User Manual

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Purpose Of Program

This educational initiative is meticulously designed to seamlessly blend entertainment with learning, with the primary objective of enhancing children's proficiency in mathematics and fostering critical thinking skills. Through the integration of a dynamic math quiz and an immersive guessing game focusing on numbers from 1 to 20, the program serves a diverse set of purposes:

The math quiz segment acts as a tool for reinforcing fundamental mathematical concepts, prompting children to tackle challenges that strengthen their arithmetic skills and deepen their understanding of mathematical principles. Concurrently, the guessing game facet catalyzes the development of critical thinking and deductive reasoning. Children actively engage in strategic guessing, refining their logical thought processes and cultivating essential problem-solving abilities.

The program ensures an interactive and enjoyable learning environment, capturing children's interest by seamlessly blending educational content with playful elements. This approach guarantees that children remain engaged and motivated throughout their educational journey. Through adaptive learning mechanisms, the program tailors challenges to accommodate varying skill levels. As children progress, the difficulty levels dynamically adjust, providing an optimal learning curve for continuous skill enhancement. The combination of mathematical challenges and the strategic aspects of the guessing game places a premium on concentration and attention to detail. This emphasis cultivates focus—an indispensable skill that extends beyond the confines of the game into various aspects of children's lives. Moreover, the program goes beyond theoretical learning by integrating math concepts and logical thinking into a game scenario. This practical application vividly demonstrates the real-world relevance of acquired skills, emphasizing their significance beyond the traditional boundaries of a classroom setting.

Installation

To install Dataman, access the program through the Ysjack.github.io website. Once there, you'll find a detailed description of its benefits, accompanied by a backstory about Quizzy the Blue Mouse, the program's mascot. Towards the end, the website will offer a link to both the math quiz and the guessing game.

Usage of Features

Login Feature

This feature of dataman prompts the user to login to the application. The dataman does not

require a number of characters for the username or the password. Once the user enters their

username and password it will prompt them to the page that allocates the math program and the

number guesser.

Math Quiz

This feature of dataman prompts the user to go into a set of 5 questions that range from

addition, subtraction, multiplication, and division. The questions are randomized so this means

that the questions are not in order. “What is 4\*3?”, then the user enters his answer. You could

get a “correct!” message or “Sorry the correct answer is 12”. Once the user answers all of the

questions it informs the user with the number of questions correctly.

Guessing Game

This feature of dataman prompts the user to play a game of guessing a number. The game gets

a random number from 1-20. You first get a prompt of “I am thinking of a number from 1-20” in

which the user has to guess from the range. The program only takes integers so if the user

mistakenly enters a letter such as ‘d’ it returns a message “not correct input, try again”. If the

target number is 10 and the first attempt for the user is 5 then it would say something like “Try

again, the number is higher”. If the user guesses again and goes with 8 it will prompt with the

same message. Finally if the user guesses correctly then it prompts a message such as “Right,

the correct number was 10”. At the end of the program it shows the user the number of attempts

made.