

## CATALOG

### MATHEMATICS, BASIC SKILLS

#### INTEGERS

1. Multiplication, sequenced or specified levels of difficulty. For the latter, user chooses the number of digits in the multiplier and the multiplicand. The multiplier may be restricted to a specified range of digits, 6-9, for example, instead of the normal (and default) 0-9.

2. Integer division with fractional remainders, sequenced or specified levels of difficulty. For the latter, user chooses the number of digits in the divisor and the dividend. User may also choose "imbedded zeroes" in the quotient.

3. Integer addition. User chooses the number of addends and the number of digits per addend. User may choose a fixed number of digits per addend, or he may specify a random mix up to the maximum.

4. Integer subtraction. User chooses the number of digits in each operator. Once again, a random mix up to the maximum may be specified.

#### DECIMALS

1. Multiplication, sequenced or specified levels of difficulty. For the latter, user chooses the number of digits in the multiplier and the multiplicand. An option is provided for dollar and cents multiplicand with answers rounded off to the nearest cent. Test option is available.

2. Decimal division, sequenced or specified levels of difficulty. For the latter, user chooses the number of digits in the divisor and the dividend. Answers are always rounded off, with the range extending from whole numbers to thousandths.

3. Decimal addition. User chooses the number of addends and the number of digits per addend; options as per integers, above.

4. Decimal subtraction, options as per integers, above.

#### FRACTIONS

1. Simple fractions, menu presentation. User chooses addition, subtraction, multiplication, division or various combinations thereof. Difficulty level is chosen by specifying the maximum level of the denominators. Presentation is either horizontal or vertical, the latter as per elementary grades.

2. Mixed number operations, menu presentation, with options substantially as above. If subtraction is requested, user may choose forced "borrowing." Maximum integer values may be specified in this program, thus permitting a lower level of difficulty for multiplication and/or division.

## PERCENT

1. Fractions to percent. Round off is required to either whole percent or one decimal place.

2. "Percent-of" type problems, involving integers, decimals or dollars and cents. A random mix of all three is available. Presentation is implicit (that is, student sets up the problem).

3. A test in percent, incorporating all of the problems outlined in 1. or 2., above.

## LINAS

1. Addition, decimal or integer, with linear presentation (student sets up the problem).

2. Subtraction, decimal or integer, with linear presentation. User may choose forced borrowing.

## AMDRILL

1. Addition. Paper drill in mental arithmetic, addition. User chooses upper and lower limits of addends, e.g., 6,9,2,12 for adding integers from six to nine to integers from two to twelve. Problems are chosen at random within the specified limits. This program is appropriate for elementary grades and for remediation. One standard size paper with "tear" or "fold" line between exercises and answers.

2. Multiplication. Paper drill in mental multiplication, options and presentation substantially as above.