

Competency Structure Model for Programming for the Transition from School to University

WiPSCE 2020

Mike Barkmin ■ 28. October 2020

Overview



1. Motivation

2. Competencies

3. Related Research

4. COMM_P Model

5. Outlook



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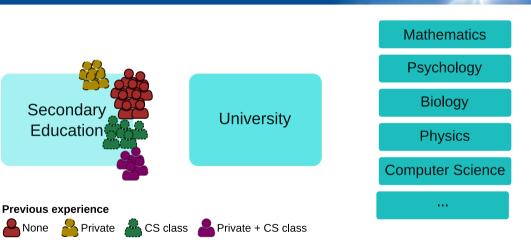


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Motivation

Motivation



CSE

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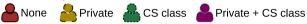


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Previous experience

Secondary

Education





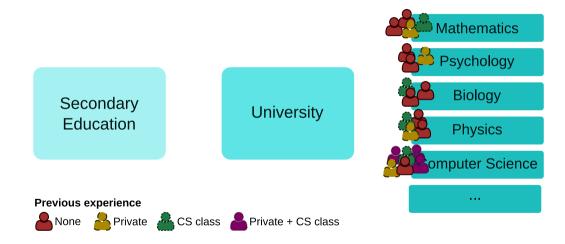
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University

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Competencies



[Competencies are] context-specific cognitive dispositions that are acquired and needed to successfully cope with certain situations or tasks in specific domains. (Koeppen et al., 2008)



Competency Models

Competency Structure Model Competency Level Model **Competency Development Model** Year 3 Year 2 Year 1 Level 0 Level 0 Level 0

(Klieme, 2004)



COMM P

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Related Research

 In CSE, the development process of competency models is just beginning (Hubwieser and Sentance, 2018)





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- Specialized on Programming



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- In CSE, the development process of competency models is just beginning (Hubwieser and Sentance, 2018)
- Specialized on Programming
 - Competency Modeling and Measurement for Object-Oriented Programming (COMMOOP) (Kramer, Hubwieser, et al., 2016)
 - Object Interaction Competence Model (Bennedsen and Schulte, 2013)
 - Competence Model for the Novice Programmer (Kiesler, 2020)



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- None of the present competency models is suitable for our research goal



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COMM_P Model

- COMMOOP model as base, because it got evaluated in empirical studies (e.g. Kramer, Barkmin, et al., 2019; Kramer, Tobinski, et al., 2016)
- Problem: Specific for object-oriented programming
- Analyze literature in the field of programming languages and paradigms to expand the model
 - e.g.: Ambler et al. (1992), Armstrong (2006), Gabbrielli and Martini (2010), Horowitz (1984), Janeček and Pergl (2017), Sebesta (2016), and Wirth (2000)



Figure: COMMOOP Model (Kramer, Hubwieser, et al., 2016)

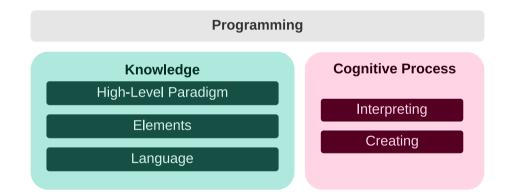


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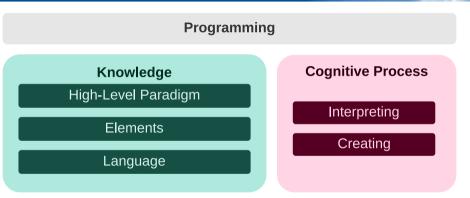








COMM_P — Overview



Competencies = Knowledge + Cognitive Process

can only be observed in context-specific tasks



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COMM_P

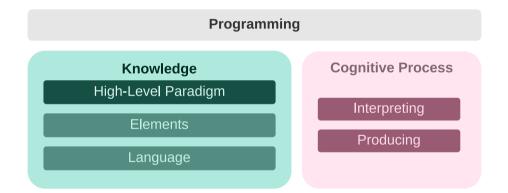
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COMM_P — High-Level-Paradigm I







- **Low-Level Paradigms**: for example, copying versus sharing data structures
- Algorithmic Paradigms: for example, divide and conquer and dynamic programming
- High-Level Paradigms: for example, object-oriented and functional

(Floyd, 1979)



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Object-Oriented (Armstrong, 2006)

- Structure
 - Abstraction
 - Class
 - Encapsulation
 - Inheritance
 - Object

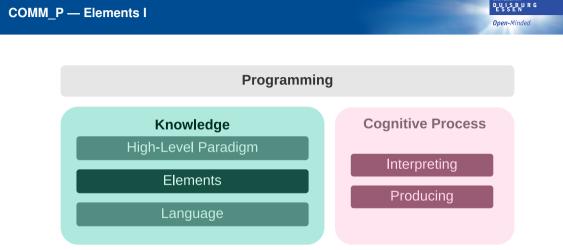
Behavior

- Message Passing
- Method

Functional (Janeček and Pergl, 2017)

- First-class functions
- Referential transparency
- Immutability of variables and values
- Closure
- Recursion





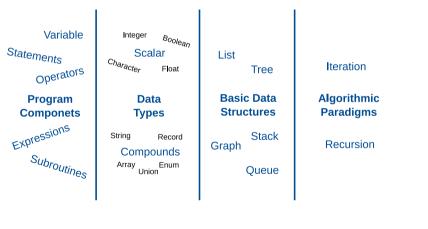


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COMM_P — Elements II

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Object-Oriented	Generalized	
Object	Record, accessed via pointer	
Class	Record type	
Method	Subroutine, bound to a record	
Message	Call of bound subroutine	
Subclass	Record type extension	

Table: (adapted from Wirth, 2000, p. 6)

- Primitive: A data type whose values is stored directly in memory (Sebesta, 2016)
- Reference: A data type whose value is an address in memory (Sebesta, 2016)
- Scalar: A data type which only consists of a single value (Horowitz, 1984)
- Compound: A data type which is composed of a set of types (Horowitz, 1984)

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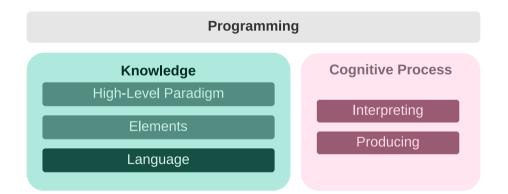
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COMM_P — Language I









Syntax | Semantic | Standard Library | Build and Run







Competencies = Knowledge + Cognitive Process

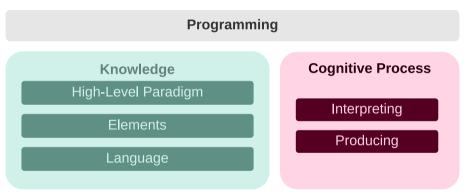
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COMM_P — Competencies



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COMM_P — Cognitive Processes



ING	С			sign Iodel	Refactor
PRODUCING	Ap	Imple	Adapt ment Trai	Debug slate	
PRO	-	Recognize	Trace	Present Analyze	Relate
		R	U	An	Е
		IN'	TERP	RETIN	NG

Figure 7. Mapping programming activities to the Matrix

(Fuller et al., 2007)



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Application

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Please determine for every statement below whether it is correct. (adapted from Kramer, Barkmin, et al., 2019)

- A class is a building plan for objects.
- For every class there needs to exist at least one object.
- ... +3

high-level paradigm \rightarrow principles interpreting \rightarrow remember

COMM_P — Application

Which problem will only need one if-statement in its solution if conditional operators are not allowed? (adapted from Parker et al., 2016)

- Returning different sounds for a pig and a cow.
- Printing a statement if a number is between 1 and 10 and even.
- ... +3
- $elements \rightarrow Program Components$ interpreting $\rightarrow evaluate$

COMM P

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COMM_P — Application

Which Java-keyword is missing that would make the file compile without errors?

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public _____ Car {}

language
ightarrow Syntax

 $\textit{producing} \rightarrow \textit{apply}$

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 $elements \rightarrow Program Components$ interpreting $\rightarrow evaluate$ Which Java-keyword is missing that would make the file compile without errors?

public _____ Car {}

 $language \rightarrow Syntax$ $producing \rightarrow apply$

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Outlook



Outlook

Programming	
Knowledge High-Level Paradigm Elements Language	Cognitive Process Interpreting Producing







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Outlook

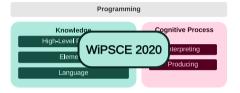






Figure: Publications (Barkmin, 2020a,b; Barkmin and Brinda, 2020)

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Thanks for Listening

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