Welcome to Larry's Learning Math Machine

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Options
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Benefits of Registering Larry's Learning Math Machine
Registration form

Send comments to:
Larry's Learning Math Machine
Lawrence Goetz
3263 Bedford Ave.
Brooklyn, NY 11210
USA

Or by e-mail:
goetz@dorsai.org

How to use the program

Press Enter at the title screen to begin.

You enter in the numbers using the number pad. Be sure and have the numbers lock on. Entering numbers, from the numbers above the letter keys won't work, only the number pad is used. You can only enter in positive numbers, but you can subtract numbers to get a negitive answer. The numbers can be up to 4 digits long, however the answer can be up to 8 digits long.

Please enter the numbers slowly or the computer will miss a digit and the result will not be what you wanted. You don't have to enter them too slowly, but not as fast as a typist. Just leave a fraction of a second between keystokes.

After you have entered in the first number you may enter in the operation:

+ (plus), - (minus), * (times), / (divide).

However in the unregistered version, you can not do multiplication or division.

Want to multiply and divide?<u>Click here to find out!</u>

Then enter in the next number, just as you entered the first one. When you have finished entering the number press the Enter key. The program will now ask you for the answer.

Enter the number for the answer just as you entered the other numbers. If you have a negitive answer, press the minus sign before you begin entering the digits. Press Enter when done with the answer. If you are doing division, and the answer contains a remainder, the program will ask for it as well. When done entering the remainder press Enter. The program will now tell you if you are right or wrong.

If you get the problem wrong, you have the option of trying it again. By pressing Enter you can try the problem again. If you wish to enter in a new problem, press the Space Bar.

If you get the problem right, press the Enter key to continue entering more problems.

In either case,   pressing Esc will exit the program, after you have entered in the answer.

Have fun.

Operations

In the unregistered version you can only add or subtract. You'll need to register to get multiplying and dividing. Here's how: Register

Register

To Register:

For sending $5 (US Funds) to the author, you'll get an easy to enter special command which you enter each time you run the program, allowing you to use multiplication and division.

Click here for a registration form

Send the $5 (Cash, or a Check or Money Order payable to Lawrence Goetz),   along with a self-addressed stamped envelope (standard envelope with regular letter postage) to:

Larry's Learning Math Machine
Lawrence Goetz
3263 Bedford Ave.
Brooklyn, NY 11210
USA

Quantity discounts:
Attention educators, or anyone with more than one computer! If you would like to use Larry's Learning Math Machine on multiple computers there is a quantity discount.

For use on:

2	to	9	computers at $4	each.
10	to	24	computers at $3	each.
25	to	49	computers at $2.5	each.
50	to	99	computers at $2	each.
100	to	199	computers at $1.5	each.
200	to	500	computers at $1	each.

Write for a quote if you will be using it on more than 500 computers.

Click here for a registration form

Registration form

Larry's Learning Math Machine

For use on:

1			computer	$5.		
2	to	9	computers at $4	x	_____	computers.
10	to	24	computers at $3	x	_____	computers.
25	to	49	computers at $2.5	x	_____	computers.
50	to	99	computers at $2	x	_____	computers.
100	to	199	computers at $1.5	x	_____	computers.
200	to	500	computers at $1	x	_____	computers.

Write for a quote if you will be using it on more than 500 computers.

Please note: I will not be supplying you with any disk(s). I will be giving you an easy to enter special command which you enter each time you run the program, allowing the version, of Larry's Learning Math Machine you are currently running, to run fully (making use of multiplication and division).
If you register for multiple computers, you will have to duplicate or install the program for use on your computers, from the copy you currently have.
In either case, I can not provide any disks, sorry.

Name:_____

Company(Organization):_____

Address:_____

Address (line 2):_____

City:_____

State:_____

Zip code (or postal code):_____

Country:_____

Quantity:_____

                                                      US Funds
                                        Amount
enclosed:_____

Where was this file   obtained (Optional):_____

_____

Send the amount (Cash, or a Check or Money Order payable to Lawrence Goetz),   along with a self-addressed stamped envelope (standard envelope with regular letter postage) to:

Larry's Learning Math Machine
Lawrence Goetz
3263 Bedford Ave.
Brooklyn, NY 11210
USA

Thank you for your order,

Lawrence Goetz

You may print this form by hitting Alt-F then P.

Comments welcomed as well:

_____

_____

_____

Trouble Shooting

Numbers Missing Digits?
Video Problems?

Numbers Missing Digits

If you find that when you enter in the number, some of the digits are missing, it's probably due to you entering the digits too fast. The program takes the digits one at a time and tacks them together to form a whole number. So if you enter them too fast the program misses a digit. Normally, pausing for less than a second should suffice. If you have a very slow machine, give it a longer pause.

Description Of The Program

Larry's Learning Math Machine is a learning tool for artihmetic. You enter in a math problem and the program then asks you for the answer. It then tells you if you are right or wrong. If you are wrong you may try again, if you wish. However, the computer does not tell you the answer, even if you get the problem wrong. Since the program can't give the answer, it can't act like a normal calculator. Don't let the fact that it doesn't give you answers stop you from learning math. You can test yourself in the times table, for example.   Check to see if you know your stuff. There is 100 cents in a dollar, and a quarter is 25 cents. How many quarters in a dollar? Well that's 100 divided by 25.

100 / 25 = ?You see, you can enter in problems like that into Larry's Learning Math Machine. It's lots of fun to test yourself. If you want, someone can even enter in problems to test you. Make a game with them. Take turns trying to solve different problems. It's fun to see who can get the most right.

How to use the program

Video Problems

If for some reason the graphics look messed up:

Exit Larry's Learning Math Machine and reload it's Setup program. Goto change graphics. Try a different graphics mode. Usually clicking on the standard windows choice will work. If not then try the optimized choice. I don't know what else to say, if all else fails.

Options

Pressing F8 will toggle the menu bar on/off. The default is on. Removing the bar will allow you to see the whole picture in 640*480 mode. In the other modes greater than 640*480, the menu will just be removed from the screen and you'll see the same amount of the picture as before.

If you want to turn off the sounds, go to the options menu and turn off play samples. To turn them back, click on the options menu again and choose turn on samples. The music in this program is not midi, it's played as a sample, so turning off the music will not have any effect on the music that you hear.

Pressing F5 at any time will make the program disappear from the screen. Press F5 again to make it come back.