Ximera

4 de diciembre de 2018

Índice

Parte I

Tipos de actividades en Ximera

Examples:

Theorem and theorem-like environments (2.4.2, pag. 4)

Examples of the theorem environments.

Teorema 1. *content*

Fórmula

Formula 1. *xxxx*

Theoremx 1. *This is something.*

Theoremx 2 (My theorem)**.** *This is something too.*

Algorithm 1. *This is something.*

Axiom 1. *This is something.*

Claim 1. *This is something.*

Conclusion 1. *This is something.*

Condition 1. *This is something.*

Conjecture 1. *This is something.*

Corollary 1. *This is something.*

Criterion 1. *This is something.*

Definition 1. *This is something.*

Example 1. *This is something.*

Explanation. *This is something.*

Fact 1. *This is something.*

Learning outcomes:
Author(s): Bart Snapp and Rodney Austin

Formula 2. *This is something.*

Idea 1. *This is something.*

Lemma 1. *This is something.*

Model 1. *This is something.*

Notation 1. *This is something.*

Observation 1. *This is something.*

Paradox 1. *This is something.*

Procedure 1. *This is something.*

Proposition 1. *This is something.*

Remark 1. *This is something.*

Summary 1. *This is something.*

Template 1. *This is something.*

Warning 1. *This is something.*

Examples:

Problem environments (2.4.5, pag. 6)

Some problem environments.

Online these act much like theorem-like environments.

However in the PDF, the documentclass option `newpage` will start a new page at the end of each of these. Moreoever, nested problem envionments will number as sub problems in the PDF.

Exercise **1** *Type 2:* $\boxed{2}$.

Exercise **2** *Type 2:* $\boxed{2}$.

Exercise ***2.1*** *Type 2:* $\boxed{2}$.

Problema **3** *Type 2:* $\boxed{2}$.

Problema **4** *Type 2:* $\boxed{2}$.

Problema ***4.1*** *Type 2:* $\boxed{2}$.

Question **5** *Type 2:* $\boxed{2}$.

Question **6** *Type 2:* $\boxed{2}$.

Learning outcomes:
Author(s): Bart Snapp and Rodney Austin

Question **6.1** *Type 2:* $\boxed{2}$.

Exploration **7** *Type 2:* $\boxed{2}$.

Exploration **8** *Type 2:* $\boxed{2}$.

Exploration **8.1** *Type 2:* $\boxed{2}$.

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Examples:

Answerables (2.10.1, pag. 22)

An example of various uses of `answer`

xáx xáx xéx xíx xóx xúx

xáx xéx xíx xóx xúx

A math answer

Type 2: $\boxed{2}$

Opción `given` (defecto false): Determines if answer is shown in handout mode. When given=true, show answer in handout mode, show answer in "given box" outside handout mode.

Type 2: $\underset{\text{given}}{\boxed{2}}$

When given=false, do not show answer in handout mode, show answer outside handout mode $\boxed{2}$

Opción `tolerance`: Used for setting numeric answer tolerance for online student input.

Type $0{,}5 \pm 0{,}2$: $\boxed{\dfrac{1}{2}}$

Learning outcomes:
Author(s): Bart Snapp and Rodney Austin

Multiple choice and the like (2.10.2, pag 23; 2.10.4, pag. 24)

Ejemplo de preguntas de elección múltiple

Exercise   9 *Choose the best place to work on mathematics:*

Multiple Choice:

1. *At the library*

2. *At the cafe* ✓

3. *In your office*

Examples:
Feedback (2.12.2, pag. 27)

Examples of feedback.

An initially hidden environment that uncovers itself at an appropriate feedback time.

By default, feedback is triggered by an attempt:

Exercise 10 *Multiple Choice:*

1. *I'm correct* ✓

2. *I'm wrong*

Feedback(`attempt` ***):*** *I show up when this problem is attempted.*

Opción `correct` Feedback can be triggered by only correct answers:

Exercise 11 *Multiple Choice:*

1. *I'm correct* ✓

2. *I'm wrong*

Feedback(`correct` ***):*** *I show up when this problem is answered correctly.*

Problem 12 *No, really, my favorite number is* $y =$ ⬚17⬚ *. (Type x. Type something larger than 17. Type something smaller than 17. Type 17.*

Feedback(`attempt` ***):*** *You made a first attempt!*

Feedback(`y>17` ***):*** *That number is TOO BIG.*

Feedback(`y<17` ***):*** *That number is too small.*

Feedback(`correct` ***):*** *I have always loved the number 17.*

Learning outcomes:
Author(s): Bart Snapp and Jim Fowler

Parte II

Crear contenidos con Ximera