

ZadGen

Generating interactive knowledge check-ups tool

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IDiMaSU project check-ups needs:

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- execute on the owner's computer
- randomly generated parts of assignments
- automatic evaluation



What is *ZadGen*?

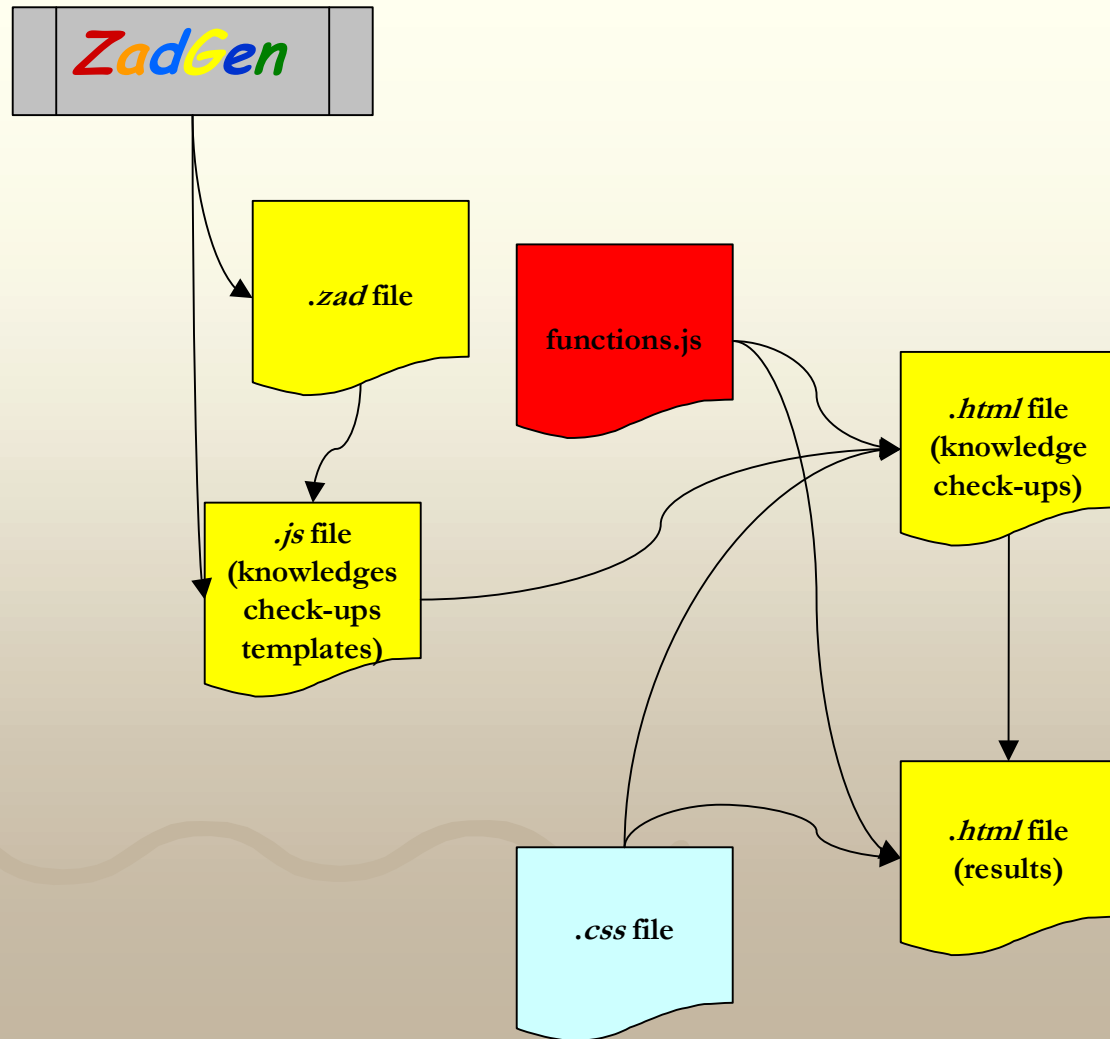
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- tool which enables interactive knowledge check-up creating



How does *ZadGen* work?

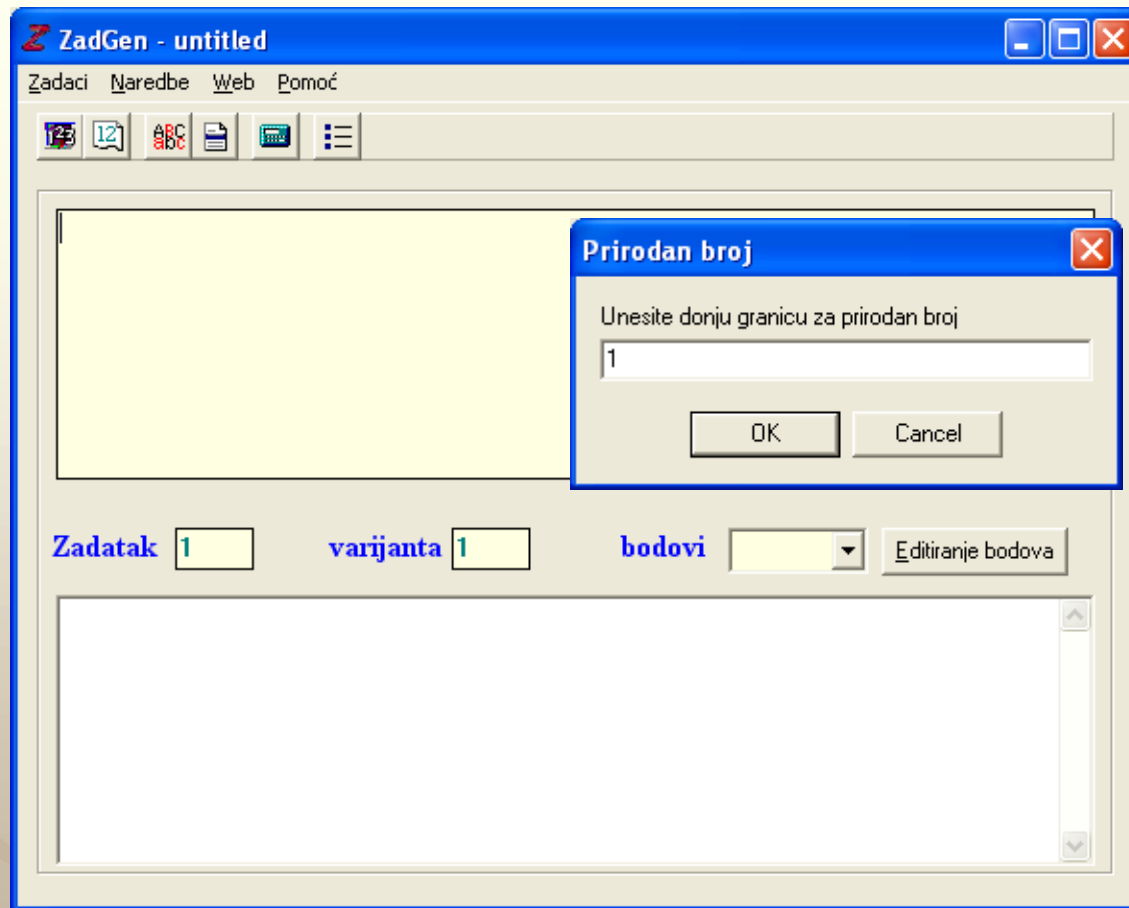
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Knowledge check-up creating

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Knowledge check-up creating

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The image shows a screenshot of the 'ZadGen - untitled' software window. The main window displays a math problem: $[\backslash\text{RndmZ}(1, 100, 1, 1)\backslash] + [\backslash\text{RndmZ}(1, 100, 1, 1)\backslash] =$. Below the problem, there are input fields for 'Zadatak' (value: 1) and 'varijanta' (value: 1). A preview window at the bottom shows the rendered problem: $[1] + [2] =$.

Overlaid on the main window is a smaller dialog box titled 'ZadGen - definiranje rješenja'. This dialog is used to define the solution for the problem. It features a text input field containing '[1]+[2]'. To the right of this field are buttons for 'Dodaj' and 'Izmijeni'. Below the input field is a list box containing '[1]' and '[2]'. To the right of the list box is a numeric keypad with buttons for digits 0-9, '+', '-', '*', '/', '+/-' (toggle), and parentheses. Other buttons include '<', 'Spremi', and 'Poništi'. On the right side of the dialog, there are three sections: 'Zajednički tekst' with an empty text field, 'Ponuđena rješenja' with a dropdown menu, and 'Tip rješenja' with a dropdown menu set to 'Broj'.

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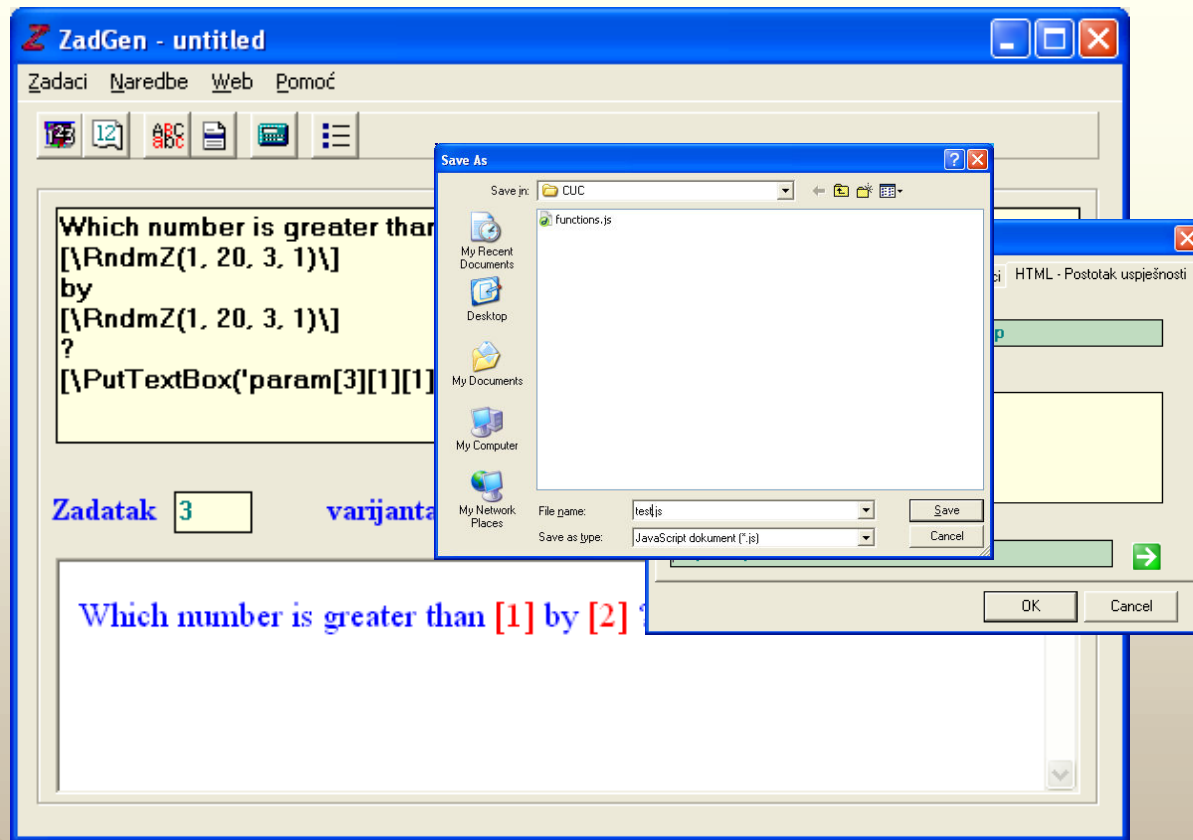
Knowledge check-up creating

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The image shows a screenshot of the 'ZadGen' software interface. The main window, titled 'ZadGen - untitled', contains a menu bar with 'Zadaci', 'Naredbe', 'Web', and 'Pomoć'. Below the menu is a toolbar with icons for file operations and a list view. The main content area displays a code snippet for generating a math problem: `[\RndmZ(1, 100, 1, 1)\]`, `+`, `[\RndmZ(1, 100, 1, 1)\]`, and `[\PutRadioButton (1, 1, 1, 'param[1][1][1]', 'param[1][1][1]'`, `'param[1][1][1]+param[1][1][2]', 'param[1][1][1]-param[1]`. Below the code, there are three input fields: 'Zadatak' with the value '1', 'varijanta' with the value '1', and 'bodovi' which is empty. At the bottom of the main window, a text area displays the generated problem: `[1] + [2]` with a radio button next to it. A smaller window titled 'ZadGen - Bodovanje' is overlaid on the main window, showing a calculator interface with a display showing 'r[1]', a numeric keypad, and buttons for '+', '-', '*', '/', 'Spremi', and 'Poništi'. The background of the slide features large, faint numbers '4' and '5'.

Knowledge check-up creating

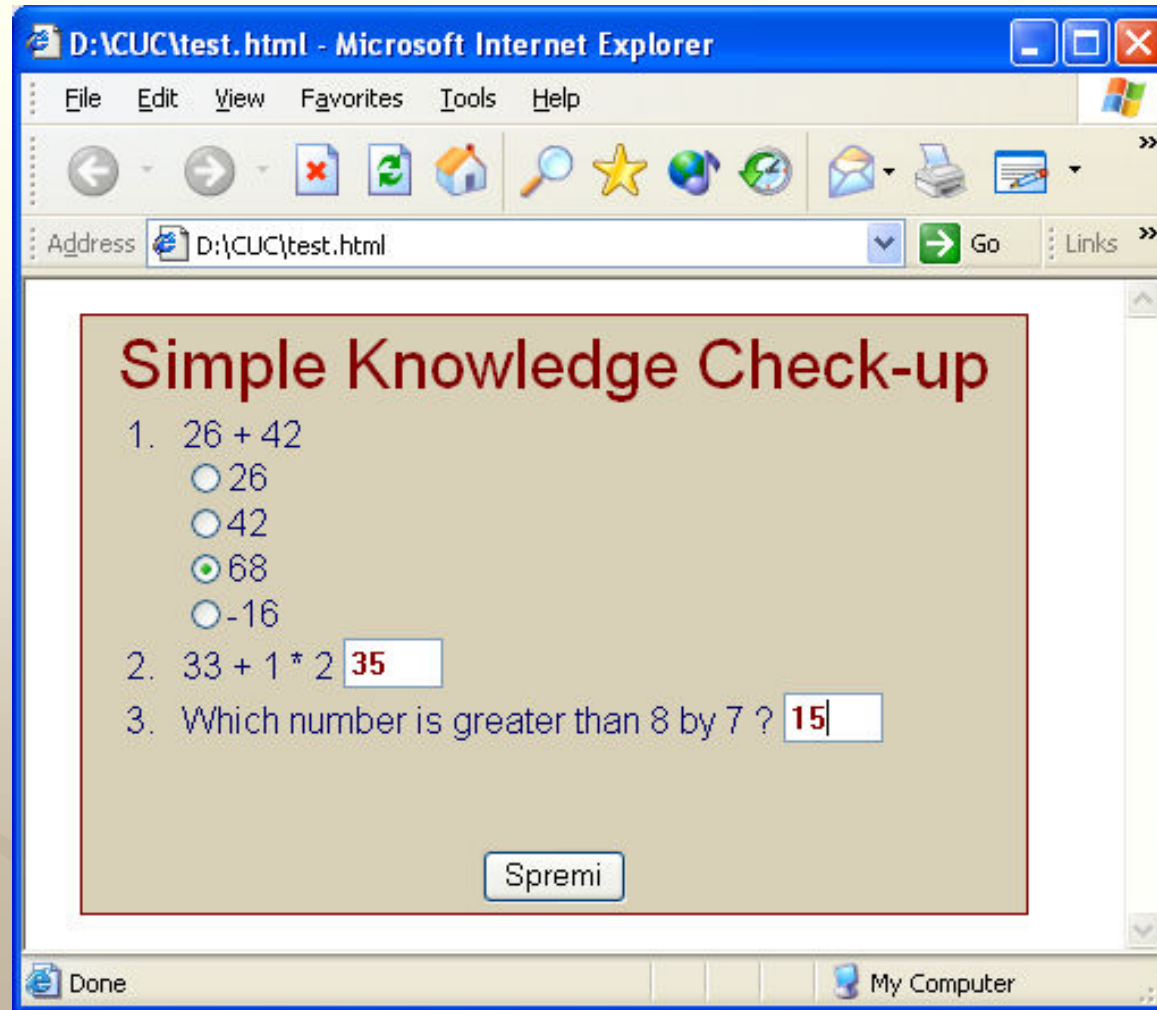
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Knowledge check-up creating

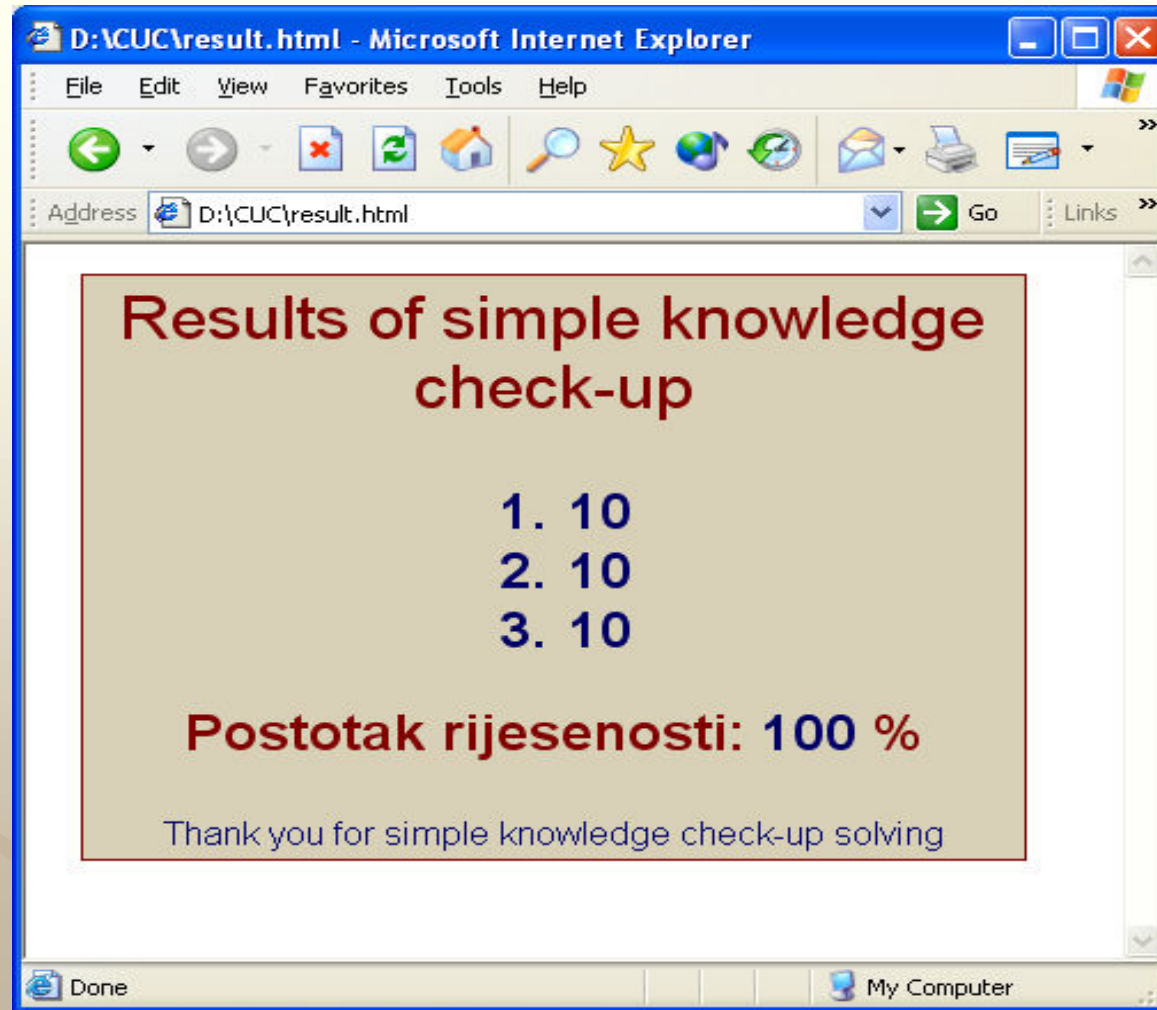
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Knowledge check-up creating

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Where to look for the *ZadGen* ?

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URL:

<http://www.tssibenik.hr/Idimasu/oprojektu/alati.htm>

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Questions are welcomed...

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