

Table of Contents

Abstract ii

Acknowledgements iii

Table of Contents iv

List of Figures ix

List of Tables xii

Chapter 1 Introduction 1

1.1 Project Definition 1

1.2 Project Motivation 2

1.3 Project Objectives 3

1.4 Project Scope 4

1.5 Project Limitations 4

1.6 Target Audience 5

1.7 Project Expected outcome 5

1.8 Project Development Methodology 6

1.9 Project Schedule 6

Chapter 2 Literature Review 8

2.1 Introduction to Literature Review 8

2.2 Introduction to Artificial Intelligence 10

2.2.1 Expert System or Knowledge System 11

2.2.2 The structure of an expert system 11

2.2.3 What is Rule-Based System? 13

2.2.3.1 Rule-Based System Architecture 14

2.2.3.2 Inference Mechanisms or Techniques 15

2.3 Introduction to C Programming 17

2.3.1 Basic Structure and Data Types 18

2.3.2 Topics in C Programming 20

2.3.2.1 Arithmetic 21

2.3.2.1.1 Application of rules to teach arithmetic 21

2.3.2.2 Control Structures 24

2.3.2.2.1 Application of rules to teach control structures	27
2.3.2.3 Functions.....	30
2.3.2.3.1 Application of rules to teach function.....	31
2.3.2.4 Arrays and Sorts	34
2.3.2.4.1 Application of rules to teach arrays.....	36
2.3.2.5 Pointers	42
2.3.2.5.1 Application of rules to teach pointers	44
2.3.2.6 File Processing.....	52
2.3.2.6.1 Application of rules to teach file processing.....	52
2.3.3 Benefits of Designing in Rule-Based System Architecture	56
2.3.4 Analysis and Synthesis.....	56
2.4 Surveys on existing system	57
2.4.1 MYCIN	58
2.4.2 The Rule-Based Expert System Using an Interactive QA Sequence.....	59
2.4.3 INTELLITUTOR II	64
2.4.4 The ANDES Physics Tutoring System	67
2.4.5 Softsyst.....	69
2.4.6 Carnegie Learning Cognitive Tutor Integrated Math I, II, III.....	70
2.5 CTutorial4u Vs Existing Systems	71
2.6 Software and Technologies	73
2.6.1 Visual Basic	74
2.6.2 Microsoft Access.....	75
Chapter 3 System Analysis	76
3.1 System Development Methodology	76
3.1.1 Waterfall Model	77
3.1.2 Linear Model of Experts System Development	78
3.1.3 Evolutionary Development Model.....	82
3.1.4 Analysis and Synthesis.....	83
3.2 Requirement Analysis	87
3.2.1 How to elucidate user requirement	87
3.2.1.1 Discussion with the project supervisor	88
3.2.1.2 Survey about C among students using Questionnaires.....	88
3.2.1.3 Surf through the Internet and research on reading materials.....	91

3.2.2 Functional requirements.....	91
3.2.2.1 Administration session.....	92
3.2.2.2 Lecture notes session	93
3.2.2.3 Tutorial session	93
3.2.2.4 Quiz session	97
3.2.3 Non-Functional Requirements	98
3.3 Development Environments	100
3.3.1 Hardware Requirements	100
3.3.2 Software Requirements	100
Chapter 4 System Design	102
4.1 Overview of Ctutorial4u Architecture.....	102
4.2 Process design	103
4.2.1 System structure chart	103
4.2.2 Flow chart diagram	104
4.3 UML Diagram	106
4.3.1 Class diagram	107
4.3.2 CTutorial4u Use Case Diagram	110
4.3.3 Sequence Diagram	111
4.4 Suggested Database Design.....	116
4.5 Interface Design.....	118
4.5.1 Sample User Interfaces	121
Chapter 5 System Implementation	126
5.1 Development Environment.....	126
5.1.1 Hardware Configurations	126
5.1.2 Software Configurations	126
5.2 Project Development	127
5.2.1 Data Preparation.....	127
5.2.1.1 Still Images and animated graphics	128
5.2.1.2 Database preparation	128
5.2.1.3 Input form design.....	128
5.2.1.4 User interface design	129
5.2.2 Coding.....	129

5.2.2.1 Database connection	133
5.2.2.2 Authenticate member	133
5.2.2.3 Process with Database	134
5.2.3 System Integration	137
Chapter 6 System Testing	138
6.1 Introduction to System Testing	138
6.2 Testing Phase	138
6.2.1 Unit Testing.....	138
6.2.2 Module Testing	139
6.2.3 Overall system Testing.....	139
6.2.4 Test Case.....	140
6.2.4.1 User Module Test Case.....	142
6.2.4.2 Admin Module Test Case	145
6.3 Compliance of the system to its scope and requirements.....	145
Chapter 7 System Evaluation	147
7.1 Problems Encountered and Solutions.....	147
7.2 System Strengths	148
7.2.1 User Friendliness.....	148
7.2.2 Password Protected System – Security Features.....	149
7.2.3 Reliable System with Effective Error Handling.....	149
7.2.4 Validation on Input Data	150
7.2.5 Interactivity	150
7.2.6 Simplicity & Consistency	150
7.3 System Limitations.....	152
7.3.1 Poor Accessibility Feature	152
7.3.2 Lack of information quality	152
7.3.3 Quiz session only consists of multiple choices questions.....	152
7.4 Future Enhancements	153
7.4.1 Web- based system.....	153
7.4.2 Improve Information Quality	153
7.4.3 Quiz session to be more interactive	153
7.5 Comparison between before and after using CTutorial4u	153

Chapter 8 Conclusion 155

References 156

Bibliography..... 158

Appendix A: Questionnaire Form 159

Appendix B: Evaluation Form 161

Appendix C: User Manual 162

List of Figures

Figure 1.1: Gantt chart of Ctutorial4u	7
Figure 2.1: Human Expert Problem Solving	12
Figure 2.2: Expert System Problem Solving	13
Figure 2.3: Rule Based System Architecture	14
Figure 2.4: Forward and backward chaining	17
Figure 2.5: Flowchart to teach Arithmetic (multiplication)	22
Figure 2.6: Flowchart to teach Control Structure (Selection Structure).....	28
Figure 2.7: Flowchart to teach Functions	32
Figure 2.8: Flowchart to teach Arrays.....	37
Figure 2.9: Flowchart to teach Pointers.....	45
Figure 2.10: Flowchart to teach File processing (Create Sequential File)	54
Figure 2.11: Main menu of rule-based expert system	60
Figure 2.12: Expert menu's input window	60
Figure 2.13: Solving problem window for user menu.....	61
Figure 2.14: Map Viewer of Rule-Based Expert System	62
Figure 2.15: Overview of the APLUS II	67
Figure 2.16: Andes screen	68
Figure 2.17: A dialogue box for drawing a vector	69
Figure 3.1: Waterfall Model	78
Figure 3.2: Linear Model Diagram For Expert System Development	79
Figure 3.3: Phases in Knowledge Engineering.....	82
Figure 3.4: Evolutionary Development Model (Exploratory Prototyping)	83
Figure 3.5: Line graph shows the features expected from CTutorial4u	92
Figure 3.6: Pie Chart shows votes on ways to design the tutorial	93
Figure 3.7: Bar chart shows students' choice of the most difficult C topic	94
Figure 3.8: Doughnut chart shows the responses on how to design the quizzes.....	98
Figure 3.9: Pie chart on time to finish a quiz consists of 10 simple questions.....	98
Figure 4.1: Architecture of CTutorial4u.....	102
Figure 4.2: Structure chart of CTutorial4u	104
Figure 4.3: Flow chart of CTutorial4u	105
Figure 4.4: Class Diagram of CTutorial4u	109

Figure 4.5: Use Case Diagram of CTutorial4u.....	111
Figure 4.6: Log In Sequence Diagram	113
Figure 4.7: Overall Tutorial Session Sequence Diagram	114
Figure 4.8: Overall Quiz Session Sequence Diagram	115
Figure 4.9: Sample of error message in the Tutorial Session.....	120
Figure 4.10: Login page	121
Figure 4.11: Main menu page.....	122
Figure 4.12: Lecture notes page	122
Figure 4.13: Tutorial session page (Arithmetic).....	123
Figure 4.14: Tutorial session page (Arithmetic).....	123
Figure 4.15: Quiz session page.....	124
Figure 4.16: Quiz to Guess Choice page	124
Figure 4.17: Administration session page (Add user)	125
Figure 5.1: Abstract of ‘Arithmetic’ Algorithm in the Tutorial session.....	130
Figure 5.2: Abstract of ‘Control structure’ Algorithm in the Tutorial session.....	131
Figure 5.3: Abstract of ‘Function’ Algorithm in the Tutorial session.....	132
Figure 5.4: Module page.....	133
Figure 5.5: Abstract of ‘Add New Question’ in Administration session	135
Figure 5.6: Abstract of Rndmz function in the Quiz session	136
Figure 6.1: Bottom up Testing.....	140
Figure 7.1: CTutorial4u’s contribution to improve C knowledge.....	148
Figure 7.2: User friendliness of Ctutorial4u.....	149
Figure 7.3: CTutorial4u’s error messages	150
Figure 7.4: Simplicity of CTutorial4u.....	151
Figure 7.5: Time taken to familiarize with the system.....	151
Figure C.1: Main functions of CTutorial4u.....	162
Figure C.2: CTutorial4u setup wizard	163
Figure C.3: Logon page.....	165
Figure C.4: Menu page	165
Figure C.5: Menu page highlighting the menus	166
Figure C.6: Contents page	167
Figure C.7: Technical Support page.....	168
Figure C.8: Lecture notes (Introduction) page	168
Figure C.9: Arithmetic tutorial page	171

Figure C.10: Arithmetic.exe	171
Figure C.11: Control Structure tutorial page	172
Figure C.12: CtrlStructure.exe	173
Figure C.13: Function tutorial page.....	174
Figure C.14: Function.exe	174
Figure C.15: Array tutorial page	176
Figure C.16: Array.exe	176
Figure C.17: Pointer tutorial page	177
Figure C.18: Pointer.exe.....	178
Figure C.19: File processing tutorial page	179
Figure C.20: Quiz session page	180
Figure C.21: Quiz to Choose answer page	181
Figure C.22: Score Card page	182
Figure C.23: Questions Attempted page	183
Figure C.24: Administration page	184
Figure C.25: Input box for Admin ID	185
Figure C.26: Question page	186
Figure C.27: User page.....	188

List of Tables

Table 2.1: The main structure of expert system	12
Table 2.2: IF-THEN rules for Arithmetic.....	23
Table 2.3: IF-THEN rules for Control Structure	29
Table 2.4: Examples of math library functions	30
Table 2.5: IF-THEN rules for Function.....	33
Table 2.6: IF-THEN rules for Array.....	38
Table 2.7: IF-THEN rules for Pointer	46
Table 2.8: IF-THEN rules for File Processing	55
Table 2.9: Example of expert systems.....	57
Table 2.10: Rules for Rule-Based Expert System	63
Table 3.1: Software requirements for Ctutorial4u.....	101
Table 4.1: Class Notation Table	108
Table 4.2: Sequence Diagram Notation Table	112
Table 4.3: User Table	117
Table 4.4: Admin Table.....	117
Table 4.5: Tutorial Table.....	117
Table 4.6: Quiz Table.....	117
Table 6.1: Logon page test case	142
Table 6.2: Menu page test case.....	142
Table 6.3: Lecture Notes page test case	143
Table 6.4: Tutorial Session page test case.....	143
Table 6.5: Quiz Session page test case.....	144
Table 6.6: Administration page test case.....	145
Table 7.1: Problems Encountered and Solutions.....	147
Table 7.2: Comparison between before and after using Ctutorial4u	154
Table C.1: Arithmetic Tab.....	170
Table C.2: Control Structure Tab	172
Table C.3: Function Tab.....	173
Table C.4: Array Tab.....	175
Table C.5: Pointer Tab	177
Table C.6: File processing Tab.....	178