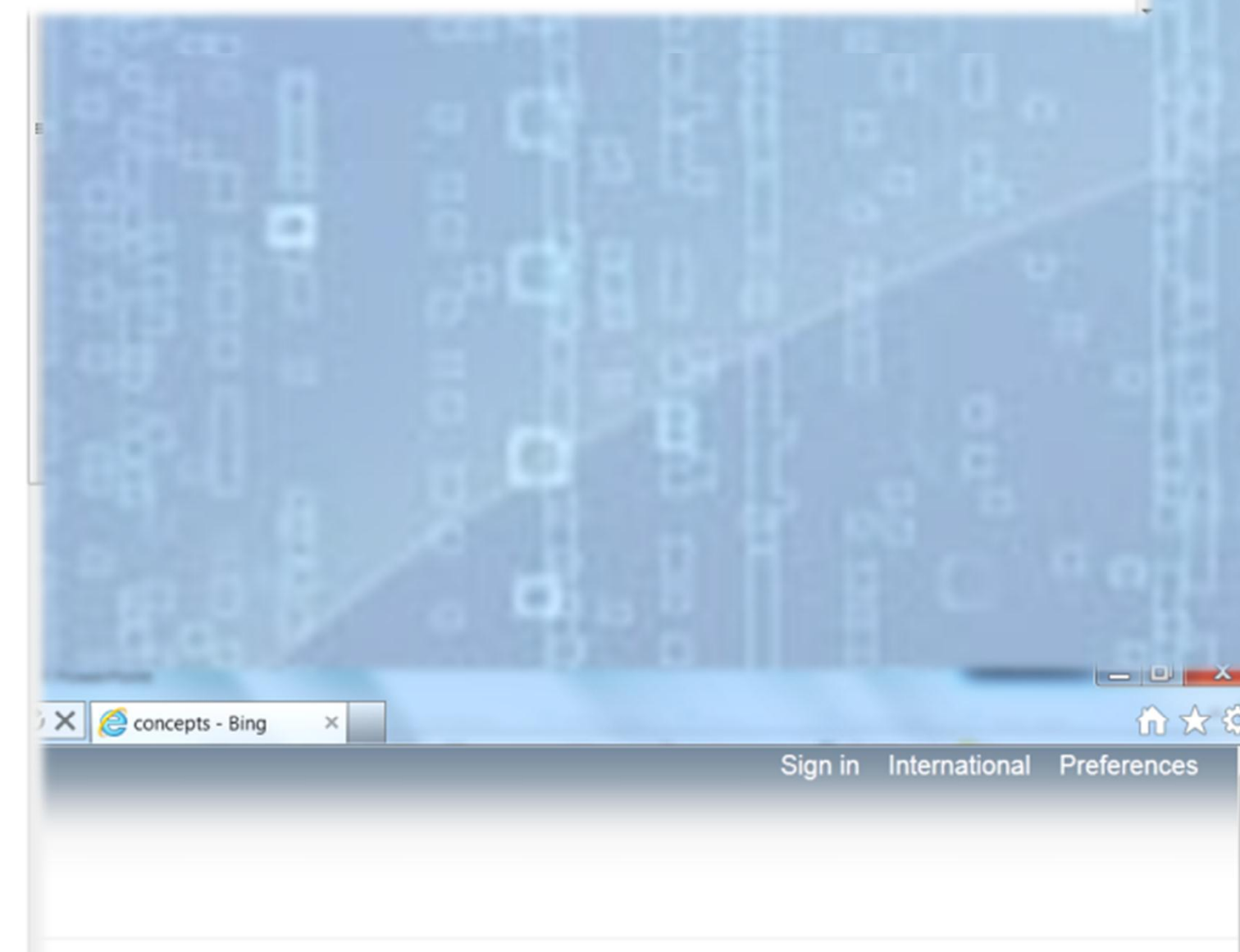
- One on one tutoring  
One computer tutor tutors one student tutee
- Basic procedural programming in C
- Simple tasks like loading string and printing its characters in reverse order etc.



- First introduction
- Hints based on code similarity
- Hints based on syntax errors
- Hints for idle students



- Steps done to calculate similarity between two pieces of code  
1. Pre-processing, 2. AST creation, 3. Counting of nodes, 4. Calculating similarity, 5. Applying similarity



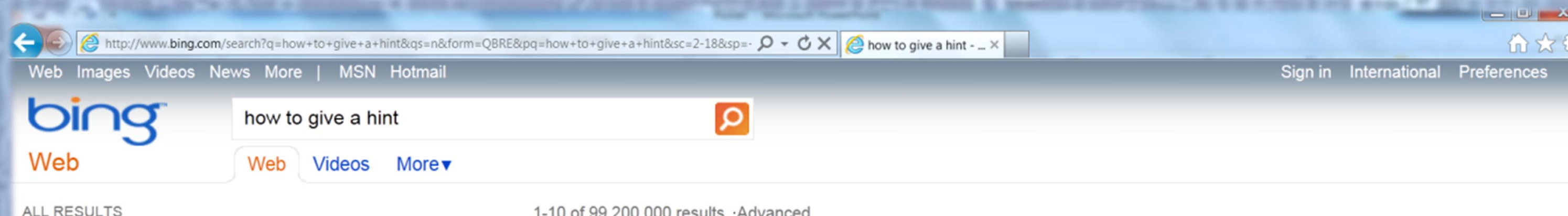
- Formula to calculate similarity between 2 AST

$$Similarity = \frac{2 * S}{2 * S + W * \frac{N(E)}{N(W)} + E * \frac{N(W)}{N(E)}}$$

S – Number of similar nodes  
 W – Number of different nodes in written code  
 E – Number of different nodes in example code  
 N(W) – Number of nodes in written code  
 N(E) – Number of nodes in example code

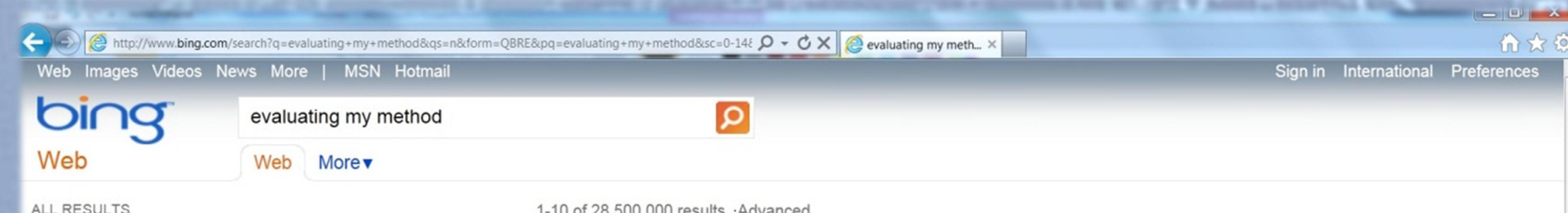
- State

State is list of concepts representing current problem, its steps, student inactivity, answer correctness etc.



- Hints are given depending on the current state

Each hint consists of actual state, goal state and a text that should be displayed once the conditions for activation are met



- Work in progress
- Evaluating the method for code similarity calculation

	p11	p12	p13	p14	p15	p21	p22	p23	p24	p25	p31	p32	p33	p34	p35
p11	0,77	0,71	0,57	0,83	0,83	x	0,91	0,91	0,91	0,91	0,77	0,83	0,77	0,91	0,83
p12	0,77	0,71	0,57	0,83	0,83	0,91	x	0,91	0,91	0,91	0,77	0,83	0,77	0,91	0,83
p13	0,77	0,71	0,57	0,83	0,83	0,91	0,91	x	0,91	0,91	0,77	0,83	0,77	0,91	0,83
p14	0,77	0,71	0,57	0,83	0,83	0,91	0,91	0,91	x	0,91	0,77	0,83	0,77	0,91	0,83
p15	0,77	0,71	0,57	0,83	0,83	0,91	0,91	0,91	0,91	x	0,77	0,83	0,77	0,91	0,83