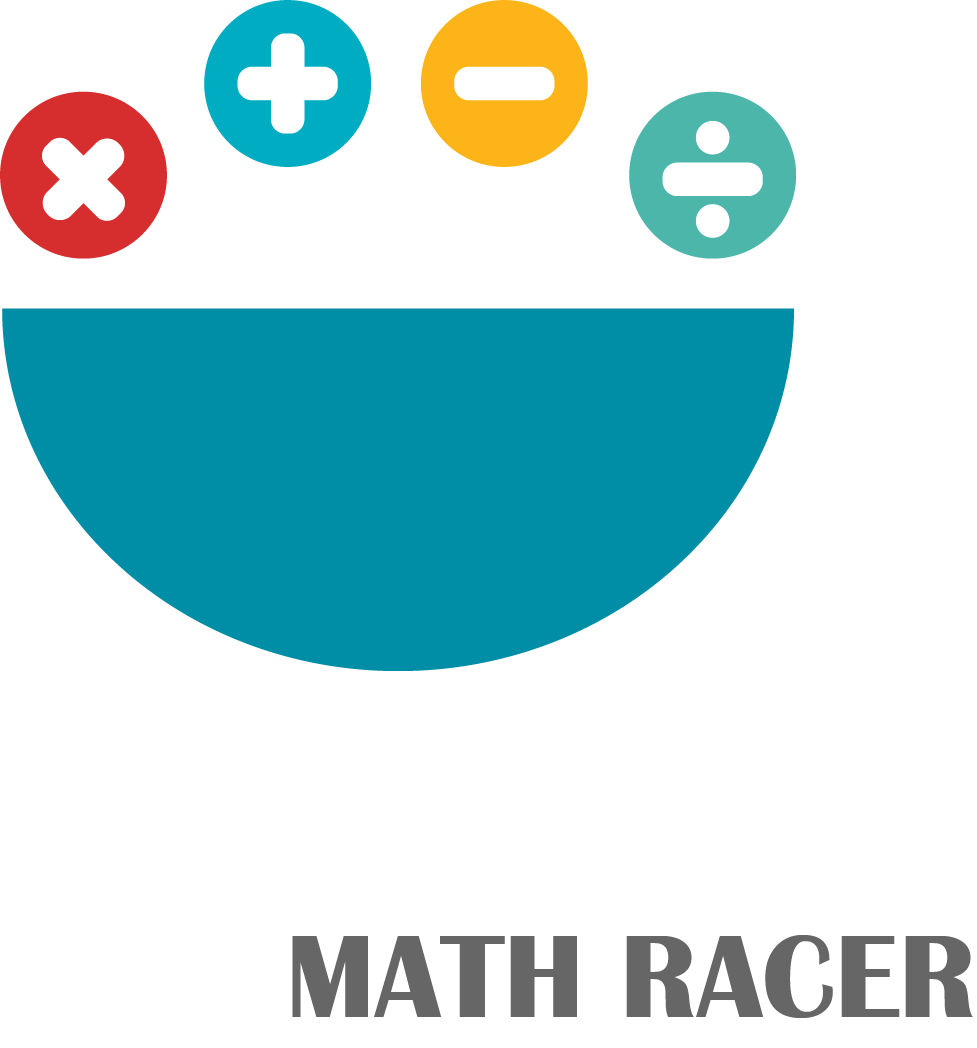
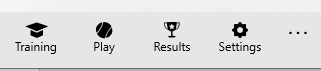
**MathRacer Documentation**

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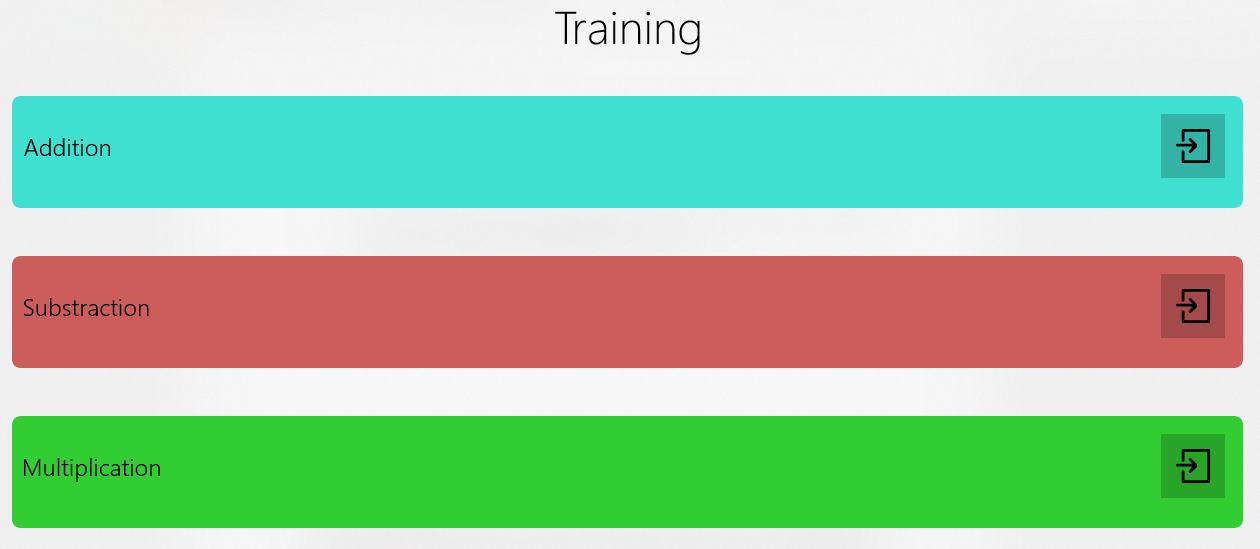
**“Math Racer” -** is the application for group of devices of "Universal Windows Platform" written on C# and using SQLitePCL Database.

The main idea of creating “MathRacer” is to improve user arithmetic skills. Application provide number of methods of learning to easily learn new arithmetic’s methods and train user brain to consolidate received knowledge.

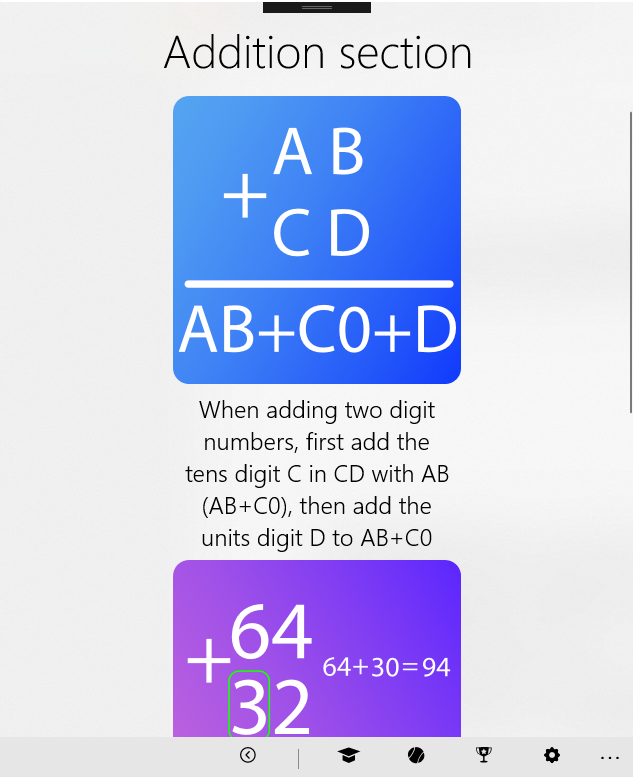
Application has 4 main sections:

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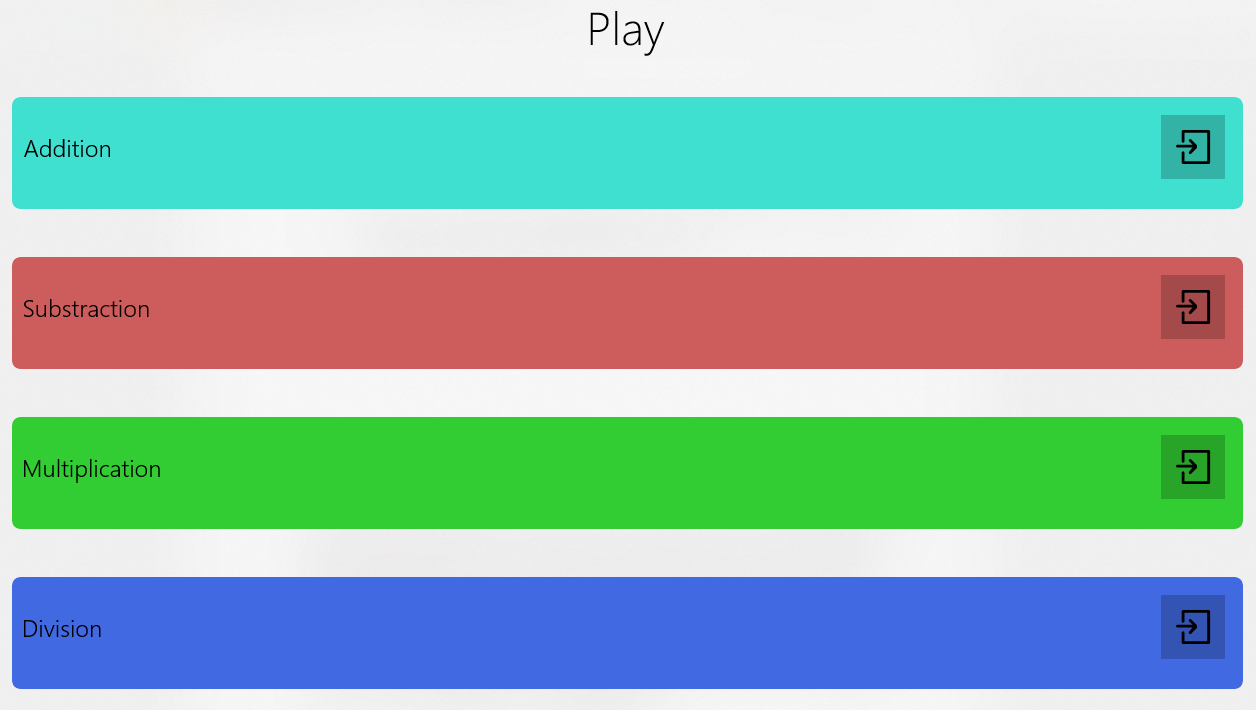
1. “Training” – section, where user of application learns new arithmetic’s methods.
2. “Play” – section, where user of application solves different arithmetic’s problems.
3. “Results” – section, where user could see his and others results of solving arithmetic’s problems in section “Play” and compare them.
4. “Settings” – section, where user could modify process of working of the application.
5. **“Training”**

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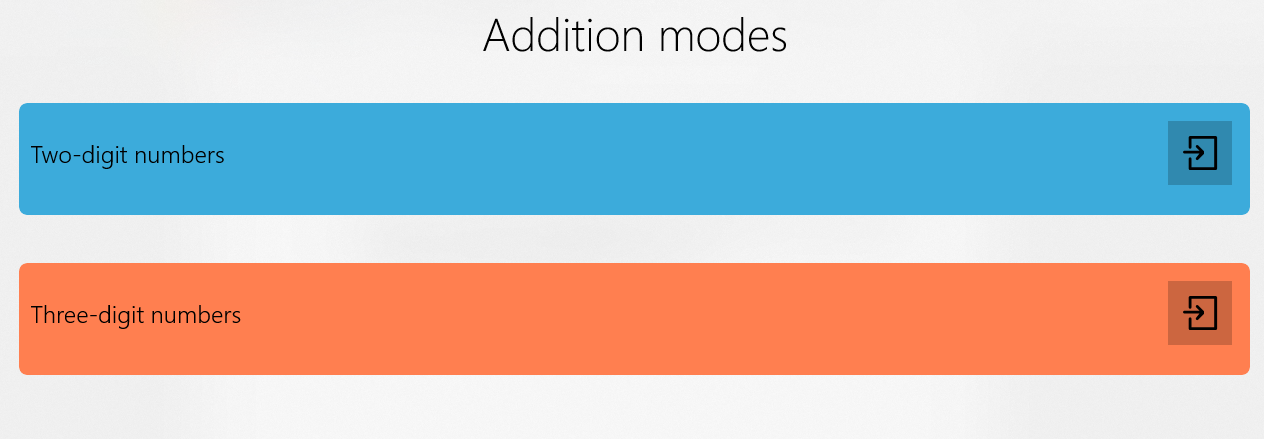
Section “Training” has several subsections. Every subsection describe instruction about certain arithmetic’s method.



1. **“Play”**

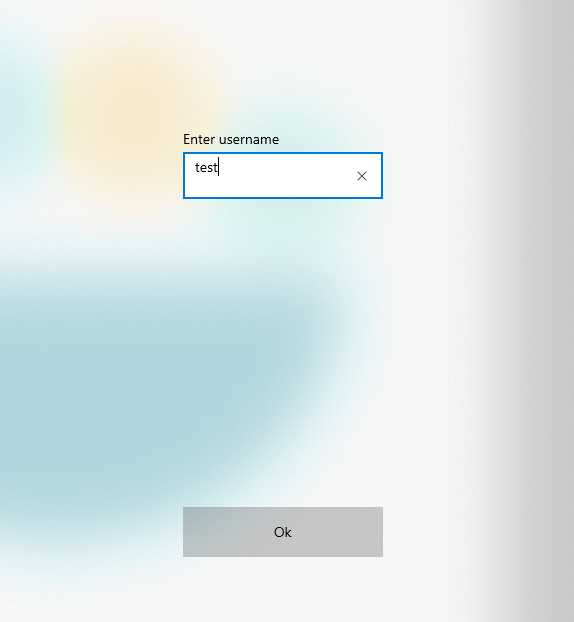
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Section “Play” also has several subsections.



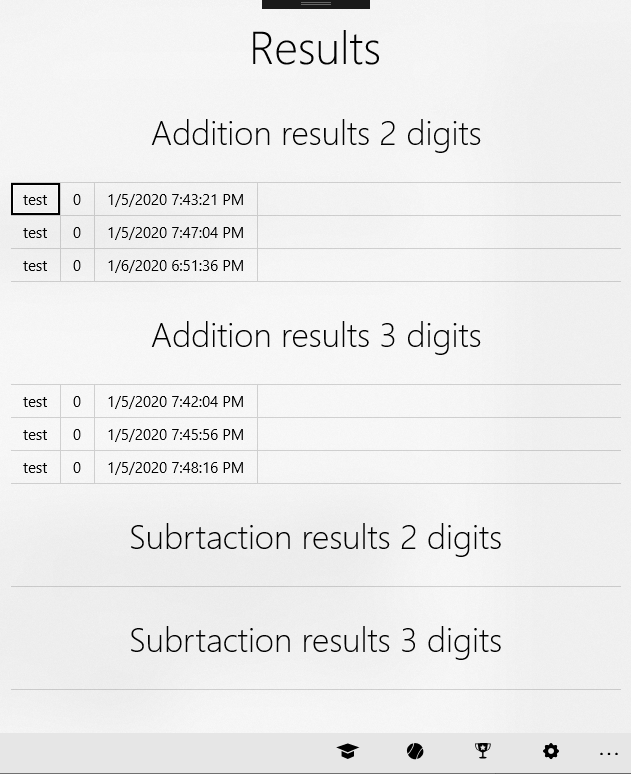
Every subsection contains 2 types of game:

1. On 2-digits numbers
2. On 3-digits numbers

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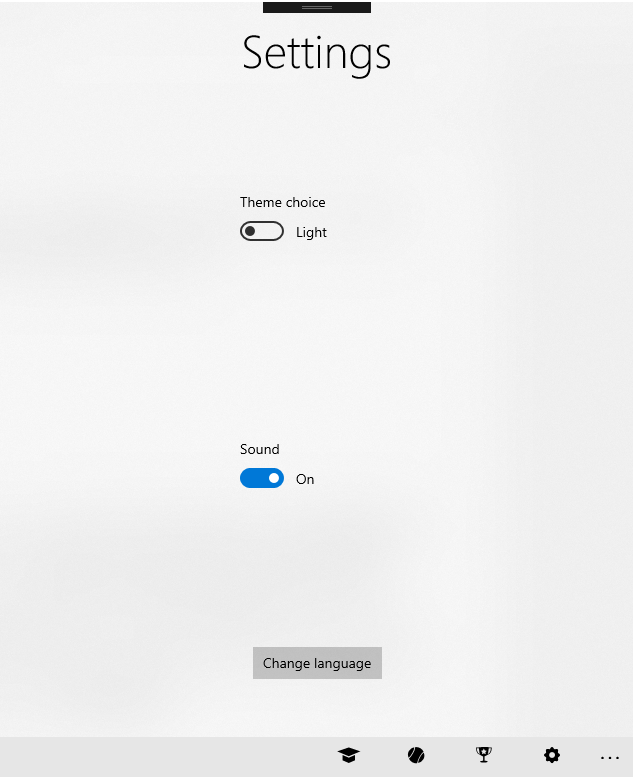
“MathRacer” is not application for one user to use. User should write his nickname before every game.

1. **“Results”**

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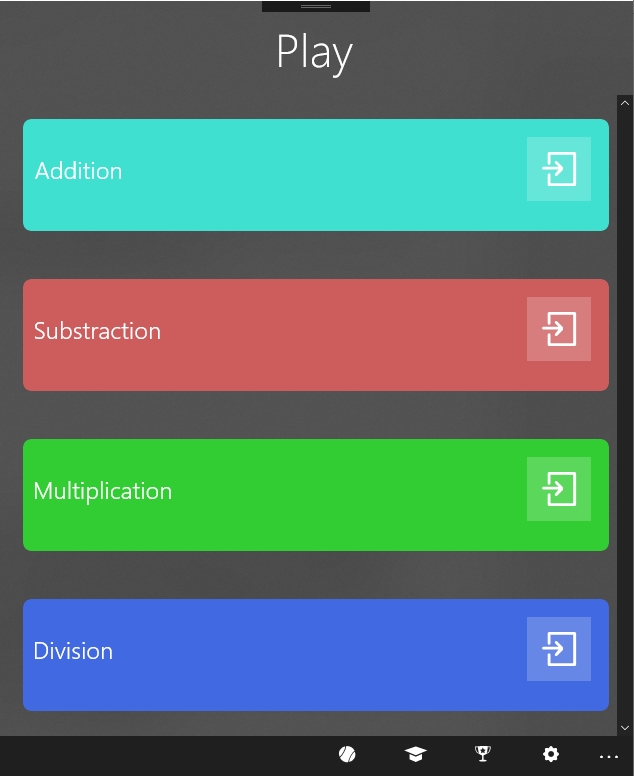
After each games user’s nickname, score and time would be written to Data Base. Section “Results” has several tables with information about played games.

1. **“Settings”**

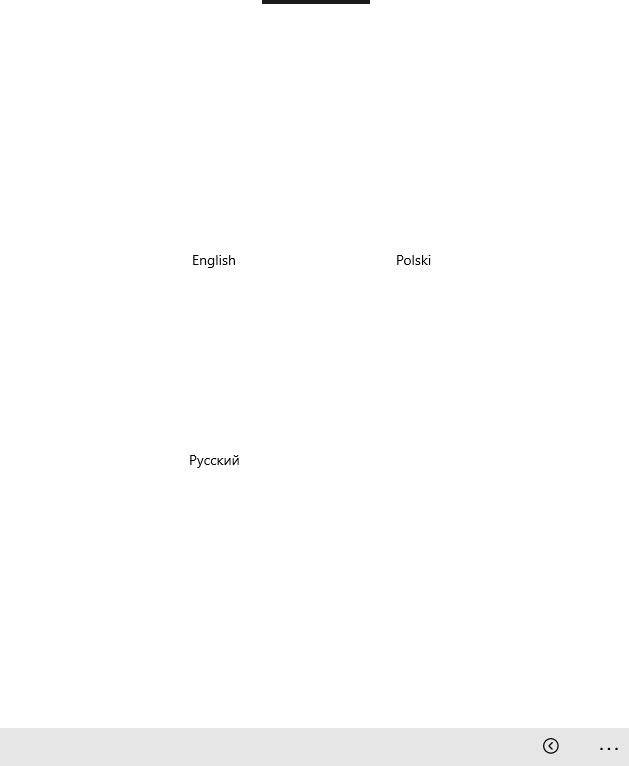
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In section “Settings” user has 3 functions to modify:

1. Choose dark or light theme.



1. On/Off Sound.
2. Change language of application.

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User has 3 languages to choose: English, Polish and Russian.