



# Trigg 4 Tables

*Trigg for Tables is a  
times tables homework aid  
aimed at older children.*

Trigg's Tips  00:00



Trigg 4  
Tables  
cool cats  
do maths

no. ▼ + - x / go!

7 x 7 =  ?

### HEADER

Header is fixed-top so always visible.

**Trigg's Tips:** Click to open how to play modal.

**Timer:** Timer starts when you click go and stops when complete conditions are true.

### BODY

**no.:** Child selects number from dropdown 1 to 12. Selection is input for sumArray creation function.

**+ - x /:** Child selects operator from button group. Selection is input for sumArray creation function.

**go!:** Child clicks go! to start (timer starts on click go!) and first sum appears.

**Sum:** Sums ordered by sumRArray index number – a randomized copy of sumArray.

**Input Box:** Limited to 3 characters (*look into limiting by answer length*).

**? Button:** Answer submitted on click.

Trigg's Tips  00:00



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no. ▾ + - x / go!

7 x 7 = 49



7 x 4 = 24



Try Again!

7 x 4 =



**Go! Check :** If no. and/or operator not selected alert message opens.

**Answer1 Check - NaN:** If NaN alert message opens. On close the input box is empty.

**Answer1 Check - Correct:** If answer is correct:

1. ? changes to ✓
2. Sum turns green
3. Sum locks
4. If complete condition is false, next sum appears
5. If complete condition is true, complete modal opens

**Answer1 Check - Incorrect:** If answer is incorrect:

1. ? changes to X
2. Sum turns red
3. Sum locks
4. Sum is repeated with Try Again text

**Answer2 Check - NaN:** Repeat Answer1 Check - NaN.

**Answer2 Check - Correct:** If answer is correct:

1. ? changes to ✓
2. Sum turns green
3. Sum locks
4. Previous incorrect sum and Try Again text disappear
5. If complete condition is false, next sum appears
6. If complete condition is true, complete modal opens

Trigg's Tips  00:00



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no. ▾ + - x / go!

7 x 7 = 49



7 x 4 = 28



7 x 9 =



**Answer2 Check - Incorrect:** If incorrect:

1. If sum is from sumRArray, push to failArray
2. ? changes to .
3. Sum turns orange and correct answered inserted
4. Sum locks
5. Repeated sum and Try Again text disappear
6. Oops modal opens showing correct answer
7. On modal close, if complete condition is false, next sum appears.
8. On modal close, if complete condition is true, close modal opens.

**failArray:** Sums with incorrect answer2 get added to failArray and are asked again once all sumRArray sums have been answered.



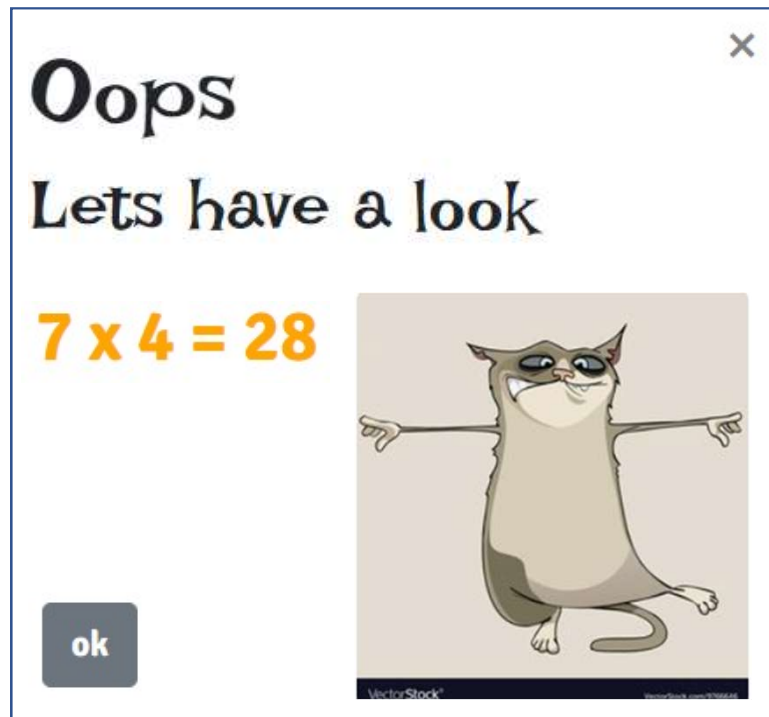
## HOW TO PLAY MODAL

Pops up if click on Trigg's Tips in header.

Trigg's back story encouraging kids to practice times tables.

Explains how the site works.

**Start:** Closes the modal.

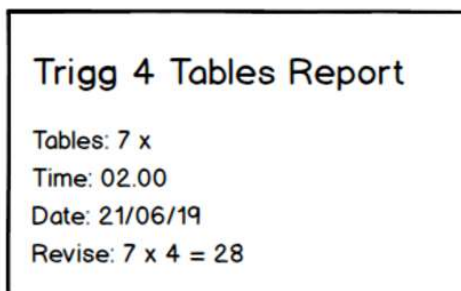


## **OOPS MODAL**

Opens if answer2 is incorrect.

Shows the sum and the correct answer.

**Ok:** Closes the modal.



Output - Canvas to PNG

## COMPLETE MODAL

When complete condition is true (i.e. sumArray index number =11 and index number failArray = length.failArray less 1), clock stops and modal opens.

**Trigg says:** Phrase from if else which checks length.failArray and time taken.

**Tables:** Childs selection

**Time:** Time from clicking go to complete condition true.

**Revise:** From failArray. Sorted by id rather than index number.

**Restart:** Closes modal and clears selection.

**Output:** Creates a file with summary data that the user can then whatsapp or email to e.g. parent to prove tables homework complete. *(Looking at filesaver.js? Ideally would output canvas png. Don't want to use email.)*