

It displays a calculator on a separate website so that the user can easily access it at any time in case of needing support for mathematical operations:



In the "Activity" tab we can find all sort of controllers to adjust the following settings:

1 Choose the different parameters for the activity

Start: AUTO

FIX: 2

2 (RAD mode)

3 (Background color)

4 (Selection color)

5 (Buttons color)

6 (Font color)

7 (Font family)

8 40 (Number of significant digits)

Publish activity

First letters for the files' name: []

Destination: []

RAD

10

Verdana, Geneva, sans-serif

Colours

- Background
- Selection
- Buttons
- Font

9

Acknowledgments

Based on Scientific Calculator written by Eri Generic

www.periodni.com/calculator.html

1.- By ticking this box we can display a list and choose between 3 different options:

AUTO: for operations generating a considerable number of decimals, the calculator will display all the digits fitting in the box.

SCI: It allows you to set a number of significant decimal digits and displays the result in an abbreviated/scientific way. Ex: $3 \times 10000 = 3e+4$ (three by ten raised to four).

FIX: It allows to determine the fixed number of decimal digits to be displayed, i.e. this number of digits will always be shown, even if the result is a whole number. Ex: $10/2=5.00$

The box at the bottom allows us to indicate the number of decimals to be displayed in each case. Ex.: if we have a 2, in the case of the operation indicated above for the SCI mode, it would be: $3 \times 10000 = 3.00e+4$ (three point zero zero by ten raised to four).

2.- This box enables/disables the results displayed in the upper part of the screen (it may or may not show the word "MEM" in the upper area). If unchecked, it prevents the user from accessing the memory. If enabled, apart from indicating if there is anything in the memory, it allows you to save a result by clicking on the word.

3.- If you check this box, the operations that the user performs will be displayed on the top left-hand side of the screen once the operation result is displayed, not before. With the button we will select the colour for that text.

4.- Similar to the previous one, by ticking this box, a field will be displayed below the upper part of the screen. Inside this field, the keys that the user presses will be shown even before the result of the operation is displayed. With the button we will choose the colour for that text.

5.- By checking this box, we will ensure that from the very beginning the calculator shows one of the three methods of working with angles shown in the drop-down list:

RAD: It shows the angles as radians.

DEG: It shows the angles as sexagesimal degrees.

GRA: It shows the angles as centesimal degrees.

In the right part of this drop-down list we can indicate the radius in pixels of the arc of the buttons corners (the larger the radius => the more rounded the buttons; zero radius => the buttons will be totally square) and the font that will be used to display the characters in the buttons.

6.- This button allows us to determine the colour of the result to be displayed on the right of the main screen once an operation has been performed.

7.- If we wish a more user-friendly calculator, by unchecking this box we will eliminate the box with the buttons with statistical functions, trigonometrics, etc.

8.- These controls are used to indicate (from left to right): the size of the square side forming the buttons, whether it will have a solid fill, degraded from bottom to top, degraded towards the centre or whether they will cast a shadow by checking the box on the right, respectively.

9.- Select the colours you want in the "Colours" box to customise your website as well as your calculator. From top to bottom: "Background" => background colour for the website; "Selection" => colour of the numerical buttons in the calculator; "Buttons" => colour of the line that will surround the buttons and also of the rectangle surrounding the whole set; "Font" => colour of the characters that will be shown inside the buttons.