

Interactive Teaching Tools for Computer Science: Outline

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1 Introduction

1.1 Why people should be interested in this.

1.2 Different learning styles.

2 Other Solutions to this problem

2.1 Animated teaching agents.

2.2 Other more basic approaches.

3 Overview of Code

3.1 See code.pdf

4 How to use these tools

4.1 A suggested use of the tools to demonstrate a particular problem,ex: inserting into a binary search tree.