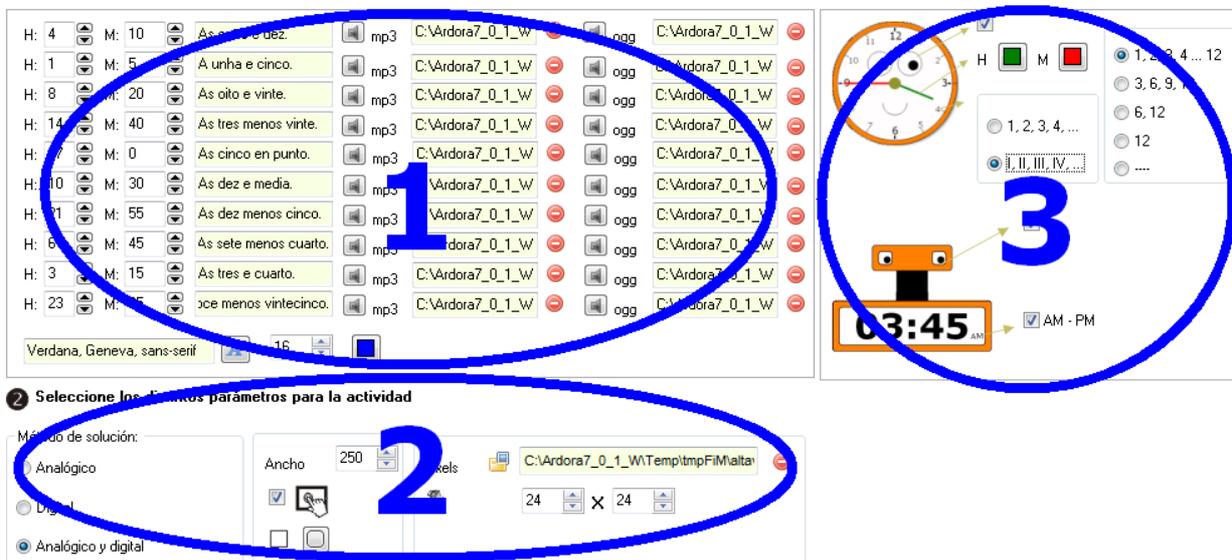


With this activity the user has to set an analog clock and / or a digital one.



In the "*Activity*" tab we can find:



AREA 1

All the rows in this table are exactly the same. A single activity can include up to 10 different times.



In the field (1) we will use the small arrows to indicate the times, with values ranging from 0 to 23. In the field (2) we will do the same operation for minutes with values from 0 to 55 but only multiples of 5. In the next field (3) we will write the text appearing on screen to tell the user which time they will have to set; in case we use the digital clock with AM and PM, it will be important to indicate here if we mean two in the morning or two in the afternoon, for example, as Ardora distinguishes between both. With buttons (4) we can insert sounds in MP3 and / or OGG respectively that will be played automatically whenever the user has a successful try and a new time is displayed.

At the bottom of the table we have the necessary controls to set the family (1), size (2) colour (3) of the font appearing at the top of the screen to tell the user the time to be set in the clocks.



AREA 2

In this area we are defining some of the main features of the activity:

2 Seleccione los distintos parámetros para la actividad



In “*Answering method*” (1) we will use the buttons so that only the analogue clock will be displayed, only the digital clock or both. In the field “*Width*” (2) we will specify the width (in pixels) that the clocks will have; its height will be adjusted automatically to maintain the proportions. The box (3) will make the activity compatible with touchscreen devices. With buttons (4) we will indicate whether or not the boxes will have rounded corners (attempts and successes, check ...). With the button (5), and only in the case we had previously inserted sounds to the activity, we can import an image to replace the default speaker appearing on the upper left corner of the screen. In the fields (6) we can adjust the

width and height of the previous image.

AREA 3

If we check this box (1) we will activate an animation in the analog clock, its eyes will point towards the mouse pointer and a smile will appear; By unchecking it, eyes and mouth will not be displayed. The next box offers the same function (6) for the digital clock. (In this case only the eyes will be displayed)

With buttons (2) and (3) we can choose the colour for the hour hand and minute hand in the analogue clock respectively. Also for this watch, with buttons (4) we can choose the numbers in Arabic or Roman format; and with buttons (5) if we want to show the numbers representing the 12 hours, only the “quarters”, only the “half” and the “quarters”, only the “o'clock” or any of them respectively. In the place of the hours with no numbers, a line will be shown.

Finally, if you activate the box (5) you will get the AM or PM indication displayed on the right bottom hand, so that the users can see if the indicated time is before or after noon; Ardora will always discriminate between 2:15 and 14:15 for example.

