CodeRunner question type

Question 1

Correct

Marked out of 1.00

Write a function double(n) that returns twice its parameter n.

For example:

Test	Result
`print(double(3))`	6

Answer: (penalty regime: 10, 20, ... %)

```
1  def double(n):
2      return n * 2
```

Check

	Test	Expected	Got	
✔	`print(double(3))`	6	6	✔
✔	`print(double(-4))`	-8	-8	✔
✔	`print(double(0))`	0	0	✔
✔	`print(double(10.5))`	21.0	21.0	✔

Passed all tests! ✔

Start again   Save   Fill in correct responses   Submit and finish   Close preview

An example of CodeRunner question type

Overview:

This guide will show you how to create a CodeRunner question type.

What to know:

CodeRunner allows students to submit code as answers to various programming questions in different languages. Typically, it works in Core's adaptive quiz mode, where students enter their code for each question and receive immediate feedback on their test results. They can then make corrections and resubmit their code, usually with a minor penalty.

Table of Contents

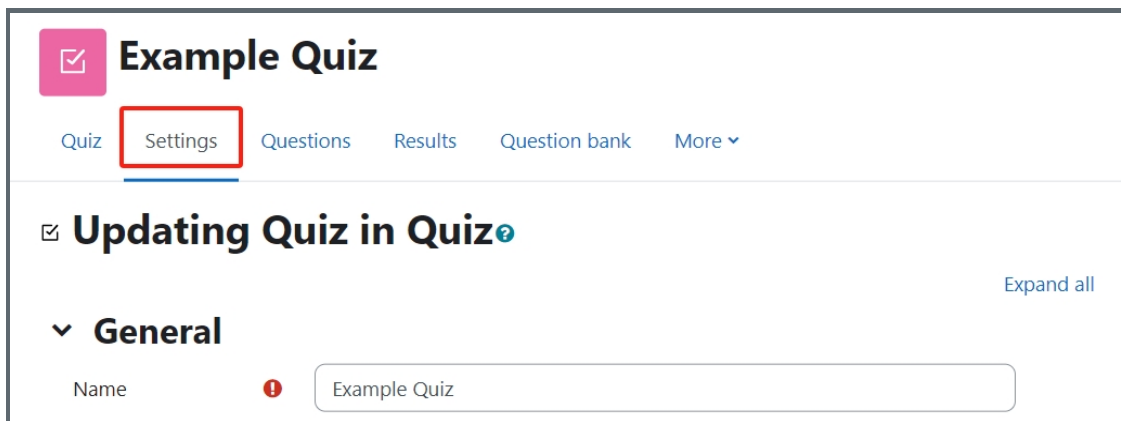## Step 1: Access the Quiz activity where you want to create the question

In your module area/course, click the link of the Quiz activity where you want to create a new CodeRunner question.
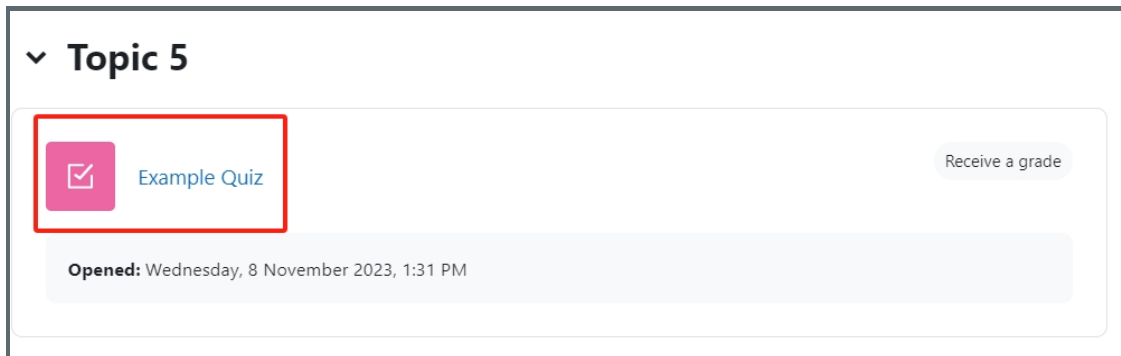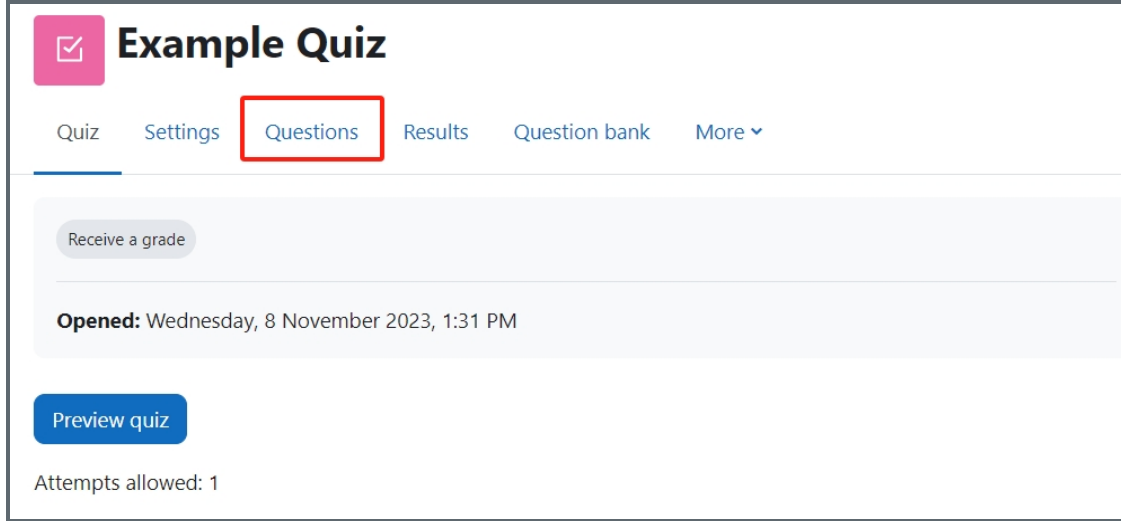

Note: If an appropriate Quiz activity doesn't exist in your module area/course, please see Add a quiz for details of how to create one.

Step 2: Enable 'Adaptive mode' in the quiz settings

1. Open the quiz 'Settings'.
2. In the 'Question behaviour' section, change 'How questions behave' to 'Adaptive mode'.
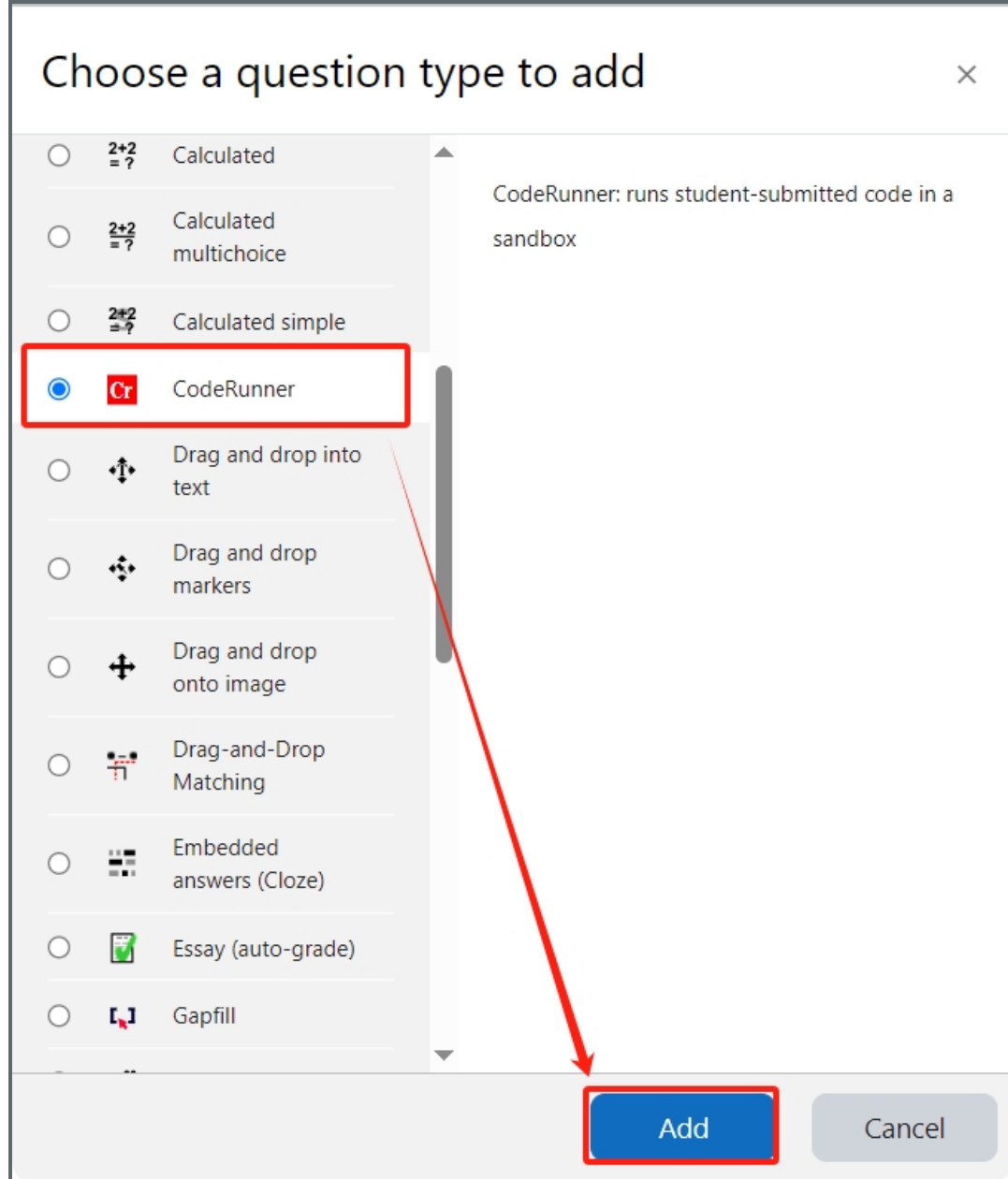
1. In the 'Review options' section, enable 'specific feedback' option in the 'During the attempt' option.

1. Open the 'Questions' tab.

1. On the following page, click the 'Add' link.
2. Click the 'a new question' link in the dropdown menu.
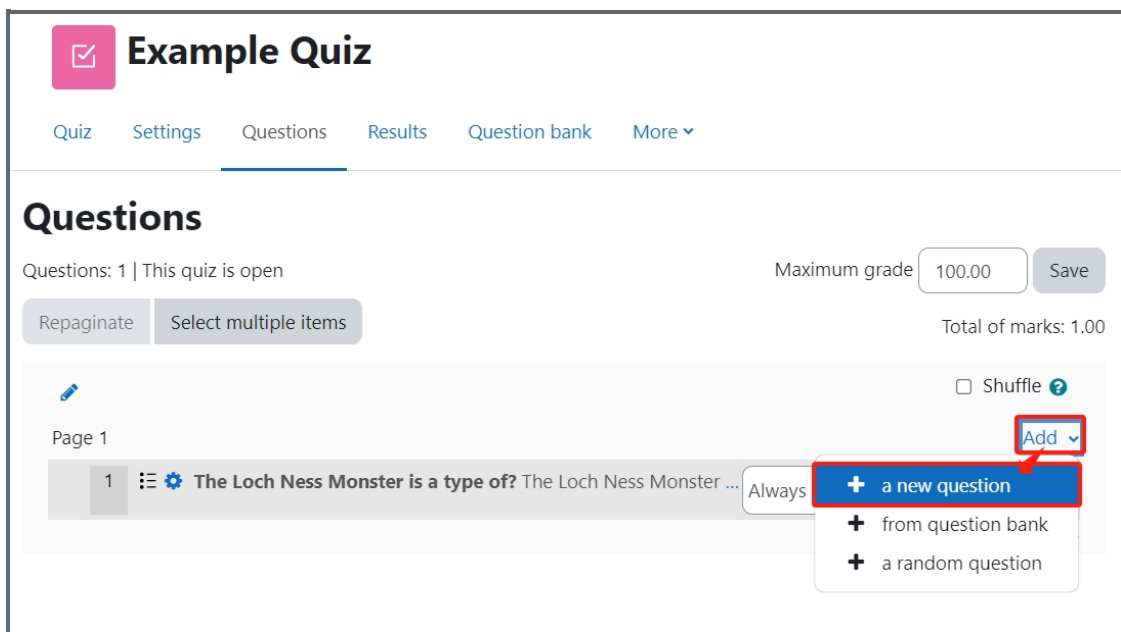
1. Locate and select the CodeRunner question type from the pop-up window.
2. Click the 'Add' button.

Choose a question type to add

○	2+2 =?	Calculated
○	2+2 =?	Calculated multichoice
○	2+2 =?	Calculated simple
●	**Cr**	**CodeRunner**
○	✛	Drag and drop into text
○	✛	Drag and drop markers
○	✛	Drag and drop onto image
○		Drag-and-Drop Matching
○		Embedded answers (Cloze)
○		Essay (auto-grade)
○	[.]	Gapfill

CodeRunner: runs student-submitted code in a sandbox

Add   **Cancel**

Step 7: Choose a 'Question type'

Choose a 'Question type' according to your requirement.

Then, you can find more details about the question type you choose in the 'Question type details' area.

Step 8: Input 'Question name' and 'Question text'

Step 9: Input the 'Test case'

Input Test cases.

You can set the Test case as an example to provide students with a reference.

Step 10: Save changes

Step 11: Preview and test

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Optional settings:

Answer box: set the number of rows to allocate for the answer box.

Display > Hide: allows for additional validation of student answers, preventing them from using alternative methods to arrive at the correct output and ensuring they provide the intended solution.