DEVELOPMENT OF DRAG-AND-DROP VISUAL PROGRAMMING ADD-IN FOR ALGORITMIC SOLVING OF MATH PROBLEMS

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Abstract
Visual drag-and-drop languages commonly used in Coding Education can also be used to perform applications in different areas such as electronics, robotics, graph algorithms, agent-based simulation. In this context, it is observed that the coding and mathematics fields which show similarities are related to each other in terms of algorithms. The necessity of implementing various theorems, solution techniques and operations in a logical order for the solution of a mathematical problem allows the use of visual drag and drop programming language tools in mathematics education. In this study, the development process and experience of an application that provides components (blocks) for mathematical theorems, techniques, and operations using Blockly software, a visual drag-drop programming language library developed by Google, is examined. Platform possibilities for such interdisciplinary studies are discussed.

Keywords: Visual Drag-and-Drop Programming Language, E-Learning, JavaScript.