XSIM

vo.17 2020/02/21

EXERCISE SHEETS IMPROVED the official successor of the EXSHEETS package

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1. Licence, Requirements and README

Permission is granted to copy, distribute and/or modify this software under the terms of the LTEX Project Public License (LPPL), version 1.3 or later (http://www.latex-project.org/lppl.txt). The software has the status "maintained."

XSIM loads the packages expl3 [L3Pa], xparse [L3Pb], etoolbox [Leh19], array [MC19] booktabs [Fea16] and translations [Nie17b]. All of these packages are present on a modern and up to date TeX distribution such as TeX Live or MiKTeX so no further action should be needed. When you are using XSIM you should be using an up to date TeX distribution, anyway.

Newer versions of XSIM may depend on newer versions of the support packages. Remember: it is always dangerous to update single packages. Always update your TEX distribution if you want an up to date version of a package. Be careful: if you're in the middle of an important project it might be better to wait with the update until you've finished the project. Every update might be breaking some things.

2. Motivation and Background

It has been quite a while since I first published exsheets [Nie17a] in June 2012. Since then it has gained a user base and a little bit of popularity as the number of questions on tex.sx shows (143 at the time of writing) [var]. User questions, bug reports and feature requests improved it over the time. It still has a version number starting with a zero, though, which in my versioning system means I still consider it experimental.

This is due to several facts. It lacks a few features which I consider essential for a full version 1. For one thing it is not possible to have several kinds of exercises numbered independently. Using verbatim material such as listings inside exercises and solutions is not possible and the current workaround isn't that ideal either. One request which dates back quite a while now was to have different types of points to exercises...

All of those aren't easy to add due to the way exsheets is implemented right now. As a consequence I wanted to re-implement exsheets for a long time. This is what lead to **xsim**. Internally the package works completely different.

XSIM will be the official successor of exsheets which is now considered obsolete but will stay alive and will still receive bugfix releases. However, new features will not be added to exsheets any more.

3. How to Read the Manual

3.1. Nomenclature

Throughout this manual certain terms are used. This section explains their meaning in this manual.

collection A *collection* bundles a number of exercises of one type or all types of exercises within certain barriers in the document. Those exercise collections can be printed at any place in the document.

goal *Goals* are a certain type of properties with a numerical value the sum of which is available throughout the document.

parameter *Parameters* are options of exercise types which are the same for each exercise of a type and can be retrieved and used in exercise templates.

property *Properties* are options of exercises which are individual for each exercise and can be retrieved and used in exercise templates.

tag *Tags* are a certain type of properties with a csv list as value which can be used for selective usage of exercises.

template *Templates* are generic code frameworks which are used for typesetting **XSIM**'s objects such as exercises, solutions, or grading tables.

3.2. Package Options

XSIM has these package options:

verbose

Writes extensive information about what **XSIM** is doing into the log file.

final

If used the exercise and solution environments will not rewrite the environment body files.

clear-aux

If used every time the total number of exercise changes **XSIM** will write *less* information to the auxiliary file on the next run and only if the number of exercises stays stable between compilations the needed information will be written to the auxiliary file. *This needs more compilations until everything stabilizes but should reduce the probability of possibly faulty exercises after changes to the document. The final option automatically disables this option. See also sections 5 on page 7 and B.2 on page 51.*

no-files

Introduced in version 0.13 (October 6, 2019)

This option prevents **XSIM** from writing the exercises and solutions to external files. This will keep your working folder "clean" but will also prevent using verbatim material in exercises and solutions and will possibly slow processing further down. *This option is considered experimental. Feedback is very welcome.*

use-aux

Introduced in version 0.15 (November 2, 2019)

Introduced in version 0.17 (February 21, 2020) With this option enabled XSIM will use the regular auxiliary file \jobname.aux instead of its own auxiliary file \jobname.xsim.

blank

With this option enabled **XSIM** will not define the default environments exercise and solution.

Those options are load-time options and are used the usual way as package options:

1 \usepackage[verbose]{xsim}

Although those options technically belong to the package module (see also section 3.3) it is *not* possible to set them via \xsimsetup.

3.3. Setting Options

Apart from the package options already described in section 3.2 on the previous page **XSIM** has further options. All those options are set using the following command:

```
\xsimsetup{\langle options\rangle}
```

Set up xsim's package options and all other options described at other places in the manual.

Options can be "toplevel" options or options belonging to a module:

```
toplevel = \{\langle value \rangle\}
A toplevel option.
```

module/sublevel = $\{\langle value \rangle\}$ A sublevel option belonging to the module module

Both kinds of options are set with the setup command:

```
1 \xsimsetup{
2  toplevel = {value} ,
3  module/sublevel = {value}
4 }
```

3.4. Command descriptions

Some commands do have a * symbol printed next to their names. This indicates that the command is expandable, *i. e.*, it is usable in an \edef or \write context and will expand according to its description. All other commands are engine protected, *i. e.*, in the sense of ϵ -TeX's \protected.

Some command name descriptions end with TF.

```
\SomeCommandTF \langle arguments \rangle \{ \langle true \rangle \} \{ \langle false \rangle \}
```

A command with maybe some arguments and ending with the two arguments $\langle true \rangle$ and $\langle false \rangle$.

This means two things: the command is a conditional which tests something and depending on the outcome of the test leaves either the $\langle true \rangle$ argument (T) or the $\langle false \rangle$ argument (F) in the input stream. It also means two additional commands exist:

```
\SomeCommandT\langle arguments\rangle \{\langle true\rangle\}
```

The same as **\SomeCommandTF** but only with the $\langle true \rangle$ argument and no $\langle false \rangle$ argument.

```
\SomeCommandF\langle arguments \rangle \{\langle false \rangle\}
```

The same as \SomeCommandTF but only with the $\langle false \rangle$ argument and no $\langle true \rangle$ argument.

4. Exercises and Solutions

The two predefined environments for exercises and solutions are the following ones 1:

```
\begin{exercise}[\langle properties \rangle]
```

Input and typeset an exercise. See section 7 on page 12 for details on exercise properties.

```
\begin{solution}[\langle options \rangle]
```

Input and typeset the solution to the exercise of the previous exercise environment. See section 11 on page 26 for details on options of solutions.

```
begin{exercise}
A first example for an exercise.
I \text{lend}{exercise}
A \text{lend}{solution}
A first example for a solution.
I \text{lend}{solution}

Exercise 1

A first example for an exercise.
```

As can be seen in the example a solution is not printed with the default setup. This can be changed using the following option.

```
solution/print = true|false
```

Default: false

Set if solutions are printed or not.

The option (belonging to the module solution) can either be set locally as option to the solution environment

```
1 \begin{solution}[print=true]
2 A first example for a solution.
3 \end{solution}
```

or with the setup command for all following solutions:

```
1 \xsimsetup{
2  solution/print = true
3 }
```

There is an completely analoguous option for the exercise environment:

^{1.} When you load **XSIM** with the **blank** those environments will *not* be defined!

```
exercise/print = true|false
```

Default: true

Set if exercises are printed or not.

More details on those two environments can be found in section 8 on page 18.

5. How the Exercise Environments Work

Both the exercise and the solution environments write the contents of their bodies verbatim to external files following a certain naming structure:

• $\langle jobname \rangle - \langle type \rangle - \langle id \rangle$ - exercise | solution - body.tex

The name starts with the name of the job (which is the name of the document itself) followed by type and id of the corresponding exercise and then followed by the environment type. For example both environments from the first example have been written to files named

- xsim_manual-exercise-1-exercise-body.tex and
- xsim_manual-exercise-1-solution-body.tex, respectively.

These external files are input when the respective exercise or solution is printed. An advantage of using external files is that *verbatim material is allowed* inside the environments. Details on the $\langle type \rangle$ of an exercise will be given in section 6 on page 9. The $\langle id \rangle$ of an exercise is a positive integer unique to each exercise environment regardless if the exercise is being printed or used at all.

Each of those files contains some information about itself and where and why it was generated ²:

Arguably one downside of the approach using external files for each exercise and its solution is that your project folder will be cluttered with files. In order to deal with this somehow **XSIM** offers the following option:

^{2.} In this example the sourcecode line number is misleading as the example where the file was generated itself was an external file where the exercise environment indeed was on line 1.

 $path = \{\langle path \ name \rangle\}$

(initially empty)

With this option a subfolder or path within the main project folder can be given. Exercises will be written to and included from this path. *The path must exist on your system before you can use it!* This document uses path = {exercises}.

 $file-extension = \{\langle string \rangle\}$

Default: tex

This option let's you choose the extension of the external files.

Introduced in version 0.10 (September 19, 2017)

Another thing to keep in mind: the environment in many ways works the same way as the filecontents environment. This also means that you cannot have comments or \labels or anything else on the first line of the environments!

```
1 \begin{exercise}[points=2] % this comment will cause trouble
2 Lorem ipsum
3 \end{exercise}
```

Introduced in version 0.13 (October 6, 2019)

If you don't like all the external files and the problems which come with them *and* if you don't need any verbatim or similar material inside the exercises and solutions then you can use the following package option:

no-files

This package option prevents **XSIM** from writing the exercises and solutions to external files. This will keep your working folder "clean" but will also prevent using verbatim material in exercises and solutions and will possibly slow processing further down. *This option is considered experimental. Feedback is very welcome.*

xsim writes a lot of stuff to an auxiliary file called \jobname.xsim (or the common \jobname.aux if you use option use-aux) for re-using information on subsequent compilations. If you add exercises, change properties *etc.* it might happen that wrong information is staying in the auxiliary file and is wrongly used by **xsim**. In such cases deleting the auxiliary file and doing a few fresh compilations may resolve your problems.

1

Sometimes the *existence of exercise or solution files from earlier compilations* may lead to wrong lists of exercises or solutions. In such cases it can be useful to delete all those files and doing a fresh compilation. It may be helpful to use a subfolder for those exernal files which will make deleting them a little bit easier. (Don't forget to both create the subfolder and set path accordingly then.)

Using the clear-aux option might help to reduce erroneous exercises.

A lot of the lines **XSIM** writes to the auxiliary file and reads in a subsequent run look like this:

1

```
{\tt 1 \ XSIM\{points\}\{exercise-2==\{4\} \mid | exercise-10==\{2.5\} \mid | problem-11==\{5\}\}\}}
```

As you can see different entries of the various properties of exercises are separated with ||. This means that you cannot use this symbol combination inside properties. For this reason XSIM provides an option to change the marker.

Introduced in version 0.11 (February 12, 2018)

```
split-aux-lists = {\langle string \rangle}
```

Default: ||

Set the string that is used to separate the property entries in the auxiliary file.

6. New Exercise Types

It is easy to define new exercise environments together with a corresponding solution environment using the following command:

```
\DeclareExerciseType{\langle type \rangle} {\langle parameters \rangle}
```

Declare a new exercise type analoguous to the exercise and solution environments.

Declaring a new exercise type will also define a new command:

```
\numberof\(\langle\) exercise-env\\s
```

These commands hold the absolut number of used exercises of type $\langle type \rangle$. The meaning of $\langle exercise-env \rangle$ will become clear below when the exercise parameters are explained. It is always the same as the exercise environment name.

```
_{\mbox{\tiny 1}} There are \numberofexercises~exercises and \numberofproblems~problem in this _{\mbox{\tiny 2}} manual.
```

There are 12 exercises and 1 problem in this manual.

Changed in version 0.14 (October 13, 2019) XSIM's pre-defined environment pair has been defined as follows:

```
8  exercise-template = default ,
9  solution-template = default ,
10  exercise-heading = \subsection* ,
11  solution-heading = \subsection*
12 }
```

The above already is an example for almost all parameters that can (and often must) be set. Here is the complete list:

```
exercise-env = \{\langle exercise \ environment \ name \rangle\}
```

The name for the environment used for the exercises of type $\langle type \rangle$. This parameter is mandatory. It can't be changed afterwards.

```
solution-env = {\langle solution environment name\rangle}
```

The name for the environment used for the solutions of type $\langle type \rangle$. This parameter is mandatory. It can't be changed afterwards.

```
exercise-name = \{\langle exercise \ name \rangle\}
```

The name of the exercises of type $\langle type \rangle$ – used for typesetting. This parameter is mandatory.

```
exercises - name = \{\langle exercises \ name \rangle\}
```

The plural name of the exercises of type $\langle type \rangle$ – used for typesetting. If this is not set explicitly an s is appended to the singular name.

```
solution-name = \{\langle solution \ name \rangle\}
```

The name of the solutions of type $\langle type \rangle$ – used for typesetting. This parameter is mandatory.

```
solutions-name = \{\langle solutions \ name \rangle\}
```

The plural name of the solutions of type $\langle type \rangle$ – used for typesetting. If this is not set explicitly an s is appended to the singular name.

```
exercise-template = {\langle exercise template\rangle}
```

The template used for typesetting the exercises of type $\langle type \rangle$. This parameter is mandatory. See section 13 on page 30 for details on templates.

```
solution-template = {\langle solution \ template \rangle}
```

The template used for typesetting the exercises of type $\langle type \rangle$. This parameter is mandatory. See section 13 on page 30 for details on templates.

```
counter = \{\langle counter \ name \rangle\}
```

The counter used for the exercises of type $\langle type \rangle$. If not explicitly set the counter with the same name as exercise-env is used. Otherwise the specified counter is used. This enables to have different types of exercises sharing a common counter. *This parameter can't be changed afterwards*. If the explicit or implicit counter does not exist, yet, it will be defined.

```
solution-counter = \{\langle counter \ name \rangle\}
```

The counter used for the solutions of type $\langle type \rangle$. If not explicitly set the counter with the

Introduced in version 0.12 (September 26, 2019)

Introduced in version 0.12 (September 26, 2019)

6. New Exercise Types

same name as solution-env is used. Otherwise the specified counter is used. This enables to have different types of solutions sharing a common counter although this doesn't actually make much sense. But it can be useful to avoid using an already existing counter. *This parameter can't be changed afterwards*. If the explicit or implicit counter does not exist, yet, it will be defined. The sole purpose of this counter is to be able to label solutions so they can be \pagerefed.

```
number = \{\langle integer \rangle\}
```

An internal parameter that is used to keep track of the number of exercises of a type. This parameter cannot be set or changed by the user.

```
exercise-heading = {\langle exercise heading command\rand\rangle}
```

Introduced in version 0.14 (October 13, 2019) The command used for typesetting of the heading of exercises of type $\langle type \rangle$ – used for typesetting with the command \GetExerciseHeadingF.

```
solution-heading = {\langle solution heading command\rand\rangle}
```

Introduced in version 0.14 (October 13, 2019)

The command used for typesetting of the heading of solutions of type $\langle type \rangle$ – used for typesetting with the command \GetExerciseHeadingF.

It is possible to change some of the parameters after an exercise type has been defined. Those include exercise-name, solution-name, exercise-template, and solution-template. It is also possible to define new parameters.

```
\DeclareExerciseParameter*{⟨parameter⟩}
```

Declares the new parameter $\langle parameter \rangle$. The optional star declares a fixed parameter which cannot be changed once it is set. You probably will never need this command. Most tasks can be solved using properties (see section 7 on the following page) instead.

```
\SetExerciseParameter{\langle type \rangle} {\langle parameter \rangle} {\langle value \rangle}
```

Usable to set a single parameter to a new value.

```
\SetExerciseParameters{\langle type \rangle} {\langle parameters \rangle}
```

Set several parameters at once. (parameters) is a csv list of key/value pairs.

If you try to set an already set but fixed parameter like exercise-env a warning will be written to the log file. For all parameters that can be changed also options exist wich can be set via \xsimsetup. They are explained in section 8.2 on page 20.

!

All exercises of a type use the parameters (e.g., exercise-template) that are *currently* active. If you want exercises with a different look or different names in the same document you should use different exercises types.

7. Exercise Properties

7.1. Predefined Properties

Exercise like the exercise environment and possibly others defined with \DeclareExerciseType have a number of predefined properties:

```
id = {\langle integer \rangle}
```

Holds the internal id of an exercise. *Cannot be set by the user*.

```
ID = \{\langle text \rangle\}
```

Holds the user id of an exercise if defined. Otherwise it is equal to id.

```
counter = \{\langle text \rangle\}
```

Holds the counter value representation of an exercise (*i. e.*, what you usually know as **\the**(*counter*)). Cannot be set by the user.

```
counter-value = \{\langle integer \rangle\}
```

Holds the counter value of an exercise (i. e., what you usually know as $\text{the}\$ Cannot be set by the user.

```
subtitle = \{\langle text \rangle\}
```

Holds the subtitle of an exercise.

```
points = \{\langle number \rangle\}
```

Holds the reachable points of an exercise.

```
bonus-points = \{\langle number \rangle\}
```

Holds the reachable bonus-points of an exercise.

```
print = true|false
```

Holds the print boolean of an exercise.

```
print! = true|false
```

Holds a special print boolean of an exercise, see page 18.

```
use = true|false
```

Holds the usage boolean of an exercise.

```
use! = true|false
```

Holds a special usage boolean of an exercise, see page 18.

```
used = true|false
```

True if an exercise has been used at least once. For an existing exercise this is only false for exercises that have been collected (*cf* . section 9 on page 21).

```
solution = true|false
```

Holds the solution boolean of an exercise. If this is true then a solution has the same text/environment body as the corresponding exercise. (This might be useful for multiple choice questions for example.)

Introduced in version 0.17 (February 21, 2020)

```
tags = {\langle csv \ list \ of \ tags \rangle}
                   Holds the list of tags the exercise should be associated with.
                topics = \{\langle csv \ list \ of \ topics \rangle\}
                   Holds the list of topics the exercise should be associated with.
                page = \{\langle text \rangle\}
                   Holds the page counter value representation of an exercise
                   (i. e., what you usually know as \thepage).
                page-value = {\langle integer \rangle}
                   Holds the page counter value of an exercise
                   (i. e., what you usually know as \the\value{page}).
                section = \{\langle text \rangle\}
                   Holds the section counter value representation of an exercise
                   (i. e., what you usually know as \thesection).
                section-value = {\langle integer \rangle}
                   Holds the section counter value of an exercise
                   (i. e., what you usually know as \the\value{section}).
                chapter = \{\langle text \rangle\}
                   Holds the chapter counter value representation of an exercise
                   (i. e., what you usually know as \thechapter).
                   Only if a command \chapter and a counter chapter exist.
                \frac{\mathsf{chapter-value} = \{\langle integer \rangle\}}{\mathsf{chapter-value}}
                   Holds the chapter counter value of an exercise
                   (i. e., what you usually know as \the\value{chapter}).
                   Only if a command \chapter and a counter chapter exist.
                sectioning = \{\langle section \ numbers \rangle\}
                   Holds five brace groups which in turn hold the section numbers (integers) of the exercise in
                   the order \{\langle chapter \rangle\}\{\langle subsection \rangle\}\{\langle subsection \rangle\}\{\langle subsection \rangle\}\{\langle subsection \rangle\}\}.
                exercise-body = \{\langle T_EXcode \rangle\}
                   When the package option no-files is set this property is defined and holds the environment
                   body of an exercise.
(October 6, 2019)
                solution-body = \{\langle T_E X code \rangle\}
                   When the package option no-files is set this property is defined and holds the environment
                   body of the corresponding solution.
                      Some of these properties are fixed and cannot be set by the user. Those include id, counter,
```

Introduced in version 0.13

Introduced in version 0.13

(October 6, 2019)

environment.

and counter-value. The others can be set using the optional argument of the exercise

```
begin{exercise}[subtitle={This is a subtitle},points=4,bonus-points=1]
An exercise where some properties have been set.
| end{exercise}
```

Exercise 2 This is a subtitle

An exercise where some properties have been set.

4 (+1) p.

7.2. Declaring Own Properties

XSIM offers the possibility to declare additional exercise properties:

```
\DeclareExerciseProperty!*-{\langle property\rangle}
```

Declares the property $\langle property \rangle$.

If used with the optional ! a **unique property** is defined which means that each exercise must have a property value distinct from all other exercises (all means all – *independent from the exercise type*).

If used with the optional * a **boolean property** is defined which means that it only should get the values true or false and if used without value it gets the value true instead of an empty value. If any other value is used the property is set to false. A boolean property obviously cannot be unique. The optional * takes precedence over the optional !, *i. e.*, if both are present the property is boolean *but not* unique.

If used with the optional - a property is defined which won't get updated through subsequent compilation runs but is only set when the exercise is used.

```
\DeclareExercisePropertyAlias{\langle property 1\rangle} \{\langle property 2\rangle}
```

Declares $\langle property \ 1 \rangle$ to be an alias of $\langle property \ 2 \rangle$. This means that each time $\langle property \ 2 \rangle$ is set $\langle property \ 1 \rangle$ will be set to the same value *unless* it has been set already. As an example: property ID is an alias of property id.

This is better demonstrated with an example:

```
begin{exercise}

verb+\GetExerciseProperty{id}+: \GetExerciseProperty{id} \par

verb+\GetExerciseAliasProperty{ID}+: \GetExerciseAliasProperty{ID} \par

verb+\GetExerciseProperty{ID}+: \GetExerciseProperty{ID}

end{exercise}

begin{exercise}[ID=foo-bar]

verb+\GetExerciseProperty{id}+: \GetExerciseProperty{id} \par

verb+\GetExerciseAliasProperty{ID}+: \GetExerciseAliasProperty{ID} \par

verb+\GetExerciseProperty{ID}+: \GetExerciseProperty{ID}

end{exercise}
```

Exercise 3

\GetExerciseProperty{id}: 3
\GetExerciseAliasProperty{ID}: 3
\GetExerciseProperty{ID}: 3

Exercise 4

\GetExerciseProperty{id}: 4 \GetExerciseAliasProperty{ID}: 4 \GetExerciseProperty{ID}: foo-bar

The power of properties will get more clear when reading section 13 on page 30 about templates.

7.3. A Special Kind of Property: Exercise Goals

Exercise goals are a generic concept in XSIM for exercise properties like points or bonus-points. Those are properties which can (only) get a decimal number as value the sum of which is calculated and available (after a compilation) throughout the document.

$\DeclareExerciseGoal\{\langle goal\rangle\}\$

Declare a new exercise goal named $\langle goal \rangle$ and also a property called $\langle goal \rangle$.

```
\TotalExerciseTypeGoal\{\langle type \rangle\}\{\langle goal \rangle\}\{\langle singular \rangle\}\{\langle plural \rangle\}
```

Get the sum of goal $\langle goal \rangle$ for all exercises of type $\langle type \rangle$. $\langle singular \rangle$ and $\langle plural \rangle$ are placed after the sum in the input stream depending on whether the sum equals 1 or not.

```
\TotalExerciseTypeGoals{\langle type \rangle}{\langle list\ of\ goals \rangle}{\langle singular \rangle}{\langle plural \rangle}
```

Get the sum of goal all goals in $\langle list\ of\ goals \rangle$ for all exercises of type $\langle type \rangle$. The goal names in $\langle list\ of\ goals \rangle$ must be separated with +. $\langle singular \rangle$ and $\langle plural \rangle$ are placed after the sum in the input stream depending on whether the sum equals 1 or not.

```
\TotalExerciseGoal\{\langle goal\rangle\}\{\langle singular\rangle\}\{\langle plural\rangle\}
```

Get the sum of goal $\langle goal \rangle$ for all exercises. $\langle singular \rangle$ and $\langle plural \rangle$ are placed after the sum in the input stream depending on whether the sum equals 1 or not.

```
\TotalExerciseGoals{\langle list of goals \rangle}{\langle singular \rangle}{\langle plural \rangle}
```

Get the sum of goal all goals in $\langle list\ of\ goals \rangle$ for all exercises. The goal names in $\langle list\ of\ goals \rangle$ must be separated with +. $\langle singular \rangle$ and $\langle plural \rangle$ are placed after the sum in the input stream depending on whether the sum equals 1 or not.

```
\AddtoExerciseTypeGoal\{\langle type\rangle\}\{\langle goal\rangle\}\{\langle value\rangle\}\}
```

Adds $\langle value \rangle$ to the goal $\langle goal \rangle$ of exercise type $\langle type \rangle$.

7. Exercise Properties

$\AddtoExerciseTypeGoalPrint{\langle type \rangle}{\langle goal \rangle}{\langle value \rangle}{\langle singular \rangle}{\langle plural \rangle}$

Adds $\langle value \rangle$ to the goal $\langle goal \rangle$ of exercise type $\langle type \rangle$. The value and – depending on wether the value equals 1 or not – $\langle singular \rangle$ or $\langle plural \rangle$ are left in the input stream.

$\AddtoExerciseGoal\{\langle goal\rangle\}\{\langle value\rangle\}$

Adds $\langle value \rangle$ to the goal $\langle goal \rangle$ of the current exercise type. (To be used within exercises.)

$\AddtoExerciseTypeGoalPrint{\langle goal \rangle}{\langle value \rangle}{\langle singular \rangle}{\langle plural \rangle}$

Adds $\langle value \rangle$ to the goal $\langle goal \rangle$ of the current exercise type. The value and – depending on wether the value equals 1 or not – $\langle singular \rangle$ or $\langle plural \rangle$ are left in the input stream. (To be used within exercises.)

$\ExerciseGoalValuePrint{\langle value \rangle} {\langle singular \rangle} {\langle plural \rangle}$

Print $\langle value \rangle$ and – depending on wether the value equals 1 or not – $\langle singular \rangle$ or $\langle plural \rangle$.

\printgoal{\langle value \rangle}

Print (value) according to option goal-print. Defined in terms of \ExerciseGoalValuePrint.

$\printpoints{\langle type \rangle}$

Print the sum of points for all exercises of type $\langle type \rangle$ followed by an appropriate translation of the words "point" or "points", respectively.³ Defined in terms of \TotalExerciseTypeGoal.

\printtotalpoints

Print the sum of points for all exercises followed by an appropriate translation of the words "point" or "points", respectively. Defined in terms of \TotalExerciseGoal.

\addpoints*{\langle value \rangle}

Adds \(\nabla value \rangle\) to the points of the current exercise type. (To be used within exercises.) Prints the value followed by an appropriate translation of the words "point" or "points", respectively. The starred version prints nothing. Defined in terms of \AddtoExerciseGoal and \AddtoExerciseGoalPrint.

\points{\langle value \rangle}

Print (*value*) followed by an appropriate translation of the words "point" or "points", respectively. Defined in terms of \ExerciseGoalValuePrint.

\printbonus $\{\langle type \rangle\}$

Print the sum of bonus points for all exercises of type $\langle type \rangle$ followed by an appropriate translation of the words "point" or "points", respectively. Defined in terms of \TotalExerciseTypeGoal.

\printtotalbonus

Print the sum of bonus points for all exercises followed by an appropriate translation of the words "point" or "points", respectively. Defined in terms of \TotalExerciseGoal.

^{3.} See section 14 on page 45 for details on the definition and usage of language dependent words.

```
\addbonus*{\langle value\rangle}
```

Adds (*value*) to the bonus points of the current exercise type. (To be used within exercises.) Prints the value followed by an appropriate translation of the words "point" or "points", respectively. The starred version prints nothing. Defined in terms of \AddtoExerciseGoal and \AddtoExerciseGoalPrint.

The two existing goals are defined with

```
1 \DeclareExerciseGoal{points}
2 \DeclareExerciseGoal{bonus-points}
```

When goal values are printed the decimal number is fed to a function which can be changed using the following option:

```
goal-print = \{\langle code \rangle\} Default: #1
```

How to format goal values. Use #1 to refer to the actual number.

At last some examples for a custom command: let's say you want a command which prints the complete sum for all exercises of all exercise types of both points and bonus-points added up:

```
1 \NewDocumentCommand\printsumofpointsandbonus{}{%
2  \TotalExerciseGoals{points+bonus-points}
3  {\,\XSIMtranslate{point}}
4  {\,\XSIMtranslate{points}}%
5 }
```

Here is how you could mimick the command \totalpoints from exsheets:

```
1 \NewDocumentCommand\pointsandbonus{}{%
2 \TotalExerciseGoal{points}{}{}%
3 \IfExerciseGoalsSumF{bonus-points}{=0}
4 {\,(+\,\TotalExerciseGoal{bonus-points}{}{})}%
5 \,\XSIMtranslate{points}%
6 }
```

7.4. A Special Kind of Property: Exercise Tags

Exercise tags are a generic concept in **XSIM** for exercise properties like **tags** or **topics**. Those are properties which can (only) get a csv list of strings as value. Those strings can be used to selectively use exercises. See section 8 on the next page for details on *usage* of exercises and the difference to *printing* an exercise and how to use exercise tags for selection.

$\DeclareExerciseTagging\{\langle tag \rangle\}$

This defines an exercise tagging group named $\langle tag \rangle$. It also defines a property named $\langle tag \rangle$. In addition two options are defined: an option named $\langle tag \rangle$ which can be used for selection and an boolean option $\langle tag \rangle$ /ignore-untagged.

 $\ProvideExerciseTagging{\langle tag \rangle}$

Introduced in version 0.11 (February 12,

2018)

The same as $\ensuremath{\backslash} \text{DeclareExerciseTagging}$ but does nothing when $\langle tag \rangle$ already exists.

The two existing tagging groups have been defined and preset with the following code:

```
1 \DeclareExerciseTagging{tags}
```

- 2 \DeclareExerciseTagging{topics}
- 3 \xsimsetup{tags/ignore-untagged=false}

This means that these options are available:

```
tags = \{\langle csv \ list \ of \ tags \rangle\}
```

Choose the set of tags whose associated exercises should be printed.

```
topics = {\langle csv | list | of topics \rangle}
```

Choose the set of topics whose associated exercises should be printed.

```
tags/ignore-untagged = true|false
```

Default: false

If set to true exercises with no tags will be printed even if tags have been chosen with the option tags.

```
topics/ignore-untagged = true|false
```

Default: true

If set to true exercises with no topics will be printed even if topics have been chosen with the option topics.

It may happen that you choose certain tags for printing and want one or two exercises to be printed or used even if they don't match the tagging criteria. For this reason two additional properties exist which can be set to an exercise:

```
print! = true|false
```

If set to true the exercise will be printed (and thus used) regardless of other conditions.

```
use! = true | false
```

If set to true the exercise will be used regardless of other conditions.

8. Using and Printing an Exercise

8.1. What the Environments do

When an exercise is started with \begin{exercise} (or other environments defined through \DeclareExerciseType) then different things happen depending on different settings:

8. Using and Printing an Exercise

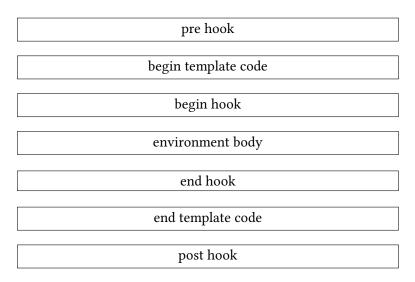


FIGURE 1: Schematic structure of an exercise or solution.

- If the *insert mode* is active nothing happens, see section 9 on page 21 for details on this.
- Else the id integer is incremented.
- If the exercise is *used* the corresponding counter is stepped and the exercise is added to the "use list". The properties counter and use are updated accordingly.
- If an exercise is *printed* then it is also *used*. An exercise that isn't used cannot be printed. Being printed means two things: being added to the "print list" and being typeset at the position where the exercise is placed in the source file. If an exercise is *not printed but used* it means that the counter will be stepped. This can be useful for creating an exercise sheet only containing the solutions for some exercises.
- If an exercise is printed certain hooks and template code is inserted around the environment body.

The schematic structure of an exercise is shown in figure 1.

8.2. Environment Options & Hooks

For each exercise type there are the following options for both environments, the environments' names are the module names for the options (here using the "exercise" type):

```
Default: true
   exercise/print = true|false
                  Determines if exercises of type "exercise" are printed.
   exercise/use = true|false
                                                                                                         Default: true
                  Determines if exercises of type "exercise" are used.
   exercise/within = \{\langle counter \rangle\}
                                                                                                      (initially empty)
                  Adds the exercise counter to the reset list of the counter (counter). Beware that if the counter
                  is a shared counter this will affect all objects using this counter!
   exercise/the-counter = \{\langle code \rangle\}
                  An interface for redefining the counter representation command \the\(counter\).
   exercise/template = \{\langle template \rangle\}
                  An interface for \SetExerciseParameter{exercise}{exercise-template}{\(\lambda\) template\)}.
   solution/template = \{\langle template \rangle\}
                  An interface for \SetExerciseParameter{exercise}{solution-template}{\langle template \rangle}.
   exercise/name = \{\langle name \rangle\}
                  An interface for \SetExerciseParameter{exercise}{exercise-name}{\langle name \rangle}.
   solution/name = \{\langle name \rangle\}
                  An interface for \SetExerciseParameter{exercise}{solution-name}{(name)}.
   exercise/heading = \{\langle heading \ command \rangle\}
                  An interface for \SetExerciseParameter{exercise} {exercise-heading} {\langle heading com-
Introduced in
version 0.14
                  mand \rangle \}.
(October 13, 2019)
   solution/heading = \{\langle heading command \rangle\}
                  An interface for \SetExerciseParameter{exercise}{solution-heading}{\langle heading com-
version 0.14
                  mand \rangle \}.
(October 13, 2019)
   exercise/pre-hook = \{\langle code \rangle\}
                                                                                                      (initially empty)
                  The code for the pre exercise hook for exercises of the type "exercise".
                                                                                                      (initially empty)
   exercise/begin-hook = \{\langle code \rangle\}
                  The code for the begin exercise hook for exercises of the type "exercise".
   exercise/end-hook = \{\langle code \rangle\}
                                                                                                      (initially empty)
                  The code for the end exercise hook for exercises of the type "exercise".
   exercise/post-hook = \{\langle code \rangle\}
                                                                                                      (initially empty)
                  The code for the post exercise hook for exercises of the type "exercise".
```

9. Collecting Exercises

```
solution/print = <u>true</u>| false Default: false
```

Determines if solutions of type "exercise" are printed.

```
solution/pre-hook = {\langle code \rangle} (initially empty)
```

The code for the *pre solution hook* for solutions of the type "exercise".

```
solution/begin-hook = \{\langle code \rangle\} (initially empty)
```

The code for the *begin solution hook* for solutions of the type "exercise".

```
solution/end-hook = {\langle code \rangle} (initially empty)
```

The code for the *end solution hook* for solutions of the type "exercise".

```
solution/post-hook = \{\langle code \rangle\} (initially empty)
```

The code for the *post solution hook* for solutions of the type "exercise".

8.3. (Re-) Inserting a Certain Exercise

If you know type and id of an exercise you can (re-)insert every existing exercise, *i. e.*, every exercise whose external file exists.

```
\printexercise{\langle type \rangle}{\langle id \rangle}
```

Inserts the exercise of type $\langle type \rangle$ with the id $\langle id \rangle$.

```
\xspace xprintexercise {\langle type \rangle} {\langle id \rangle}
```

The same as \printexercise but expands $\langle type \rangle$ and $\langle id \rangle$ before it uses them.

1 \printexercise{exercise}{5}

. _ _ _ _ _ _ _ _ _ _ _ _

Exercise 5

This exercise will not be printed but the exercise counter will be incremented nonetheless. Its solution will be printed in the list of solutions.

9. Collecting Exercises

9.1. Background

XSIM knows the concept of "exercise collections". A collection of exercises can be useful when you want to print a certain group of exercises several times. Each collection must have a unique name with which you can refer to the corresponding collection. A collection is realized by declaring the collection and by surrounding the exercises belonging to the collection with a certain pair of commands (this is explained in the next section).

Let's say you have several files of math exercises where one only contains geometry exercises and another only calculus exercises and so on. Surrounding the \input of each file with said pair of commands for a certain collection all exercises of the corresponding file

Introduced in version 0.16 (November 10, 2019) now are a collection which then can be printed at once whereever you want the collection of exercises to be printed. By choosing certain tags (see section 7.4 on page 17) inside each collection you could even cherry-pick exercises from the external file.

9.2. Usage

A collection must be declared in the preamble. Using a pair of commands explained below exercises between those commands are added to the corresponding collection but not printed. After a collection is completed the collection can be printed as often as needed.

```
\DeclareExerciseCollection{\langle collection name \rangle}
```

Define a new collection *(collection name)* in the document preamble.

```
\collectexercisestype{\langle collection\ name \rangle}{\langle exercise\ type \rangle}
```

Opens the collection $\langle collection \ name \rangle$ which now collects all exercises of type $\langle exercise \ type \rangle$ until the collection is closed with $\langle collectexercisesstop \rangle$. Collections of other types are not collected.⁴

```
\collectexercises{\langle collection name\rangle}
```

Opens the collection \(\langle collection name \rangle \) which now collects all exercises until the collection is closed with \(\collectexercisesstop. \) \(\square collectexercisesstop. \) \(\square collectexercises. \) \(\square collectexercisesstop. \) \(\square collectexercises. \) \(\squar

```
\collectexercisesstop{\langle collection name \rangle}
```

Closes the collection \(\collection \ name \rangle \).

```
\printcollection[\langle options \rangle] \{ \langle collection name \rangle \}
```

Prints the collection *(collection name)*, *i. e.*, all exercises collected earlier. This command cannot be used before the corresponding collection has been closed correctly.

Default: false

Default: collection

Default: exercises

Valid options are the following:

```
print-collection/headings = true | false
```

If true a heading for each exercise type is inserted.

```
print-collection/headings-template = \{\langle template \rangle\}
```

The heading template used when headings = {true}.

```
print-collection/print = exercises|solutions|both
```

Determines wether \printcollection prints the exercises or the solutions of the collection. When you choose both exercises and solutions are printed alternately.

Those options can also be set via \xsimsetup using the module print-collection.

^{4.} This command starts a group with \begingroup!

^{5.} This command starts a group with \begingroup!

^{6.} This command ends a group with \endgroup!

Please be aware that exercises are not used or printed while they are collected. Nonetheless the property use is set to true (so that solutions can be printed even if the exercises are not) and the property print is set to false. Also their counters are not stepped during the process. This only happens when they are printed the first time, cf. the used property. At that time also the properties page, section and chapter are set and the property print is set to true.

The usage should be clear:

```
1 \collectexercises{foo}
2 \begin{exercise}
3 This exercise is added to the collection `foo'.
4 \end{exercise}
5 \begin{exercise}
6 This exercise is also added to the collection `foo'.
7 \end{exercise}
8 \begin{exercise}
9 So is this.
10 \end{exercise}
11 \begin{exercise}
12 As well as this one.
13 \end{exercise}
14 \collectexercisesstop{foo}
```

Once the collection is closed it can be printed:

```
1 \printcollection{foo}
```

Exercise 6

This exercise is added to the collection 'foo'.

Exercise 7

This exercise is also added to the collection 'foo'.

Exercise 8

So is this.

Exercise 9

As well as this one.

You can open several collections at the same time:

```
1 \collectexercises{foo}
2 ...
3 \collectexercisestype{bar}{exercises}
4 ...
5 \collectexercisesstop{bar}
6 ...
7 \collectexercisesstop{foo}
```

Exercises will be added to each open collection.

There is one generic collection called "all exercises". As the name already suggests it will hold all exercises. So if you say

```
printcollection{all exercises}
```

all exercises will be printed.

If you use **\labels** inside of exercises and you print exercises more than once in your document (by reusing a collection for example) you will get

 $_{\scriptscriptstyle 1}$ LaTeX Warning: There were multiply-defined labels.

Equally if you have environments like \begin{equation} which step a counter inside an exercise or solution the counter will be stepped each time the exercise is used.

At last now an example using external files, collections and tags:

```
1 % preamble:
2 % \DeclareExerciseCollection{foo-easy}
3 % \DeclareExerciseCollection{foo-medium}
4 % \DeclareExerciseTagging{difficulty}

5
6 % document:
7 \collectexercises{foo-easy}
8 \xsimsetup{difficulty=easy}
9 \input{foo.tex}
```

```
10 \collectexercisesstop{foo-easy}
11 % collection `foo-easy' now contains all exercises of file `foo.tex' tagged
12 % with `difficulty=easy'
13
14 \collectexercises{foo-medium}
15 \xsimsetup{difficulty=medium}
16 \input{foo.tex}
17 \collectexercisesstop{foo-medium}
18 % collection `foo-medium' now contains all exercises of file `foo.tex'
19 % tagged with `difficulty=medium'
```

The recommended usage is similar to the last example. Actually a collection can be printed *before* it is opened, too. (This needs *at least* two compilations, though.) However, it is safer printing a collection only once and only *after it has been collected*. No guaranties are given that properties are set correctly if you use the collection before. You usually also will make sure that the exercises in a collection are unique, *i. e.*, that an exercise is not part of several collections – at least not if both collections are printed in the same document.

10. Printing Random Exercises From a Collection

XSIM provides the possibility of selecting random exercises from a collection (*cf.* section 9 on page 21).

Please be aware that this feature is *not* available in X¬IATEX!

```
\printrandomexercises[\langle options \rangle] \{ \langle number \rangle \}
```

This command prints $\langle number \rangle$ random exercises from the collection chosen with option collection, see below. When this command is used it generates a random list of integers which is written to the aux file. On the subsequent compilations the according exercises are printed. If you want to regenerate the random list you have to delete the aux file before compiling.

Valid options for this command are:

```
random/sort = true|false
```

Default: true

Determines wether the random chosen exercises should be sorted according to their order of definition in the collection or not.

```
random/collection = \{\langle collection \rangle\}
```

Default: all exercises

The collection from which the exercises are to be chosen from.

```
random/exclude = \{\langle csv \ list \ of \ ids \rangle\}
```

A list of ids or IDs of exercises *not* to be chosen.

random/print = exercises|solutions|both

Default: exercises

Determines wether \printrandomexercises prints the exercises or the solutions. When you choose both exercises and solutions are printed alternately.

1 \printrandomexercises[collection=foo]{2}

Exercise 6

This exercise is added to the collection 'foo'.

Exercise 9

As well as this one.

The example above of course doesn't make much sense but if you have a collection which collects exercises from an external file and the exercises haven't been printed in the document before then you will get a list of subsequently numbered exercises.

11. Printing Solutions

There are different commands for printing the solutions to exercises:

```
\printsolutionstype*[\langle options \rangle] \{ \langle exercise type \rangle \}
```

Prints the solutions of all used exercises of type $\langle exercise\ type \rangle$. The starred version only prints the solutions of all printed exercises of type $\langle exercise\ type \rangle$.

```
\printsolutions*[\langle options \rangle]
```

Prints the solutions of all used exercises of all types ordered by type. The starred version only prints the solutions of all printed exercises of all types.

```
\printallsolutions*[\langle options \rangle]
```

Prints the solutions of all used exercises of all types ordered by appearance in the document. The starred version only prints the solutions of all printed exercises of all types.

```
\printsolution[\langle options \rangle] \{\langle type \rangle\} \{\langle id \rangle\}
```

Prints the solution of the exercise of type $\langle type \rangle$ with the id $\langle id \rangle$.

```
\xsprintsolution{\langle type \rangle} {\langle id \rangle}
```

The same as \printsolution but expands $\langle type \rangle$ and $\langle id \rangle$ before it uses them.

1 \printsolutionstype{exercise}

Introduced in version 0.16 (November 10, 2019)

Solutions to the Exercises

Solution 1

A first example for a solution.

Solution 5

The solution of the exercise that has not been printed.

Solution 11

Try to fill in these blanks. All of them are created by using the \blank command.

The options can be divided into two groups. The ones in the first group modify the layout.

```
print-solutions/headings = true|false
```

If true a heading for each exercise type is inserted.

```
print-solutions/headings-template = {\langle template \rangle}
```

Default: default

Default: true

The heading template used when headings = {true}.

The ones in the second group set conditions selecting which solutions are printed. If you combine those conditions a solution is printed if it meets either of the conditions.

```
print-solutions/section = true|false|\langle integer\rangle
```

Default: false

If you set section = {true} only solutions of exercises of the current section are printed. If you set section = {4} only solutions of exercises in a section with number 4 are printed.

```
print-solutions/chapter = true|false|\langle integer\rangle
```

Default: false

If you set chapter = {true} only solutions of exercises of the current chapter are printed. If
you set chapter = {4} only solutions of exercises in a chapter with number 4 are printed.

```
print-solutions/collection = false|\langle collection \ name \rangle
```

Default: false

If used only solutions of exercises belonging to collection (collection name) are printed.

The conditions can be combined. The following call will only print solutions from exercises in section 3 of chapter 2: $\frac{1}{2}$

printsolutions[chapter=2,section=3]

The selection per section or per chapter relies on the *counter numbers* of the sections or chapters, respectively. This means if section numbers are reset (e. g. by \chapter or \appendix) and you have exercises from *different* sections with *the same section number* the solutions of *all those exercises* will be printed. This means you only should use the section selection when section are the top document level headings (apart from parts) and you have no exercises in the appendix. Similar considerations are valid for the chapter selection.

All options can also be set via \xsimsetup using the module print-solutions.

printsolutions[section=4,headings-template=per-section]

Solutions to the Exercises of Section 4

Solution 1

A first example for a solution.

1 \printsolution{exercise}{5}

Solution 5

The solution of the exercise that has not been printed.

12. Grading Tables

When you create exercises it may not only be desirable to be able to add points and bonuspoints to a question (see section 7.3 on page 15 about exercise goals) but also to be able to output a grading table. XSIM has built-in means for this.

 $\gradingtable[\langle options
angle]$

Print a grading table.

Valid options for this command are

 $template = \{\langle template \rangle\}$

Default: default

Choose the template used for the grading table.

type = $\{\langle exercise \ type \rangle\}$

(initially empty)

Choose the exercise type for which the table is printed.

Both option defaults can be changed with \xsimsetup setting the options using grading-table:

```
1 \xsimsetup{
2  grading-table/template = default*
3 }
```

An example:

1 \gradingtable[type=exercise]

Exercise	Points	reached
1	0	
2	4	
3	0	
4	0	
5	0	
6	0	
7	0	
8	0	
9	0	
10	2.5	
11	0	
12	0	
total	6.5	·

Or using the "default*" template:

Available templates and how to define new ones are explained in sections 13.4.3 on page 38 and 13.5 on page 38. **XSIM** per default provides two templates "default" and "default*", the first one has a vertical layout, the second a horizontal layout. Both templates can be used per type like in the examples above or for all types at once by leaving the specification type away:

₁ \gradingtable

	Points	reached
Exercise 1	0	
Exercise 2	4	
Exercise 3	0	
Exercise 4	0	
Exercise 5	0	
Exercise 6	0	
Exercise 7	0	
Exercise 8	0	
Exercise 9	0	
Exercise 10	2.5	
Exercise 11	0	
Exercise 12	0	
Problem 1	5	
total	11.5	

13. Styling the Exercises - Templates

13.1. Background

Whenever **XSIM** outputs something to be typeset it uses so-called templates for the task. **XSIM** knows of three different kinds of templates:

- environment templates (see section 13.4.1 on page 38),
- heading templates (see section 13.4.2 on page 38) and
- grading table templates (see section 13.4.3 on page 38)

The most important one for the styling of the exercises are the environment templates. Those templates give you complete control over the look and arrangement of an exercise. To be able to do this **xsim** provides a large number of commands which can be used only inside template definitions. Those commands are explained in the next section. Their usage will hopefully become clear in the examples in section 13.5 on page 38. Having full control over the layout comes at a price: you need to be able to program yourself in order to achieve certain layouts.

Box 1.5

Those commands are explained in the next section. Their usage will hopefully become clear in the examples in section 13.5 on page 38. Having full control over the layout comes at a price: you need to be able to program yourself in order to achieve certain layouts.

The last sentence is wrong: those commands can be used anywhere but most of them only give useful results inside of templates.

^{8.} I plan to incorporate the most common layouts – and maybe some fancy ones, too – in the examples section 13.5 on page 38 but at the time of writing this is still up in the air.

13.2. Templates Provided by the Package

XSIM comes with a few predefined layouts:

default The template activated per default and the only one available without further action.

runin A layout rather similar to the one by package exsheets, see section 13.5.3 on page 40. Available through the style file layouts (see section B.7 on page 53 for more information on style files).

margin A layout rather similar to the one by package exsheets, see section 13.5.4. Available through the style file layouts (see section B.7 on page 53 for more information on style files).

Introduced in version o.13a () minimal A minimalistic layout, see section 13.5.5. Available through the style file layouts (see section B.7 on page 53 for more information on style files).

Layout "default"

Exercise 10 The Subtitle

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem.

2.5 p.

Layout "runin"

Exercise 10 The Subtitle Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem.

2.5 points

Layout "margin"

Exercise to Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, (2.5 b.) placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem.

Layout "minimal"

10 (2.5 points) Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem.

13.3. Commands for Usage in Template Definitions

```
13.3.1. Goals
```

\IfExerciseGoal_TF{\langle goal\rangle} {\langle relation and value\rangle} {\langle true\rangle} {\langle false\rangle} Checks the sum of goal \langle goal\rangle against \langle relation and value\rangle.

$\IfExerciseGoalSingularTF{\langle goal \rangle} {\langle true \rangle} {\langle false \rangle}$

Checks if the value of the goal $\langle goal \rangle$ of the current exercise equals 1. This is the same as $\frac{false}{false}$.

\IfExerciseTypeGoalsSumTF $\{\langle type \rangle\}$ $\{\langle list\ of\ goals \rangle\}$ $\{\langle relation\ and\ value \rangle\}$ $\{\langle true \rangle\}$ $\{\langle false \rangle\}$ Ckecks the sum of all goals in $\langle list\ of\ goals \rangle$ for the exercises of type $\langle type \rangle$ against $\langle relation\ and\ value \rangle$.

\IfExerciseGoalsSumTF{ $\langle type \rangle$ }{ $\langle list\ of\ goals \rangle$ }{ $\langle relation\ and\ value \rangle$ }{ $\langle true \rangle$ }{ $\langle false \rangle$ } Ckecks the sum of all goals in $\langle list\ of\ goals \rangle$ for all exercises of all types against $\langle relation\ and\ value \rangle$.

$\TotalExerciseTypeGoal\{\langle goal\rangle\}\{\langle type\rangle\}\{\langle singular\rangle\}\{\langle plural\rangle\}\}$

Print the sum of goal $\langle goal \rangle$ for the exercises of type $\langle type \rangle$ and append $\langle singular \rangle$ or $\langle plural \rangle$ depending on wether the sum equals 1 or not.

$\TotalExerciseGoal\{\langle goal\rangle\}\{\langle singular\rangle\}\{\langle plural\rangle\}\}$

Print the sum of goal $\langle goal \rangle$ for all exercises of all types and append $\langle singular \rangle$ or $\langle plural \rangle$ depending on wether the sum equals 1 or not.

13.3.2. Properties

* \IfExercisePropertyExist \overline{TF} {\langle property\rangle} \{\langle true\rangle} \{\langle false\rangle}

Tests wether an exercise property with the name $\langle property \rangle$ is defined.

Tests wether the exercise property (*property*) has been set for the current exercise.

*\GetExerciseProperty{\langle property\rangle}

Retrieves the value of the property $\langle property \rangle$ for the current exercise.

$\GetExercisePropertyTF\{\langle property\rangle\}\{\langle true\rangle\}\{\langle false\rangle\}$

Tests wether the exercise property $\langle property \rangle$ has been set for the current exercise. Inside the $\langle true \rangle$ branch you can refer to the retrieved value either with #1 or with \PropertyValue. This command expands its contents inside a group.

\GetExerciseBody{exercise|solution}

Introduced in version 0.10 (September 19, 2017) Retrieves the environment body of either the exercise or the corresponding solution of the current exercise.

* \GetExerciseIdForProperty{\(\lambda property \rangle \rangle value \rangle \rangle \)

Retrieves the property id of the exercise where the property $\langle property \rangle$ has the value $\langle value \rangle$. *This only works for* unique *properties!*

$\GetExerciseTypeForProperty{\langle property\rangle}{\langle value\rangle}$

Retrieves the property type of the exercise where the property $\langle property \rangle$ has the value $\langle value \rangle$. This only works for unique properties!

$\SetExerciseProperty{\langle property\rangle}{\langle value\rangle}$

Changed in version 0.9 (June 20, 2017)

Set the property $\langle property \rangle$ of the current exercise to $\langle value \rangle$.

$\verb|\SetExpandedExerciseProperty|{|\langle property\rangle|}|{|\langle value\rangle|}|$

Introduced in version 0.9 (June 20, 2017) Expand $\langle value \rangle \setminus edef$ -like and set the property $\langle property \rangle$ of the current exercise to the result of the expansion.

$\ExerciseSetProperty{\langle type \rangle}{\langle id \rangle}{\langle property \rangle}{\langle value \rangle}$

Introduced in version 0.9 (June 20, 2017)

Set the property $\langle property \rangle$ of the exercise of type $\langle type \rangle$ and id $\langle id \rangle$ to $\langle value \rangle$.

Introduced in version 0.9 (June 20, 2017)

Expand $\langle value \rangle \setminus edef$ -like and set the property $\langle property \rangle$ of the exercise of type $\langle type \rangle$ and id $\langle id \rangle$ to the result of the expansion.

* \IfExerciseBooleanProperty<u>TF</u>{\(\rangle property \rangle \} \{\(\langle true \rangle \} \{\langle false \rangle \}

Checks wether the boolean property $\langle property \rangle$ has value true or $\langle false \rangle$ and leaves the corresponding argument in the input stream. Gives an error if $\langle property \rangle$ is not a boolean property.

*\GetExerciseAliasProperty{\langle property\rangle}

Retrieves the value of the property of which $\langle property \rangle$ is an alias of for the current exercise.

$\SaveExerciseProperty{\langle property\rangle}{\langle macro\rangle}$

Saves the value of the property $\langle property \rangle$ for the current exercise in macro $\langle macro \rangle$.

\GlobalSaveExerciseProperty

Globally saves the value of the property (property) for the current exercise in macro (macro).

Test if the property $\langle property \rangle$ has been set for the exercise of type $\langle type \rangle$ with id $\langle id \rangle$.

* \ExercisePropertyGet{\langle type\rangle}{\langle id\rangle}{\langle property\rangle}

Retrieves the value of the property $\langle property \rangle$ for the exercise of type $\langle type \rangle$ with id $\langle id \rangle$.

* \ExercisePropertyGetAlias{\langle type\rangle} \{\langle id\rangle} \{\langle property\rangle}

Retrieves the value of the property of which $\langle property \rangle$ is an alias of for the exercise of type $\langle type \rangle$ with id $\langle id \rangle$.

$\ExercisePropertySave{\langle type \rangle}{\langle id \rangle}{\langle property \rangle}{\langle macro \rangle}$

Saves the value of the property $\langle property \rangle$ for the exercise of type $\langle type \rangle$ with id $\langle id \rangle$ in macro $\langle macro \rangle$.

$\ExercisePropertyGlobalSave{\langle type \rangle}{\langle id \rangle}{\langle property \rangle}{\langle macro \rangle}$

Globally saves the value of the property $\langle property \rangle$ for the exercise of type $\langle type \rangle$ with id $\langle id \rangle$ in macro $\langle macro \rangle$.

13.3.3. Parameters

*\GetExerciseParameter{\langle parameter\rangle}

Retrieves the value of the parameter *(paramater)* for the current exercise type.

$\GetExerciseParameter TF \{\langle parameter \rangle\} \{\langle true \rangle\} \{\langle false \rangle\}$

Introduced in version 0.9 (June 20, 2017) Retrieves the value of the parameter $\langle paramater \rangle$ for the current exercise type. Inside the $\langle true \rangle$ branch you can refer to the retrieved value either with #1 or with \ParameterValue. This command expands its contents inside a group.

* \GetExerciseName

Retrieves the value of the parameter exercise-name for the current exercise or of the parameter solution-name for the current solution.

*\GetExerciseHeadingF{\langle false\rangle}

Introduced in version 0.14 (October 13, 2019) Retrieves the value of the parameter exercise-heading for the current exercise or of the parameter solution-heading for the current solution. Inserts $\langle false \rangle$ if the corresponding parameter has not been set.

* \ExerciseParameterGet{\langle type \rangle} \{ \langle parameter \rangle \}

Retrieves the value of the parameter $\langle parameter \rangle$ for the exercise of type $\langle type \rangle$ with id $\langle id \rangle$.

* \IfExerciseParameterSet $\overline{\text{IF}}$ {\langle parameter\rangle}}{\langle true\rangle}{\langle false\rangle}

Introduced in version 0.9 (June 20, 2017)

Introduced in version 0.9 (June 20, 2017)

Test if the parameter \(\rangle parameter \rangle \) has been set for the current exercise type.

* \ExerciseParameterIfSet $\overline{\text{TF}}\{\langle type \rangle\}\{\langle parameter \rangle\}\{\langle true \rangle\}\{\langle false \rangle\}$

Test if the parameter $\langle parameter \rangle$ has been set for the exercise type $\langle type \rangle$.

13.3.4. Tags

$\ForEachExerciseTag{\langle type \rangle} {\langle code \rangle}$

Loops over all tags of tag type $\langle type \rangle$ for the current exercise applying $\langle code \rangle$ each time. Inside $\langle code \rangle$ you can refer to the corresponding tag with #1.

13. Styling the Exercises - Templates

$\ListExerciseTags{\langle type \rangle}{\langle between \rangle}$

Lists all tags of tag type $\langle type \rangle$ for the current exercise using $\langle between \rangle$ as a separator.

$\bigcup_{seExerciseTags} \{\langle type \rangle\} \{\langle between\ two \rangle\} \{\langle between\ last\ two \rangle\}$

Lists all tags of tag type $\langle type \rangle$ for the current exercise using $\langle between \rangle$ as a separator and $\langle between \ last \ two \rangle$ as separator between the last two tags of the list. If the list only consists of two tags $\langle between \ two \rangle$ is used as separator.

$\IfExerciseTagSetTF{\langle value \rangle} {\langle true \rangle} {\langle false \rangle}$

In order to insert text (also *outside* of exercises) depending on the chosen tags this command lets you check if value (*value*) has been set for tags.

$\Time Tensor TopicSetTF{\langle value \rangle} {\langle true \rangle} {\langle false \rangle}$

In order to insert text (also *outside* of exercises) depending on the chosen tags this command lets you check if value $\langle value \rangle$ has been set for topics.

13.3.5. Further Commands for Usage in Template Definitions

$\UseExerciseTemplate{\langle type \rangle} {\langle name \rangle}$

Retrieve template $\langle name \rangle$ of type $\langle type \rangle$. This can be useful if you want to define a template which just adds some code to an existing template (an automated \label, say).

* \ExerciseType

Can be used to refer to the current exercise type.

* \ExerciseID

Can be used to refer to the current exercise id.

*\ExerciseCollection

Can be used in certain templates to refer to the collection that is currently inserted.

*\numberofusedexercises

Holds the total number of used exercises. Useful in table template definitions.

*\ExerciseTableType{\langle code \rangle}

In table template definitions this macro either expands to the given exercise type or – if no type has been given – to $\langle code \rangle$.

* \IfInsideSolution<u>TF</u>{\langle true\rangle} {\langle false\rangle}

Tests if the template is used inside a solution environment or not.

* \IfSolutionPrintTF{\langle true \rangle} \{\langle false \rangle}

Tests if the option print for the solutions of the current \ExerciseType is set to true or false.

$\IfExistSolution IF {\langle true \rangle} {\langle false \rangle}$

Tests if a solution for the current exercise exists.

Introduced in version 0.9 (June 20, 2017)

Introduced in version 0.11

(February 12, 2018)

Introduced in version 0.11

(February 12, 2018)

$\TorEachPrintedExerciseByType{\langle code \rangle}$

Loops over each *printed* exercise ordered by the exercise types and within each type by id. Inside $\langle code \rangle$ you can refer to several properties of the corresponding exercise:

- •#1: the type of the exercise
- •#2: the id of the exercise
- •#3: the counter property of the exercise
- •#4: the subtitle property of the exercise
- •#5: the points property of the exercise
- •#6: the bonus-points property of the exercise

$\ForEachUsedExerciseByType{\langle code \rangle}$

Loops over each *used* exercise ordered by the exercise types and within each type by id. Inside $\langle code \rangle$ you can refer to several properties of the corresponding exercise:

- •#1: the type of the exercise
- •#2: the id of the exercise
- •#3: the counter property of the exercise
- •#4: the subtitle property of the exercise
- •#5: the points property of the exercise
- •#6: the bonus-points property of the exercise

$\ForEachPrintedExerciseByID{\langle code \rangle}$

Loops over each *printed* exercise order by the exercise id. Inside $\langle code \rangle$ you can refer to several properties of the corresponding exercise:

- •#1: the type of the exercise
- •#2: the id of the exercise
- •#3: the counter property of the exercise
- •#4: the subtitle property of the exercise
- •#5: the points property of the exercise
- •#6: the bonus-points property of the exercise

$\TorEachUsedExerciseByID{\langle code \rangle}$

Loops over each *used* exercise order by the exercise id. Inside $\langle code \rangle$ you can refer to several properties of the corresponding exercise:

- •#1: the type of the exercise
- •#2: the id of the exercise
- •#3: the counter property of the exercise
- •#4: the subtitle property of the exercise

- •#5: the points property of the exercise
- •#6: the bonus-points property of the exercise

$XSIMprint{exercise|solution}{\langle type \rangle}{\langle id \rangle}$

Inserts the either the exercise or the solution of type $\langle type \rangle$ with the id $\langle id \rangle$.

$XSIMxprint{exercise|solution}{\langle type \rangle}{\langle id \rangle}$

The same as **\XSIMprint** but expands $\langle type \rangle$ and $\langle id \rangle$ before it uses them.

(November 10, ★\XSIMtranslate{⟨keyword⟩}

Delivers the translation of $\langle keyword \rangle$ according to the current document language (in the meaning of a babel [Bra19] or polyglossia [Cha19] language). Existing keywords and keyword translations (and how to add new ones) are explained in section 14 on page 45.

$XSIMexpandcode{\langle code \rangle}$

Expands (*code*) like \edef does and leaves the result in the input stream.

*\XSIMifchapter<u>TF</u>{\langle true\rangle}{\langle false\rangle}

Returns \(\lambda true\rangle\) if both a macro \chapter and a counter chapter are defined and \(\lambda false\rangle\) otherwise.

\XSIMmixedcase{\langle code \rangle}

Converts the full expansion \circ of $\langle code \rangle$ to mixed case:

\XSIMmixedcase{this is some text} This is some text

This command expands (code) before converting it.

$XSIMputright\langle macro \rangle \{\langle code \rangle\}$

Extends the macro definition of $\langle macro \rangle$ with $\langle code \rangle$ putting it to the right. This is more or less a local version of the LaTeX kernel macro \g@addto@macro.

* \XSIMifeqTF $\{\langle code 1\rangle\}\{\langle code 2\rangle\}\{\langle true\rangle\}\{\langle false\rangle\}$

Checks if the full expansion 9 of $\langle code 1 \rangle$ and $\langle code 2 \rangle$ is the same tokenlist.

* \XSIMifblankTF{\langle code \rangle \} {\langle true \rangle \} {\langle false \rangle \}

Checks if the full expansion of $\langle code \rangle$ is blank (i. e., if it is empty or only consists of spaces).

$XSIMatbegindocument{\langle code \rangle}$

Introduced in version o.15a ()

Introduced in version 0.16 (November 10,

Introduced in version 0.16

2019)

2019)

Adds (code) to xsim's begin document hook. Should be used inside style files instead of \AtBeginDocument.

$XSIMatenddocument{\langle code \rangle}$

Introduced in version o.15a () Adds (code) to xsim's end document hook. Should be used inside style files instead of **\AtEndDocument.**

^{9.} This is a \romannumeral expansion [Flo].

13.4. Declaring Templates

13.4.1. Environment Templates

\DeclareExerciseEnvironmentTemplate $\{\langle name \rangle\}$ $\{\langle begin\ code \rangle\}$ $\{\langle end\ code \rangle\}$ Declare the environment template $\langle name \rangle$.

Environment templates are used by the exercise and solution environments. Those are the templates set with the parameters exercise-template and solution-template.

The predefined template is called "default", see section 13.5.1.

13.4.2. Heading Templates

 $\DeclareExerciseHeadingTemplate{\langle name \rangle} {\langle code \rangle}$

Declare the heading template $\langle name \rangle$.

Heading templates are used by \printsolutions, \printsolutionstype and \printcollection. Those are the templates set with the option headings-template of the modules print-solutions and print-collection.

The predefined templates are "default", "collection", "per-section" and "per-chapter" see section 13.5.6 on page 42.

13.4.3. Grading Table Templates

 $\DeclareExerciseTableTemplate{\langle name \rangle} {\langle code \rangle}$

Declare the grading table template $\langle name \rangle$.

Table templates are used by \gradingtable. Those are the templates set with the option template of module grading-table

The predefined templates are "default" and "default*", see sections 13.5.7 on page 42 and 13.5.8 on page 44.

13.5. Examples

The repository of this package ¹⁰ currently includes 37 example documents demonstrating how different aspects of this package work or how different kinds of problems can be solved or how different kinds of layouts can be achieved as well as how solve concrete problems that have come up in different Lagrange for the section of the page 59.

13.5.1. The default Exercise Template

Below the definition of the default exercise template provided by **XSIM** is shown:

Changed in version 0.14 (October 13, 2019)

```
1 \DeclareExerciseEnvironmentTemplate{default}{%
    \GetExerciseHeadingF{\subsection*}%
3
      \XSIMmixedcase{\GetExerciseName}\nobreakspace
      \GetExerciseProperty{counter}%
      \IfInsideSolutionF
        {%
          \GetExercisePropertyT{subtitle}
             { {\normalfont\itshape\PropertyValue}}%
9
        }%
10
    }
11
    \GetExercisePropertyT{points}
12
13
        \marginpar
14
          {%
15
            \IfInsideSolutionF{\rule{1.2cm}{1pt}\slash}%
16
            \printgoal{\PropertyValue}
17
            \GetExercisePropertyT{bonus-points}{~(+\printgoal{\PropertyValue})}
18
            ~\XSIMtranslate {point-abbr}%
          }%
20
      }%
21
22 }
23 {\par}
```

13.5.2. A New Exercise Type Using tcolorbox

Let's say we want exercises to be put in a tcolorbox. We want a bold title and. if given, an italic subtitle. Exercises should also have the points after the subtitle in parentheses if given. Let's also say we want those to be an additional exercise type in addition to the ones **xsim** already provides. This is shown with the following code which is also how the problems in this manual have been defined:

```
\GetExercisePropertyT{subtitle}{ \textit{\PropertyValue}}%
          \IfInsideSolutionF{%
14
            \GetExercisePropertyT{points}{ % notice the space
15
16
                 \printgoal{\PropertyValue}
                 \IfExerciseGoalSingularTF{points}
                   {\XSIMtranslate{point}}
                   {\XSIMtranslate{points}}%
20
               )%
22
            }%
          }%
23
      ]%
24
    }
25
    {\endtcolorbox}
26
28 \DeclareExerciseType{problem}{
    exercise-env = problem ,
    solution-env = answer ,
30
    exercise-name = Problem ,
31
    solution-name = Answer ,
    exercise-template = tcolorbox ,
33
    solution-template = tcolorbox
34
35 }
```

See it in action:

```
begin{problem}[subtitle=My subtitle,points=5]
This is a problem using a subtitle and points.
| lend{problem}
| begin{answer}
| This is the answer to problem~\GetExerciseProperty{counter}.
| lend{answer}
| Problem 1 My subtitle (5 points)

This is a problem using a subtitle and points.
```

13.5.3. Mimicking exsheets' runin Template

The following example shows how you could mimick exsheets' runin template. The outcome isn't exactly the same since exsheets doesn't use \marginpar but the result should look very similar. A safer definition would use a real sectioning command for the title.

```
1 \usepackage{needspace}
2 \DeclareExerciseEnvironmentTemplate{runin}
      \par\vspace{\baselineskip}
      \Needspace*{2\baselineskip}
      \textbf{\XSIMmixedcase{\GetExerciseName}~\GetExerciseProperty{counter}}%
      \GetExercisePropertyT{subtitle}{ \textit{#1}} % <<< notice the space
      \IfInsideSolutionF{%
        \GetExercisePropertyT{points}{%
10
          \marginpar{%
11
            \printgoal{\PropertyValue}%
12
            \GetExercisePropertyT{bonus-points}{+\printgoal{\PropertyValue}}%
13
            \,\IfExerciseGoalSingularTF{points}
14
                {\XSIMtranslate{point}}
15
                {\XSIMtranslate{points}}%
16
          }%
17
18
        }%
     }%
19
    }
20
    {}
21
```

13.5.4. Mimicking exsheets' margin Template

The following example shows how you could mimick exsheets' margin template.

```
1 \DeclareExerciseEnvironmentTemplate{margin}
    {%
      \trivlist
      \item[\llap{%
        \smash{%
          \tabular[t]{@{}r@{}}
            \textbf{\XSIMmixedcase{\GetExerciseName}~\GetExerciseProperty{
   counter}}
            \IfExercisePropertySetT{points}{%
              \tabularnewline
              (%
                \printgoal{\GetExerciseProperty{points}}%
11
                \GetExercisePropertyT{bonus-points}{+\printgoal{#1}}%
12
                \,\XSIMtranslate{point-abbr}%
13
              )%
            }%
15
          \endtabular
16
        }%
17
      }]\relax
18
```

```
19 }
20 {\endtrivlist}
```

13.5.5. A minimal Template

This shows the implementation of the minimal template:

```
1 \DeclareExerciseEnvironmentTemplate{minimal}
      \textbf{\GetExerciseProperty{counter}}%
      \IfInsideSolutionF{%
        \GetExercisePropertyT{points}{%
          \GetExercisePropertyT{bonus-points}{+\printgoal{\PropertyValue}}%
          \,\IfExerciseGoalSingularTF{points}
              {\XSIMtranslate{point}}
              {\XSIMtranslate{points}}%
        }%
10
      }%
11
12
    }
    {}
13
```

13.5.6. The Headings Templates

XSIM defines four heading templates which only differ by which text they output:

Section 14 on page 45 shows how the translations are defined.

13.5.7. The default Table Template

This template is the one used for grading tables per default. It has a vertical layout.

```
1 \DeclareExerciseTableTemplate{default}{%
2 \XSIMputright\ExerciseTableCode{%
```

```
\toprule
      \XSIMifblankTF{\ExerciseType}
         {\XSIMmixedcase{\GetExerciseParameter{exercise-name}}}
      \XSIMmixedcase{\XSIMtranslate{points}} &
      \XSIMtranslate{reached} \\
      \midrule
10
    }%
11
    \ForEachUsedExerciseByType{%
12
      \XSIMifeqTF{#1}{\ExerciseTableType{#1}}
13
14
          \XSIMifblankTF{\ExerciseType}
15
               \XSIMputright\ExerciseTableCode{%
17
                 \XSIMmixedcase{\ExerciseParameterGet{#1}{exercise-name} }%
18
19
             }
20
             {}%
21
          \XSIMputright\ExerciseTableCode
22
             {#3 & \XSIMifblankTF{#5}{\printgoal{0}}}{\printgoal{#5}} & \\ }%
23
        }
24
        {}%
25
26
    \XSIMputright\ExerciseTableCode{%
27
28
      \XSIMtranslate{total} &
29
      \XSIMifblankTF{\ExerciseType}
        {\TotalExerciseGoal{points}{}}}
31
         {\TotalExerciseTypeGoal{\ExerciseType}{points}{}}} &
32
      \\ \bottomrule
33
    }%
34
    \XSIMexpandcode{%
35
      \noexpand\begin{tabular}{\XSIMifblankTF{\ExerciseType}{l}{c}cc}
36
         \noexpand\ExerciseTableCode
37
      \noexpand\end{tabular}%
38
    }%
39
40 }
```

The part

```
1 \XSIMifblankTF{\ExerciseType}{ ... }{ ... }
```

repeatedly checks if an exercise type has been given for the table. This makes it possible to design the table differently if it is for one exercise type only (the true case) or for all exercise types (the false case). $\ExerciseTableType{\langle code \rangle}$ either expands to the given exercise

type or to $\langle code \rangle$.

13.5.8. The default* Table Template

The second of the predefined grading table templates. It has a horizontal layout.

If you have a lot of exercises the width of a table with this layout may exceed the text width of the document!

```
1 \DeclareExerciseTableTemplate{default*}{%
    \XSIMputright\ExerciseTableCode{%
      \toprule
      \XSIMifblankTF{\ExerciseType}
        {}
         {\XSIMmixedcase{\GetExerciseParameter{exercise-name}}}
    }%
8
    \ForEachUsedExerciseByType{%
      \XSIMifeqTF {#1} { \ExerciseTableType {#1} }
11
          \XSIMifblankTF{\ExerciseType}
12
13
               \XSIMputright\ExerciseTableCode{%
14
                 \XSIMmixedcase{\ExerciseParameterGet{#1}{exercise-name} }%
15
16
            }
17
18
           \XSIMputright\ExerciseTableCode{#3 &}
19
        }
20
         {}%
21
22
    \XSIMputright\ExerciseTableCode{%
23
      \XSIMtranslate{total} \\
      \midrule
25
26
      \XSIMmixedcase{\XSIMtranslate{points}} &
27
    \ForEachUsedExerciseByType{%
28
      \XSIMifeqTF{#1}{\ExerciseTableType{#1}}
29
        {%
30
          \XSIMputright\ExerciseTableCode{%
31
            \XSIMifblankTF{#5}{\printgoal{0}}{\printgoal{#5}} &}%
32
33
        {}%
34
35
    \XSIMputright\ExerciseTableCode{%
36
      \XSIMifblankTF{\ExerciseType}
37
```

```
{\TotalExerciseGoal{points}{}}}
38
         {\TotalExerciseTypeGoal{\ExerciseType}{points}{}}}%
39
      \\ \midrule
40
      \XSIMtranslate{reached} &%
41
    }%
42
    \ForEachUsedExerciseByType{%
43
      \XSIMifeqTF{#1}{\ExerciseTableType{#1}}
44
         {\XSIMputright\ExerciseTableCode{&}}
45
         {}%
46
47
    \XSIMputright\ExerciseTableCode{ \\ \bottomrule }%
48
    \def\numberofcolumns{%
49
      \XSIMifblankTF{\ExerciseType}
        {\numberofusedexercises}
51
         {\csname numberof \ExerciseType s\endcsname}%
52
53
    \XSIMifeqF{\numberofcolumns}{0}
54
55
         \begin{tabular}{l*{\numberofcolumns}{c}c}c
56
          \ExerciseTableCode
57
        \end {tabular}%
58
59
60 }
```

The part

```
1 \XSIMifblankTF{\ExerciseType}{ ... }{ ... }
```

repeatedly checks if an exercise type has been given for the table. This makes it possible to design the table differently if it is for one exercise type only (the true case) or for all exercise types (the false case). $\ensuremath{\mathsf{ExerciseTableType}} \{ \langle code \rangle \}$ either expands to the given exercise type or to $\langle code \rangle$.

14. Exercise Translations

```
\DeclareExerciseTranslation\{\langle language \rangle\} \{\langle keyword \rangle\} \{\langle translation \rangle\}
Declare the translation of \langle keyword \rangle for language \langle language \rangle.
```

```
\DeclareExerciseTranslations{\langle keyword \rangle}{\langle translations \rangle}
```

Declare the translations of $\langle keyword \rangle$ for several languages at once. See an example of the usage below.

```
*\XSIMtranslate{\langle keyword \rangle}
```

Delivers the translation of $\langle keyword \rangle$ according to the current document language (in the meaning of a babel [Bra19] or polyglossia [Cha19] language).

$\ForEachExerciseTranslation{\langle code \rangle}$

Loops over all translations of all keywords known to xsim. Inside $\langle code \rangle$ you can refer to the keyword with #1, to the language with #2, and to the translation with #3.

As an example how to use \DeclareExerciseTranslations here is how the translations for exercise have been defined:

```
    \DeclareExerciseTranslations{exercise}{
    Fallback = exercise ,
    English = exercise ,
    French = exercice ,
    German = \"Ubung
}
```

Table 1 shows all existing keywords with all predefined translations.

TABLE 1: Translation keywords predefined by XSIM.

keyword	language	translation
exercise	Fallback	exercise
exercise	English	exercise
exercise	French	exercice
exercise	German	\"Ubung
exercises	Fallback	exercises
exercises	English	exercises
exercises	French	exercices
exercises	German	\"Ubungen
question	Fallback	question
question	English	question
question	French	question
question	German	Aufgabe
questions	Fallback	questions
questions	English	questions
questions	French	questions
questions	German	Aufgaben
solution	Fallback	solution
solution	English	solution
solution	French	solution
solution	German	L\"osung
solutions	Fallback	solutions
solutions	English	solutions
solutions	French	solutions

continues

14. Exercise Translations

keyword	language	translation
solutions	German	L\"osungen
point-abbr	Fallback	p.
point-abbr	English	p.
point-abbr	French	p.
point-abbr	German	P.
point	Fallback	point
point	English	point
point	French	point
point	German	Punkt
points	Fallback	points
points	English	points
points	French	points
points	German	Punkte
reached	Fallback	reached
reached	English	reached
reached	French	obtenus
reached	German	erreicht
total	Fallback	total
total	English	total
total	French	total
total	German	insgesamt
default-heading	Fallback	\XSIMmixedcase {\GetExerciseParameter
		<pre>{solutions-name}} to the \XSIMmixedcase</pre>
		<pre>{\GetExerciseParameter {exercises-name}}</pre>
default-heading	English	\XSIMmixedcase {\GetExerciseParameter
	C	<pre>{solutions-name}} to the \XSIMmixedcase</pre>
		<pre>{\GetExerciseParameter {exercises-name}}</pre>
default-heading	French	\XSIMmixedcase {\GetExerciseParameter
		<pre>{solutions-name} des \GetExerciseParameter</pre>
		<pre>{exercises-name}}</pre>
default-heading	German	\XSIMmixedcase {\GetExerciseParameter
		<pre>{solutions-name}} zu den \XSIMmixedcase</pre>
		<pre>{\GetExerciseParameter {exercises-name}}</pre>
collection-heading	Fallback	\XSIMmixedcase {\GetExerciseParameter
		<pre>{exercises-name}}</pre>
collection-heading	English	\XSIMmixedcase {\GetExerciseParameter
-	<u> </u>	<pre>{exercises-name}}</pre>
collection-heading	French	\XSIMmixedcase {\GetExerciseParameter
5		<pre>{exercises-name}}</pre>
collection-heading	German	\XSIMmixedcase {\GetExerciseParameter
3		{exercises-name}}

continues

keyword	language	translation
per-section-heading	Fallback	\XSIMmixedcase {\GetExerciseParameter {solutions-name}} to the \XSIMmixedcase {\GetExerciseParameter {exercises-name}} of Section\nobreakspace \ExerciseSection
per-section-heading	English	\XSIMmixedcase {\GetExerciseParameter {solutions-name}} to the \XSIMmixedcase {\GetExerciseParameter {exercises-name}} of Section\nobreakspace \ExerciseSection
per-section-heading	French	\XSIMmixedcase {\GetExerciseParameter {solutions-name} des \GetExerciseParameter {exercises-name} de la section\nobreakspace \ExerciseSection }
per-section-heading	German	<pre>\XSIMmixedcase {\GetExerciseParameter {solutions-name}} zu den \XSIMmixedcase {\GetExerciseParameter {exercises-name}} in Abschnitt\nobreakspace \ExerciseSection</pre>
per-chapter-heading	Fallback	\XSIMmixedcase {\GetExerciseParameter {solutions-name}} to the \XSIMmixedcase {\GetExerciseParameter {exercises-name}} of Chapter\nobreakspace \ExerciseChapter
per-chapter-heading	English	\XSIMmixedcase {\GetExerciseParameter {solutions-name}} to the \XSIMmixedcase {\GetExerciseParameter {exercises-name}} of Chapter\nobreakspace \ExerciseChapter
per-chapter-heading	French	<pre>\XSIMmixedcase {\GetExerciseParameter {solutions-name} des \GetExerciseParameter {exercises-name} du chapitre\nobreakspace \ExerciseChapter }</pre>
per-chapter-heading	German	\XSIMmixedcase {\GetExerciseParameter {solutions-name}} zu den \XSIMmixedcase {\GetExerciseParameter {exercises-name}} in Kapitel\nobreakspace \ExerciseChapter

15. Cloze Tests and Blank Lines

Similar to exsheets XSIM provides a command \blank:

 $\blue{blank} {(options)} {(text to be filled in)}$

Creates a blank in normal text or in an exercise but fills the text of its argument if inside a solution. If used at the *begin of a paragraph* \blank will do two things: it will set the

linespread according to an option explained below and will insert \par after the lines. The starred version doesn't do these things.

Those are the options for customization:

```
blank/blank-style = \{\langle code \rangle\}
```

Default: \underline{#1}

Instructions for typesetting the blank cloze. Refer to the filled in space with #1.

```
blank/filled-style = \{\langle code \rangle\}
```

Default: \underline{#1}

Instructions for typesetting the filled cloze. Refer to the filled in text with #1

```
style = \{\langle code \rangle\}
```

Shortcut for setting both blank-style and filled-style at once.

 $blank/scale = \{\langle decimal\ number \rangle\}$

Default: 1

Scales the blank to *(decimal number)* times its natural width.

 $blank/width = {\langle dim \rangle}$

(initially empty)

Sets the blank to a width of $\langle dim \rangle$. This takes precendence over scale.

 $blank/linespread = \{\langle decimal\ number \rangle\}$

Default: 1

Set the linespread for the blank lines. This only has an effect if \blank is used at the begin of a paragraph.

 $blank/line-increment = \{\langle dim \rangle\}$

Default: 0.001\linewidth

The blank line is built in multiples of this value. If the value is too large you may end up with uneven lines. If the value is too small you may end up with a non-ending compilation. Experiment with values to find the suiting one for your use case.

```
blank/line-minimum-length = {\langle dim \rangle}
```

Default: 2em

The minimal length a line must have before it is built step by step.

```
1 This is a \blank{blank} outside in normal text.
2 \begin{exercise}
3    Try to fill in \blank[width=4cm]{these} blanks. All of them
4    \blank{are created} by using the \cs{blank} \blank{command}.
5 \end{exercise}
6  \xsimsetup{blank/filled-style=\textcolor{red}{#1}}
7  \begin{solution}[print]
8    Try to fill in \blank[width=4cm]{these} blanks. All of them
9  \blank{are created} by using the \cs{blank} \blank{command}.
10 \end{solution}
This is a _____ outside in normal text.
```

A. Future Plans

Exercise 11		
Try to fill in \blank	blanks. All of them	by using the
Solution 11		
Try to fill in these blanks. All	of them are created by using the \bla	ank command.
A number of empty lines are e	asily created by setting the width opt	ion:
<pre>1 Write up the pros and cons 2 3 \blank[width=4.8\linewidth]</pre>	<pre>s of \xsim\ over \pkg{exsheets}: n,linespread=1.5]{}</pre>	
Write up the pros and cons of	XSIM over exsheets:	
		-

A. Future Plans

XSIM is complete in so far as it is perfectly usable to create exams or exercise and solution sections in books with the most freedom in layout already. But still there are features which would be useful additions. Below I list all ideas that I currently plan to add to **XSIM**:

a document class xsim-exam for creating exams; this class should itself feature the
possibility of creating different versions of an exam, maybe already provide multiple
choice questions and so on; one could also think about automatic creation of running
headers and footers, i. e., means for changing the layout of the exam; following the
spirit of xsim this should probably be done using templates as well.

I am very open to suggestions regarding features, both in general and specifically regarding the document class.

B. FAQ & How to...

This section serves as a kind of gallery showing solutions to common problems. I expect this section to grow over the years. Some examples especially regarding other layouts are also

shown in example files added to this package.

B.1. ... Know if **XSIM** Needs Another Compilation?

If **XSIM** wants you to recompile your document it writes the following to the logfile:

So just check the logfile regularly (which you should be doing anyway) and keep your eyes open.

B.2. ... Resolve Getting Repeatedly Wrong Exercise Properties or Wrong Exercise Lists?

xsim writes a lot of stuff to an auxiliary file called \jobname.xsim (or the common \jobname.aux if you use option use-aux) for re-using information on subsequent compilations. If you add exercises, change properties etc. it might happen that wrong information is staying in the auxiliary file and is wrongly used by xsim. In such cases deleting the auxiliary file and doing a few fresh compilations may resolve your problems.

Sometimes the *existence of exercise or solution files from earlier compilations* may lead to wrong lists of exercises or solutions. In such cases it can be useful to delete all those files and doing a fresh compilation. It may be helpful to use a subfolder for those exernal files which will make deleting them a little bit easier. (Don't forget to both create the subfolder and set path accordingly then.)

Using the clear-aux option might help to reduce erroneous exercises.

B.3. ... Resolve Strange Errors After Updating?

XSIM writes a lot of stuff to the auxiliary file. An update may well change how this is done so deleting the auxiliary file and doing a few fresh compilations may resolve your problems.

B.4. ! TeX capacity exceeded, sorry [text input levels=15]. Why?

Did you try to use an exercise or solution in a macro of some sort? This generally will fail.¹¹ But there should never be the need to hide the environments inside of a macro, anyway.

^{11.} The reasons are similar to the ones given here: https://tex.stackexchange.com/a/295422/.

B.5. Runaway argument? !File ended while scanning use of ^^M. Why?

Did you try to use an exercise or solution in a macro of some sort? This generally will fail. But there should never be the need to hide the environments inside of a macro, anyway.

B.6. ... Put a Star (or Another Symbol) in Headings of Exercises That Are Special?

The code below shows one possible modification of an exercise template which allows to easily create bonus exercises:

```
1 % preamble:
2 \usepackage{amsymb}
3 % declare boolean property:
4 \DeclareExerciseProperty*{bonus}
  \DeclareExerciseEnvironmentTemplate{bonus}
      \subsection*
        {%
          % test for boolean property and insert star symbol if true:
          \IfExerciseBooleanPropertyT{bonus}{\llap{$\bigstar$}Bonus}%
          \XSIMmixedcase{\GetExerciseName}\nobreakspace
11
          \GetExerciseProperty{counter}%
12
          \IfInsideSolutionF
13
            {%
14
               \IfExercisePropertySetT{subtitle}
15
                 { {\normalfont\itshape\GetExerciseProperty{subtitle}}}%
16
            }%
17
        }
18
      \GetExercisePropertyT{points}
19
20
          \marginpar
            {%
22
              \IfInsideSolutionF{\rule{1.2cm}{1pt}\slash}%
23
              \PropertyValue
              \GetExercisePropertyT{bonus-points}
25
                 {\nobreakspace(+\PropertyValue)}%
26
              \nobreakspace\XSIMtranslate{point-abbr}%
27
            }%
28
        }%
29
    }
30
    {}
31
```

The usage is now as follows:

```
1 \xsimsetup{exercise/template = bonus}
2 % set the boolean property to true
3 \begin{exercise}[bonus]
4          A bonus question.
5 \end{exercise}
Bonus Exercise 12
A bonus question.
```

B.7. ... Create and Use XSIM Style Files?

Changed in version 0.11 (February 12, 2018)

Changed in version 0.11

(February 12, 2018)

XSIM offers you the possibility to create own *style files*. Let's say you want to have a style called math-exam. Then you need to save all necessary definitions in a file called:

```
xsim.style.math-exam.code.tex
```

The first command in the file should be \xsimstyle{math-exam}. This file can now be loaded into your document using \loadxsimstyle{math-exam} or by using \xsimsetup{load-style=math-exam}:

```
1 \documentclass[DIV=18,parskip=half]{scrartcl}
2 \usepackage[T1]{fontenc}
3 \usepackage[utf8]{inputenc}
4
5 \usepackage[clear-aux]{xsim}
6 \loadxsimstyle{math-exam}
7
8 \title{Math Exam \#3}
9 \date{2017-03-28}
```

In this style file stuff like template and property definitions should happen. This is more or less a convenient way to

- · keep the preamble "clean" and
- define re-usable styles without the need of copying the document preamble to another document.

A style file is like a package or class file, *i. e.*, @ has category code 11 (letter). The formal description of the commands:

```
\xsimstyle*{\langle style name\rangle}
```

The first command in a xsim style file called $xsim.style.\langle style\ name \rangle.$ code.tex which defines the xsim style $\langle style\ name \rangle$. The starred version activates expl3 syntax.¹²

^{12.} Those users who want this will know what it means. If you don't know what it means you will not need it.

```
\label{loadxsimstyle} $$\logarrows instyle {\langle csv list of style names \rangle}$
```

Load one or more styles into the document.

```
load-style = \{\langle csv \ list \ of \ style \ names \rangle\}
```

Another interface for $\lceil \log x \le mstyle \{ \langle csv | list | of style | names \rangle \}$.

Introduced in version 0.14 (October 13, 2019)

At the moment this mechanism offers no advantages over creating a custom package or simply \inputing a file. Future versions might provide additional features.

B.8. ... Print All Solutions Grouped by Section?

Here is an idea how to get a list of all solutions grouped by the section the corresponding exercises are appearing in.

```
1 % preamble:
2 % \usepackage{etoolbox}
3 % \newcounter{sections}
4
5 % document:
6 \setcounter{sections}{1}
7 \whileboolexpr
8 { test {\ifnumless{\value{sections}}}{\value{section}+1}} }
9 {
10 \printsolutions[section=\value{sections}, headings-template=per-section]
11 \stepcounter{sections}
12 }
```

For this manual we then get the following list.¹³

Solutions to the Exercises of Section 4

Solution 1

A first example for a solution.

Solutions to the Exercises of Section 8

Solution 5

The solution of the exercise that has not been printed.

^{13.} Taking care of the fact that we're in the appendix now which means we can't use \value{section}. Therefore this manual does \edef\\arabic{section}} right before \appendix

Answers to the Problems of Section 13

Answer 1 My subtitle

This is the answer to problem 1.

Solutions to the Exercises of Section 15

Solution 11

Try to fill in these blanks. All of them are created by using the \blank command.

C. The xsimverb package

xsimverb version 0.1a (December 29, 2019) **XSIM** comes bundled with another package called xsimverb. This package loads a very small subset of **XSIM** which allows to create environments that write their contents verbatim to external files. It provides the following commands (which of course are also available in **XSIM**, too):

\XSIMfilewritestart*{\langle file name\rangle}

Start writing to the file named (file name). This should be the last command in the begin definition of an environment. If is is used in an environment with arguments where the last argument is optional you should check if the optional argument is given and use the starred version if the test is negative. This is demonstrated in an example below using xparse's \NewDocumentEnvironment. If you want an environment with only an optional argument you should use xparse's commands to define it. Due to the way how \newenvironment scans for optional arguments you'll otherwise may end up with leading spaces gobbled from the first line in your environment.

\XSIMfilewritestop

Stop writing to the file. This should be the *first* command in the *end* definition of an environment.

$XSIMsetfilebegin{\langle code \rangle}$

This command can be used to write something to the external file *before* the environment contents. Must be set before \XSIMfilewritestart in the *begin* definition.

$XSIMsetfileend{\langle code \rangle}$

This command can be used to write something to the external file *after* the environment contents. Must be set before **\XSIMfilewritestart** in the *begin* definition.

\XSIMgobblechars{\langle integer\rangle}

Determines how many characters are cut off of the beginning of each line of the environment body before it is written to the file. The default value is 0.

The following code shows an example of how to use those commands:

```
1 \documentclass{article}
2 \usepackage{xsimverb,listings}
  \makeatletter
 \NewDocumentEnvironment{example}{o}
      \XSIMsetfilebegin{\@percentchar\space file `\jobname.tmp'}%
      \XSIMsetfileend{\@percentchar\space bye bye}%
      \IfNoValueTF{#1}
        {\XSIMfilewritestart*{\jobname.tmp}}
10
        {\XSIMfilewritestart{\jobname.tmp}}%
11
    }
12
13
      \XSIMfilewritestop
14
      \lstinputlisting[language={[LaTeX]TeX}]{\jobname.tmp}%
15
      \input{\jobname.tmp}
17
  \makeatother
18
  \begin{document}
22 \begin{example}
23 bla bla \LaTeX
24 \end{example}
26 \end{document}
```

The tmp file produced by the above example will contain the following three lines (if the file itself was called test.tex):

```
1 % file `test.tmp'
2 bla bla \LaTeX
3 % bye bye
```

D. All Exercise Examples

You will notice that some exercises from section 13.5 on page 38 look differently in this section. That is because all exercises of a type use the template that's *currently active*. If you want exercises with a different look you should use different exercises types.

The following list is created with this code:

```
1 \xsimsetup{exercise/template = bonus}
2 \printcollection[headings]{all exercises}
```

Exercises

Exercise 1

A first example for an exercise.

Exercise 2 This is a subtitle

An exercise where some properties have been set.

4 (+1) p.

Exercise 3

```
\GetExerciseProperty{id}: 3
\GetExerciseAliasProperty{ID}: 3
\GetExerciseProperty{ID}: 3
```

Exercise 4

```
\GetExerciseProperty{id}: 4
\GetExerciseAliasProperty{ID}: 4
\GetExerciseProperty{ID}: foo-bar
```

Exercise 5

This exercise will not be printed but the exercise counter will be incremented nonetheless. Its solution will be printed in the list of solutions.

Exercise 6

This exercise is added to the collection 'foo'.

Exercise 7

This exercise is also added to the collection 'foo'.

Exercise 8

So is this.

Exercise 9

As well as this one.

_	•		T1	0	1 1	•
Exer	CISE	10	Ine	N111	ntiti	6
	CISC		1110	Du	,,,,,	٠

____/2.5 p.

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem.

Exercise	11

Try to fill in	blanks. All of them	b	y using the	\blank

★ Bonus Exercise 12

A bonus question.

Problems

Problem 1 My subtitle (5 points)

This is a problem using a subtitle and points.

E. All Solution Examples

Solutions to the Exercises

Solution 1

A first example for a solution.

Solution 5

The solution of the exercise that has not been printed.

Solution 11

Try to fill in these blanks. All of them are created by using the \blank command.

Answers to the Problems

Answer 1 My subtitle

This is the answer to problem 1.

F. Example Documents Coming With This Package

The repository of this package ¹⁴ currently includes 37 example documents demonstrating how different aspects of this package work or how different kinds of problems can be solved or how different kinds of layouts can be achieved as well as how to solve concrete problems that have come up in different LaTeX forums.

Besides showing excerpts of the code and the resulting pdf the examples below also link to both the tex source the resulting pdf.

Example 1: Create blank lines Links: [TEX] [PDF]	File: xsim.blanks.tex
<pre>7 \xsimsetup{ 8 solution/print = true , 9 blank/filled-style = \underline{\textcolor{red }{#1}} 10 } 11 \text{begin{document} 13 \text{begin{exercise}[points=3] } 14 \text{begin{exercise} den Begriff.}</pre>	Erklären Sie den Begriff. ——————————————————————————————————

^{14.} GitHub: https://github.com/cgnieder/xsim/, CTAN: http://www.ctan.org/pkg/xsim/

Example 2: Put headings in a box Links: [TEX] [PDF]

File: xsim.boxed-headings.tex

```
7 \DeclareExerciseEnvironmentTemplate{custom}
    {%
      \Needspace*{5\baselineskip}
      \begin{tcolorbox}
10
        \textbf{\XSIMmixedcase{\GetExerciseName}~\
11
   GetExerciseProperty{counter}.}%
        \GetExercisePropertyT{subtitle}{ \textit
12
   {#1}}%
      \end{tcolorbox}
13
      \noindent
14
    }
15
```

Lorem ipsum dolor sit ame lum ut, placerat ac, adipi Nam arcu libero, nonumn vehicula augue eu neque. tus et malesuada fames a rhoncus sem. Nulla et le tellus sit amet tortor grav quis, viverra ac, nunc. P faucibus. Morbi dolor nul

ACTOIDE 1. 100 0001 0

Example 3: Create code examples Links: [T_FX] [PDF]

File: xsim.code-and-output.tex

```
columns = fullflexible ,
commentstyle = \color{gray!70} ,
keywordstyle = \color{red!70!black}

lo }

makeatletter
NewDocumentEnvironment{example}{!o}

{%

XSIMgobblechars{2}%
bla bla \LaTeX
bla bla LATEX
bla bla LATEX
```

Example 4: How to use collections Links: [TEX] [PDF]

File: xsim.collections.tex

```
7
8 \usepackage{filecontents,lipsum}
9 \begin{filecontents*}{foo.tex}
10 \begin{exercise}[difficulty=easy,points=1]
11 foo one \lipsum[4]
12 \end{exercise}
13 \begin{solution}
14 foo one \lipsum[4]
15 \end{solution}
```

Exercise 2

foo one Quisque ullamcorplacus tincidunt ultrices. I elit. In hac habitasse plat facilisis. Nunc elementum enim sed gravida sollicitu eget enim. Nunc vitae tortor vitae risus porta ve

Example 5: Crossreferencing between problems and answers Links: [TEX] [PDF] File: xsim.crossref.tex

Exercise 1

Quisque ullamcorper plac tincidunt ultrices. Lorem hac habitasse platea dictu Nunc elementum ferment gravida sollicitudin, felis c Nunc vitae tortor. Proin risus porta vehicula.

Example 6: Exercises as a description list Links: [TFX] [PDF]

File: xsim.description-list.tex

```
7 \xsimsetup{
8    exercise/template=item,
9    solution/template=item,
10    print-solutions/headings-template=none
11 }

12
13 \newenvironment{exercises}
14    {\section{Exercises}\description}
15    {\enddescription}
```

erat. Ut imperdiet, ϵ ac pulvinar elit puri sit amet nisl. Vivam

Exercise 2 Etiam euismon In mi erat, cursus ic pretium, magna in o sectetuer tortor sapi scelerisque imperdier cus. Praesent vel architectus

Example 7: A custom point scheme Links: [T_FX] [PDF]

File: xsim.different-point-types.tex

```
7
8 \newcommand*\printA{\TotalExerciseGoal{A}{~A~
        point}{~A~points}}
9 \newcommand*\printC{\TotalExerciseGoal{C}{~C~
        point}{~C~points}}
10 \newcommand*\printE{\TotalExerciseGoal{E}{~E~
        point}{~E~points}}
11 \usepackage{needspace}
12 \usepackage{needspace}
13 \DeclareExerciseEnvironmentTemplate{custom}
14 {%
15 \par\vspace{\baselineskip}
```

3. Prove that the derivati

Example 8: Difficulty levels Links: [TEX] [PDF] File: xsim.difficulties.tex Now lets see if you can so ₇ } \DeclareExerciseEnvironmentTemplate{custom} 10 \subsection* 11 {% 12 \XSIMmixedcase {\GetExerciseName}\ 13 nobreakspace \GetExerciseProperty{counter}% 14 \IfExercisePropertySetT{difficulty}

Example 9: Floating exercises and a list of exercises Links: [T_FX] [PDF]

File: xsim.floating.tex

Quisque ullamcorper plac tincidunt ultrices. Lorem hac habitasse platea dictu Nunc elementum ferment gravida sollicitudin, felis c Nunc vitae tortor. Proin risus porta vehicula.

Exercise 2: Let's have a

Example 10: Using the grade distribution macros Links: [TeX] [PDF]

File: xsim.grade-distribution.tex

```
7 1 = 1;
8 1,5 = .9167;
9 2 = .8333;
10 2,5 = .75;
11 3 = .6667;
12 3,5 = .5833;
13 4 = .5
```

Exercise 4

Exercise 5

Exercise 6

31 points 28 points 24 points 22 points 20 r 34 points 31 points 28 r

```
Example 11: Give hints
Links: [TEX] [PDF]
                                                           File: xsim.hints.tex
7 \DeclareExerciseProperty{hint}
                                                        Exercise 2 Another I
                                                        This is the second problen
  % we'll use a description list for the hints:
10 \newcommand\printhints{%
   \begin{description}
                                                        Exercise 3 Yet Anoth
      \ForEachUsedExerciseByType{%
                                                        This is the third problem.
        \def\ExerciseType{##1}%
13
        \def\ExerciseID{##2}%
14
        \GetExercisePropertyT{hint}
                                                        2
                                                             Hints
```

```
Example 12: Use listings in exercises
Links: [TEX] [PDF]
                                                           File: xsim.listings.tex
                                                           Consider the following C<sub>1</sub>
8 \lstset{
                                                                #include <stdio.h
    frame=single,
    xleftmargin=20pt,
                                                                int main(int argo
    numbers=left,
11
                                                            4
                                                                  printf("hello,
    numberstyle=\small,
12
    tabsize=2,
13
    breaklines,
14
    showspaces=false,
```

```
Example 13: A custom list of exercises
Links: [TEX] [PDF]
                                               File: xsim.listofexercises.tex
   exercise/within=chapter,
                                                     apter 1
7
   exercise/template=theorem
   exercise/the-counter=\thechapter.\arabic{
   exercise}
                                                     netic
12 \DeclareExerciseEnvironmentTemplate{theorem}
13
      \par\addvspace{\baselineskip}
14
      \noindent
15
                                                      435-1
```

```
Example 14: Multiplechoice exercises
Links: [TEX] [PDF]
                                                  File: xsim.multiplechoice.tex
7 \newcommand*\choice{\item}
                                                       ree
 \DeclareExerciseProperty{choices}
                                                       1r
10 \DeclareExerciseProperty*{multiple}
11 \DeclareExerciseEnvironmentTemplate{mc}
                                                       on 2
      \UseExerciseTemplate{begin}{default}%
13
                                                       this question on a separa
      \IfExerciseBooleanPropertyTF{multiple}
14
        {Select one or more correct answers}
15
                                                       on 3
```

```
Example 15: Sum of points
Links: [TFX] [PDF]
                                                           File: xsim.pointsums.tex
                                                            gravida sollicitudin, felis c
      {\,\XSIMtranslate{points}}%
7
8 }
                                                            Nunc vitae tortor. Proin
                                                           risus porta vehicula.
10 \NewDocumentCommand\pointsandbonus{}{%
    \TotalExerciseGoal{points}{}{}%
                                                           Exercise 2
    \IfExerciseGoalsSumTF{bonus-points}{=0}
12
                                                            Quisque ullamcorper plac
13
                                                           tincidunt ultrices. Lorem
      {\,(+\,\TotalExerciseGoal{bonus-points}{}{})
14
                                                           hac habitasse platea dictu
                                                           Nunc elementum ferment
    \,\XSIMtranslate{points}%
                                                              ...: J . ... 11: .: ... J:.. £-1: ..
```

Example 16: Random exercises from a collection Links: [TEX] [PDF] File: xsim.randomexercises.tex 7 \begin{filecontents*}{random.tex} Exercise 2 8 \begin{exercise}[ID=A] exercise E exercise A 10 \end{exercise} 11 \begin{solution} Exercise 3 solution A exercise F 13 \end{solution} 14 \begin{exercise}[ID=B] exercise B **Solutions**

```
Example 17: Various aspects of
Links: [TEX] [PDF]
                                                         File: xsim.various.tex
   exercise-name = Question ,
                                                             Exercise 1
                                                                            4
   solution-name = Hint ,
                                                             Exercise 2
                                                                            5
   exercise-template = default ,
                                                             Exercise 4
                                                                            0
solution-template = default ,
                                                             Question 3
                                                                            0
   counter = exercise % shares a counter with the
                                                             Problem 1
                                                                            0
    `exercise' type
                                                             Problem 2
                                                                            2
12 }
                                                             Problem 3
                                                                            1
13
                                                             total
                                                                           12
14 \DeclareExerciseType{problem}{
   exercise-env = problem ,
                                                           Takal. 10 mainta
```

```
Example 18: Exercises like theorems
Links: [TEX] [PDF] [forum]
                                                     File: xsim.texsx-13635.tex
                                                         number of brimes may at
      \par\addvspace{\baselineskip}
                                                         \pi(n).
      \noindent
      \textit{%
                                                         Exercises
        \IfInsideSolutionF{\XSIMmixedcase{\
   GetExerciseName}~}%
                                                         Exercise 1.1 (Euclid's Th
        \GetExerciseProperty{counter}}%
11
                                                         numbers.
      \GetExercisePropertyT{subtitle}{ \textup
    {(#1)}}%
                                                         Exercise 1.2. Find an as
    . %
13
                                                         Exercise 2.1 helpful.
14
    {\par\addvspace{\baselineskip}}
```

```
Example 20: Exercises and solutions in a tcolorbox
Links: [TEX] [PDF] [forum]
                                                    File: xsim.texsx-199360.tex
7 \DeclareExerciseEnvironmentTemplate{custom}
                                                        cise 4
    {%
      \begin{tcolorbox}[
                                                       a Latin Text
        width = \textwidth ,
        colbacktitle = \IfInsideSolutionTF{green}{
11
                                                        cise 5
   red} ,
        coltitle = black ,
12
                                                        a Latin text again
        title = {\XSIMmixedcase{\GetExerciseName
13
   }~\GetExerciseProperty{counter}}]}
   {\end{tcolorbox}}
```

```
Example 21: Using pythontex
Links: [TEX] [PDF] [forum]
                                                   File: xsim.texsx-299534.tex
                                                       Exercise 1 Codeless
8 \section{Test}
                                                       A question without code,
10 \begin{exercise}[subtitle = Codeless Question,
                                                       correct place.
   points=10]
   A question without code, worth 10 points.
                                                       Exercise 2 Codeful (
   Subtitle and point values are in
   correct place.
                                                       Now with PythonTeX:
13 \end{exercise}
                                                       print("hello, world!")
14 \begin{solution}
                                                       G11m = ∩
   Solution 1
```

```
Example 22: Print solutions per chapter/section
Links: [Tex] [PDF] [forum]

File: xsim.texsx-305110.tex

7   exercise/the-counter = \thesection.\arabic{
      exercise}

8  }

9   \thesin{document}
11 \part{EXCERCISES}
12 \chapter{Topic 1}
13
14 \section{Section}
```

```
Example 23: Adapt how points are printed
Links: [TEX] [PDF] [forum]

File: xsim.texsx-308883.tex

/ begin{document}

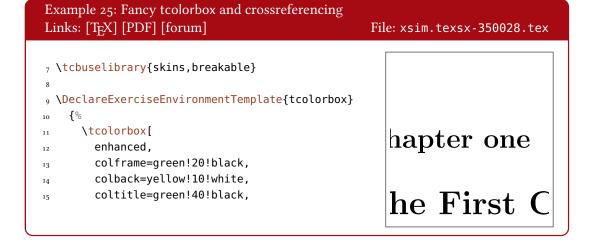
// begin{exercise}[points=2.5]

// foo
// bend{exercise}

// hend{document}

// cend{document}
```

```
Example 24: Another tcolorbox example
Links: [TEX] [PDF] [forum]
                                                        File: xsim.texsx-338165.tex
                                                                Soient E = \{1, 2, 3, 4, 5\}
7 \usepackage{tasks}
8 \usepackage{xsim}
                                                                par A = \{1, 2, 3, 4\}, B
9 \usepackage{tcolorbox}
                                                                   1. Calculer \overline{A}.
10 \tcbuselibrary{breakable, skins}
\settasks{ label = \arabic*. }
                                                                   3. Calculer (A \cap B)
13 \DeclareExerciseEnvironmentTemplate{boxed}
14
      \tcolorbox[
                                                                   1. \{5, 6, 7\}
```



Example 26: Custom layout Links: [TEX] [PDF] [forum] File: xsim.texsx-369065.tex exercise/the-counter = \thesection.\arabic{ exercise} , EXAMPLE 1.1 Pro exercise/template=cyan-box , $\nabla_k R_{ij}$ exercise/name=Example , solution/template=red , **SOLUTION** From ... solution/print=true 12 } EXAMPLE 1.2 Prov 13 14 \DeclareExerciseEnvironmentTemplate{cyan-box} **SOLUTION** All ducks ar

Example 27: An empty box for points Links: [TeX] [PDF] [forum]

File: xsim.texsx-369636.tex

```
7 \usepackage{tgpagella}
8 \usepackage[utf8]{inputenc}
9
10 \usepackage{xsim,needspace,adjustbox,scrextend}
11
12 \xsimsetup{
13    exercise/the-counter = \arabic{exercise}. ,
14    exercise/template = square
15 }
```

et sem vel leo ultrices bib nulla, malesuada eu, pu ctor semper nulla. Donec igue eu, accumsan eleifei amet orci dignissim rutri

Nam dui ligula, fringilla si. Morbi auctor lorem r lobortis vitae, ultricies el

Example 28: Layout adjustments Links: [TFX] [PDF] [forum]

File: xsim.texsx-369803.tex

e Abb. ??). Weil die Ra ein, und deswegen eine re

```
Example 30: Exercises and sub-exercises

Links: [TeX] [PDF] [forum]

File: xsim.texsx-391530.tex

5. WHO IS the Defence
4. Who is the Finance
5. WHO IS the Defence
4. Who is the Finance
5. WHO IS the Defence
6. Who is the Finance
7. Solution-name = Answer,
8. Example 30: Exercise.
```

```
Example 31: Different aspects of exercises, highlighted solutions
Links: [TEX] [PDF] [forum]
                                                     File: xsim.texsx-395273.tex
7 \DeclareExerciseTagging{level}
                                                             The somewhat longer
                                                             sit amet, consectetuer
9 % declare a template which typesets exercises
                                                             erat ac, adipiscing vita
   differently according to given
                                                             arcu libero, nonummy
10 % properties:
                                                             vehicula augue eu neq
11 \DeclareExerciseEnvironmentTemplate{exercise}
                                                             tus et netus et malesu
                                                             viverra metus rhoncus
      \renewcommand*\theenumi{\theexercise.\arabic
                                                             ultrices. Phasellus eu
   {enumi}}%
                                                             sapien est, iaculis in, p
      \par\addvspace{\baselineskip}
14
                                                             vel leo ultrices bibend
      \Needspace*{2\baselineskip}
```

Example 32: Multiple choice questions with automated solutions Links: [TEX] [PDF] [forum] File: xsim.texsx-498299.tex 2. What is the sum of {} (a) Leg \DeclareExerciseProperty{answer} (c) Area \newcommand*\answer[1]{% 3. What is the sum of \XSIMexpandcode{% \SetExerciseProperty{answer} (a) -613 { (\noexpand\textit{\alph{task}}) \ 14 unexpanded{#1}}}% 2 Answers #1%

```
Example 33: Custom list of exercises
Links: [TEX] [PDF] [forum]
                                                   File: xsim.texwelt-6698.tex
7 \usepackage{xsim}
                                                        Aufgabe 1.2
8 \xsimsetup{
                                                        Eine zweite Aufgabe
   exercise/name = Aufgabe ,
   solution/name = Lösung ,
                                                              Erstes Unterk
   exercise/within = section ,
11
   exercise/the-counter = \thesection.\arabic{
   exercise} ,
                                                        Aufgabe 1.3
    exercise/template = mine
                                                       Eine Aufgabe in einem Ur
13
14 }
                                                        Aufgabe 1.4
```

```
Example 34: Indicate difficulty level
Links: [TEX] [PDF] [forum]
                                                  File: xsim.texwelt-15093.tex
                                                       ---- ----
8 \DeclareExerciseTagging{AFB}
                                                      e 4. Eine andere Frage
9 \DeclareExerciseEnvironmentTemplate{myexam}
                                                      eine sehr tolle Frage.
      \par\vspace{\baselineskip}
11
                                                      e 5. Eine Frage
     \Needspace*{3\baselineskip}
12
                                                      eine sehr tolle Frage.
     \noindent
     \textbf{\IfInsideSolutionTF{Lösung}{Aufgabe
   }~\GetExerciseProperty{counter}.}%
     \GetExercisePropertyT{subtitle}{\quad\textit
15
   {#1}}%
```

```
Example 35: Long and short solutions
Links: [TEX] [PDF] [forum]
                                                  File: xsim.texwelt-23968.tex
                                                        Exercise 2 Another I
8 % new environment:
                                                        This is the second problen
9 \NewDocumentEnvironment{shortsolution}{+b}
    {\SetExerciseProperty{shortsolution}{#1}}
                                                        Exercise 3 Yet Anoth
                                                        This is the third problem.
13 % we'll use a description list for the list of
   short solutions:
14 \newcommand\printshortsolutions{%
                                                        2
                                                             Shortsolution
   \begin{description}
Example 36: Different versions for students and teachers
Links: [TFX] [PDF] [forum]
                                                  File: xsim.golatex-80640.tex
7 \newlength\breite
8 \setlength\breite{160mm}
9 \newlength\hoehe
10 \setlength\hoehe{80mm}
12 \usepackage[
    hdivide={3.0cm,\breite,},
    vdivide={2.2cm,,2.2cm}]{geometry}
15 \usepackage[bitstream-charter]{mathdesign}
Example 37: Another custom layout with rules
Links: [TEX] [PDF] [forum]
                                                  File: xsim.golatex-91339.tex
7 \usepackage{amsmath}
8 \xsimsetup{
   exercise/within = section ,
   exercise/the-counter = \thesection.\arabic{
                                                      Aufgabe 1.1
                                                      Something stupid
   print-solutions/headings-template=none
11
12 }
\SetExerciseParameters{exercise}{
    exercise-template = mine ,
                                                            Empirischer Zu
                                                      1.2
```

solution-template = mine

G. References

G. References

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