

# Tablet Flash Cards v1.0

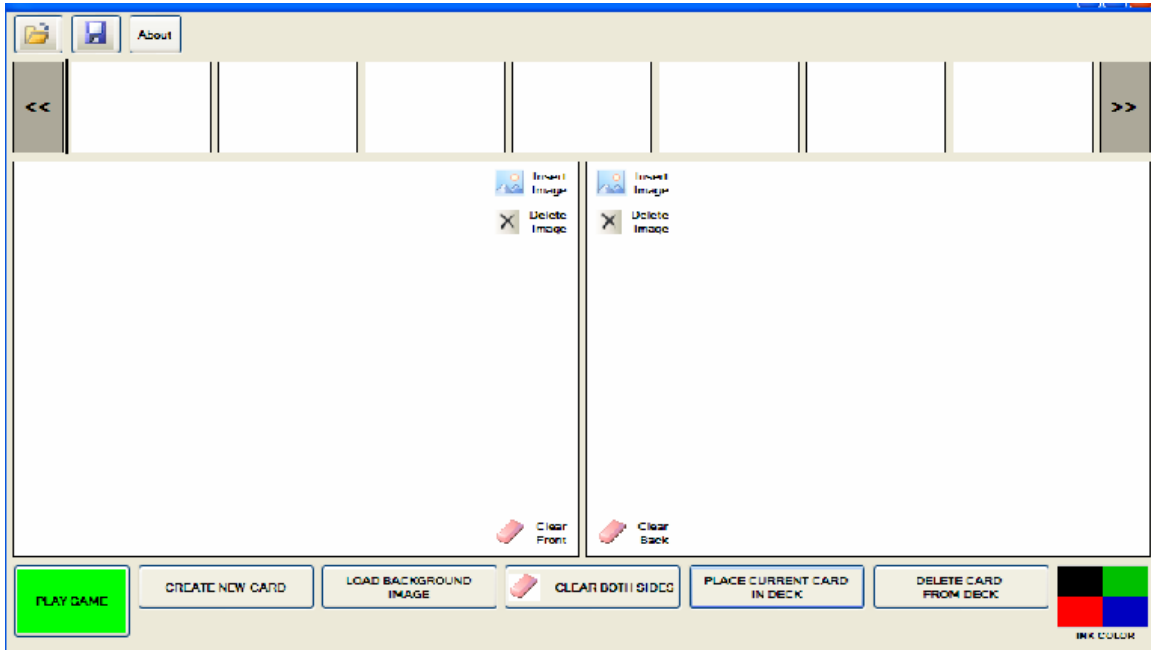
This document describes how to use Tablet flash card program in an educational setting. This program runs only on computers running Microsoft XP Tablet PC edition or Vista Enterprise Edition.

## Installing Flashcards

1. Download the zip file Flash Cards Executable.zip from <http://www.cs.cmu.edu/~ab/15-397/programs/>
2. **Place the unzipped folder in c:\ drive(not desktop)**  
create a shortcut (right click on exe file and choose create shortcut) to FlashCards.exe and drag that to desktop

## Creating a Deck

1. Click on the shortcut to start the program and you will see this.



2. Write the question on front (left window) and answer on back (right window)
3. Click on button "Place Current Card in Deck" to place the card in Deck.
4. Continue to build the deck
5. When done click on "save" icon (second icon top left) and provide name and a location to save the files.

## Importing Images

Current version allows any image to be imported as a background image and annotate that. We plan to extend the functionality of image imports in future versions. Here are the things to do to work with images.

**Caution: Image must be resized to get the best performance. Too big or too small images can look awkward.**

1. **Prepare the image**
  - a. Best way to prepare the image is to open the image on Microsoft paint.
  - b. Choose image → Attributes
  - c. Set width = 475 and height = 350
  - d. If the image is clipped and not desirable go to step 2
2. **Resize the image**
  - a. Open the original image on paint again
  - b. Choose image → stretch/skew
  - c. Choose the horizontal/vertical percentages to bring the image closer to width = 475, and height = 350.
  - d. For example, if the original image has size attributes width=1000, height =1000, then make horizontal = 50% and vertical = 33%
  - e. You may have to experiment with this a bit to see how best to take the image to approximately width = 475, height = 350
  - f. Save the image. It is possible that you may lose clarity as you try to perform this operation. But if the image is good quality then you may not find any loss in resolution.
3. **Images from other applications**
  - a. If you made an image in Geometers Sketch Pad, copy image to clipboard
  - b. Paste the clipboard content to Microsoft Paint
  - c. Follow steps described in 1 or 2 above to clip or rescale the image

## Using a Deck

1. To use a deck import the deck using open file button on top left.
2. Click on “play game” button on bottom left
3. Click on “show new card”
4. Write the answer on the left window
5. Click “Show Answer” to see the correct answer
6. If you are right click on “I was right” button, or “I was wrong” button
7. “Show new Card” to get the next card.

## **How to Use Flash Card in an Educational Setting**

We believe the best way to use flash cards is to make them available in a shared environment. For example, if students can save flash card decks on a school server,

1. Create a common folder, where students can create and save flash card decks.
2. Encourage **students** to name the flash card decks in a way that they are easy to find. Example: Pythagorean Theorem.
3. A good exercise is that each student is creating a flash card deck based on a section or chapter of the book.
4. Name the deck same as the name of the section or chapter
5. **Instructors** can create a flash card deck as a review for an exam and distribute that through a common folder

## **Future Improvements**

This is version 1.0 of the flash card program. We intend to enhance the functionality of the program to include many other features and eliminate the need to manually resize the images that are imported to the program. We will also create an online login system where students can save and share the images online. Stay tune for more software updates.

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