

2Sigma School

e-learning Platform • Case Study



PHASE 1

Discovery

Introduction

Problem Statement

Personas

Goals

Use Cases

Market Research

Introduction



Data Driven Experience

Data-Driven Personalisation
Experiences For Students And
Teachers



IA/NL/ML Integration

Prominent Integration Of AI And NL
Technologies



Adaptive E-Textbook

Adaptive, Instructional, Interactive
E-Textbook Platform For Enhanced
Student Learning Experience



Transform Education

Aims To Transform Education By
Tailoring Learning Experiences And
Improving Teaching Practices.



Mastery Based Learning

Support Mastery Based Learning
And Helps The Users To Monitor
Their Performance

Personas



Problem Statement



Students

Gurpreet (23 y.o)

CSC 8th Grade
NYC

Application POV

How can we foster learning computer science (or any other subject) in a highly adaptive, instructional, interactive **E-Textbook** platform that can **increase student engagement**, Provide **personalised** tasks and activities to motivate them, based on students performance like what they have already mastered and what they need to put more focus on



Teachers

Personas



Problem Statement



Application POV

Help teachers to **keep track** of student **progress** and **manage & organise** classes , plus also help them to **assign** students with **insightful** reviews/tasks/activities to **help them master** the Unit/sub-unit

- **Name:** Ms. Sarah Adams (39 y.o)
- **Background:** Experienced educator with a master's degree in Educational Technology, teaching for eight years in a New York City middle school.
- **Teaching Style:** Emphasizes **hands-on, interactive learning**. Encourages exploration beyond the curriculum, providing additional resources and challenging coding projects. Promotes group activities to foster teamwork and problem-solving skills.

Teachers

Key-words cloud

Interactive Textbook **Engagement**

Confidence **Tasks & Activities** Navigate

AI Integration Personalisation

Adaptive

Analysing

Motivate

Learning & Struggles Performance

Instructions

Status indication

Key-words
Interactive Textbook
Confidence Task
AI Integration
Adaptive Analy
Learning & S
Instructions
Status indication

How do we derive this cloud?

In this Word cloud, we gathered all the key works and highlighted them according to their priority in the **Problem Statement**. This gives us a **better understanding** of the importance of each work and how they contribute to the overall solution. We can also use it to identify **potential areas of focus**.

How can we foster learning computer science (or any other subject) in a highly adaptive, instructional, interactive E-Textbook platform that can increase student engagement.

Provide personalized feedback to motivate them, like what they have they need to put insightful reviews/tasks/activities to help them master the Unit/sub-unit

Help teachers to keep track of student progress and manage & organise classes, plus also help them to assign students with insightful reviews/tasks/activities to help them master the Unit/sub-unit

Goals



for student

Curriculum Topic
Flexibility

Tailored Tasks and
Activities

Practice
Assignments

Curriculum Status
Tracking

Progress Monitoring

Constructive
Remarks



Design Should Focus on

Adaptive layout

Scalable and
futuristic

Personalisation of
system

Easy Workflow

Content bucketing

Intuitive interface.

Goals



for Teachers

Analytical Overview

Student Engagement
and Performance

Assignment and Task
Management

Ability to add new
tasks

Badge Assignment
and motivate
Students

Progress Stats &
Task Review



Design Should Focus on

Clear Data
Visualisation

Quick & Easy AI
Driven Flow

Scalable

Balanced

Market Research Key Take-aways



for student

Upfront Progress bar for better visualisation

Unit information - Name and Description

Clear Information About the duration, Number of Modules/Sub units and other information

Approx. time to complete Unit

Number of items completed and the total progress of the unit

Milestones Marked in our case we can have different tasks Marked on the Progress bar

Reward system

Index for better visualization

Screen Segregation Index, Content, Activities

Previous and Next button with Progress bar

Icon to Collapse

Collapsible menu Icon

Market Research Key Take-aways



for Teachers

Unit information - Name
and Description

Adding Rubric for a
problem

Upfront Progress bar for
better visualisation

AI integrations and Text
to prompt
Implementation

Number of items
completed and the total
progress of the unit

Data driven Design

Visualisation of grade
book

Assessment of Activities
that matches the user's
mental model

Clean and Easy flow

PHASE 2

Define

Structuring

Modules

Flow

Priority Matrices

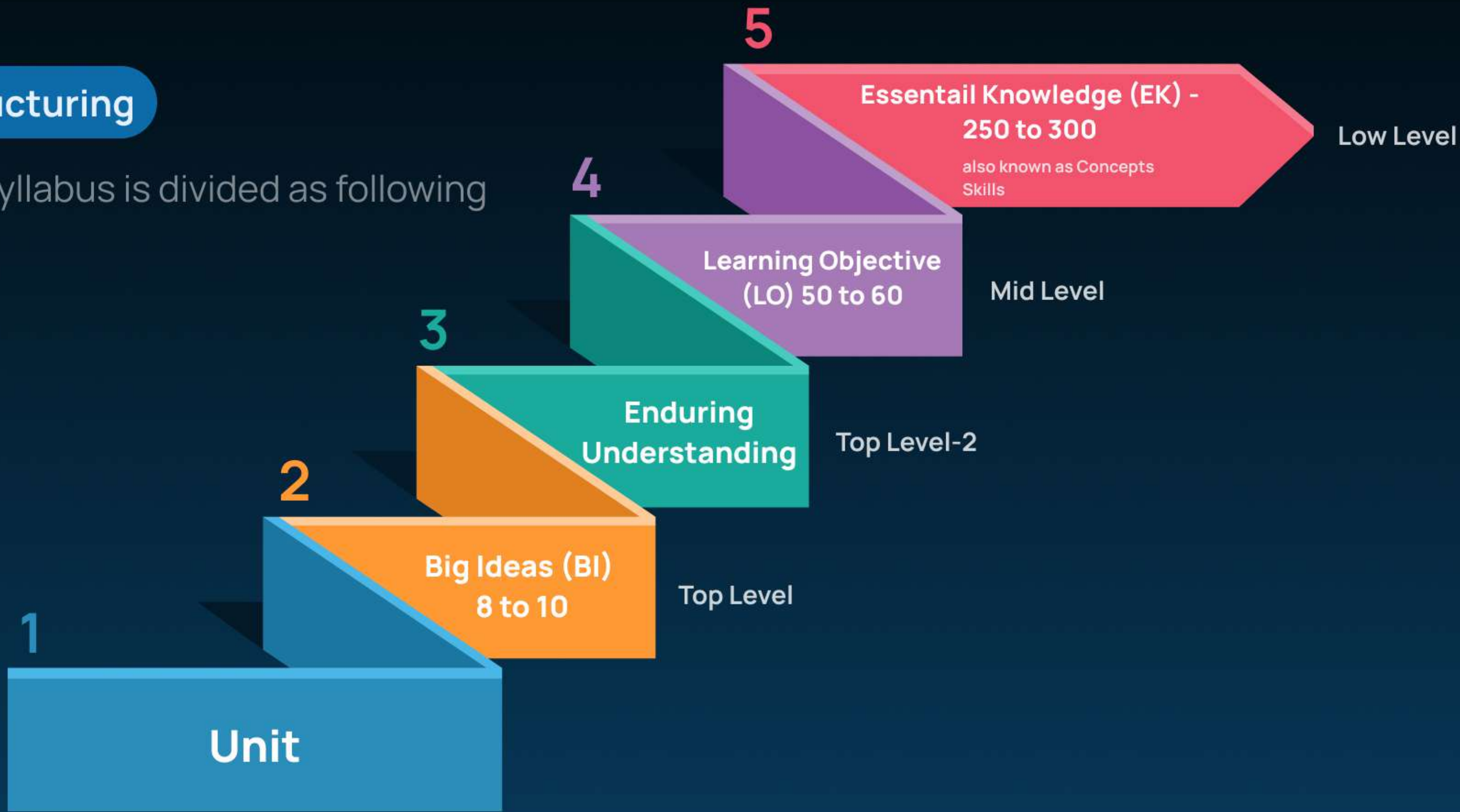
Use Cases

User Journey

Feature List

Structuring

Our Syllabus is divided as following



So for Example :

1. **Big Ideas are like the main topics or you can say Chapter with in a Unit.**
2. **Enduring Understanding or the EU are like the Topics with in the chapters**
3. **Learning Objects are the Sub-topics within those topics**
4. **Last but not the least we have Essential Knowledge , these are the Skills that the Users will get from those Topics or subtopics**

Big Idea (BI)

	A	B
1	0	Description
2	MOD	Incorporating elements of abstraction, by breaking problems down into interacting parts, each with their own purpose, makes writing complex programs easier. Abstraction simplifies concepts and processes by looking at the big picture rather than being overwhelmed by the details. Modularity in object-oriented programming allows using abstraction to break complex programs down into individual classes and methods. Information used as a basis for reasoning, discussion, or calculation is referred to as data.

Enduring Understanding (EU)

MOD-1	Some objects or concepts are so frequently represented that programmers can draw upon existing code that has already been tested, enabling them to write solutions more quickly and with a greater degree of confidence.	eu	{ap-c
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Learning Objective (LO)

MOD-1.A	Call System class methods to generate output to the console.
MOD-1.B	Explain the relationship between a class and an object.
MOD-1.C	Identify, using its signature, the correct constructor being called.
MOD-1.D	For creating objects - a. Create objects by calling constructors without parameters b. Create objects by calling constructors with parameters

Essential Knowledge (EK)

MOD-1.A.1	System.out.print and System.out.println display information on the computer screen.
MOD-1.A.2	System.out.println moves the cursor to a new line after the information has been displayed.
MOD-1.B.1	An object is a specific instance of a class with defined attributes.
MOD-1.B.2	A class is the formal implementation, or blueprint, of the attributes and behaviors of objects.

Modules Defined



for student

Analytical Overview

Focus mode

E-Textbook Detail page

Your Board
(personalisation)

Task page

Modules Defined



for teacher

Incorporate the
Suggestions

Data Visualisation

Hierarchy wise data
division

Time based Student
Progress

Easy visualisation of
the syllabus

Mastery of topics

Now based on this we created our content Inventory

This content inventory works as a building blocks for our workflow

Content	Type	Entry point
Course	Page	Home page or Browse Course → Select one
• Name	Text info	
• Description	Text info	
• Skills to be acq.	Tags or lists	
• Duration	Text info	
• Progress (2D)	Progress bar	
• How Much		
• How Well		
• Index	Table	
• CTA to start Course	Action item	
• Tutor Assigned	Text info	
Details	Page	CTA to Start/continue course
• Index	Section Table	Collapsible section
• CTA To close	Action item	
• BI; EU; LO; EK; Units	Table cells	
• Progress (2D)	Progress Bar	
• How Much		
• How Well		
• Status		
• Remark(if done)		
Content		
		Tag/ indication
		Text callout
		Section
		Text info
		Text callout
		Video

Stage 1

User clicks on a course/ e-textbook and enters the detail page

Stage 2

Analyse the progress,

- See where he/she stands in his/her class/study group
- View the Action items for today
- View skills to be achieved in that particular section

Stage 3

Analyse his/her Board (Personalised board)

- Daily Progress
- Skills mastered vs not yet mastered
- Badges
- Study group etc.

This Section plays an Secondary role in this experience



User Journey

For Student

Stage 4

Goes to the Actual Content -

- Put the content in a focus mode if need
- Goes through the text, examples etc type of content

Stage 5

Attempt Tasks and Activity associated with the unit/ subunit

Stage 6

Task/ Activity Result

- If pass - show time spent, accuracy
 - Show Explanation
 - Up-next
 - Suggest another task
- If Fail - show time spent, accuracy
 - Show Skills that the user needs to focus more on
 - Explanation
 - Suggest task

Stage 7

User performs Suggested tasks or activity and Proceed to next item

Stage 8

Review & Done all the Content and Tasks

- Check Progress and Review Skills Achieved

Once everything is done proceed to next Unit ->

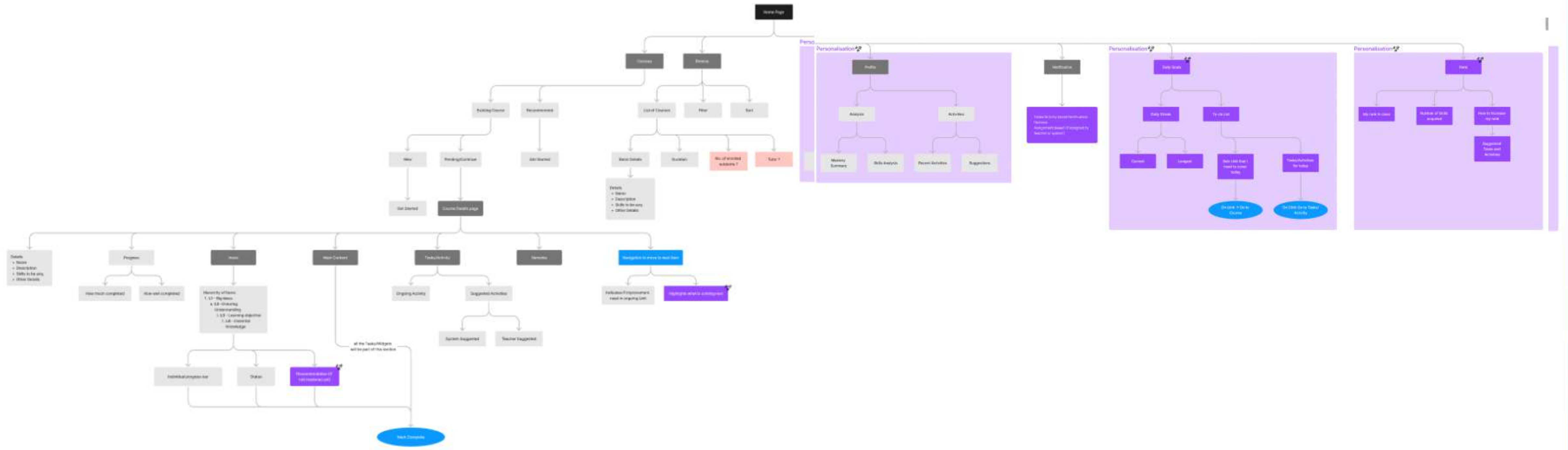


User Journey

For Student

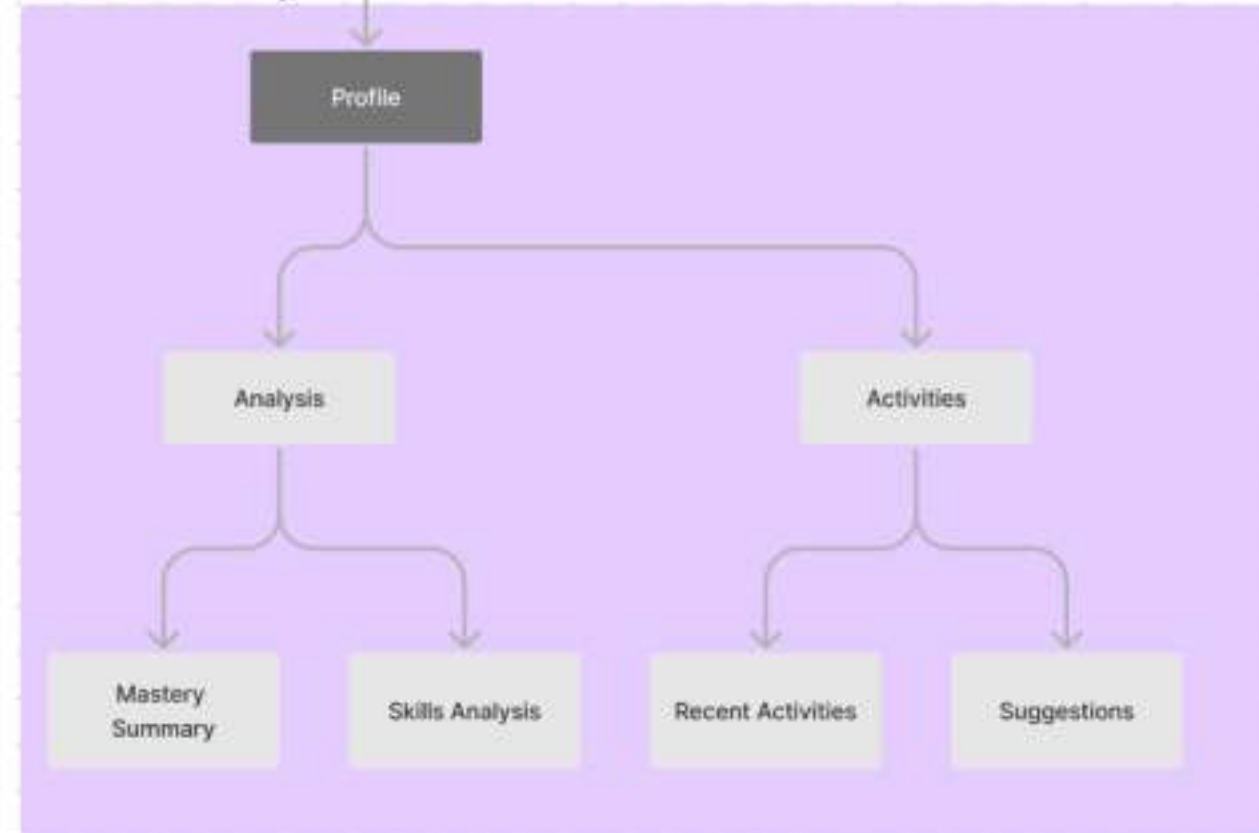
User Flow aka IA

Flow for students



🌟 i.e Artificial Intelligence/ Machine Learning Magic

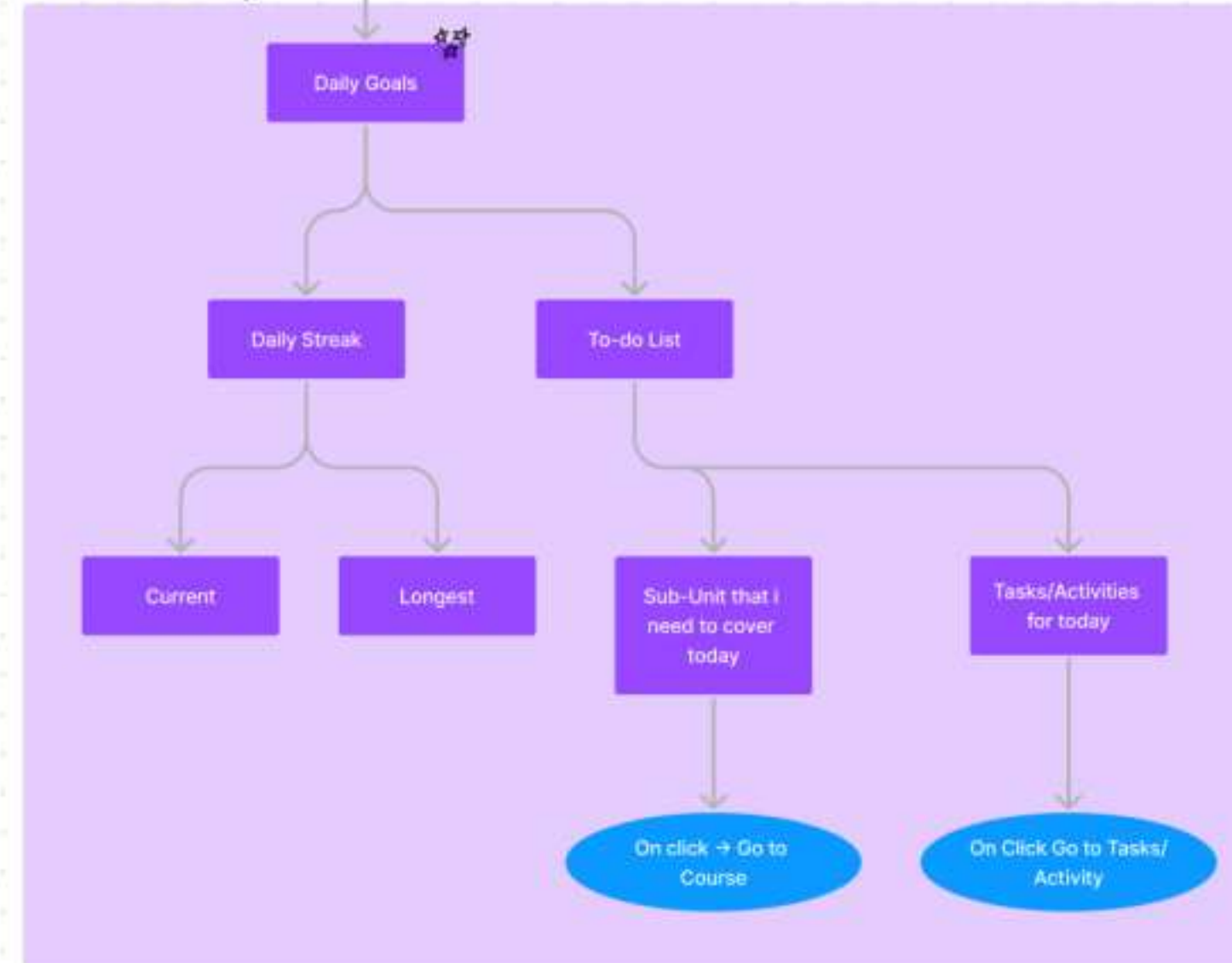
Personalisation 🌟🌟



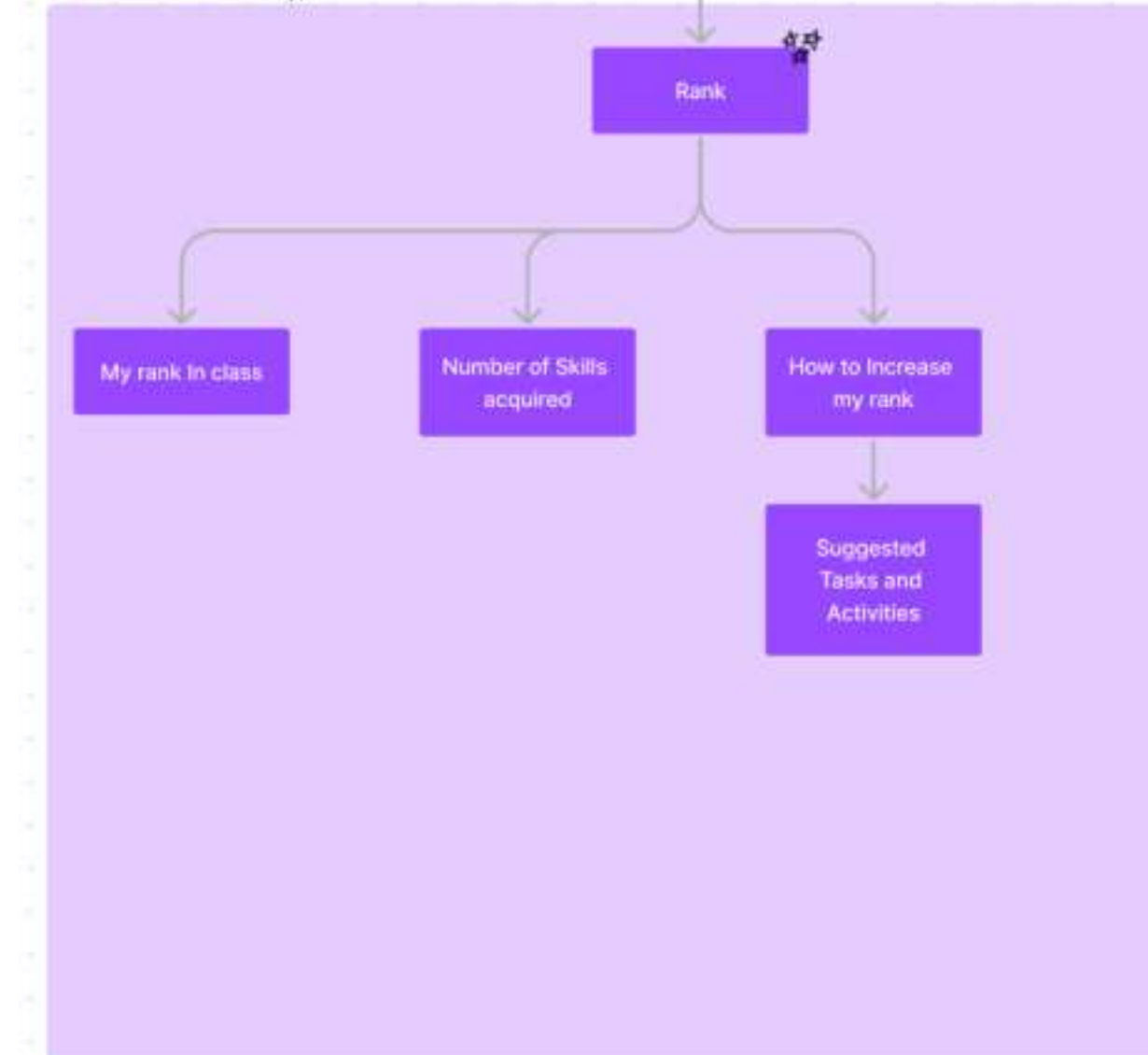
Notification

Tasks/Activity based Notification
Reviews
Assignment based (if assigned by teacher or system)

Personalisation 🌟🌟



Personalisation 🌟🌟



Stage 1

Entry Point: Clicks on "Create or Add Activity"

Stage 2

User selects the Type of task

- Activity
- Test
- Homework
- Capstone

Add the Goal and the estimated time

Goal will be Contextual to type of task selected

Stage 3

once the base information is done then the user will lead to adding topics

- Units
- Subunits
- Learning objective
- and Skills

and simentansly add difficulty and estimated time

Stage 4

Once everything is added now the AI will recommend a bunch of activities from which the user can select and add onto the actual activity panel

can also add variations for an individual question, with the help of AI



User Journey

For Teacher

Stage 5

Now the user will add basic details like

- Set Time and date
- activity parameters



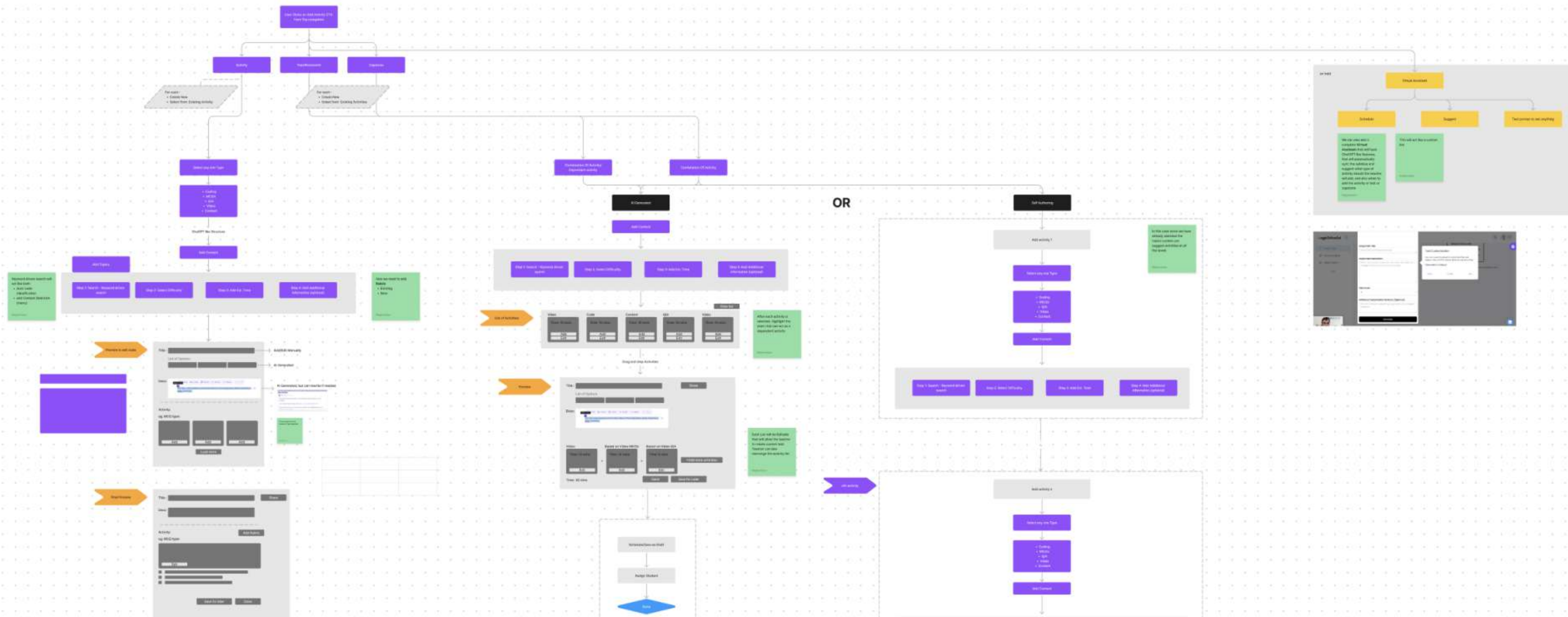
User Journey

For Teacher

Stage 6

Assign it to students and
DONE

User Flow aka IA



PHASE 3

Ideate

Initial Iterations

Research

Data Visualisation

Assembling the Wires based on Flows

We started with the Student Dashboard – **Detail page view**
and the Feature list based on initial research was set as

Primary

- Personalise Assignment (if lacking)
- Skills Acquired
- Gamification
- peer to peer learning experience
- Awards and Badges
- beginner to expert levels (easy med hard)
- Daily goals – pacing
- AI Study Buddy – progress assessment in NL – Optional

Secondary

- Student interest topics – sports, fashion etc. –>Examples contextual to interests – optional
- Suggest (not part of main syllabus , optional)

We started with the Student Data
and the Feature list based on the

Primary

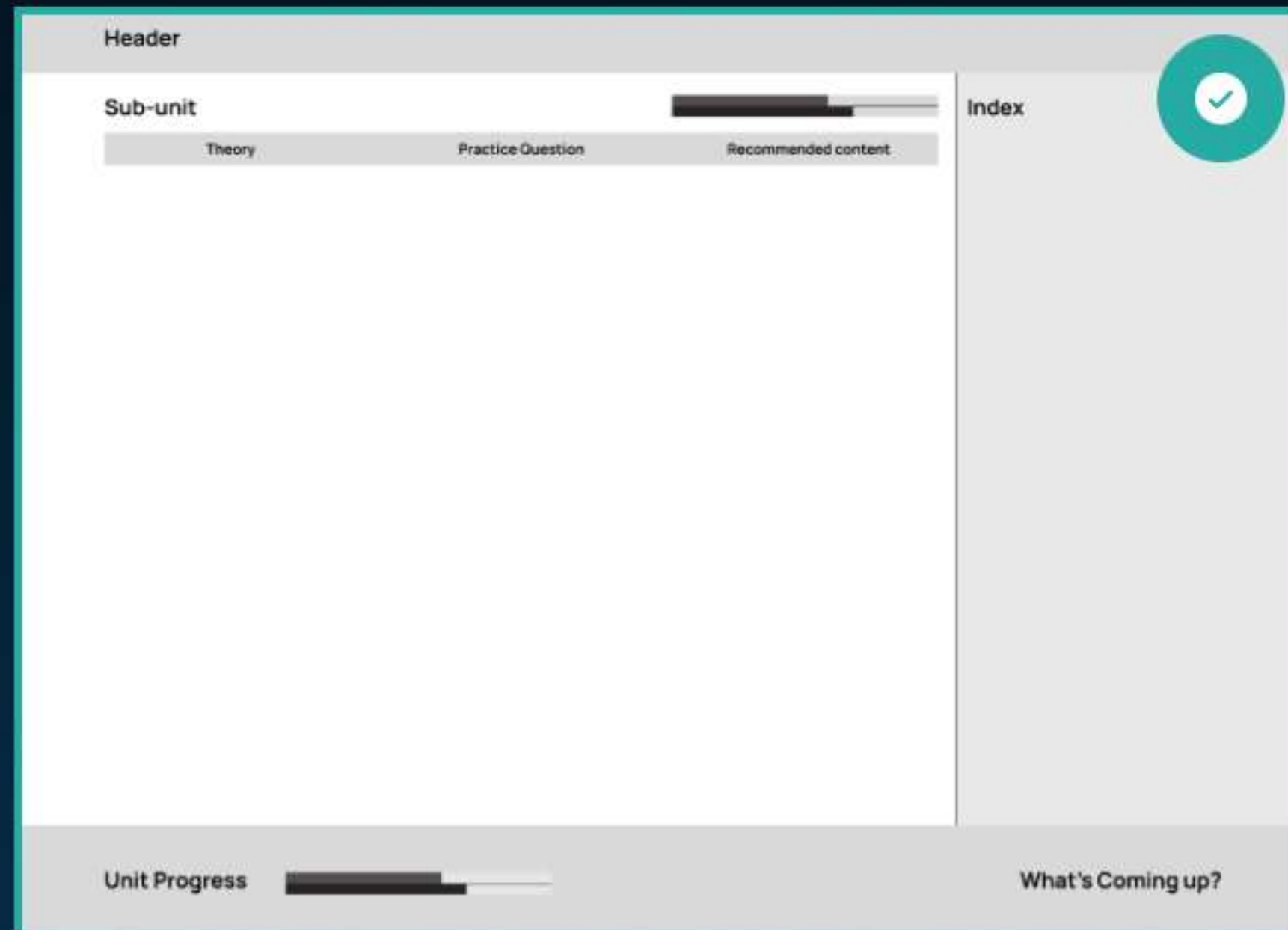
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- Skills Acquired
- Gamification
- peer to peer learning experience
- Awards and Badges
- beginner to expert levels (easy med hard)
- Daily goals - pacing
- AI Study Buddy - progress assessment in NL - Optional

Why E-Textbook Detail first?

The detail pages for e-textbooks are at the bottom of the hierarchy, **with maximum complexity**, which gave us a **broader perspective** of the project since we were just getting started. The detail pages were an essential step in understanding the project's scope. They also **allowed us to identify potential issues early on in the project lifecycle**, allowing us to make necessary adjustments. This allowed us to create a more **efficient workflow**.

1. Iterated Based on structure

 Student E-Textbook Detail page



Header

Sub-unit

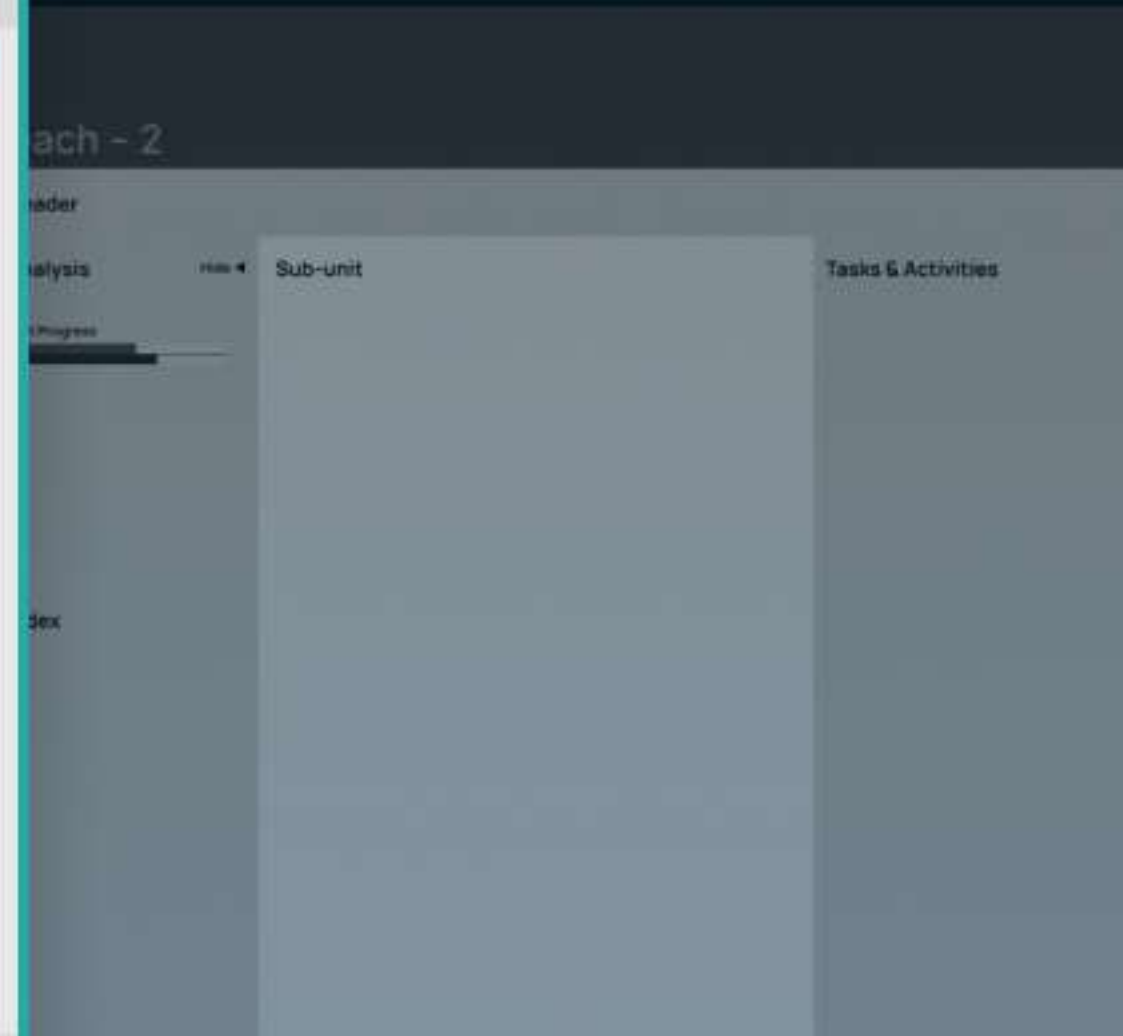
Theory Practice Question Recommended content

Index

Unit Progress

What's Coming up?

A teal circular icon with a white checkmark is located in the top right corner of the wireframe.



Approach - 2

Header

Sub-unit

Tasks & Activities



Approach - 3

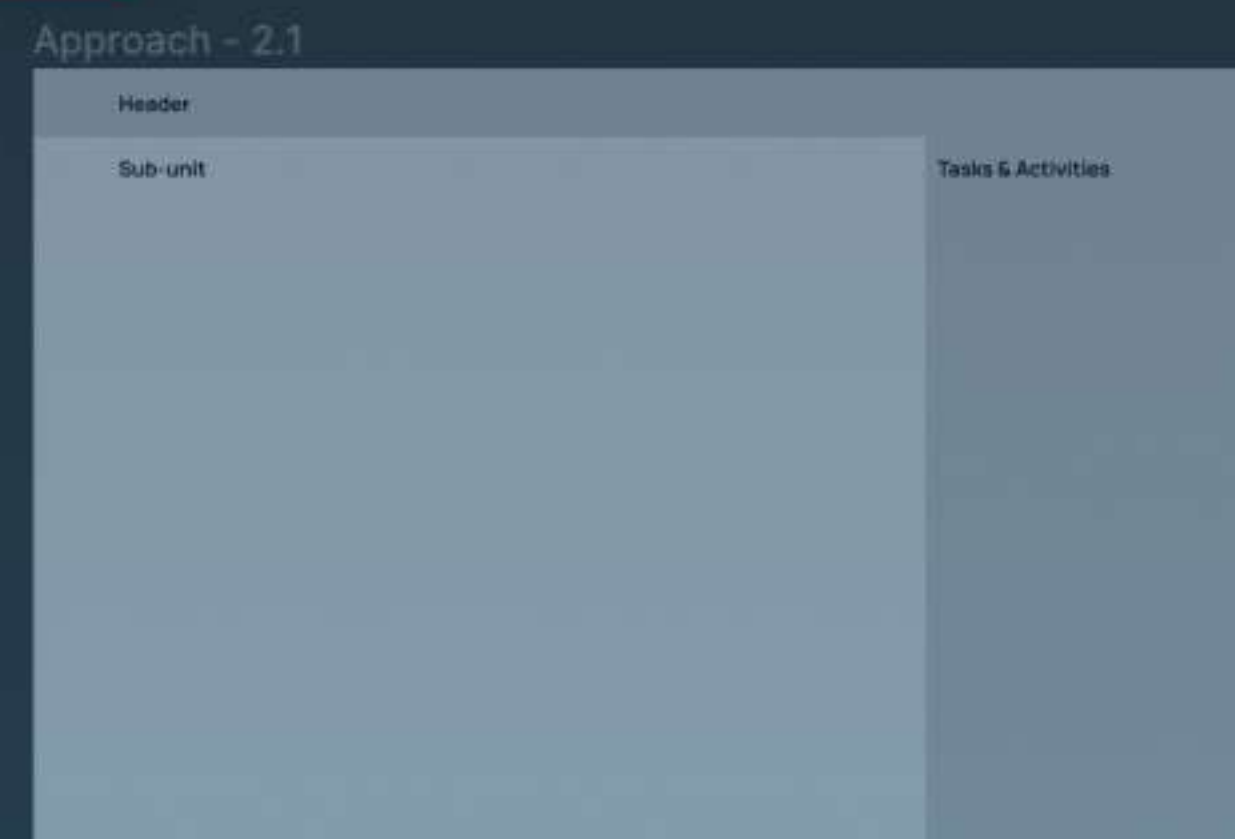
Header

Content

Tasks & Activities

Unit Progress

What's Coming up?



Approach - 2.1

Header

Sub-unit

Tasks & Activities

2. Started with the actual content and the elements that will come under each

Student E-Textbook Detail page

Progress

Me John Sareena

[View Detailed Analysis](#) > < [Skills](#) >

Your current skill level places you **third** in your study group, you need to acquire **7 more skills** to beat your competitors. There's no need to worry, you'll gain **3 skills** in the next chapter. Here are the skills you can gain:

- I** MOD1 : Already know 44%
- B** MOD1 : Already know 12%
- N** MOD1 : New Topic

[Hide Progress](#) ^

Index


[Hide](#) ▶

ended content

> Your Board

Progress

[View More](#) >



Time Spent - 1 hr 20 mins
Completion - 80 %
Accuracy - 45 %

Remarks
MOD1 took about 1 hr and 30 min to complete. However, you scored only 45% on Tasks and Activities. Here are some of the skills that we think you need to focus more on, not only to improve your overall performance but also to upgrade your Study Group rank:


- N** MOD1 : 34%
- N** CSS 1.A : New Skill

Progress

[View More](#) >

Remarks
MOD1 took about 1 hr and 30 min to complete. However, you scored only 45% on Tasks and Activities. Here are some of the skills that we think you need to focus more on, not only to improve your overall performance but also to upgrade your Study Group rank:

- N** MOD1 : 34% Done
- N** CSS 1.A : New Skill
- B** MOD1 : 70% Done



Time Spent - 1 hr 20 mins
Completion - 80 %
Accuracy - 45 %

Study Group (10)

[View More](#) >

Top 3 Peers

- You** 1st
Time Spent - 1 hr 20 mins | Completion - 80% | Accuracy - 45%
- John** 2nd
Time Spent - 2 hr 1 mins | Completion - 60% | Accuracy - 33%
- Sareena** 3rd
Time Spent - 55 mins | Completion - 20% | Accuracy - 8%

Me John Sareena

3. For each element we did a lot of iterations and landed onto this screen



2. Using the Python Interpreter

If you're looking for a programming language that's flexible and easy to read, try learning Python. It's one of the most popular languages today, and programming in Python is used for everything from web and software development to data science and analytics to quality assurance.

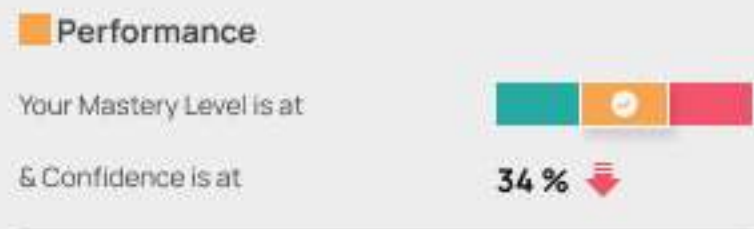
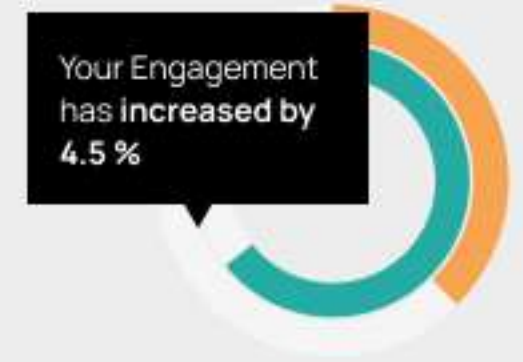
Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms.

2.1 Argument Passing

When known to the interpreter, the script name and additional arguments thereafter are turned into a list of strings and assigned to the argv variable in the sys module. You can access this list by executing import sys. The length of the list is at least one; when no script and no arguments are given, sys.argv[0] is an empty string. When the script name is given as '-' (meaning standard input), sys.argv[0] is set to '-'. When -c command is used, sys.argv[0] is set to '-c'. When -m module is used, sys.argv[0] is set to the full name of the located module. Options found after -c command or -m module are not consumed by the Python interpreter's option processing but left in sys.argv for the command or module to handle.

```
$ python3.11
Python 3.11 (default, April 4 2021, 09:25:04) [GCC 10.2.0] on linux Type
"help", "copyright", "credits" or "license" for more information.
>>>
>>>the_world_is_flat = True
>>> if the_world_is_flat:
...     print("Be careful not to fall off!")
... Be careful not to fall off!
```

Progress



Skills you will learn in this Module :

- Assignment operator sets variable value from right-side expression.
- Assignment operator sets variable value from right-side expression.

Daily Goals

3 Daily Streak | **12** Longest Streak



Things you need to Focus on today:

- Complete MOD1 Task – Programming Assignment Recommended by Teacher
- Get Started with skills practice

On top we have **comparison** window where we show My progress vs class or study group progress

Then here is the **actual content** of the course, we have interactive elements in built in this content area

And on the bottom we are showing the **Main course content** entry point, history, and upcoming CTA's

2. Using the Python Interpreter

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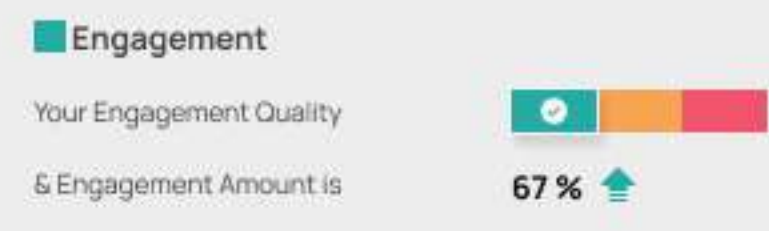
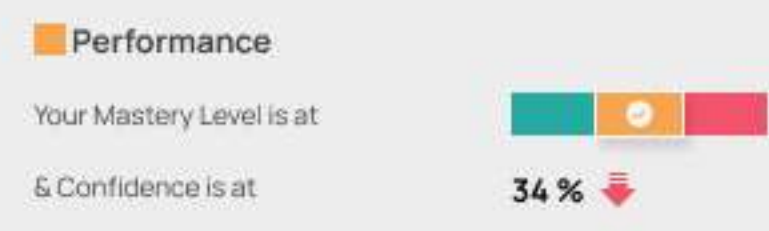
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>>>
>>>the_world_is_flat = True
>>> if the_world_is_flat:
...     print("Be careful not to fall off!")
... Be careful not to fall off!
```

Enter Focus Mode

> Your Board [View Details](#)



Skills you will learn in this Module :

- Assignment operator sets variable value from right-side expression.
- Assignment operator sets variable value from right-side expression.

Daily Goals
3 Daily Streak | 12 Longest Streak



- Things you need to Focus on today:
- Complete MOD1 Task - Programming Assignment Recommended by Teacher
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```
4) [GCC 10.2.0] on linux Type  
for more information.
```

Enter Focus Mode

> Your Board

View Details

Progress

Your Engagement has increased by 4.5%

Performance

Your Mastery Level is at



& Confidence is at

34%

Engagement

Your Engagement Quality



& Engagement Amount is

67%

Skills you will learn in this Module :

Assignment operator sets variable value from right-side expression.

Assignment operator sets variable value from right-side expression.

Daily Goals

3 Daily Streak | 12 Longest Streak

M T W T F S S

Things you need to Focus on today:

- Complete MOD 1 Task - Programming Assignment Recommended by Teacher
- Get Started with skills practice

Revise what you did Previously

Up Next: MOD 1 →



Student E-Textbook Detail page

This is where we are showing the power of AI/ML.

This board will act like a **personalised board** for the student to view their own **progress** vs the class, also view **struggles and strengths**.

Plus the daily goals etc are also added to bring in the aspect of **gamification**

Student Analysis Page

Once done with the E-Textbook detail page, we went up in the hierarchy to **Analysis and Overall Textbook wireframes**

Student Analysis Page

Our project involved studying data visualisation and iterating concepts for a Birds-eye view of e-textbooks, since numeric data was prevalent on the analysis page

Visualisation for :

Syllabus

Overview Hierarchy Visualisation

Performance & Confidence

Progression Chart

Mastery Over Time

Progression Chart

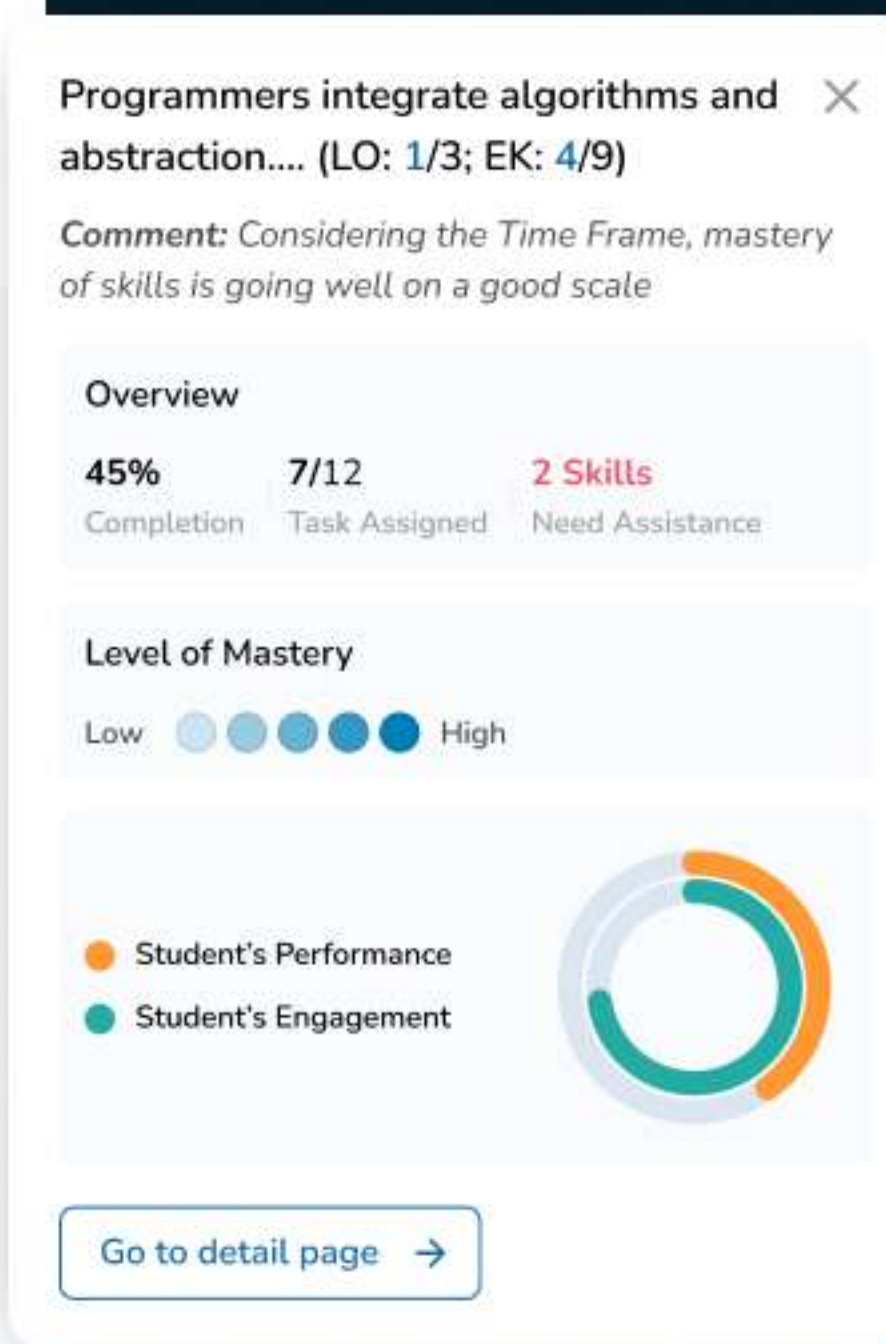
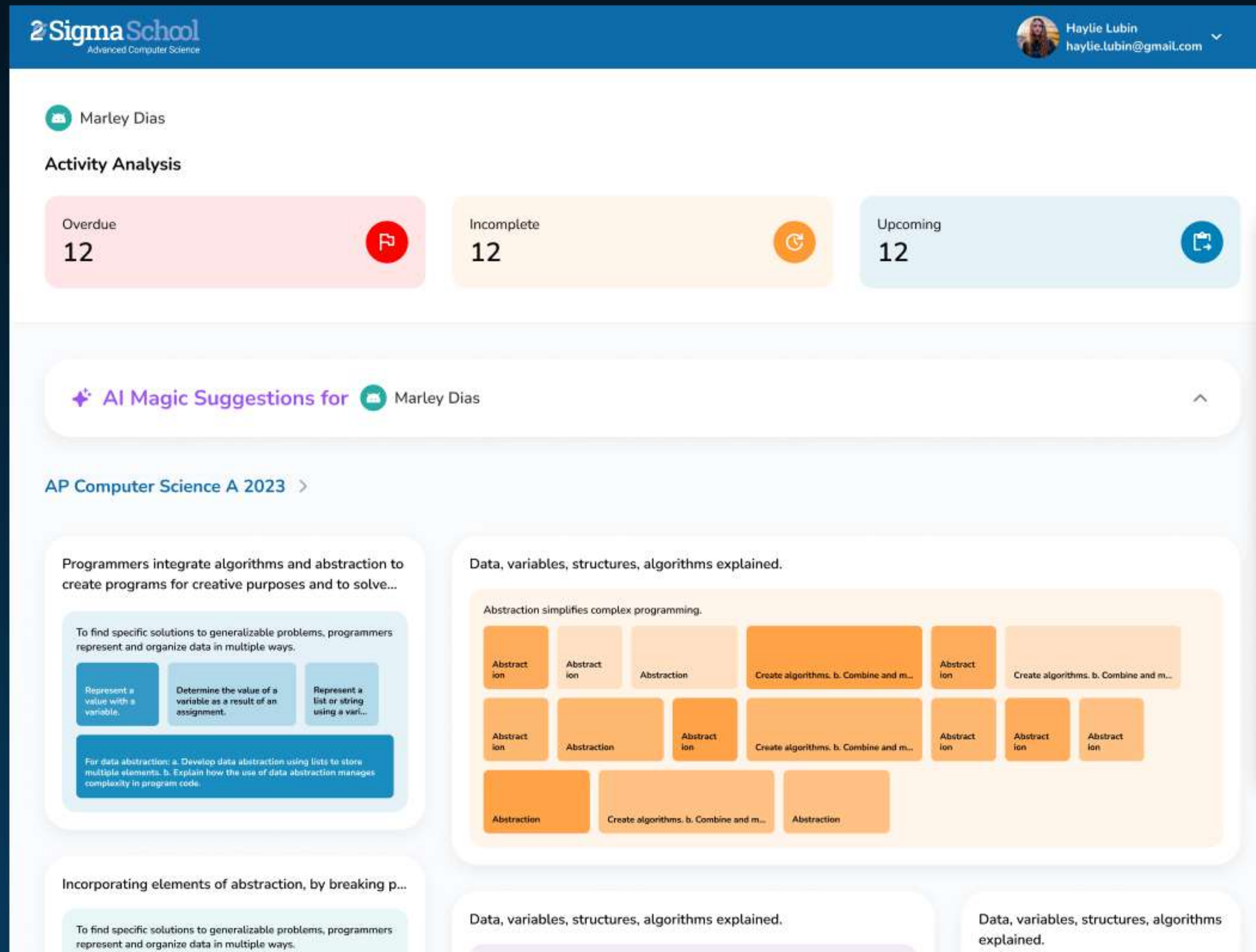
Engagement Quality

Progression Chart

Activity Progress

Progression Chart

Here are few UI outcome of Different Dashboards



On hover on tree map this is what the user will see

Currently this is where we are at

On Top we can see the overview analysis of students, Mostly based on the Activity Performance



The ai magic will give customised Activity suggestions based on the performance, mastery, engagement of student



Bird eye view or tree map of the Total syllabus



The screenshot displays the Sigma School Student Analysis Page for Marley Dias. At the top, the Sigma School logo and user profile (Haylie Lubin) are visible. The 'Activity Analysis' section shows three categories: Overdue (12), Incomplete (12), and Upcoming (12). Below this is the 'AI Magic Suggestions for Marley Dias' section. The main content area is titled 'AP Computer Science A 2023' and features a tree map of the syllabus. The tree map is organized into several nodes, including 'Programmers integrate algorithms and abstraction to create programs for creative purposes and to solve...', 'Data, variables, structures, algorithms explained.', and 'Incorporating elements of abstraction, by breaking p...'. The tree map uses orange and blue boxes to represent different topics and sub-topics.

[← Back](#)  Marley Dias

AP Computer Science A 2023 > **Programmers integrate algorithms and abstraction** >

● Marley Progress ● Class Average

Overview ▼

Activity Analysis

Overdue 12	Incomplete 12	Upcoming 12
----------------------	-------------------------	-----------------------

AI Magic Suggestions for Marley Dias

Programmers Integrate Algorithms & Abstraction >

Learning Objectives

- Completed**
Abstraction simplifies complex programming tasks
Student Engagement: ▲ 82% Student Confidence: ▲ 55%
- Pending**
Abstraction simplifies complex programming tasks
Student Engagement: ▲ 61% Student Confidence: ▲ 50%
- Completed**
Abstraction simplifies complex programming tasks
Student Engagement: ▲ 50% Student Confidence: ▲ 82%

Abstraction Simplifies Complex Programming Tasks

Marley Engagement

Show Class Average



Engagement Quality: ▼ 34%


Engagement Quantity: ▲ 82%

Average Time Spent: 2 hrs 12 mins

Marley's Activities

Skills In Progress

[View More](#)

 Call System class methods to generate output to the console.

[Review](#)

Level 2 Dashboard

Student analysis, all the subtopics are available to the student

Learning Objectives

Completed

Abstraction simplifies complex programming tasks

Student Engagement: 82% Student Confidence: 55%

Pending

Abstraction simplifies complex programming tasks

Student Engagement: 61% Student Confidence: 50%

Completed

Abstraction simplifies complex programming tasks

Student Engagement: 50% Student Confidence: 82%

Needs Attention

Abstraction simplifies complex programming tasks

Student Engagement: 30% Student Confidence: 100%

Capstone Project

Abstraction simplifies complex programming tasks

Duration: 1 Hr 20 mins

Scheduled for: 24th Sept, 2023

Assigned to: +12 more

Needs Attention

Abstraction simplifies complex programming tasks

Student Engagement: 100% Student Confidence: 100%

Abstraction Simplifies Complex Programming Tasks



Engagement Quality: 34%

Engagement Quantity: 82%

Average Time Spent: 2 hrs 12 mins

Skills In Progress

[View More](#)

Call System class methods to generate output to the console. [Review](#)

Engagement: 82% Confidence: 34%

Task Attempted: 0/10 - Average Score: 0/0 Last Attempted on: Jun 5, 2023

Code Practice Python Practice 2 Tasks ✓ **Video Introduction to Chat GPT** **Code Practice Python Practice 2** 4 Tasks ⚠ **Vid Intr**

The Math class is part of the java.lang package. [Review](#)

Engagement: 82% Confidence: 34%

Task Attempted: 0/10 - Average Score: 0/0 Last Attempted on: Jun 5, 2023

Code Practice Python Practice 2 Tasks ⚠ **Video Introduction to Chat GPT** **Code Practice Python Practice 2** 4 Tasks ⚠ **Vid Intr**

The arithmetic operators consist of +, -, *, /, and %. [Review](#)

Engagement: 82% Confidence: 34%

Task Attempted: 0/10 - Average Score: 0/0 Last Attempted on: Jun 5, 2023

Code Practice Python Practice 2 Tasks **Video Introduction to Chat GPT** **Code Practice Python Practice 2** 4 Tasks **Vid Intr**

This is where the student can see his/her performance contextual to a specific Sub-topic and also can compare with class

Detailed view of the skills to work on etc in this case the AI suggestions are also there, it will show up in case of student struggles

Student Analysis Page level 2

List of all the Subtopics with detailed analysis



AI Magic Suggestions for Marley Dias

Programmers Integrate Algorithms & Abstraction >

Learning Objectives

- Completed**
Abstraction simplifies complex programming tasks
Student Engagement: 82% Student Confidence: 55%
- Pending**
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Student Engagement: 50% Student Confidence: 82%
- Needs Attention**
Abstraction simplifies complex programming tasks
Student Engagement: 30% Student Confidence: 100%
- Capstone Project**
Abstraction simplifies complex programming tasks
Duration: 1 Hr 20 mins
Scheduled for: 24th Sept, 2023
Assigned to: 12 more

Abstraction Simplifies Complex Programming Tasks

Engagement Show Class Average

Number of Activities Attempted

Date (Jan 2023)	Number of Activities Attempted
01/01/23	4
02/01/23	7
03/01/23	10
04/01/23	12
05/01/23	13
06/01/23	14
07/01/23	15

Engagement Quality: 34%

Engagement Quantity: 82%

Average Time Spent: 2 hrs 12 mins

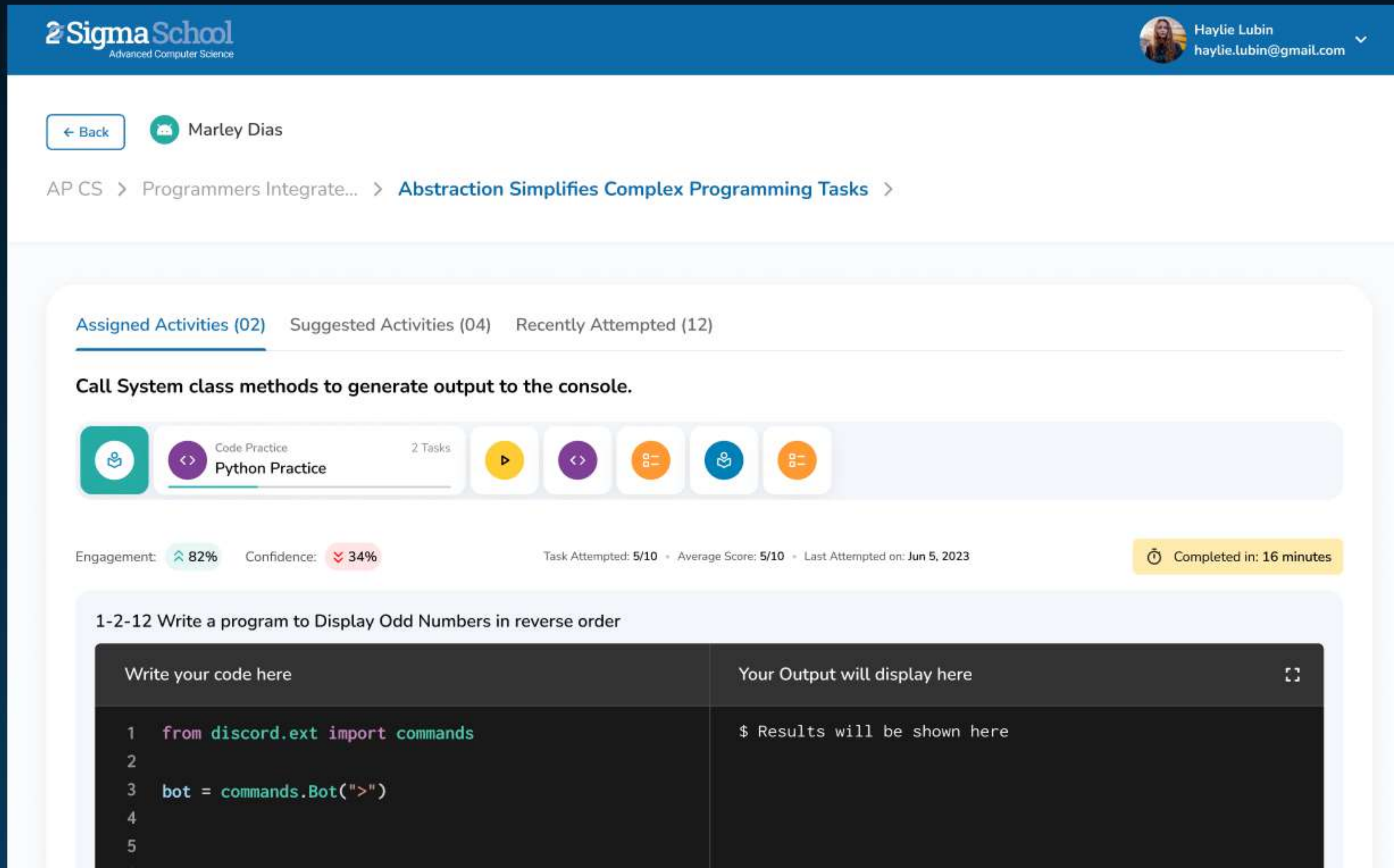
Skills In Progress

[View More](#)

- Call System class methods to generate output to the console.**
Engagement: 82% Confidence: 34%
Task Attempted: 0/10 - Average Score: 0/0
Last Attempted on: Jun 5, 2023
- Code Practice Python Practice 2 Tasks ✓
- Video Introduction to Chat GPT ⏸
- Code Practice Python Practice 2 4 Tasks ⚠
- Vid: Intr 👤
- The Math class is part of the java.lang package.**
Engagement: 82% Confidence: 34%
Task Attempted: 0/10 - Average Score: 0/0
Last Attempted on: Jun 5, 2023
- Code Practice Python Practice 2 Tasks ⚠
- Video Introduction to Chat GPT ⚠
- Code Practice Python Practice 2 4 Tasks ⚠
- Vid: Intr 👤
- The arithmetic operators consist of +, -, *, /, and %.**
Engagement: 100% Confidence: 100%
Task Attempted: 0/10 - Average Score: 0/0
Last Attempted on: Jun 5, 2023
- Code Practice Python Practice 2 Tasks ✓
- Video Introduction to Chat GPT ✓
- Code Practice Python Practice 2 4 Tasks ✓
- Vid: Intr 👤

Activity Screen, this is where the students can perform and view AI suggested activities

 Student Analysis Page level 3



The screenshot shows the Sigma School interface. At the top left is the logo for Sigma School, Advanced Computer Science. At the top right is the user profile for Haylie Lubin, with the email haylie.lubin@gmail.com. Below the header, there is a navigation bar with a 'Back' button and the name 'Marley Dias'. The main content area is titled 'AP CS > Programmers Integrate... > Abstraction Simplifies Complex Programming Tasks >'. Underneath, there are tabs for 'Assigned Activities (02)', 'Suggested Activities (04)', and 'Recently Attempted (12)'. The current activity is 'Call System class methods to generate output to the console.' Below this, there is a row of activity cards, including 'Code Practice Python Practice' with 2 tasks. At the bottom, there are performance metrics: Engagement: 82%, Confidence: 34%, Task Attempted: 5/10, Average Score: 5/10, Last Attempted on: Jun 5, 2023, and a yellow badge indicating 'Completed in: 16 minutes'. The main task is '1-2-12 Write a program to Display Odd Numbers in reverse order'. The code editor shows the following code:

```
1 from discord.ext import commands
2
3 bot = commands.Bot(">")
4
5
```

The output area is currently empty, showing the prompt '\$ Results will be shown here'.



← Back

Marley Dias

AP CS > Programmers Integrate... > **Abstraction Simplifies Complex Programming Tasks** >

Assigned Activities (02) Suggested Activities (04) Recently Attempted (12)

Call System class methods to generate output to the console.

Code Practice Python Practice 2 Tasks

Engagement: 82% Confidence: 34% Task Attempted: 5/10 • Average Score: 5/10 • Last Attempted on: Jun 5, 2023

Completed in: 16 minutes

1-2-12 Write a program to Display Odd Numbers in reverse order

Write your code here	Your Output will display here
<pre>1 from discord.ext import commands 2 3 bot = commands.Bot(">") 4 5 6 @bot.command("ping") 7 async def ping(ctx: commands.Context): 8 await ctx. 9 10 11 bot.run("TOKEN")</pre>	<pre>\$ Results will be shown here</pre>

AI Suggested activity plus the history

AI Will analyse the engagement and confidence in any particular activity

Progress in a particular activity

Actual Activity

Thanks

Walkthrough of all the wireframes can be discuss over a call

