

**CODE TO EXCEL (CODEX): A WORD FORMING GAME ON
PROGRAMMING**

Undergraduate Thesis
Submitted to the Faculty of the
College of Engineering and Information Technology
Cavite State University
Indang, Cavite

In partial fulfillment
of the requirements for the degree
Bachelor of Science in Computer Science

SHEHDLYNE GRACE E. PADAYAO
STEVEN L. TAPLIN
May 2017

ABSTRACT

Padayao, Shehdlyne Grace E. and Taplin, Steven L. Code to Excel (CodEx): A Word Forming Game on Programming. Undergraduate Thesis. Bachelor of Science in Computer Science. Cavite State University, Indang, Cavite. May 2017. Adviser: Marlon R. Pereña.

The study was conducted from June 2016 to March 2017. The purpose of the study is to help the students who are studying Computer Science and Information Technology to be more familiar in programming and its programming statements or commands through solving programming problems.

Prototyping model was the methodology used to implement the system. One hundred Computer Science and Information Technology students of Cavite State University Main-Campus and 10 IT experts evaluated and tested the system.

According to the overall result of the evaluation, the system is Excellent in terms of its functionality, reliability, usability, efficiency, maintainability, portability and user-friendliness.

As of this, the proponents concluded that the system can be a good help for the students to be more familiar when it comes to programming statements.

TABLE OF CONTENTS

Section	Page
APPROVAL SHEET.....	ii
BIOGRAPHICAL DATA.....	iii
ACKNOWLEDGMENT.....	iv
ABSTRACT.....	vi
LIST OF FIGURES.....	x
LIST OF TABLES.....	xi
LIST OF APPENDIX FIGURES.....	xii
LIST OF APPENDIX TABLES.....	xiii
LIST OF APPENDICES.....	xiiv
INTRODUCTION.....	1
Statement of the Problem.....	3
Theoretical Framework.....	5
Objectives of the Study.....	7
Significance of the Study.....	7
Time and Place of the Study.....	8
Scope and Limitation of the Study.....	8
Definition of Terms.....	11
REVIEW OF RELATED LITERATURE.....	12
Related Studies	18

METHODOLOGY	29
Materials	29
Methods	29
Statistical Treatment	32
RESULTS AND DISCUSSION	33
System Development.....	33
System Overview.....	35
Software Testing.....	38
Software Evaluation.....	39
SUMMARY, CONCLUSION, AND RECOMMENDATIONS.....	45
Summary.....	45
Conclusion.....	46
Recommendations.....	48
REFERENCES.....	49
APPENDICES	51