

**Linear Algrebra HW Application:**

**User’s Manual**

**What To Do When Logged In**

When you have logged in to the application, click on any uncompleted assignment link in the assignment selection table. The link will take you to a corresponding Question Page, for which the following instructions will allow you to complete a problem which is generated for you in the middle of this Question Page.

**How To Create A Matrix**

1. Go to the dropdown link with the label “Create Matrix” in the Tools pane on the left of your homework page with the system of equations you need to solve
2. Click on the link. A window will appear with two text boxes, with shaded letters inside (“n” and “m”, or n X m for n rows and m columns).
3. Enter the number of rows and columns you want for your matrix in the corresponding text boxes.
4. Click the “Create” button below the text boxes. Your newly created matrix will appear below an arrow pointing to the right.
5. Repeat steps 1-4 if you wish to create another matrix. You can create as many matrices as you need for your work.

**Reset Question**

If you want to reset your work of matrices to try a different approach to solving the matrix, click the “Reset Question” link in the tools pane on the left. A confirmation box will appear asking if you wish to reset the question. Hit “OK” and the matrices that you created to solve the problem will be cleared from the below the pane with the system of equations.

**How To Create Your Answers**

1. Go to the dropdown link with the label “Answer” in the Tools pane on the left of your homework page with the system of equations you need to solve
2. Click on the link. A window will appear with a single text box, with shaded letters inside (“# of solutions”).
3. Enter the number of solutions you wish to create in response to the system of equations presented in the middle of the page.
4. Click the “Create” button below the text box. The solutions for the problem will be appear under the heading “Answer:” with (a) solution variable(s) (X1, X2) below with the text box(s) on the right of the equals sign. Enter your solutions for each corresponding solution variable in each text box.
5. You can set any of your solutions as free variables. To do so, click the “Set Free Variable” link to the right of a corresponding solution text box. The text box will be shaded and have an “f” inside, and you will not be capable of editing it. To reverse the free variable conversion process for a solution, click the “Remove” link next to the shaded gray box.
6. When you are finished, hit the “Submit Answer” button to the bottom right. The page will check your answers. If your solutions are all correct, the page will notify you with a congratulatory message. If any solution is incorrect, the page will prompt you to recheck your answer. If you created one too few or many solutions, the page will prompt you to check that you submitted the correct amount of solutions.

**Contact Technical Support**

If you have any issues with this homework site, contact:

1. Brendan Birdsong, primary tech support and technical team leader. Phone: 417-294-4394 E-mail: [bbirdsong@drury.edu](mailto:bbirdsong@drury.edu)
2. Kieran Ojakangas, team manager and alternative tech support. Phone: 417-894-5475 Email: [kojakangas@drury.edu](mailto:kojakangas@drury.edu)
3. Tyler Jenkins, client manager and alternative tech support. Phone: 417-379-1111 Email: [tjenkins01@drury.edu](mailto:tjenkins01@drury.edu)

The above contacts are the members of the Axiomz developer team. You can find them on the Drury University campus during day school hours. Contact a member for availability.