Chalkboard Math for Windows
(Version 1.0a)

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Introduction

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Chalkboard Math for Windows (1.0a) is an easy-to-use math tutor program for the Microsoft Windows operating environment.

Chalkboard Math was designed to be fun and easy to use -- educational software that "feels" like a game to the user, yet sharpens elementary math skills through math drill sessions encompassing up to five different levels of difficulty.

Progress through a given Chalkboard Math session can be measured via a Scoring Mode option, in which correct answers are tracked and difficulty levels are automatically adjusted.   Chalkboard Math may also be run with Scoring Mode off, allowing continuous practice at any level of difficulty.

Note: Chalkboard Math can and should be used by children to sharpen math skills on their own, but the program is even more valuable when used by an adult and child together.

Using Chalkboard Math
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Chalkboard Math presents the player with a blank chalkboard area in which elementary math problems are drawn, answered, and evaluated.

The white status window just under the chalkboard displays information on whether the most recent answer was correct or incorrect, the player's current score, and the total number of problems given.

The mouse is used to move the pointer (arrow) across the Chalkboard Math screen and to select menu items or window buttons.

Using the mouse and the menu bar, the user can:

       1) Start a new Chalkboard Math session.
       2) Review the high scores Honor Roll.
       3) Change the Scoring Mode setting.
       4) Change the Sound Effects setting.
       5) Change the current Difficulty Level setting.
       6) Enable or disable the Auto-Advance feature.
       7) Get Help with any Chalkboard Math topic.
       8) Exit the program.

Using the mouse and the window buttons, the user can:

       1) Select what type of math problem the program will display next.
       2) Enter an answer to the current math problem.
       3) Erase the current answer and enter a new one.
       4) Check the answer to see if it is correct.

Getting Started
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To begin, the player moves the mouse pointer to one of the four Math Mode buttons along the left side of the window display.   These buttons select which type of problem the program will draw to the chalkboard (addition, subtraction, multiplication, or division).

The desired mode is selected with a click of the left mouse button.   A problem is then "drawn" on the chalkboard, and the player is given two attempts to provide the correct answer.

Answers are entered by clicking the numbered buttons (0-9), which draw an answer on the chalkboard (from left to right) in the appropriate location.

If a mistake is made while entering an answer, clicking the "**BACK**" button will erase the current answer and allow the player to start over.

Chalkboard Math checks the current answer when the "**GO**" button is clicked, and notifies the player if the answer is correct or incorrect.

Two attempts are allowed per problem.

Score updates are provided in the large status window just under the chalkboard.   If answers on both the first and second attempts are incorrect, both the problem and its correct answer are shown in the status window.

New Session

A player may start a new Chalkboard Math session at any time by selecting the menu bar "File/New Session" command.

The New Session command cancels the current session and resets the current score to zero.

Note: If the player has recorded a current score high enough for entry into the Chalkboard Math Honor Roll, he or she will be prompted to enter the Honor Roll before the score is discarded and the new session is started.

This feature is selecting through the menu bar "File/New Session" command.

Honor Roll

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The names and high scores of the current top five players, as recorded by Chalkboard Math, may be viewed at any time by selecting the menu bar "File/Honor Roll" command.

Exit

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A player may exit Chalkboard Math at any time by selecting the menu bar "File/Exit" command.

If the player's score qualifies for the Chalkboard Math Honor Roll, the program will ask the player for his or her name, and will then display the revised Honor Roll standings before closing.

Note: Closing Chalkboard Math through the window Control-menu box (the "minus-sign" box in the upper left corner of an active program window) will abort the current session and exit Chalkboard Math **without** prompting the user or updating the Honor Roll.

Scoring Mode

Chalkboard Math can be run with Scoring Mode on or off.

Scoring Mode is toggled on or off through the menu bar "Options/Scoring Mode" command.

When Scoring Mode is on (indicated by a checkmark next to the pull-down menu "Scoring Mode" selection), the program tracks the number of correct answers given by the player and scores his or her progress throughout a 50-problem session.

Note: A player may quit Chalkboard Math before the end of the 50-problem session by selecting the menu bar "File/Exit" command.   A player may also cancel the current session and start a new one by selecting the menu bar "File/New Session" command.

A **higher score** is awarded for problems answered correctly on the **first** attempt; a slightly **lower score** is awarded for problems answered correctly on the **second** attempt.   **No points** are awarded for problems answered incorrectly on both attempts, or for problems that are skipped.

Higher point scores are awarded at the higher difficulty levels.

With Scoring Mode on, Chalkboard Math records the player's current score in the Status Window, along with the total number of problems given.   At the end of the 50-problem session, or whenever the player chooses to exit the program, Chalkboard Math checks to see if the player has qualified for the Honor Roll (where the top five scores are maintained).

With Scoring Mode off, the program does **not** track the number of problems or correct answers.   In addition, turning Scoring Mode off **disables the Auto-Advance feature** -- although the difficulty level may **always** be adjusted manually via the menu bar "Options/Difficulty Level" command.

Note: Regardless of the Scoring Mode setting, only **two** answer attempts are allowed per problem.

Sound Effects

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Chalkboard Math can be run with Sound Effects turned on or off.

The Sound Effects feature is toggled on or off through the menu bar "Options/Sound Effects" command.

When the Sound Effects feature is on (indicated by a checkmark next to the pull-down menu "Sound Effects" selection), Chalkboard Math provides aural feedback to selected button operations and on-screen animations.   The Sound Effects option makes use of the standard PC speaker, and does not require any special add-on sound hardware.

When the Sound Effects are turned off, the program runs silently.

Difficulty Level

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The current Difficulty Level (1-5) may be set through the menu bar "Options/Difficulty Level" control.

A checkmark next to the pull-down menu item indicates the current difficulty level.   In addition, a series of **blue stars** "thumb-tacked" to the chalkboard frame also indicate the current level.

The math problems become slightly more complex as the difficulty level is increased.   At the same time, progressively higher scores are awarded for correct answers.

Note: Chalkboard Math defaults to the lowest difficulty level when first loaded.

Auto-Advance

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Chalkboard Math can be run with the Auto-Advance (Level) feature on or off.

Auto-Advance is toggled on or off through the menu bar "Options/Auto-Advance" command.

When Auto-Advance is on (indicated by a checkmark next to the pull-down menu "Auto-Advance" selection), the program automatically increases the difficulty level when ten correct answers are recorded at the current level.

When Auto-Advance is off or disabled, the current difficulty level will remain unchanged`unless the player adjusts it manually through the menu bar "Options/Difficulty Level" command.   Manual control of the current difficulty level is **always** available.

The Auto-Advance feature is **only** available when Chalkboard Math is run with Scoring Mode enabled.   However, Auto-Advance does **not** have to be turned on for scores to be tracked and recorded, or for the player's score to be eligible for the Chalkboard Math Honor Roll.

Help

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The Help Index (this file) is available at any time by selecting the menu bar "Help/Contents" control.

Information is also available in the text file, **CBMATH.TXT**, which may be loaded, read, and printed via Windows Notepad (or most other ASCII Text editors).

Registration

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Chalkboard Math for Windows is shareware, not freeware.   Product registration is necessary if companies like ours are to continue providing quality software for the shareware marketplace.

Registered users receive the registered version of this product (available in 3.5" or 5.25" disk formats).   In addition, registration entitles the user to advance information on upcoming Pegasus Development products (including scheduled upgrades to Chalkboard Math) -- as well as other new titles in our expanding product line.

A printable **Registration Form** is provided in this Help file.

The Windows Help system you are using has a convenient feature for printing any topic or topics in this file.   This feature may be used to print topic-screens for reference while using Chalkboard Math – and may also be used for printing your own Registration Form.

To use this feature, select the desired topic with the Help Index (or browse forward until it appears on the screen).   When the topic of your choice appears, click the Windows Help menu bar and select "Print Topic." Windows Help will prompt you for instructions.

Note: Complete registration information is also provided through the Chalkboard Math menu bar "Help/Registration Information" command **and** in the enclosed text file, **CBMATH.TXT**.

Limited Warranty and Remedies

Before release, our applications software is tested on a wide variety of hardware configurations, under the most rigorous test conditions possible.   We therefore warrant that the software will perform in substantial compliance with the specifications set forth in this text and in the accompanying text file, provided that the software is used on the computer hardware and operating system(s) for which it was designed.

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data, the cost of recovering software or data, the cost of substitute software, claims by third parties, or similar costs.   In no event will Pegasus Development's liability exceed the amount of the paid registration fee.

Registration Form

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Please return this form along with your remittance to:

Pegasus Development
CBMath 1.0a Registration
11900 Grant Place
Des Peres, MO. 63131
U.S.A.

You can also register by telephone using your MasterCard or VISA through Advanced Support Group at 1-800-788-0787.

_____ Chalkboard Math Registrations @ $16.00 U.S. each

Total enclosed . . . . $_____

Payment by: [   ] Check   [   ] MasterCard   [   ] VISA

Card #_____   Exp. Date: _____

Signature of Cardholder _____

Name _____

Address _____

City _____   State _____   Zip _____

Telephone   (_____)   _____

Disk Size/Format Required: [   ] 3.5" (720 K)   [   ] 5.25" (360 K)

Please indicate where you obtained this version of Chalkboard Math (Mail Order, BBS, etc.) _____

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About Chalkboard Math

Chalkboard Math for Windows (Version 1.0a) was written in Borland's Turbo Pascal for Windows programming language for use in the Microsoft Windows operating environment (versions 3.0 and higher).

Special thanks to the following for their contributions to the development and testing of Chalkboad Math:

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Chalkboard Math for Windows

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