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This activity allows the user to complete the horizontal basic operation algorithms which can be seen on the upper left (??? =?):

In the "<u>Activity</u>" tab we can find these items:

i	🖹 📑 💷	 Image: Image: Image:					Ardora 7	
Puzle numé Puzle numé	umérico érico de operaciones							
1. Activid	ad 2 Opciones de	e ejecución 3 Pági	na web 4 SCORM					
				Puntuación:		Publicar actividad		
				Por cada respuesta correcta	+ 1 🚍	Primeras letras para el nombre de los archivos		
				Por cada respuesta incorrecta	- 1 🛋	Destino		
1 Intro	duzca l operac	iones						
	Operación		Opera	ción				
1	+ • 2	= 3	4	· 2 = 2				
5	x 🔻 2	= 10	8 : .	• 4 = 2				
7	+ + 4	= 11	15					
9	4	= 5	+ •					
8	x 🔻 2	= 16	_ <mark>_</mark> <u>+ ·</u>					
12	· · · · 6	= 2						
		= 0						
		= 0	+ ·					
🔊 Sele	ccione los " ano	os parámetros par	a la actividad					
And	cho 600 🚔	Verdana, Geneva,	sans-serif 🗾 25	🖹 Resultados 🔲				
Nú	meros/Operación	40 🚔 🗙 30)			
	.bc 🕅	solid 🔻						
	bc .	double 👻 🗌		v				

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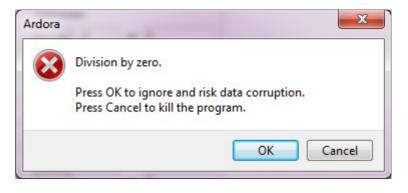
SECTION 1

In this area we will introduce the operations. In these fields (1) we will enter the numbers to operate, with the drop down list (2) we will choose one of the four basic operations, and field number 3 is for the results, but Ardora calculates it automatically. In these fields we can also enter positive and negative numbers, but never decimals or fractions; the activity will only recognize <u>integers.</u>

ntroduz	zca las op	eracior	nes		
	Opengo	ión			2
1	+ 두	2] = [3	J
5	+	2] = [10	
7] -	4] = [11	
9	ı î	4	=	5	
0		1	- i	10	

When using the division operation, it is advisable to enter firstly the dividend and divisor and then select the operator from the dropdown list, as when a cell is empty, the program assigns the value "0" by default. If we write only the dividend and then choose the division operation, Ardora makes the calculation automatically and divide by zero (infinity =), so it will show an error message:

Moreover, we should also have in mind that the user will not usually choose the same algorithms that we have introduced to edit the activity if some results can be associated to different operations, so it might happen that at the end of the activity there is a



combination of numbers left without any possible association so the activity won't be successfully completed:

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Therefore, in case you want to make sure that the activity will be successfully completed, the creator should give the user a list of operations without results so that he could choose the same numbers and operations previously entered while editing the table.

SECTION 2

2 Seleccione os distintos parámetros pa	ara a actividade			
Texto Ancho 600 🎽 Verdana, Geneva	a, sans-serif $2_{\mathbb{A}}$	25 3	Resultados	4
Números/Operación 40 🚔 😓 30) 📄 pixels			
Abc 🐑 solid 6 - Abc double 7 -				

In this field (1) you can adjust the width of our activity; numbers and operators will fit to this width and height will be automatically calculated by Ardora. Further to the right, we can choose the font (2) and size (3) for the numbers and operations. It is highly recommended that the results of operations have a different colour from other elements of the algorithm; this background colour can be chosen in field number 4.

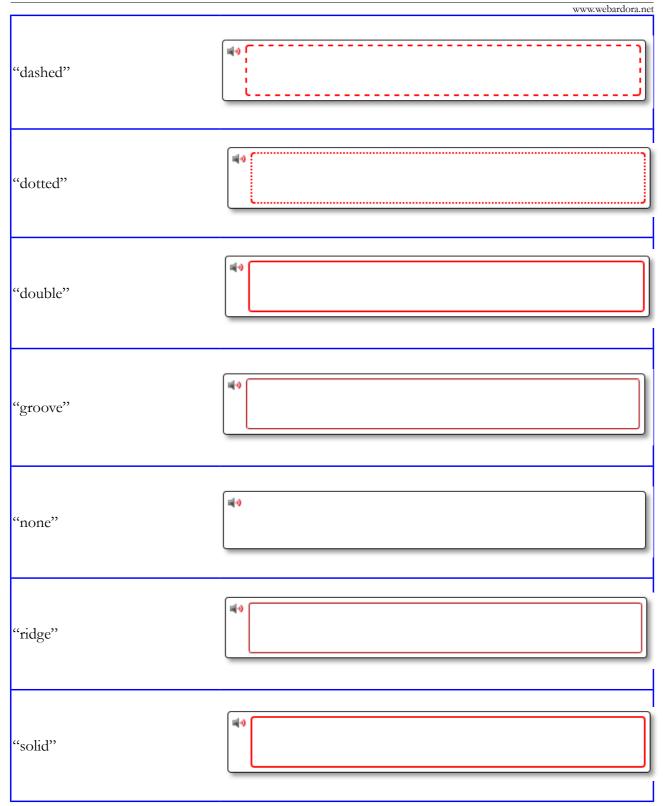
In these fields (5) we can adjust the width and height of the boxes that will contain numbers

and operations. We have to coordinate this size with the font size entered in field number (3), because if it is too small, it will show strange effects between cells like the one shown on the photograph on your left:



In this drop-down list (6) we will choose the type of line for

the boxes when they are selected and in field number 7, the type of line for the boxes while they are not selected:



Finally, these buttons (8) will determine if the activity will have rounded corners, and by checking this box (9) we will make the activity compatible with touchscreen devices.