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# Ximera

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4 de diciembre de 2018

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## Parte I

# Tipos de actividades en Ximera

Examples:

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

*Examples of the theorem environments.*

**Theorem 1.** *This is something.*

**Theorem 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.*

**Formula 1.** *This is something.*

**Idea 1.** *This is something.*

**Lemma 1.** *This is something.*

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Learning outcomes:

Author(s): Bart Snapp and Rodney Austin

**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. Moreover, nested problem environments will number as sub problems in the PDF.

**Problema 1** *Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur 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. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.*

**Problema 2** *content*

**Ejercicio 3** *content*

**Exercise 4** Type 2: 2.

**Exercise 5** Type 2: 2.

**Exercise 5.1** Type 2: 2.

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

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**Problema 6** Type 2: .

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**Problema 7** Type 2: .

**Problema 7.1** Type 2: .

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**Question 8** Type 2: .

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**Question 9** Type 2: .

**Question 9.1** Type 2: .

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**Exploration 10** Type 2: .

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**Exploration 11** Type 2: .

**Exploration 11.1** Type 2: .

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## Examples:

### Answerables (2.10.1, pag. 22)

*An example of various uses of **answer***

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xáx xáx xéx xíx xóx xúx

xáx xéx xíx xóx xúx

A math answer

Type 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:   
given

When given=false, do not show answer in handout mode, show answer outside handout mode

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

Type 0,5 ± 0,2:

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

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

*Ejemplo de preguntas de elección múltiple*

**Exercise 12** *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 13 Multiple Choice:**

1. *I'm correct ✓*
2. *I'm wrong*

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

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

### **Exercise 14 Multiple Choice:**

1. *I'm correct ✓*
2. *I'm wrong*

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

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**Problem 15** *No, really, my favorite number is  $y = \boxed{17}$ . (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.*

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

## Parte II

# Crear contenidos con Ximera