

MATH TEACHER

User manual

Component Description

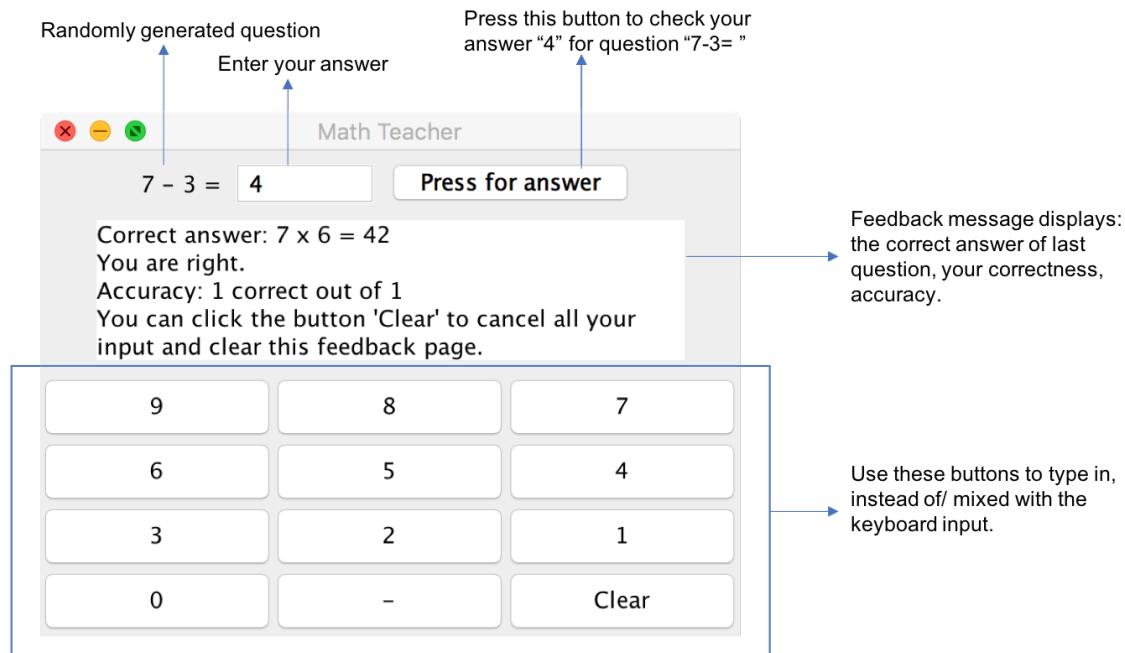


Figure 1. Math Teacher GUI (macOS system)

- Randomly generated question:
(argument 1) (arithmetic operation) (argument 2)
Argument 1 and 2 are both integers between 1 and 10. The arithmetic operation can be "+", "-", "×", "/".
For division questions, argument 1 is divisible by argument 2, i.e. answers should be integers.
- Button input and keyboard input are both acceptable.
- Answer field: (both for keyboard input and button input)
Only integers between -9 and 100 can be typed in.
Invalid examples include:
 - a) Any other characters except for integer 0-9 and symbol '-'.
E.g. ac;', \...
 - b) Type in '-' after numbers.
E.g. 5-1

- c) Any numbers greater than 100 and smaller than -9.

E.g. 1000, -10, 103

Press “return” on your keyboard won’t make any sense, i.e. your answer can’t be checked by entering a “return” at the end of your input.

- Press for answer:

It gives feedbacks including the correct answer, your correctness and accuracy. The answer field and feedback area are cleaned up in the meanwhile.

A new random question is given then.

Cautions

- How to start:

The program can run using the intelliJ IDEA (or other JAVA IDE), or just in the terminal (macOS). Save the folder “2016213482” on your desktop and enter instructions as following.

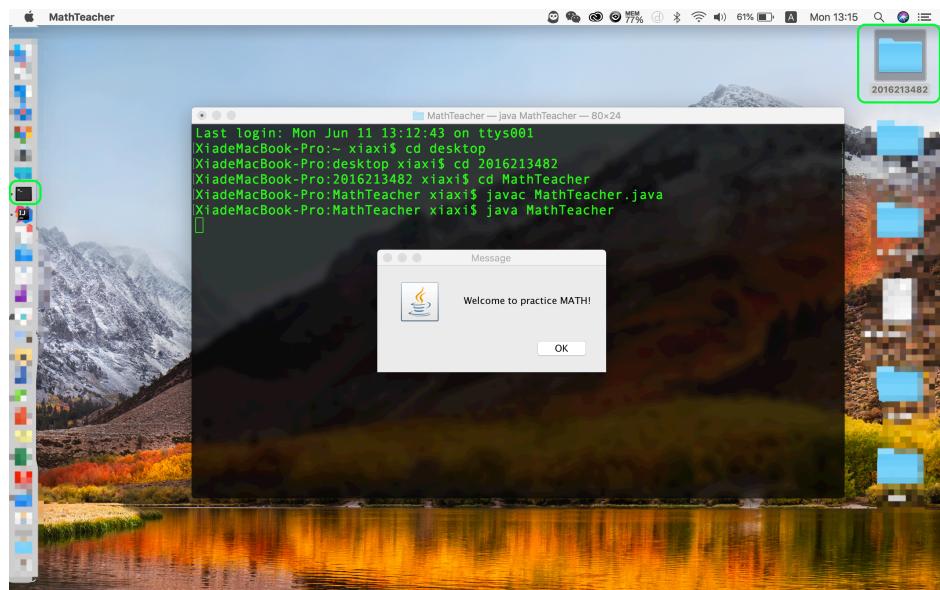


Figure 2. Start the program & show welcome dialog

It firstly shows a “welcome” dialog as above. (Fig. 2) Press the button “OK”, and the Math Teacher GUI will come out. You can practice math then.

- In the answer field, back space is not allowed. If you want to modify your answer, please click the “Clear” button to cancel your previous input and type again.
- Nothing will happen if you click the ‘Press for answer’ button without entering anything in the answer field, i.e. no errors should be thrown in this case.
- How to quit:

Exit by clicking the red cross button on the top left of the window.