C-LANGUAGE INSTRUCTIONAL TOOL: A MOBILE – ASSISTED SYSTEM FOR TRIMEX STUDENTS

Analyn R. Mendoza*, Reven Regan L. Decembriano, Troy C. Villariña and Louie F. Agustin
College of Computer Studies, Trimex Colleges,
Biñan, Laguna, Philippines

Abstract: This section expects to help preserves educators think about the potential outcomes for implanting innovation into instructing. The C-Language Instructional Tool: A Mobile – Assisted System aims to help the students learned in the c-language code. Innovation makes the tremendous impact in transit of living of a typical individual. It develops through time and it turns out to be further developed through such huge numbers of years. In this way, across the board access to such a cheap and modern gadget has rather changed the scene of A Mobile – Assisted from numerous points of view. Truth be told, portable learning can be considered as the up and coming age of A Mobile – Assisted. Mobile gadgets are not substituting for existing learning gadgets, but rather they fill in as the expansion for learning in new condition having new abilities, however, not all learning substance and exercises are fitting for cell phones. The primary motivation behind why the advocates to build up a framework for the understudy with the end goal to take in a natural way in C-languages and to give them simple test or quiz that they will realize that they officially learned in this Specific programming language.

Keywords: Mobile-Assisted System; C-Language; Instructional Tool; Android Base Tutorial; Android Mobile Phone

1. INTRODUCTION

The method for living with the high-innovation is consistently developing quick as the years progressed, because of an unsatisfied taste of the people and in that they are making more approaches. To make their living effortlessly by utilizing PCs, PC is a mainly a programmable electronic machine that performs fast numerical or legitimate activities that can gather, store, corresponds and process data. The Internet is a system that helps the human by their administrations and to enhance the frameworks for various exchanges. Innovation fixes the hole among people and change. In reality, as we know it where everything is only a single tick away, innovation turns into the most vital part with the end goal to make changes. We're living in an advanced world that makes unlimited conceivable outcomes for a superior future.

Innovation makes the tremendous impact in transit of living of a typical individual. It develops through time, and it turns out to be further developed through such vast numbers of years. In this way, across the board access to such a cheap and modern gadget has slightly changed the scene of A Mobile – Assisted from numerous points of view. Portable learning can be considered as the up and coming age of A Mobile – Assisted. Mobile gadgets are not substituting for existing learning gadgets, but instead they fill in as the expansion for learning in new condition having new abilities, however, not all learning substance and exercises are fitting for cell phones.

C-Language Instructional Tool: A Mobile-Assisted System for Trimex Students. Will assist the understudies with lessening hustle finding a source code about C-Language and furthermore help the instructor with teaching code.

C-Language Instructional Tool: A Mobile – Assisted System for Trimex Students expects to help preserves educators think about the potential outcomes for implanting innovation into instructing. The C-Language Instructional Tool: A Mobile – Assisted System aims to help the students learned in the c-language code. The primary motivation behind why the advocates to build up a framework for the understudy with the end goal to take in a natural way in C-languages and to give them simple test or quiz that they will realize that they officially learned in this Specific programming language.

2. LITERATURE SURVEY

According to the Authors, to develop the C-Language Instructional Tool: A Mobile-Assisted System for Trimex Student can be quickly learned and understood.

C-Language Instructional Tool: A Mobile-Assisted System for Trimex Students Implementing IOP is showed up in figure 2 to conceptualize the likelihood of this errand, We use detailed examinations and composing for additional data.

According to the Authors, this study will help them to get some of the simple codes that all of the professors of Trimex Colleges teach to their student's.

2.1 RELATED WORKS

This area examined the frameworks identified with the undertaking that may help in building up the structure. The principle motivation behind an audit of related structures is to break down logical works by different engineers that the client utilized as a reference.

MOBILE-ASSISTED LANGUAGE LEARNIN[1]

Khansa AL-Qudaimi (May 4, 2013) as the interest of gaining outside languages increments and individuals' extra time diminishes, portable helped dialect learning (MALL) offers the perfect arrangement. Henceforth, this paper goes for spotlighting how the different instruments, showing techniques and utilization of MALL and m-learning, as a rule, have been showing up and spinning to keep up powerful learning procedure. The electronic age is described by the fast development of data and correspondence

innovations. Among all correspondence mediums, cell phones as PDAs, Personal Digital Assistants (PDAs) and cell phones at present are the most amazing ones. Hence, teachers have been endeavoring to give learning condition through cell phones and going for creating versatile learning (m-learning) apparatuses for instructive purposes. Such extraordinary highlights in the market are good for the diverse needs of the clients. Their expenses likewise fluctuate. Be that as it may, the fundamental exercises can be performed by every single cell phone. Therefore, educators need to put in their thought expenses and gadgets. Students' abilities in utilizing cell phones must be put into the record. Moreover, their earlier information and involvement in utilizing portable for learning is pivotal. Their mentalities towards learning using cell phones assume a crucial job in students' yield quality.

ANALYSIS OF RESEARCH IN PROGRAMMING TEACHING TOOLS: AN INITIAL REVIEW[2]

Syahanim Mohd Salleh, Zarina Shukur and Hairulliza Mohamad Judi (2013) Published by Elsevier Ltd. Different devices have been acquainted in the instruction process with upgrade educating and learning exercises. These instruments assume a critical job for enhancing understudies' learning knowledge on the educated subject. In programming instructing and learning, different electronic devices are accessible. These electronic instruments are primary since programming and condition are firmly identified with and require PC as a stage to execute and test the linguistic structure of programming.

Programming process includes a blend of exercises, i.e. arranging, planning, testing and investigating. To learn on the best way to build up a program, understudies need to comprehend the punctuation of programming language.
Programming comprises three primary segments: program, programming apparatuses, and programming dialect. As one of the critical component in programming, programming apparatuses assume a vital job in programming improvement and usage. Programming apparatuses give the product or condition that enables software engineers to give directions, test them and actualize the program. Capacity and abilities to utilize programming devices are considered as essential and equal to aptitudes in linguistic structure and rationale. In educating and learning of programming, programming instruments is one of the principal subjects that examine issues identified with teaching method, educational modules, and programming languages. This investigation centers around programming encouraging device and utilization survey examination to decide crucial issues raised by ongoing exploration directed on this point. The discoveries depend on four research questions. They show crucial issues tended to by specialists, for example, the systems and strategies for programming instructing, learning and evaluation. These discoveries are valuable for scientists to proceed with research in programming showing apparatuses as to this perspective.

MOBILE ASSISTED LANGUAGE LEARNING: REVIEW OF THE RECENT APPLICATIONS OF EMERGING MOBILE TECHNOLOGIES[3]

Jaeseok Yang, Online Published: June 3, 2013 as portable processing innovations have been all the more ground-breaking and comprehensive in individuals' every day life, the issue of versatile helped dialect learning (MALL) has likewise been broadly investigated in CALL look into. Numerous inquires about on MALL consider the rising portable advances have significant possibilities for the compelling dialect learning. This audit think about spotlights on the examination of recently developing versatile innovations and their educational applications for dialect educators and students. Late research or survey on versatile helped dialect learning will in general spotlight on more definite utilizations of recently rising portable innovation, as opposed to has given a more extensive point concentrating on sorts of cell phone itself. In this paper, I along these lines surveyed ongoing examination and meeting papers for the most recent decade, which used recently rising and coordinated versatile innovation. Its instructive advantages and difficulties are talked about.

ACADEMIC ACHIEVEMENT IN COMPUTER PROGRAMMING INSTRUCTION AND EFFECTS OF THE USE OF VISUALIZATION TOOLS; AT THE ELEMENTARY SCHOOL LEVEL[3]

Işıl Gülmez and Nesrin ÖzdenerIn (Published nineteenth July 2015) this examination researched the impacts of utilizing perception devices in programming guidance on understudy achievement and inspiration. The examination additionally tried to decide courses that altogether associate with programming achievement. Toward the finish of the exploration, no critical contrast was found between the accomplishments of the understudies utilizing flowchart show devices and understudies utilizing story instruments on the utilization of factors. Although the investigations analyzed in writing demonstrate that the flowchart show is more helpful in showing fundamental originations toward the starting dimension of programming instruction, these examinations were intended for college understudies, another target gather which is not quite the same as primary school understudies both in age gathering and starter information. These distinctions might be the reason for the contrast between the consequences of the present examination and the aftereffects of the investigations analyzed in writing.
The utilization of perception apparatuses in showing programming builds understudy accomplishment and inspiration. Under these conditions, it will be valuable for the organizations graduating instructors to prepare educator competitors on the helper apparatuses and strategies that may build understudy achievement and inspiration relating to calculation advancement. Besides, the obtaining of information on the courses requiring aptitude in calculation improvement may cast light on figuring out what should be done to build up this ability additionally.

3.   SCOPE AND LIMITATION OF THE STUDY

Scope:

The structure was expected to develop a flexible application for the understudy of Trimex Colleges with the right objective to help. The new understudy with taking in the

easy route in C-languages and to give them first test that they will understand that they viably learned in this Specific programming dialects, The versatile application will give the going with features that planned to the structure:

1. A module that is compatible with jelly bean android system onwards.
2. A user-friendly graphical user interface.
3. It will give the students a simple code for C-language.
4. It will also give you some simple quiz.

Limitation:

1. The proposed mobile application for Trimex Colleges did not support for other programming languages.
2. The proposed Application can only give a simple code up to intermediate lesson.

4. RESULT AND DISCUSSION
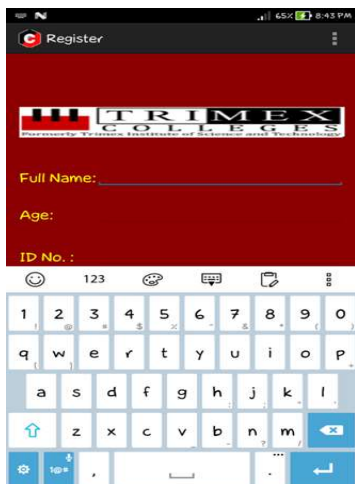
Figure 1 Homepage

The image above demonstrates the rundown of instructional exercise that the client my decision on, it has just four decisions that they can decide on, as should be obvious the other two instructional exercise are bolted they will be open ones the pass the test that is given by the framework.


Figure 2 Tutorial Choices

The image above demonstrates the landing page of the framework you can find in the picture that the client needs to enter their name to enlist yet if they as of now have a record they will not see this part once more. Each application requires just a single record on the off chance that they previously made a record they cannot make another account.

Figure 3 Landing Pages

This initial segment is just a presentation page, and once they tap the catch they will be coordinated to the following page that has a test for the client, and it just makes 4 to 5 questions, and this page has a little movement on catch and the drop-down.
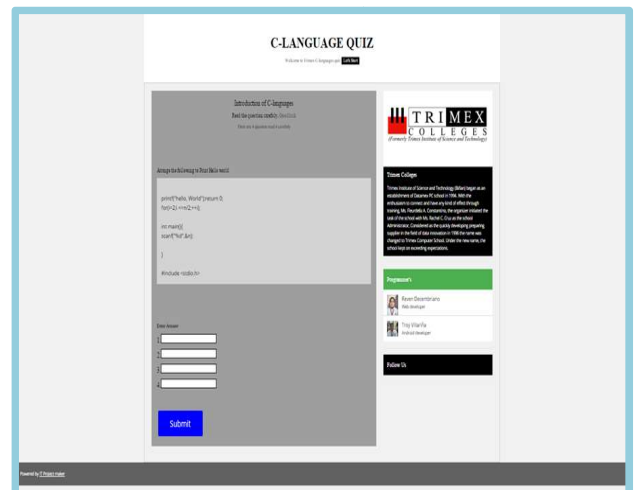
Figure 4 Quiz Pages

The figure 5 demonstrate the test that they need to do reply to open the other instructional exercise and begin taking in the other piece of C-language the figure 5 is just make out of 4 to 5 question yet the inquiries are not really addressed they are just masterminding the code's to make the program work, and on the off chance that they don't get the normal they are not, or the framework won't enable them to open the following instructional exercise.
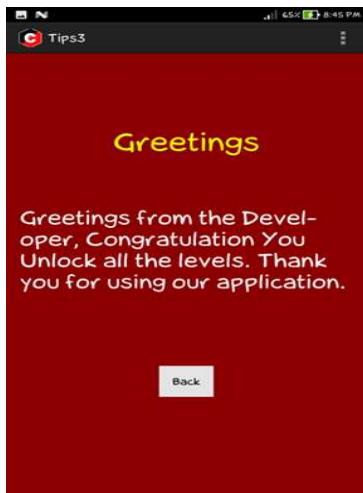
Figure 5 Unlock Tutorial

The figure above demonstrate that if the client pass the test they will have an entrance to the new instructional exercise, however to open the other instructional exercise they need to get the normal of the given online test the test are on the whole basic test.

4.1 VERIFICATION STUDIES

Table 1: Weighted Mean Response in the Functionally Criteria

Criterion	Weighted Mean
Functionality	
• The software performs the tasks required.	4.9
• The software shows the result as expected.	4.8
• The software interacts with another system.	4.8
• The software prevents unauthorized access.	4.7
Average	4.83

There were 42 reactions among the Student Respondents who unequivocally concurred, and 8 who concur that the product/framework is beneficial concerning distinguishing, the aggregate weighted mean for the understudy respondents for the usefulness of the framework is 4.83.

Table 2 Weighted Mean Responses in the Reliability Criteria

Criterion	Weighted Mean
Reliability	
• Most of the faults in the software have been eliminated over time.	4.7
• The software capable of handling errors.	4.7
• The software resumes working and restores lost data after a failure.	4.8
Average	4.74

The aggregate weighted mean of 4.74 was defended through the consistent quality of the framework programming; 37 respondents unequivocally concurred, 12 who concur and 1 who impartial.

Table 3 Weighted Mean Responses in the Usability Criteria

Criterion	Weighted Mean
Usability	
• The user comprehends the use of the system easily.	4.7
• The user learns to use the system easily	4.8
• The user uses the system without much effort.	4.8
• The interface looks good.	4.7
Average	4.75

The understudies as respondents STRONGLY AGREED that the product is usable and easy to use. The aggregate aftereffects of 4.75 demonstrate this proposed framework can be effortlessly learned, comprehended, and appealing to the client.

Table 4 Weighted Mean   Responses   in   the   Efficiency Criteria

Criterion	Weighted Mean
Efficiency	
• The system responds quickly.	4.8
• The system efficiently utilizes resources.	4.8
Average	4.8

There was a sum of 40 reactions from the understudies' respondents who STRONGLY AGREED that the product is equipped for giving suitable reactions while playing out its capacity. Then again, 10 understudies AGREED. The outcomes imply 4.8 that the proposed framework is proficient, and clients can react effectively are clear.

Table 5: Weighted Mean Responses in the Maintainability Criteria

Criterion	Weighted Mean
Maintainability	
• The software performs the tasks required.	4.8
• The software shows the result as expected.	4.8
• The software interacts with another system.	4.8
• The software prevents unauthorized access.	4.7
Average	4.8

There were a sum of 40 respondents who emphatically concurred and 10 respondents who concurred .It is clearly

found in the weighted mean, 4.8 of the Maintainability criteria under understudies' respondents' classification.

Table 6: Student Respondents Summary of the Software

Criterion	Mean	Interpretation
A. Functionality	4.83	Strongly Agree
B. Reliability	4.74	Strongly Agree
C. Usability	4.75	Strongly Agree
D. Efficiency	4.8	Strongly Agree
E. Maintainability	4.8	Strongly Agree

All in all, the product yielded an aggregate weighted mean of 4.78, from the two understudies' respondents which fall on the STRONGLY, AGREE in the Liker's scale. Likewise, it is as of now demonstrated that there is no massive contrast among the reaction of the looked at methods for the two classifications of respondents.

5.SUMMARY

The consequences of the overview and assessment guaranteed that the framework met the targets of the examination. A C-Language Instructional Tool: A Mobile-Assisted System for Trimex Students. Will assist the understudies with lessening hustle finding a source code about c-languages and furthermore assist the instructor with teaching the program code.

5.1 CONCLUSION

In light of the points of the investigation and the aftereffects of the assessment of the accompanying ends are:

1. A C-Language Instructional Tool: A Mobile-Assisted System for Trimex Students.
2. Can lessen the works of the teacher. They give the student the application, and then they assist in encoding.
3. Help the student to find code easily and support them in the correct order.

5.2 RECOMMENDATION

The analysts suggested the accompanying:
1. Make the system responsive to android phone and tablets.

REFERENCES

[1]Khansa AL-Qudaimi"Mobile-Assisted Language Learning," May 4, 2013.
[2]SyahanimMohdSalleh, ZarinaShukur,HairullizaMohamad Judi "Analysis Of Research In Programming Teaching Tools: An Initial Review," Published by Elsevier Ltd 2013.
[3]Jaeseok Yang "Mobile Assisted Language Learning: Review Of The Recent Applications Of Emerging Mobile Technologies," Online Published: June 3, 2013.
[4]IşılGülmez, NesrinÖzdenerIn"Academic Achievement in Computer Programming Instruction And Effects Of The Use Of Visualization Tools; At The Elementary School Level," Published 19th July 2015.