



Multiplication Drill (MD) version 2.01

Multiplication Drill was created to help your child learn his or her multiplication tables by drilling them on the one hundred (100) possible combinations.

MD is shareware. Please support the shareware concept. See "Benefits of registering" below. Please pass this program on to your friends and acquaintances. Thank you!

Table of contents:






[Audio Reinforcement \(Rewards\)](#) How am I rewarded with sound for a correct answer?
[Benefits of registering](#) Yes, it's a unabashed spiel!
[Disclaimer](#) Liability disclaimer (yech!).
[How long did it take me to answer correctly?](#) Timer information.
[How many right/wrong?](#) Right/Wrong counters.
[How to Register Multiplication Drill](#) No, it's not Spike Lee, but Do The Right Thing.
[Keyboard or Mouse?](#) Which should I use?
[MD File List](#) A list of the files that ship with Multiplication Drill. [CRC's](#) of md.zip's contents as well.
[Next problem please...](#) I finished a problem, now give me another one please.
[Oops! I entered a wrong answer!](#) The escape key to the rescue!
[Program Rules](#) What are the program rules?
[Problem's too hard, give me another one](#) If only school were this easy...
[Turn Sound On/Off](#) Sound? What Sound? -or- My Neighbors Are Complaining!
[Visual Reinforcement \(Rewards\)](#) How am I rewarded visually for a correct answer?

How many right / wrong?

Two counters keep track of correct and incorrect answers:

Multiplication Drill

Help

	number right : 1		
	number wrong : 0		
	elapsed time : 03		

Note:

These counters do not allow for cheating such as by hitting the Enter key more than once on a correct answer.

File List & CRC File Integrity of md.zip

The following list is output from PKUnzip (ver 2.04g) when PKUnzip is run as follows:

```
pkunzip -v md.zip<CR>
```

(To insure your md.zip is original and untampered with make sure that the CRC's match with the list below.)

Length	Method	Size	Ratio	Date	Time	CRC-32	Attr	Name
959	DeflatN	473	51%	03-02-94	10:17	599c4486	--w-	README.1ST
21798	DeflatN	18188	17%	04-16-92	02:04	e3aefd95	--w-	GOOD01.WAV
21036	DeflatN	17727	16%	10-22-92	02:01	6aadb22b	--w-	GOOD02.WAV
36567	DeflatN	16681	55%	03-05-94	14:39	fedc381a	--w-	MD.EXE
58438	DeflatN	48398	18%	04-16-92	02:04	ca652408	--w-	GOOD03.WAV
52880	DeflatN	13049	76%	12-07-93	15:28	e9261f71	--w-	SETUP.EXE
1123	DeflatN	414	64%	03-05-94	15:27	2da663d4	--w-	SETUP.INI
31428	DeflatN	21951	31%	09-01-93	18:25	38e58d52	--w-	GOOD04.WAV
23262	DeflatN	21997	6%	09-01-93	18:25	4fb9f3da	--w-	GOOD05.WAV
22128	DeflatN	14903	33%	09-01-93	18:25	dd886919	--w-	GOOD06.WAV
88790	DeflatN	60017	33%	09-01-93	18:25	a402f3be	--w-	GOOD07.WAV
10348	DeflatN	8834	15%	09-01-93	18:24	360b41f4	--w-	GOOD08.WAV
5984	DeflatN	4984	17%	09-01-93	18:25	aa843a30	--w-	GOOD09.WAV
18168	DeflatN	10119	45%	09-01-93	18:25	15c9069a	--w-	GOOD10.WAV
49040	DeflatN	25008	50%	09-01-93	18:24	4cdfdfa8	--w-	WRONG01.WAV
48422	DeflatN	35496	27%	04-16-92	02:04	d54e030c	--w-	WRONG02.WAV
13228	DeflatN	11297	15%	01-05-93	21:40	f3aa4daa	--w-	WRONG03.WAV
37166	DeflatN	29824	20%	09-01-93	18:25	37690f43	--w-	WRONG04.WAV
11224	DeflatN	7853	31%	09-01-93	18:24	c74f564a	--w-	WRONG05.WAV
40022	DeflatN	22278	45%	09-01-93	18:24	d06922df	--w-	WRONG06.WAV
18904	DeflatN	14403	24%	09-01-93	18:24	7fa5dd0b	--w-	WRONG07.WAV
8024	DeflatN	6200	23%	09-01-93	18:24	e9b7ab9b	--w-	WRONG08.WAV
22572	DeflatN	7634	67%	09-01-93	18:24	5a85360d	--w-	WRONG09.WAV
42404	DeflatN	36439	15%	09-01-93	18:24	b751799c	--w-	WRONG10.WAV
136972	DeflatN	98311	29%	09-01-93	18:25	cf3e113f	--w-	OPEN.WAV
10292	DeflatN	8751	15%	09-01-93	18:24	f1027f13	--w-	CLOSE.WAV
33722	DeflatN	1773	95%	12-29-93	21:36	a2a19d2e	--w-	1.BMP
14342	DeflatN	1567	90%	12-22-93	19:32	9d2e3e30	--w-	2.BMP
29030	DeflatN	4763	84%	12-22-93	20:22	631e3659	--w-	3.BMP
29446	DeflatN	5669	81%	11-25-93	00:14	594e0a8e	--w-	4.BMP
34786	DeflatN	3387	91%	02-28-94	20:14	989879e5	--w-	5.BMP
2102	DeflatN	179	92%	02-28-94	21:34	68f72672	--w-	MD.BMP
52104	DeflatN	12072	77%	03-05-94	14:10	1f340443	--w-	MD.HLP

The last file, **md.hlp**, will have the correct **length**, but will have an incorrect CRC-32. Disregard this one and only discrepancy.

Liability Disclaimer

We have tried **very hard** to produce a bug-free software program but cannot guarantee that all bugs have been exterminated. ***Therefore, if you use this product, you do so at your own risk.*** NoVB Software hereby disclaims any liability for any damage(s) caused by using this program.

Next Problem Please...

Pressing the <N> key will bring up a new problem.

Keyboard or Mouse?

The program may be run via keyboard or mouse (or a combination of both).

As a convenience to the user the **NumLock** key is turned on at program startup and turned off at program Exit.

Problem's too hard...

If the problem is "too hard" then the child may select a different one by pressing the <N> key.

Sooner or later though, the hard problem will need to be solved.

Oops! I entered a wrong answer!


A wrong answer may be changed (re-entered) by pressing the Escape key (*before* pressing the Enter key).

How long did I take to answer correctly?

The timer shows the elapsed time in seconds before a correct answer was entered:

Multiplication Drill

Help

<input type="text"/>	number right : 1	
<input type="text"/>	number wrong : 0	
<input type="text"/>	elapsed time : 03	

If more than 60 seconds elapses then the timer starts over.

This is repeated until a correct answer is entered or the program Exits.

Audio Reinforcement (Rewards)

Multiplication Drill (MD) has both positive and negative reinforcement via sound "clips". These may be changed by you, the parent or teacher, to perhaps reflect better reinforcement. The sound clips are simply .wav files. Wave files used by MD are labeled "good01.wav" through "good10.wav" (and are positive reinforcement wave files) while "wrong01.wav" through "wrong10.wav" are negative reinforcement wave files. You may take (or create) your own wave file and rename it to one of the filenames listed above to introduce your own "personality" to the program. Just make sure you put the file in the correct place (typically to c:\md) and keep it short timewise!

P.S. - To change the **opening** Nag Screen audio clip rename your .wav file to "open.wav".

P.P.S. - To change the **Exit** sound clip rename your .wav file to "close.wav".

Visual Reinforcement (Rewards)

Overview 1

Correct answers are rewarded with a slice of a picture (100 slices in all) so that if your child wishes to see the entire reward picture then he or she must answer all 100 problems correctly (no matter how long it takes).

Overview 2

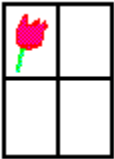
A **happy face** also signals correct or incorrect answers - a smile for correct, a frown for incorrect. A neutral face indicates that an answer has not yet been entered. The "face" is especially useful if the sound is turned off (Sound menu item has no checkmark).

Hey! I don't like your pictures!

These pictures may be substituted to display one, two, three, four, or up to five of *your liking*. The program MD uses files named **1.bmp** through **5.bmp** and selects one at random upon program startup to display during that session. Just create or find a .bmp of your choice and rename it to one of the filenames listed above. *Follow this caveat though:*

Keep each .bmp file "small".

The pictures that ship with Multiplication Drill are from Corel Draw! Version 3.0 and were resized to fit into the upper left quadrant of a 8.5 x 11 inch Corel Draw! "page" as such:



The image was then selected and exported as a n.bmp file (where n is 1,2,3,4, or 5).

P.S. - It's a good idea to save the original bmp files under different filenames just in case you want to restore them later. In any case, they're always still available in md.zip.

How to Register Multiplication Drill

Benefits of Registering

If you register you will be mailed a laser-printed manual & disk label along with future upgrade notices/discounts and future product release notices. Plus you will clear your conscience!

Shareware Concept

Multiplication Drill is marketed as shareware which means you can try it before you buy it. If you like this program and find it useful in teaching your child his or her multiplication tables then please support our current and future efforts by sending a check for \$15.00 to:

Richard F. Retter
4 Fair Lane
New Fairfield CT 06812

203 746 1229

CompuServe ID: 75156.1300

(E-mail may be sent to the above CompuServe ID but most likely will not be answered on a *daily* basis.)
Writing or phoning is a better way of contacting us.

If you live in Connecticut please include 6.0% sales tax.

If you need more than one copy of MD (for more than one computer, as in a school computer lab) then please phone us for site license discounts.

Thank you!

Program Rules

Rules:

Problems are presented over and over again randomly *until answered correctly*.

You may not boost your correct answers total by repeatedly clicking the "check answer" button after answering a problem correctly.

Conversely, you may not boost your wrong answers total by repeatedly clicking the "check answer" button after answering a problem incorrectly. (But then again, why would you want to?)

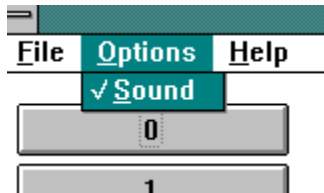
The timer is stopped only after a correct answer has been entered.

The timer, if it reaches 60 seconds, resets itself to 0 seconds and starts counting all over again.

Turn Sound On / Off

Under the **Options** menu is a **Sound** menu item.

By default Sound is On and a checkmark appears next to the Sound menu item:



If you have a sound card or a software sound driver for Windows try using the sound option. If you hear just a "ding" after pressing the Enter key while running the program it is Windows trying to tell you it cannot play the sound .wav files - so turn the Sound option to Off.

If a software sound driver is being used such as "speaker.exe", then the sound will play entirely *before* the program continues. The way around this annoyance is to purchase a sound card capable of playing .wav files asynchronously (most, if not all, do).

Toggle the Sound menu item checkmark to turn sound on or off:

If you wish to turn Sound **On** then select the Sound menu item by clicking on it when the checkmark is not visible.

If you wish to turn Sound **Off** then select the Sound menu item by clicking on it when the checkmark is visible.

The Sound setting is saved between sessions. If you turned it off during one session then the next time you run MD the sound will still be off.

The picture is really a Windows .bmp file. See below.

Corel Draw! is a trademark of Corel Systems

CRC = **Cyclic Redundancy Check**, a method of insuring data integrity and file originality.

