

# User Manual

## Student Code Online Review and Evaluation (2.0)

Student Code Online Review and Evaluation (2.0) or S.C.O.R.E (2.0) is a platform for creating and submitting programming assignments.

### Team Members

**Dorothy Ammons** - [dammons2022@my.fit.edu](mailto:dammons2022@my.fit.edu)

**Patrick Kelly** - [pkelly2022@my.fit.edu](mailto:pkelly2022@my.fit.edu)

**Shamik Bera** - [sbera2022@my.fit.edu](mailto:sbera2022@my.fit.edu)

**Rak Alsharif** - [ralsharif2021@my.fit.edu](mailto:ralsharif2021@my.fit.edu)

### Faculty Advisor and Client

Raghuveer Mohan

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# Introduction

## 1.1 About S.C.O.R.E (2.0)

Student Code Online Review and Evaluation (2.0) or S.C.O.R.E (2.0) is a platform for creating and submitting programming assignments. Professors are able to create classes, assignments, rubrics, test cases and rosters. Additionally, they may view grades, submissions, AI usage scores and similarity scores. Students may use the application to view and make submissions to their assignments, receiving automatic grades and feedback through their submission output.

## 1.2 Requirements

In order to ensure S.C.O.R.E (2.0) runs as expected, the following are required:

- Internet access
- Windows or Linux operating system
- Google Chrome installed with the desired S.C.O.R.E (2.0) login email
- S.C.O.R.E (2.0) executable

## 1.3 Google OAuth Data Collection

Our platform uses Google OAuth as a verification and identification tool. We store email addresses to remember and identify users. We do not collect or store any other personal data. We do not sell user data to third parties.

# Getting Started

## 2.1 Launching

To begin using the S.C.O.R.E (2.0) application,

1. Double click the executable file provided.
2. After a couple of seconds, a tab will appear in Chrome with a loading screen and a window for the application will popup.
3. Once the loading page completes its cycle, a new tab will appear with the login page.

You may copy the link into another browser if the current one is not logged into the right email or if the browser opened is not Chrome.

## 2.2 Login

You are considered a returning user if

- A professor has already registered your associated email, or
- You have previously created an account

In this case:

- The page will automatically refresh and take
- You will be taken to your dashboard.

It is recommended that you wait a moment before clicking the sign in button if you are unsure.

If you are a new user,

1. Click the “Sign in with Google” button and a Google OAuth window will open.
2. Continue to sign in with the desired email.
3. A new page will appear for you to enter your first name, last name and user type.

You are unable to change any user information once sign in is completed.

## 2.3 Dashboard

This is your homepage. You will see your list of registered classes on the left. In the event that your user is not associated with any classes, this page will remain blank. For professors, you will have the additional option to create a course.

## 2.4 Exiting

When you are finished using S.C.O.R.E (2.0) and would like to close the application

1. Close your tab with the web application.
2. Open the application window and click "Exit SCORE".

If you close the application and remain on the webpage, your connection will be lost and your tab will be unresponsive.

The program will automatically close after 15 minutes without any requests. Windows users may also quit the application through Windows Task Manager at any time.

# Professors

## 3.1 Class Creation and Navigation

Using the panel on the left of your dashboard you have the option to create a class.

1. Click “Create Class”.
2. The course creation page will open and ask you for a course name and code.
3. Enter the desired course name (this is what you and your students will see) and course code (this is the class’s ID tag, ensure this is unique for every course).
4. Click “Create Course”.
5. Your tab will refresh automatically and your created course will appear on the left.

All of your created classes will be shown on the left panel. To navigate to a certain class, simply click on its name. The page for the class will have

- Cards for every assignment
- A button to upload a roster
- A button to create an assignment
- A button to delete the class

The screenshot shows a dashboard interface for S.C.O.R.E. On the left is a dark red sidebar with a logo of a cougar's head at the top. Below the logo, the sidebar lists three class options: 'Classes', 'CSE 4081: Introduction to Analysis of Algorithms (Spring 2026)', 'CSE 2050: Data Structures and Algorithms (Spring 2026)', and 'CSE 4250: Programming Language Concepts'. The main content area has a grey header with 'S.C.O.R.E.' in large black letters. Below the header, the course title 'CSE 4250: Programming Language Concepts (Spring 2026)' is displayed in large bold text. Underneath the title are three buttons: 'Upload Roster' (grey), '+ Create Assignment' (grey), and 'Delete Class' (red). At the bottom of the main area is a table with one row for an assignment titled 'Assignment Sort an Array' with a red 'X' icon in the top right corner. The table has two columns: 'Due: 2026-05-01' and 'View Student Submissions'. Below the table is a section titled 'Description' with the text: 'Given a string of numbers, output an array of the numbers in order.'

## 3.2 Adding Students to a Class

To register your students to your a class

1. Navigate to the class page.
2. Click “Upload Roster”.
3. A popup will appear and give you two options:
  - a. Add a new student one by one
    - Type in the student’s first name, last name, and email address
    - Click “Add Student”
    - The added student will appear under the current roster
  - b. Import a roster
    - Click “Choose a File”
    - Upload the file from the file explorer popup
    - Click “Import Roster”
    - The list of students will appear under the current roster, this may take a moment

The CSV file for importing a roster is required to have at least two fields: “Student Name” and “Email”. You may obtain this file from your Canvas course. On the Canvas course page

1. Click “New Analytics”
2. Select the “Reports” tab
3. Click “Run report” for the class roster
4. Download the generated CSV file

## 3.3 Assignment Creation

To create an assignment

1. Navigate to the class page
2. Click “+ Create Assignment”
3. The assignment creation page will open

On the assignment creation page you will have multiple fields to complete before the assignment can be published.

- Assignment Name
- Due Date
- Number of Attempts (how many attempts a student may make to the assignment”
- Full Description Upload (text or PDF file)

- Brief Description Upload (text file)
- Test cases
  - Input upload (text file)
  - Output upload (text file)
  - Feedback field (this is the feedback a student receives if the test case fails)
  - Points
  - Verifier
    - Diff
    - Custom
  - Visibility
    - Visible
    - Hidden
- Add a New Test Case
- Continue to Rubric
- Cancel

# S.C.O.R.E

Assignment Name:

Due Date:

Upload Full Description

*description.txt*

Upload Brief Description

*SCOREDESCEX.txt*

Number of Attempts:

## Test Cases

Input	Output	Feedback	Points	Verifier	Visibility
Upload Input <i>input1.in1</i>	Upload Output <i>output1.out1</i>	<input type="text" value="Ensure duplicate numbers remain"/>	<input type="text" value="1"/>	<input checked="" type="checkbox"/> Diff <input type="checkbox"/> Custom	<input checked="" type="checkbox"/> Visible <input type="checkbox"/> Hidden
Upload Input <i>input2.in2</i>	Upload Output <i>output2.out2</i>	<input type="text" value="Check for numbers with more than one"/>	<input type="text" value="2"/>	<input type="checkbox"/> Diff <input checked="" type="checkbox"/> Custom <input type="text" value="Upload Verifier"/>	<input type="checkbox"/> Visible <input checked="" type="checkbox"/> Hidden

+ New Test Case

Continue to Rubric

Cancel

If you choose to use a custom verifier for a test case, the web application will ask you for file upload. This file should be a python file that returns true or false using keywords “expected” and “actual”. For example, if you need the students output to be a list and the order does not matter the file might look like this:

```
exp = sorted(expected.split())
act = sorted(actual.split())
return exp == act
```

Once you have completed all of the assignment creation fields you may continue to the rubric creation page. This page consists of a table with 5 fields to allocate points towards.

- Total (include test case points into this decision)
- Compilation (points gifted if the code compiles without error)
- Attempt (points given for attempting the assignment)
- Runtime (points gifted if the submission finishes in a certain amount of seconds)
- Late point deduction
  - This will deduct points per day after the decided late day
  - To prevent points for late submissions entirely, deduct all possible points

Criteria	Points
Total	10
Compilation	2
Attempt	2
Under 20 Seconds	3
After 1 Days Late (deduction)	5

Once you are done with your rubric, select “Publish Assignment” and you will be redirected to the class page and your assignment card will appear. You may click on the assignment to view it or delete it.

### 3.4 Grading Portal

The grading portal page is where you will be able to see all of the student’s submission data. To reach the page

1. Navigate to the class page
2. Scroll to the desired assignment card
3. Click “View Student Submissions” on the assignment card

While on this page you will see a table with rows for each student that submitted. You will see their

- Name
- Email address
- Grade for the assignment
- Percent of AI used (shorter code files may come back with higher scores, interpret results with discretion)
- Submission date and time
- Submission download

Additionally, you may view the class roster, export the grades to a csv, and generate a collusion heatmap. Exporting the grades will download a CSV with two columns, SIS LoginID and grade. This file will not be directly uploadable to Canvas, however, it will hold a similar format. This will allow you to download your gradebook CSV from the Canvas assignment and plug in your values from your S.C.O.R.E (2.0) CSV.

Generating a collusion heatmap will popup a table at the bottom of the page. This table holds similarity scores for the submissions between students. High scores will be highlighted red, medium high will be orange, medium will be yellow and low scores will not have a highlight. These scores should be used as a suggestion and any further action should be taken at your own discretion.

# Students

## 4.1 Class and Assignment Navigation

While on your dashboard, all of your registered classes will appear on the left panel. To reach a class page, simply click on the class name. This page will have all of your assignment cards for that class.

**S.C.O.R.E**

**CSE 4250: Programming Language Concepts  
(Spring 2026)**

**Assignment Sort an Array**

Due: 2026-05-01	Submitted On: N/A	Score: N/A
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Description

Given a string of numbers, outprint an array of the numbers in order.

To view the assignment page, click on the assignment card. On this page you will see

- Date assigned
- Due date
- Brief description
- Button to download the full description
- Visible test cases
- Button to submit
- Rubric

## 4.2 Assignment Submission

To make a submission, click on the “Submit” button and upload your main file first. To upload other supporting files, click on the “+ Add Another File” button. Once you are finished, click on the final “Submit” button. After doing so, you will be taken back to the class page. Now, when you visit your assignment, you will see

- Every attempt's score
- Your highest score
- An option to view your most recent submission
  - Upon clicking you will see failed test cases and feedback

# S.C.O.R.E

## Sort an Array

Assigned: 2026-04-18

Due: 2026-05-01

Highest Score: 8/10

[View Most Recent Submission](#)

**Attempt 1**

**7/10**

Submitted: 4/19/2026, 12:56:50 PM

**Attempt 2**

**8/10**

Submitted: 4/19/2026, 2:58:58 PM

Test Case tc1      Test Case tc2



Feedback

Check for numbers with more than one digit.

### Description

Given a string of numbers, outprint an array of the numbers in order.

[Download Full Description](#)

### Visible Test Cases

Sample Input	Sample Output
9 1 5 2 3 1	[1,1,2,3,5,9]

Submit

If you do not have the language package installed locally for the language of the program you are submitting, your program will not compile or run. It is important that you consider the amount of attempts your professor is allowing. Not all libraries will be available to your submitted code. Programs that take longer than 1 minute to complete will time out and exit before finishing.