
Ximera

December 4, 2018

Contents

Part I

Tipos de actividades en Ximera

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 *content*

Problema 2 *content*

Ejercicio 3 *content*

Exercise 4 *Type 2:* 2.

Exercise 5 *Type 2:* 2.

Exercise 5.1 *Type 2:* 2.

Problema 6 *Type 2:* 2.

Learning outcomes:
Author(s):

Problema 7 Type 2: .

Problema 7.1 Type 2: .

Question 8 Type 2: .

Question 9 Type 2: .

Question 9.1 Type 2: .

Exploration 10 Type 2: .

Exploration 11 Type 2: .

Exploration 11.1 Type 2: .

latexProblemContent

Examples:

Answerables (2.10.1, pag. 22)

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

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:

- (a) *At the library*
 - (b) *At the cafe ✓*
 - (c) *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:

- (a) *I'm correct ✓*
- (b) *I'm wrong*

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

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

Exercise 14 Multiple Choice:

- (a) *I'm correct ✓*
- (b) *I'm wrong*

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

Problema 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.*

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

Part II

Crear contenidos con Ximera