One Two Test Experiment

Before participants arrive

Boot the computers in Ubuntu

If the computers are booted in Windows, restart the computer and press **F12** when you see the screen with the Dell logo. On the boot menu, select the drive with the name **ubuntu**. The system will boot in Ubuntu.

left	middle	right
7	**14**	**21**
6	13	20
5	**12**	**19**
4	11	18
3	**10**	**17**
2	9	16
1	8	15

Assign participants to computers

1. From the "Programming Lab Appointments" Google Calendar, find out who is coming, and write down their names and emails in the "one-two-test-subj-info" sheet in the Lupyan Lab Google Drive.
2. Look up the "go to" language for these participants in the exercise-lab/programming-languages-screening GitHub repo.
3. Record their "go to" language in the subj info sheet.

Setting up for a participant

To set up for a participant, you need to be logged in to the lupyanlab account. Then complete the following steps:

1. Open a terminal (shortcut: Ctrl+Alt+t) and navigate to the correct experiment directory.

```
cd ~/experiments/one-two-test
```

2. Activate the right version of python in the terminal session

```
pipenv shell
```

3. Install the experiment for a participant.

```
python run.py -u [subj_id] -l [language] -p hello-world saddl
```

If the subj_id was OTT100 and the language was java, the command would be:

```
python run.py -u OTT100 -l java -p hello-world saddle-points
```

4. Log out of the lupyanlab account.

Log in for the participant

1. Log in to their account for them, using their usernames as their passwords.

Note: You may have to click through a welcome screen that pops up because it's the first time this user has logged on.

2. Open a navigator window (click on the Files app in the sidebar) and navigate to the problems directory.

3. Open each of the problems in the expected IDE.

Java: Eclipse

Using the app launcher (lower left corner of the Ubuntu GUI), open the Eclipse app. Then import the problem as a Gradle project from the Eclipse app File menu.

```
File > Import > Gradle project
```

Python: PyCharm

Using the app launcher (lower left corner of the Ubuntu GUI), open the PyCharm app. Then open the problem as a Python project from the PyCharm app File menu.