Adding A CodeLab

If you are a new instructor, you probably don't yet have any CodeLabs set up yet. To add a CodeLab click the **+Create a Course** button (which is always present when you're in the "Courses" area).

Terminology Note: In the CodeLab world, specific CodeLabs are referred to interchangeably as

CodeLabs Courses

Sections



CodeLabs are created by *cloning* other CodeLabs. Cloning means copying the content and a very small set of other attributes (like the course title). These attributes and the content can be modified by the instructor later. The cloneable CodeLabs come from three sources:

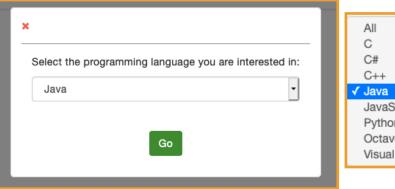
Standard model CodeLabs (that match commonly used pedagogical approaches)

CodeLabs that model commonly used textbooks

CodeLabs used *previously in your school*, by you or your colleagues.

SELECTING A LANGUAGE.

If you are brand new and don't yet have any CodeLabs, you will first be asked to identify the programming language of interest for your new course. (Your choice is not final-- it can be changed at any point in the process.)





FINDING A CODELAB MODEL

After selecting language you will get a screen with two or more tabs:

Standard Models

Textbook Models

(possibly other tabs)

Initially, **Standard Models** will be selected (see below). At the time of writing this manual, there is often just one standard model per language, but this will change in the future, as we continue to build models that take into account different pedagogical approaches.



(Note the language filter on the far right— it can be changed at any time.)

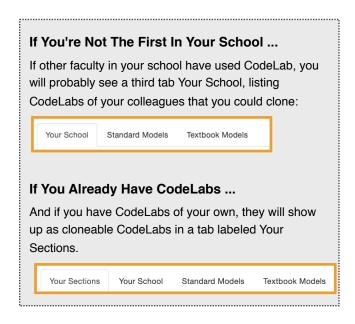
Clicking Textbook Models yields a list of books for which Turing's Craft has developed CodeLabs:

Standard Mode	els Textb	oook Models		Language Filter:	Java	
Cloneable CodeLab models based on popular textbooks. Use the Language Filter to find CodeLabs for other languages. Can't find a match to the text you're using? Email: arnow@turingscraft.com						
Course NNN	Language	Author	Book Title	Edition	Publisher	
21052	JAVA	Adams, Joel	Alice in Action with Java	1	Thomson CT	
21005	JAVA	Arnow-Weiss-Dexter	Intro To Prog Using Java	2	Addison Wesley	
21020	JAVA	Barnes-Kolling	Objects First with Java	3	Prentice Hall	
21032	JAVA	Bronson	A First Book ofJava	1	Thom/CT	
21051	JAVA	Carter	An Introduction to Computer Science	1	U. Toronto Press	
34433	JAVA	Dale, Weems	Prog & Prob Solv W Java	2	Jones Bartlett	

HOW DO DIFFERENT CODELABS DIFFER?

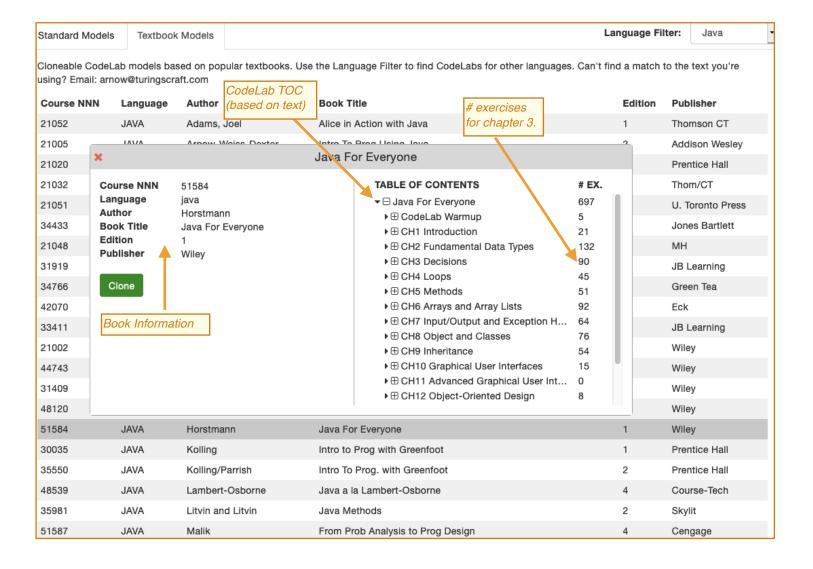
It is important to remember that for any given language, all CodeLabs generally have the same exercises. CodeLabs for the same language differ, for the most part, only in their organizations-- their topic sequencing. One might do objects early, another objects late; for loops before while loops... or vice versa.

Instructors have full control over the organization and can change it at any time.



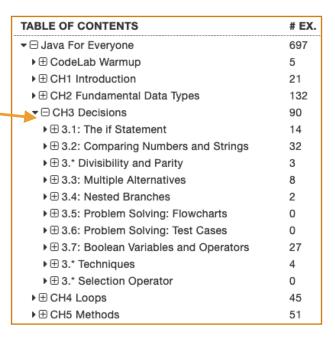
CHOOSING A CODELAB MODEL

Click on any CodeLab model listed to reveal more details about the model. On the right side will be the table of contents (TOC) for that model. For each topic in the TOC, on the right you will see an integer indicating the number of exercises provided within the topic.



The TOC is interactive-- click the controls on the left to expand and contract the TOC tree so as to get a good sense of the topics that the CodeLab exercises cover.

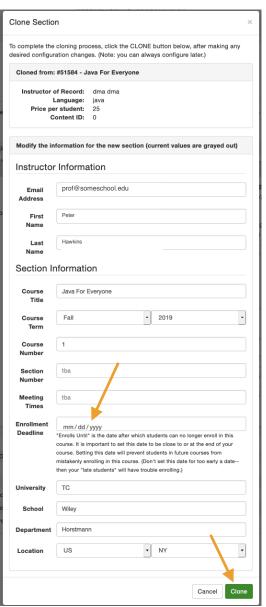
TABLE OF CONTENTS	# EX.
▼ ☐ Java For Everyone	697
▶ ⊞ CodeLab Warmup	5
→ ⊕ CH1 Introduction	21
▶ ⊞ CH2 Fundamental Data Types	132
▶ ⊞ CH3 Decisions	90
▶ ⊞ CH4 Loops	45
▶ ⊞ CH5 Methods	51
	92
→ ⊕ CH7 Input/Output and Exception Handling	64
▶ ⊞ CH8 Object and Classes	76
▶ ⊞ CH9 Inheritance	54



CLONING THE CODELAB MODEL

Peruse the various model entries and when you find something that seems to come close to matching your plans, click the Clone button. You will get a Very Tall pop-up form (see on the right) that allows you to revise various attributes (course title, course number, section number, etc.) for the section-- they can all be amended later, so don't worry about missing something at this point.

However, one essential item is the **Enrollment Deadline** — choose a realistic date that makes sense for your course, and when finished, click the **Clone** button (a second one).



ACCESSING AND MODIFYING YOUR CODELAB.

Once completed, go to the green 3-bar menu in the upper right of the window and select **Courses**. Your new course should appear on the screen.

Click Clone to make another copy of it. Click Configure to amend its attributes and access an astounding variety of configuration options. Click Go to load the CodeLab into your Lab.

See the picture below:

