

Building a multi-agent system to support automated programming exercise evaluation

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Abstract: This topic aims to research and develop a multi-agent system to support the automatic evaluation of programming practice exercises. This is an important issue in ensuring the quality of information technology education today. The project's objective is to build a platform that allows the automation of the evaluation process, thereby enhancing efficiency and objectivity in testing practical programming knowledge. The research method combines machine learning theory with experimentation in an application deployment environment. The expected results will contribute to improving the information technology education system, helping lecturers and students have a more effective evaluation experience.

Keywords: Multi-agent system, Practical exercise evaluation, Automated programming, Machine learning, Knowledge assessment