Value Trace Problem (VTP) Manual

About VTP

In VTP, a source code and a set of questions are given to students. Students have to trace the value of the variable in the question from the source code and fill the correct answer in the corresponding blank forms. The answer is marked automatically. If the answer is wrong, the corresponding blank form is shown with "pink" color and if the answer is correct, the blank form is shown with "white" color.

How to solve VTP problems

1. Open the given PLAS (Programming Learning Assistant system) website link with the browser.

https://www.ec.okayama-u.ac.jp/~dist/PLAS/index.html

2. You will see the below screen. Click "Online Exercise" button.



3. Click "Exercise problems for C and C++ Programming", for example.



4. Choose Basic Grammar + Data Structure & Algorithms (C_VTP2), for example.

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Exercis	e Problems for C ar	nd C++ Programm	ing	
Grammar-Co	oncept Understanding Problem (GUP))		
Basic Gramm	ıar (C-GUPI)			
Value Trace P	roblem (VTP)			
Basic Gramm	lar (C_VIPI)			[02]
Basic Gramm	ar + Data Structure & Algorithms (C_V	/TP2)	_noose (C_v	12)
Basic Gramm	ar for C++ (C++_VTP1)			
Library Use A	for C++ (C++_VTPA)			
Library Use B f	for C++ (C++_VTPB)			
Library Use C	for C++ (C++_VTPC)			
Element Fill-i	n-blank Problem (EFP)			
Basic Gramm	iar (C_EFP1)			
Data Structure	e & Algorithms (C_EFP2)			
Code Comple	tion Problem (CCP)			
Miscellaneous	s 1 (C_CCP1)			
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5. There are 42 problems in C_VTP2, for example. Please solve all of them. You can repeat solving each problem more than one time until you get the correct answer.

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Sidemenu Problems	Problems			
Submission	Problem No	ProblemName	Remark	
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	2	C_2_function		
	3	C_3_arithmetic		
	4	C_4_data type		
	5	C_5_for loop		
	6	C_6_character for-loop		
	7	C_7_call function		
	8	C_8_swap function		
	9	C_9_integer memory address		
	10	C_10_simple struct car		
	11	C_11_output of for-loop		
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6. Read the problem code and fill the blanks with the correct answers. To check your answers, please click "Answer" button. Your answers will be checked automatically.

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Sidemenu 1 The Source Code	Proble Fill in Blan	em #1 ^{iks}		
Answer	The S #define int mair { int int i test[test] test] test] test]	<pre>Source Code SUB 2 NUM 3 n (void) test[SUB][NUM]; i; [0][0] = 80; [0][2] = 20; [1][0] = 90; [1][1] = 55; [1][2] = 68; (i = 0; i < NUM; i++){ rintf(No. %d 's math score is %d \n", i+</pre>	+1, test[0][i]);	
	pr petur } What is No. 1 No. 5 No. 5 No. 5 No. 0 No. 11	rintf("No. %d 's English score is %d \n", rn 0; 's moth score is 2 's English score is 0 's moth score is 0 's moth score is 0 's moth score is 10 's English score is 12	Write your a the blank	answer in

7. After clicking the "Answer" button, the correctness of your answer is shown with different color as in the figure below. When your answer is correct, the blank form will show with "white" color and when it is incorrect, the blank form will show with "pink" color.



- 8. After solving problem 1, click the "back" button on the browser and solve the remaining problems in one assignment.
- 9. You can solve each problem as many times as you want until you satisfy your answer. The answers will store in the web storage.

10. After solving all of the problems, fill the forms in the Submission section. 1) Enter your student ID or name. 2) click "Show Record" button. 3) Click "Save" button.

After clicking "Save" button, your answer file will be saved with xxx.txt file in your computer's download directory.

Submission

1 51430752		Write	your student ID or name	
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3 Save	<	Click "	Save" button and download txt file	

11. Submit your answer file to the instructor.