

This is an activity in which the user can be given one or more numerical results so that he can obtain the proposed results by using combinations of one or more operations by means of the keys available on the screen:

Do the mathematical operations required to obtain the calculations appearing at the top right corner of the calculator. You only have 2 minutes!



In the "Activity" tab we can find two different areas: the one on the left to select parameters and the one on the right to enter data:

1 Choose the different parameters for the activity

Start: AUTO
 FIX: 1 2

Score:
 For every right answer: + 10
 For every wrong answer: - 1

Publish activity:
 First letters for the files' name:
 Destination: C:\Users\Bautista\Desktop\BRS\LICE

Inicio RAD 10 Verdana, Geneva, sans-serif

2

3 $2*3$ **6**

4 5^2

5 **6**

7

8 **9**

10 40 px

2 Insert the data

11

1	-5,0000	2	1,5000	3	-1,5000	4	2,0000
5	-2,4500	6	42,0000	7	6,7500	8	-25,0000

0

1 dotted 10

Initial setting:
 Randomly **13**
 Fixed, similar to that designed

Acknowledgments
 Based on Scientific Calculator written by Eri Generalic
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 to prevent the user from accessing the memory. It is not very meaningful, therefore it is already unchecked from the beginning.

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.

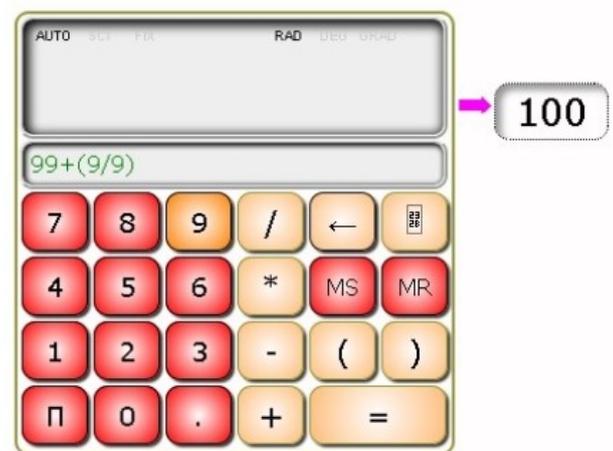
In the right part of this drop-down list we can indicate the radius in pixels of the arc of the buttons corners (the larger the radius => the more rounded the buttons; zero radius => the buttons will be totally square) and the font that will be used to display the characters in the buttons.

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.Ca

8.- This button will be used to specify the colour of the calculator buttons which will not be available to the user (indicated in the following paragraph).

9.- Calculator buttons. Here we can uncheck the boxes of the buttons that we do not want to be available to the user. These will be coloured as indicated in the previous paragraph and whenever the user places the mouse pointer over them, it will become a prohibition sign. Ex: if we want the user to form the number 100 by using just the number 9, we would uncheck all the other numbers and the user would be forced to figure out something such as $99 + (9/9)$ to solve the problem.



10.- 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.

11.- These fields will be used to type the numbers that we want the user to obtain by using different expressions with the calculator. We can include a maximum of 8, in addition to the zero.

12.- This is where we have the configuration options for the button that will be displayed at the top right of the calculator, to show the numbers that the user should get. From left to right: line thickness, line type (continuous, dotted...), line colour, no shadow, with shadow on the inside, with shadow on the outside and finally, as in section 5, the radius in pixels of the arc of the button corners (the larger the radius => the more rounded the button, zero radius => totally square button).

13.- If we have typed more than one number in the data fields in the "Initial setting" box, we will indicate whether we want the numbers to be displayed randomly or in the order in which we have typed them in the fields numbered for this purpose.