

**LF<sup>95</sup>**

**software Pre-Algebra Help Contents**

The Contents lists Help topics available for Pre-Algebra. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1 or choose Using Help from the Help menu

Selecting Chapters and Sections

Viewing Problems

The Resume Feature

Entering Your Name

Review Sections

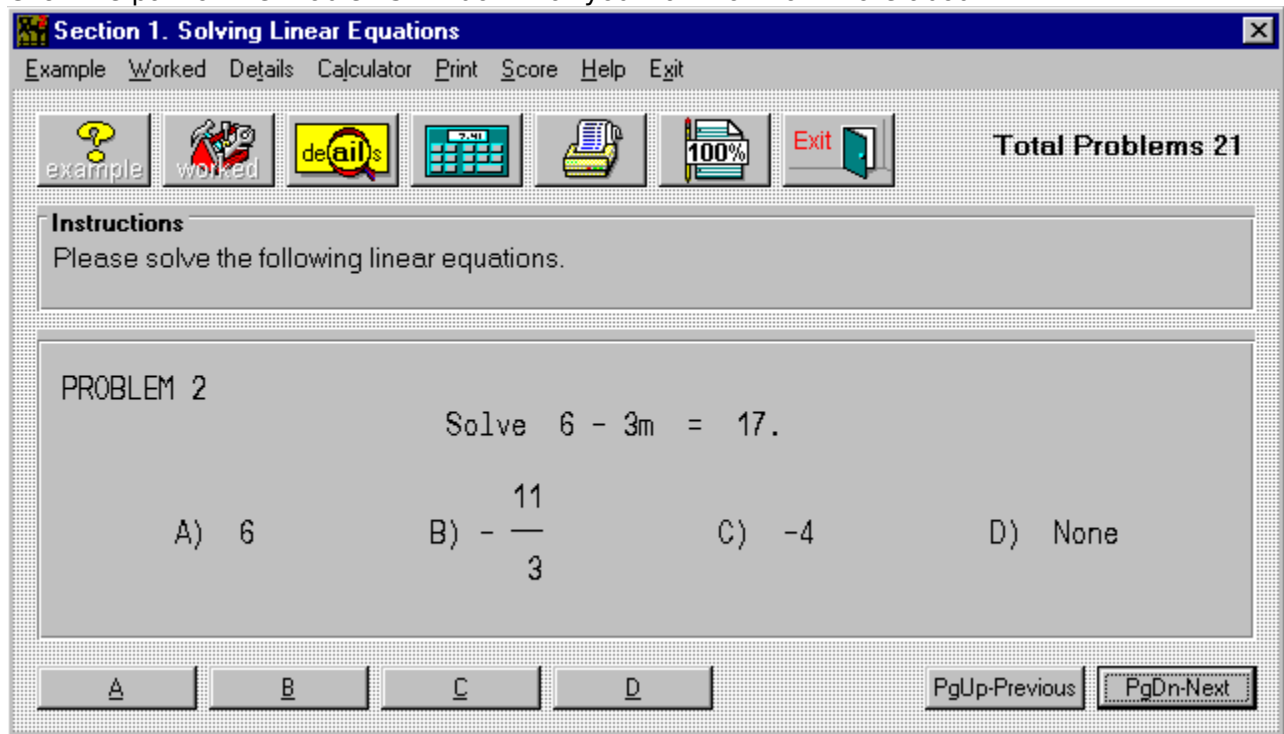
Sound

## Selecting Chapters and Sections



To select a chapter or section double click with the mouse or use the up and down arrow keys to highlight the topic and then press the ENTER key. This brings up the Problems window.

Click the part of the Problems window that you want to know more about.



**Section 1. Solving Linear Equations** [X]

Example Worked Details Calculator Print Score Help Exit

example worked details [Calculator] [Printer] [100%] Exit

**Total Problems 21**

**Instructions**  
Please solve the following linear equations.

PROBLEM 2

Solve  $6 - 3m = 17$ .

A) 6      B)  $-\frac{11}{3}$       C) -4      D) None

A B C D      PgUp-Previous      PgDn-Next

Select **A**, **B**, **C** or **D** as your choice for the answer to the problem. A right or wrong response will then appear.

Select PageUp to view the previous problem and PageDown to see the next problem.

This is the display area for all problems.

Instructions for all problems of this type.

The Example window displays an example problem similar to the current one you are viewing in the Problems window.

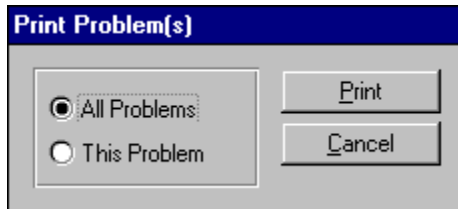


The Worked window displays the current problem worked out step-by-step.

The Details window describes in depth the material needed to successfully complete the problem.

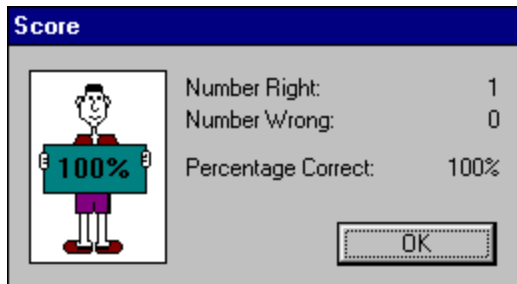
Closes the window.

## Printing Problems



Clicking this option allows you to print **one** or **all** of the problems in this section.

## Your Score



A dialog box titled "Score" with a blue header. On the left is a cartoon character holding a sign that says "100%". To the right of the character, the following statistics are listed:

Number Right:	1
Number Wrong:	0
Percentage Correct:	100%

At the bottom right of the dialog box is an "OK" button.

Clicking on this option will display the number of correct and incorrect answers that you have chosen in this section. If you answered a problem incorrectly and went back and changed it to the correct answer, it would no longer be counted as incorrect. Your score is not available in a review section.

## **The Resume Feature**

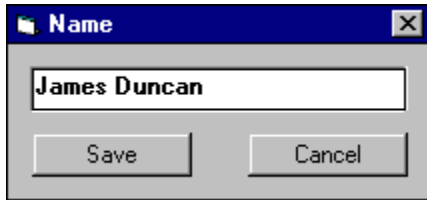
By clicking this option the program will automatically return you to the chapter, section and problem that you were working on before you last exited the program. All your previous answers for that section are also restored.

## Playing Sounds

To play the sounds that come with this program, you'll need to click over the **Sound** option located on the main menu bar. You can either enable or disable the programs ability to play sounds by clicking over the appropriate command. The current option selected will have a check mark in front of it and the settings are automatically saved when they are changed. To properly hear the sound (.WAV) files you'll need to have a sound driver installed as well as a sound card that gives you sound capabilities. Consult your Windows or sound card documentation for further assistance.

Many thanks to **Elizabeth Lassiter** for creating the voices used in this program and mega thanks to **Beachware** for letting us use sound (.WAV) files from their Shareware Breakthrough CD.

## Entering Your Name



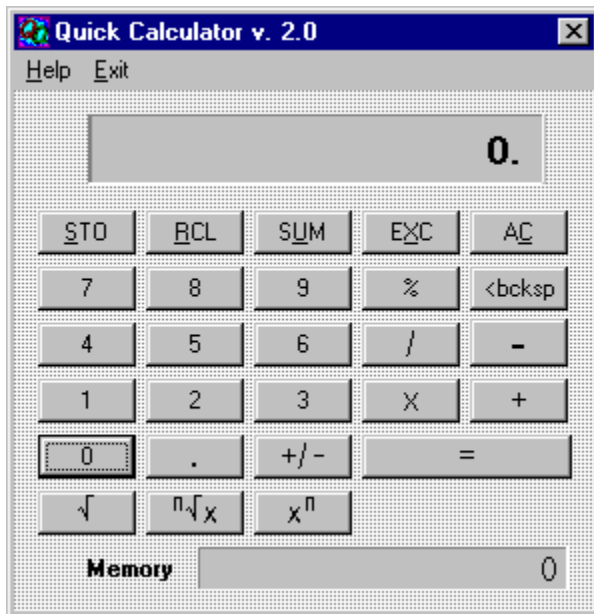
Clicking this option allows you to enter and save your name. When you send problems to the printer the name saved here will be displayed at the top of the printout.



## **Review Sections**

Reviews are a compilation of all the sections in the chapter. No examples, worked, or details text can be displayed in a review section; however, your score and right or wrong responses are available.

## Calculator Help



Click the part of the Calculator window that you want to know more about.

Clicking on this key causes the displayed value to be stored in the memory register replacing any value already in that register.

Clicking on this key copies the contents of the memory register to the displayed value window. The value in the memory register now becomes the displayed value.

Clicking on this key sums the displayed value and the contents of the memory register with the result being stored in the memory register.

Clicking on this key causes the displayed value and the contents of the memory register to be exchanged.

Clicking on this key clears the current calculation and displayed value. This key **does not** clear the memory register. To do that click on this key and then click the STO key.

percent function.



Clicking on this key deletes the last digit of the displayed value during the entry process. This key is general used to edit an entry if the wrong digit was pressed.

division operator.

multiplication operator

subtraction operator

addition operator

= performs any calculation on the previous two numbers.

square root function

Clicking on the key finds the  **$n$ th** root of  **$x$** . Enter  **$x$** , click this key, enter  **$n$**  and click the EQUAL key.



Clicking on this key calculates  $x$  to the **nth** power.

the memory register

changes the sign of the displayed value

inserts a decimal point

## Glossary

<b>Term</b>	<b>Definition</b>
<b>Abscissa</b>	The abscissa is the x-coordinate of an ordered pair.
<b>Absolute Value</b>	$a = a$ if $a \geq 0$ and $-a$ if $a < 0$
<b>Acute Angle</b>	An Acute Angle is any angle less than 90 degrees.
<b>Addition</b>	The sum of two numbers $a$ and $b$ , where $a$ and $b$ are the addends.
<b>Addition Principle of Equality</b>	This says that you can add the same quantity to both sides of an existing equation.
<b>Additive Inverse</b>	The additive inverse of a number, $b$ , is the opposite, $-b$ .
<b>Algebra</b>	Algebra is a continuation and extension of the rules of arithmetic into a more general level.
<b>Angle</b>	An angle is formed when two lines intersect at a point forming the sides of the angle. The point of intersection is the vertex.
<b>Area</b>	Area is the amount of surface of a figure.
<b>Associative Property of Addition</b>	$a + (b+c) = (a+b) + c$
<b>Associative Property of Multiplication</b>	$a \times (b \times c) = (a \times b) \times c$
<b>Binomial</b>	A binomial is polynomial with two terms.
<b>Celsius (or Centigrade)</b>	This is a temperature measurement scale used in the metric system.
<b>Circle</b>	This is the collection of all points that are a fixed distance from a given point.
<b>Circumference</b>	This is the distance around a circle.
<b>Coefficient</b>	This is a number that is multiplied times

a variable.

<b>Coinciding Lines</b>	These are two lines that are right on top of each other. Actually the same line.
<b>Commutative Property of Addition</b>	$a + b = b + a$
<b>Commutative Property of Multiplication</b>	$a \times b = b \times a$
<b>Complex Fraction</b>	This is any fraction with either the numerator, the denominator, or both containing a fraction.
<b>Composite Number</b>	A composite number is a number that can be broken down into two or more factors.
<b>Conjugates</b>	The expressions $\sqrt{a} + \sqrt{b}$ and $\sqrt{a} - \sqrt{b}$ are said to be conjugates of each other. Similarly $a + bi$ and $a - bi$ are conjugates.
<b>Constant</b>	A constant is a fixed number.
<b>Contradiction</b>	A contradiction is an equation that implies that a false sentence is true.
<b>Degree</b>	A degree is a unit of measurement for an angle.
<b>Degree of Polynomial</b>	For polynomials with one variable, this is the highest exponent on the variable.
<b>Denominator</b>	For the fraction, $a/b$ , $b$ is the denominator.
<b>Diameter</b>	A diameter of a circle is a line connecting two points on the circle and passes through the center of the circle.
<b>Distributive Property</b>	$a(b + c) = ab + ac$
<b>Division</b>	Division can be thought of as repeated subtraction. In the expression $a \div b = c$ , $a$ is the dividend, $b$ is the divisor, and $c$ is the quotient. The number $a$ is divisible by $b$ if the remainder is zero.
<b>English System of Measurement</b>	This is the system of measurement used in the United States.
<b>Equation</b>	This is a mathematical sentence stating

that two expressions are equal.

**Equilateral Triangle**

This is a triangle with three equal sides.

**Equivalent Equations**

These are equations that have the same solutions.

**Equivalent Fractions**

These are fractions that have the same numerical value.

**Exponent**

In the expression,  $b^n$ ,  $n$  is the exponent and  $b$  is the base.

**Factored Completely**

An expression is factored completely when none of its factors can be broken down any further.

**Factoring**

Factoring is breaking down a number or expression into products of smaller parts.

**Fahrenheit Scale**

This is a temperature measurement scale used in the English system.

**Formula**

A formula is a sentence expressed symbolically showing the mathematical relationships among variables.

**Fraction**

A fraction is any number that can be written in the form  $a/b$  with  $b \neq$  zero.

**Gram**

The gram is the standard unit of weight in the metric system.

**Graph**

A graph is a picture of the set of solutions of a given equation.

**Greatest Common Factor**

The GCF of a set of numbers is the largest number that will divide evenly into each number in the original set of numbers. The GCF of a polynomial is the largest polynomial that will divide evenly into the polynomial.

**Hexagon**

A hexagon is any six-sided figure.

**Hypotenuse**

The hypotenuse of a right triangle is the longest side.

**Identity**

An identity is an equation that is true for every value of the variable.

**Identity Element of Addition**

The additive identity is the number zero.

<b>Identity Under Multiplication</b>	The multiplicative identity is the number one.
<b>Improper Fraction</b>	An improper fraction is a fraction with the top number greater than or equal to the bottom number.
<b>Integers</b>	{...-3,-2,-1,0,1,2,3...}
<b>Inverse</b>	The multiplicative inverse of a number, b, is $1/b$ .
<b>Isosceles Triangle</b>	An isosceles triangle is any triangle with two equal sides.
<b>Least Common Multiple</b>	The LCM of a set of numbers is the smallest number that each of the numbers in the original set will divide into evenly.
<b>Legs</b>	The legs of a right triangle are the two shorter sides.
<b>Like Terms</b>	Like terms are terms that have the same letters raised to the same powers.
<b>Linear Equation</b>	Linear equation in one variable can be written in the form $ax = b$ , $a \neq 0$ . A linear equation in two variables can be written in the form $ax + by = c$ .
<b>Liter</b>	The liter is the standard unit of volume in the metric system.
<b>Lowest Common Denominator</b>	The LCD of a set of denominators is the smallest number that each of the denominators will divide into evenly.
<b>Meter</b>	The meter is the standard unit of length in the metric system.
<b>Metric System</b>	The metric system is a system of measurement for length, weight, volume, temperature, and others that is used throughout most of the world.
<b>Mixed Numbers</b>	A mixed number is the sum of a whole number and a fraction.
<b>Monomial</b>	A monomial is a one-termed expression.
<b>Multiple</b>	A multiple of the number, b, is a whole number times b.



<b>Multiplication</b>	In the expression, $a \times b = c$ , $a$ is the multiplier, $b$ is the multiplicand, and $c$ is the product.
<b>Multiplication Principle of Equality</b>	This states that you can multiply both sides of an existing equation by the same non-zero number.
<b>Negative Numbers</b>	The negative numbers are the numbers less than zero.
<b>Numerator</b>	The numerator is the top number in a given fraction.
<b>Obtuse Angle</b>	An obtuse angle is any angle that is greater than 90 degrees and less than 180 degrees.
<b>Octagon</b>	An octagon is an eight-sided figure.
<b>Opposite</b>	The additive opposite of $b$ is $-b$ . The additive opposite of $-b$ is $b$ .
<b>Ordered Pair</b>	An ordered pair, $(x,y)$ , is a point in the rectangular coordinate system.
<b>Ordinate</b>	An ordinate is the second coordinate in an ordered pair.
<b>Parabola</b>	A parabola is the curve you get when you graph a quadratic equation.
<b>Parallel Lines</b>	Two lines in the same plane are parallel if they never intersect.
<b>Parallelogram</b>	A parallelogram is a four-sided figure with opposite sides parallel.
<b>Pentagon</b>	A pentagon is any five-sided figure.
<b>Perimeter</b>	The perimeter of a figure is the total distance around the figure.
<b>Perpendicular Lines</b>	Two lines are perpendicular if they meet at a right angle.
<b>Pi</b>	Pi is the number of times the diameter divides into the circumference of a circle. It is approximately 3.14 times. ( $\pi \approx 3.14$ )
<b>Place Value</b>	The place value of a digit in a decimal number is the name of the place or location of that digit in the decimal

number.

<b>Polygon</b>	A polygon is a closed figure with more than two sides.
<b>Polynomial</b>	A polynomial is an expression of the form $ax^n + \dots + bx + c$ .
<b>Positive numbers</b>	The positive numbers are those numbers greater than zero.
<b>Prime Factorization</b>	The prime factorization of a number is the expression of that number as a product of its prime factors.
<b>Prime Numbers</b>	{1,2,3,5,7,11,13,17,19,23,...}
<b>Product of the Extremes Equals the Product of the Means</b>	In the equation $a/b = c/d$ , this statement says that $ad = bc$ .
<b>Proper Fraction</b>	A proper fraction is one with the top number smaller than the bottom number.
<b>Proportion</b>	A proportion is an equation with one fraction set equal to another fraction.
<b>Quadratic Equation</b>	$ax^2 + bx + c = 0, \quad a \neq 0$ .
<b>Quadrilateral</b>	A quadrilateral is any four-sided figure.
<b>Radical</b>	A radical is an expression of the form $\sqrt[n]{\quad}$ .
<b>Radius</b>	The radius of a circle is the distance from the center to any point on the circle.
<b>Rate</b>	A rate is a ratio of two numbers with different units like 40 miles/ 2 hours.
<b>Ratio</b>	A ratio is a fraction, $a/b$ .
<b>Rational Expression</b>	A rational expression is the quotient of two polynomials.
<b>Reciprocal</b>	The reciprocal of a fraction, $a/b$ , is the fraction, $b/a$ .
<b>Rectangle</b>	A rectangle is a parallelogram with four right angles.

<b>Repeating Decimal</b>	A repeating decimal expansion of a fraction is one in which a repeating pattern of digits occurs.
<b>Right Angle</b>	A right angle is a 90 degree angle.
<b>Right Triangle</b>	A right triangle is a triangle with one right angle.
<b>Root</b>	A root of an equation in one variable is a solution of the equation.
<b>Slope</b>	The slope of a line is the ratio of rise to run.
<b>Solution</b>	A solution of an equation in one variable is a number that makes a true sentence of the equation. It is also a root of the equation.
<b>Square</b>	A square is a rectangle with four equal sides.
<b>Solution of a System of Equations</b>	A solution of a system of equations in two variables is an ordered pair that makes both equations true.
<b>Subtraction</b>	In the subtraction expression, $a - b = c$ , $a$ is the minuend, $b$ is the subtrahend, and $c$ is the difference.
<b>Temperature</b>	The temperature of an object is a measure of how hot or cold the object is.
<b>Terminating Decimal</b>	A terminating decimal expansion of a fraction is one in which the decimal expansion has all zeros from some point on.
<b>Trapezoid</b>	A trapezoid is any four-sided figure that has two sides that are parallel.
<b>Triangle</b>	A triangle is any three-sided figure.
<b>Trinomial</b>	A trinomial is any polynomial with three terms.
<b>Undefined Division</b>	Division by zero is undefined.
<b>Unit Rate</b>	A unit rate is a ratio of two numbers with different units in the denominator of the fraction is like 40 miles/ 1 hour.
<b>Variable</b>	A variable is a letter that is used as a temporary replacement for numbers.
<b>Vertex</b>	The vertex of a polygon is a corner. The

vertex of a parabola is the highest or lowest point.

**Volume**

Volume is the measurement of the space enclosed by a solid.

**Whole Numbers**

{0,1,2,3,4,...}

**X-Intercept**

x-Intercept of an equation is a point where the graph touches the x-Axis.

**Y-Intercept**

A y-Intercept of an equation is a point where the graph touches the y-Axis.

