



PC Kid Math Help Contents

The Contents contains a list of all topics available for the **PC Kid Math** Help. Click a topic listed below to see information about that topic. For information on how to use Help, first press F1 and then choose How to Use Help from the Help menu.

Commands

[File Menu](#)

[Level Menu](#)

[Select Menu](#)

[Run Menu](#)

[Options Menu](#)

[Report Menu](#)

If you understand Mathematics, you know how to create magic.

-- Anonymous



File Menu

The File menu includes commands that enable you to login as a new user, do math test, and terminate the execution of the program.

For more information, select the File menu command name.

- | | |
|----------|--|
| Open | The program will list all currently active studentr record files. An user can choose a record file from the list and load it into computer memory. After that all new test results will be saved to that file. |
| New User | Change User ID so that all new test results can be saved and traced in the future. The ID can be any 8 characters of letter A-Z and numeric values 0-9. It is recommended that first name be used as user ID for easy remembrance. |
| Exit | Save test results and terminate the program |



Level Menu

The Level menu includes commands that enable you to choose up to 5 levels of difficulty in math test. Each level defines numbers in the following ranges:

Level 1:	1 - 10
Level 2:	10 - 20
Level 3:	20 - 100
Level 4:	100 - 1000
Level 5:	900 - 5000



Select Menu

The *Select* menu includes commands that enable you to choose among **Addition**, **Subtraction**, **Multiplication** and **Division** for your test.

To choose, simply move cursor to one of the four choices and click the left mouse button. You can also use short cut key to make such a selection. The option with a check mark is the current selection.



Run Menu

The Run menu includes *Start Test* and *Stop Test* commands. The *Start Test* command starts a new test with pre-selected number of questions. The test has to be accomplished within specified time. After a test finishes, test score will be saved to student's record file.

The *Stop Test* command will abort the current test session. The unfinished test will not be saved to student's record.



Options Menu

The *Options* menu includes commands that enable you to choose between *whole numbers* and *real numbers*; and to set test time and number of questions for each test.

Whole Number command set all test numbers to whole number (integer).

Real Number command set all test number to real number (floating-point).

Set Test Time command enable user to set time for each test. The time is measured in minutes. The default test time is 15 minutes. If an user do not want to be constrained by time, he/she can choose a longer test time. For example, he can set time to 100 minutes.

Set Number of Questions command allows user to enter number of questions for each test. The default number is 100 questions per test.

When choosing test time and number of questions per test, a user or parents should take into account of difficulty levels and data type. Questions of real numbers are more difficult than those of whole numbers'.

After the above options are set, these settings will remain in effect until next time you change them. The computer will keep tracking the latest settings. When you start the program, the setting of the most recent session will be used.



Report Menu

The Report menu includes commands that enable you to view all previous test results and print them out to printer.

Print command will print all previous test results directly to a printer.

Summary command will show all previous test results first in screen. Users will have a chance of reviewing them first on screen and then printing them out in a printer.

Clear Score command will clear all old score and enable an user to start from fresh.

Current program provides the capability of saving up to 100 test results. If test results exceed 100, the oldest results will be replaced with the most recent results.

Computer Based Math Training

Simulation

Help can be used for simple simulations.

