

APPS WIDGETS

 ProxyMITY	 Clicker	 ProxyMITY Wi-Fi	 Blender Animations
 Robot	 C	 C++	 AAKASH tablet for every indian APPLICATION MANUAL
 Python	 Scilab	 Educational Content	

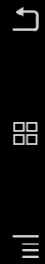


Table of Contents

1) Introduction to Aakash Applications.....	1	2.2.3) Selecting a Wi-fi Network	15
1.1) Home Screen	1	2.2.4) Viewing Lecture from SD Card.....	16
1.2) Display Indicators	2	2.2.5) Viewing Lecture using Wifi	17
2) Aakash Applications	3	2.2.6) Navigation	18
2.1) Clicker	4	2.2.7) Play video with Subtitles	19
2.1.1) Selecting Course	5	2.2.8) Creating bookmark.....	20
2.1.2) Attendance	6	2.2.9) Viewing bookmark.....	21
2.1.3) Quiz	7	2.2.10) Update/ Delete bookmark.....	21
2.1.4) Navigating Questions.....	8	2.3) Robot	22
2.1.5) Answering quiz	8	2.3.1) FIREBIRD V ROBOT	22
2.1.6) View current Result	9	2.3.2) Wi-Fi Camera.....	23
2.1.7) View Student Information	10	2.3.3) Schematic.....	24
2.1.8) View Reports	11	2.3.4) Assembly Pictorial	25
2.1.9) Help menu	13	2.3.5) Charging the Robot:	26
2.1.10) Logout.....	13	2.3.6) Charging Battery of Camera-	28
2.2) Proximity.....	14	2.3.7) Turning on the camera	29
2.2.1) Introduction.....	14	2.3.8) Turning on the Robot	29
2.2.2) Loading SD Card.....	14	2.3.9) Selecting a Wi-fi Network	30

2.3.10) Start Robot Application	31	3.2.6) Open.....	42
2.3.11) Configuring Robot and Camera.....	32	3.3) Python Programming.....	43
2.4) Blender Animation	33	3.3.1) Text Area and Output Window.....	43
2.5) Educational Content	33	3.3.2) Load Examples.....	43
3) Aakash Programming Lab	34	3.3.3) Execute.....	44
3.1) C Programming.....	35	3.3.4) Write	45
3.1.1) Text Area and Output Window	35	3.3.5) Save.....	46
3.1.2) Load Examples	35	3.3.6) Open.....	46
3.1.3) Execute	36	3.4) Scilab Programming.....	47
3.1.4) Write.....	37	3.4.1) Text Area and Output Window.....	47
3.1.5) Save	38	3.4.2) Load Examples.....	47
3.1.6) Open	38	3.4.3) Execute.....	48
3.2) C++ Programming	39	3.4.4) Write	50
3.2.1) Text Area and Output Window	39	3.4.5) Save.....	51
3.2.2) Load Examples	39	3.4.6) Open.....	51
3.2.3) Execute	40		
3.2.4) Write.....	41		
3.2.5) Save	42		

1) Introduction to Aakash Applications

Your Aakash is an Android 4.0 tablet which has preloaded applications like Clock, Alarm, Calendar, etc.. Apart from the standard applications available, IIT Bombay has developed and loaded some extra. These applications are useful for students, teachers, and any individual who is inclined towards learning.

The applications are classified into two groups: the Aakash Application and Aakash Programming lab, listed below.

- Aakash Applications:
 - Clicker
 - Proximity
 - Robot Controller
- Aakash Programming Lab:
 - C
 - C++
 - Python
 - Scilab

Application Manual Version 1.1 - October 2012

1.1) Home Screen

Home Screen

The main/basic screen of the tablet, that contains shortcut icons(if created), widgets, etc.

Menu Button

Displays list of applications installed



Notification Bar

Contains display indicators/ notification icons like wifi, battery level, alarm clock (if set), etc..

Fig 1

1.2) Display Indicators

The display indicators are present in the notification bar placed at the bottom (Fig 1) of the screen.

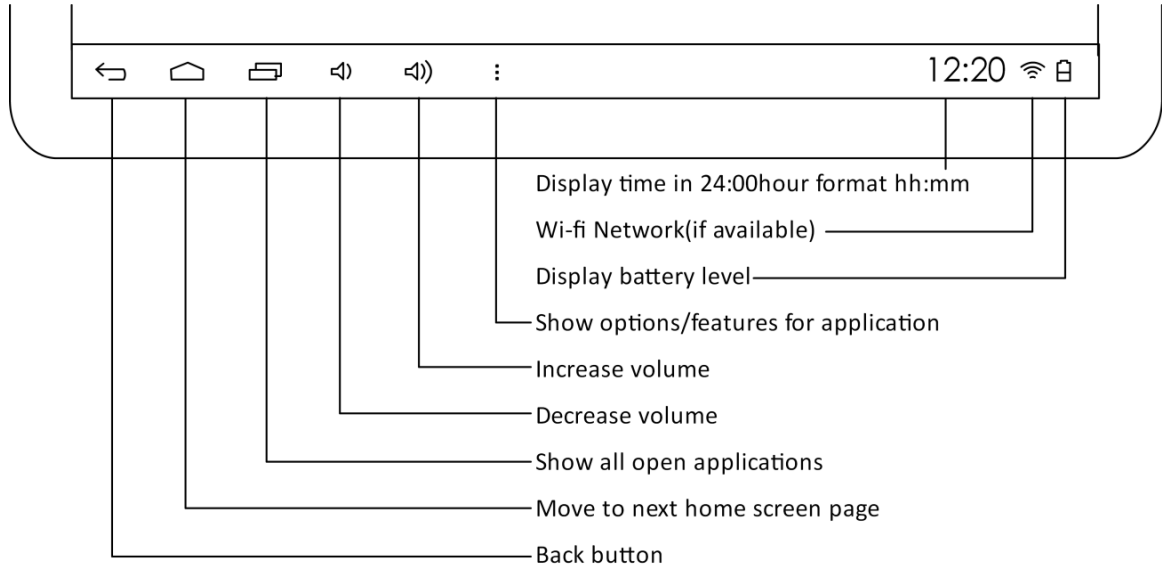


Fig 2

2) Aakash Applications

Touch Menu button on the home screen and browse through the list of applications.

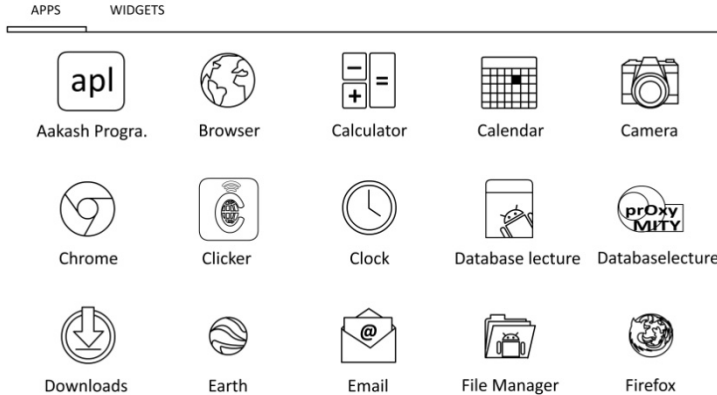


Fig 3

Touch Aakash Applications



Fig 4

This will display Aakash Applications.

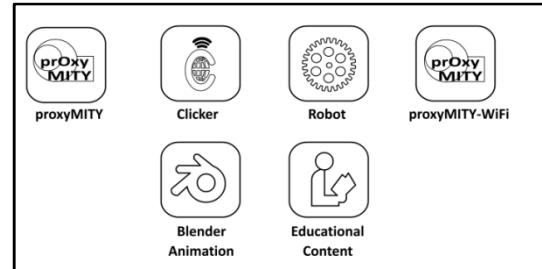


Fig 5

2.1) Clicker

In a classroom environment, interaction between instructor and participants is the most crucial factor for effective learning. Clicker devices are used to collect instant feedback from a large number of students, either as a response to a question, or to a quiz. IIT Bombay had developed a low cost clicker device, and a complete system which was used for conducting quizzes. This application system has been successfully ported on Aakash. Clicker response collection is now available through a web based interface.

Since Aakash is more powerful than an ordinary clicker device, several useful features have been added. A quiz question now gets fully downloaded on individual student's Aakash tablet, through Wi-Fi. A multiple question test can now be conducted. All the questions of such a test are downloaded on the student tablet. Time control is maintained by Aakash. At the end of the test time, all answers are automatically collected, and individual scores get recorded in the back-end system.

Note:- This application can run only when the complete software is working on the back-end server, which can connect to the Aakash tablets with students using Wi-Fi.

Touch [Clicker](#)



Clicker

Fig 6

Clicker application screen is displayed that contains text field, where Tablet ID and IP are to be entered. Tablet ID is a number located on the back side of the tablet.

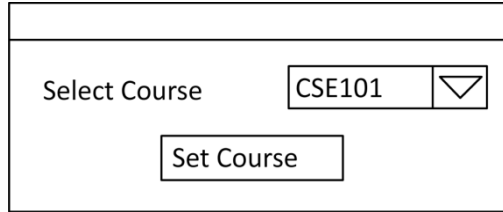
Enter Tablet ID	
<input type="text" value="1"/>	
Enter Server IP Address	
<input type="text" value="192.168.1.100"/>	
<input type="button" value="Connect"/>	<input type="button" value="Reset"/>

Fig 7

2.1.1) *Selecting Course*

Select Course from dropdown list. (Ex- CSE101)

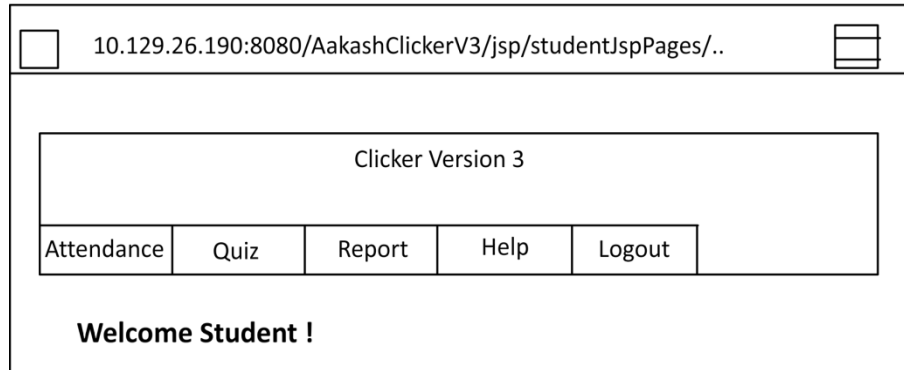
Touch Set Course button.



The screenshot shows a mobile application interface for selecting a course. It features a text label "Select Course" on the left. To its right is a dropdown menu with "CSE101" selected and a downward-pointing arrow icon. Below these elements is a rectangular button labeled "Set Course".

Fig 8

A welcome screen is displayed.



The screenshot displays a student welcome screen. At the top, there is a browser address bar showing the URL "10.129.26.190:8080/AakashClickerV3/jsp/studentJspPages/.." and a hamburger menu icon on the right. Below the address bar is a large rectangular box containing the text "Clicker Version 3". Underneath this box is a horizontal navigation bar with five buttons: "Attendance", "Quiz", "Report", "Help", and "Logout". At the bottom of the screen, the text "Welcome Student !" is displayed in a bold font.

Fig 9

2.1.2) Attendance

Touch Attendance tab for submitting attendance.

Touch Attendance button for submitting attendance.

The instructor initiates the attendance. A message “Attendance not taken, Please try later” is displayed if the instructor has not initiated.

When the instructor initiates, a countdown timer is displayed on the tablet screen.

Touch Submit Attendance button.

A dialog box appears after attendance is submitted.

Touch Ok button.

“Attendance Taken” message appears on the screen after attendance is submitted.

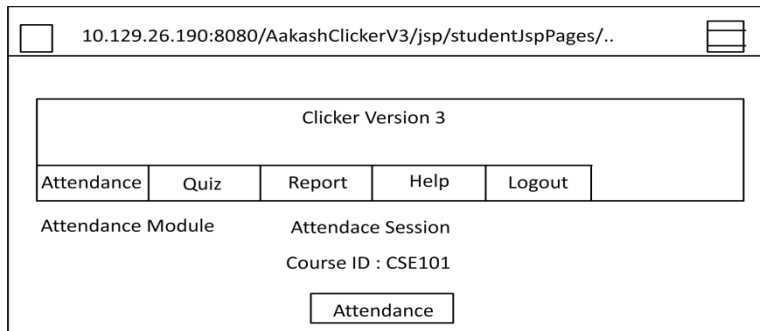


Fig 10

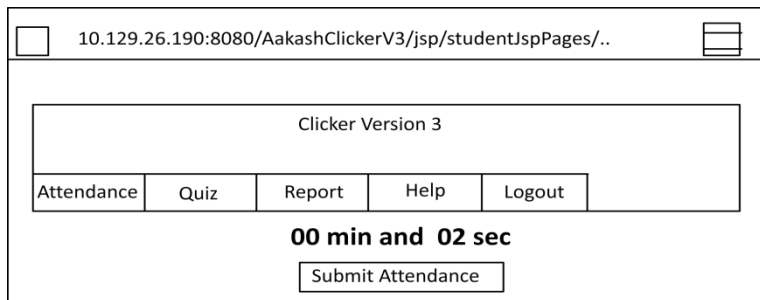


Fig 11

2.1.3) Quiz

Touch Quiz tab

“Waiting for quiz” message appears on the screen.

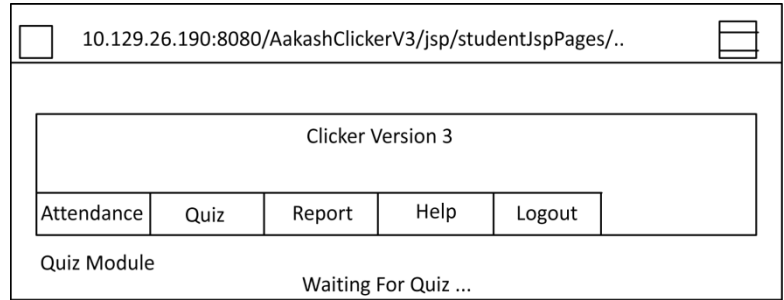


Fig 12

Questions are displayed on the tablet screen after the quiz is launched by the instructor.

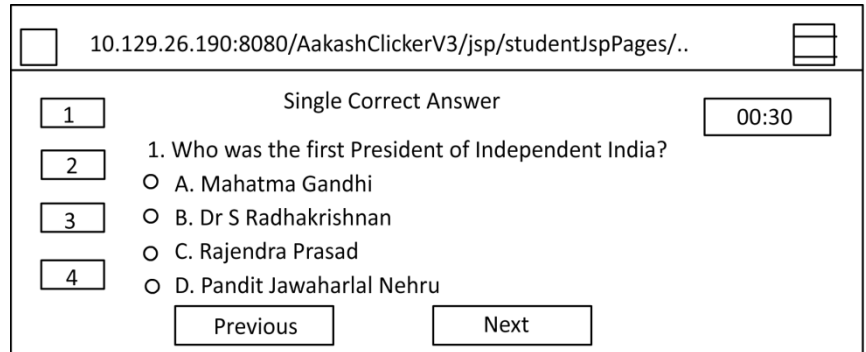


Fig 13

2.1.4) Navigating Questions

Touch Previous to view the previous question

Touch Next to view the next question

Touch the respective buttons, placed on the left to navigate to a particular question.

2.1.5) Answering quiz

Touch the corresponding radio buttons (options for the question). Quiz will end automatically after some stipulated time decided by the instructor.

A message stating “Your Response has been successfully received” message.

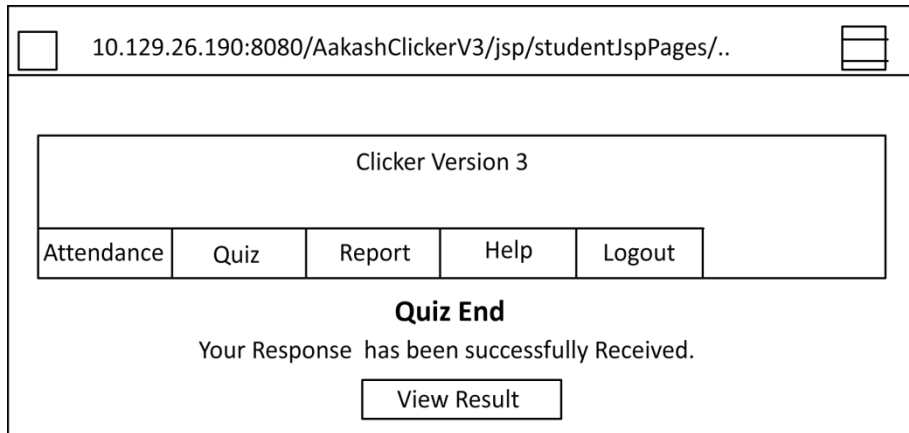


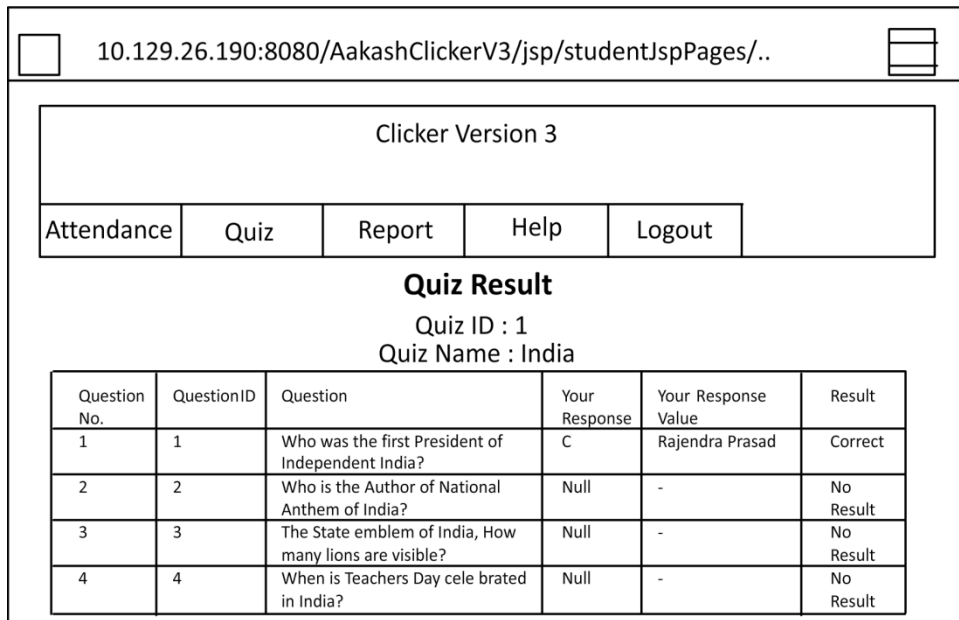
Fig 14

2.1.6) View current Result

Answer the quiz initiated by the instructor.

Touch [View Result](#) button.

The result will be displayed on the screen.



10.129.26.190:8080/AakashClickerV3/jsp/studentJspPages/..

Clicker Version 3

Attendance Quiz Report Help Logout

Quiz Result
Quiz ID : 1
Quiz Name : India

Question No.	QuestionID	Question	Your Response	Your Response Value	Result
1	1	Who was the first President of Independent India?	C	Rajendra Prasad	Correct
2	2	Who is the Author of National Anthem of India?	Null	-	No Result
3	3	The State emblem of India, How many lions are visible?	Null	-	No Result
4	4	When is Teachers Day celebrated in India?	Null	-	No Result

Fig 15

2.1.7) View Student Information

Touch Report tab

Touch Student Information radio option

Student information is displayed on the screen.

The screenshot shows a web browser window with the URL 10.129.26.190:8080/AakashClickerV3/jsp/studentJspPages/.. The page title is "Clicker Version 3". Below the title is a navigation bar with tabs: Attendance, Quiz, Report, Help, and Logout. The "Report" tab is selected. The main content area is titled "Report Module" and contains the following information:

- Department Name : CSE
- Course :
- Student ID :1
- Student Information
- Result

Student Name	Ashish
Year	2011
Semester	Spring

Fig 16

2.1.8) View Reports

Touch Report tab

Touch Course

Touch Course name.

(Ex- CSE101)

Touch Result option.

Touch Student Report button

Student's overall report is displayed.

The screenshot shows a web browser window with the URL `10.129.26.190:8080/AakashClickerV3/jsp/studentJspPages/..`. The page title is "Clicker Version 3". Below the title is a navigation menu with five tabs: "Attendance", "Quiz", "Report", "Help", and "Logout". The "Report" tab is selected. Below the menu, the "Report Module" section is displayed. It includes the text "Department Name : CSE", "Course : CSE101" (with a dropdown arrow), and "Student ID :1". There are two radio button options: "Student Information" (unselected) and "Result" (selected). At the bottom of the module is a button labeled "Student Report".

Fig 17



10.129.26.190:8080/AakashClickerV3/Report



Download pdf

Student Result

Clicker web

Wednesday 12

Department Name: CSE **Student ID :** 1

Course Name : Social Awareness **Student Name :** Ashish

Quiz Name	Time Stamp	Marks	Out Of	Percentage
India	9/12/12 8:52PM	10.00	10	100.00
India	9/12/12 8:50PM	5.00	5	100.00
India	9/9/12 8:30PM	15.00	20	75.00
India	9/9/12 2:53PM	0.00	10	0.00
India	9/9/12 1:35PM	0.00	15	0.00

Fig 18

2.1.9) Help menu

Touch Help tab

User manual is displayed.

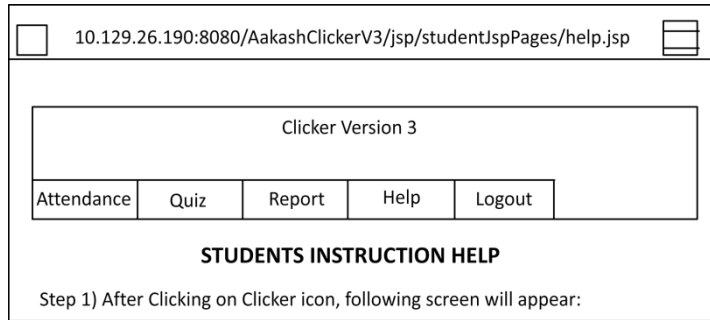


Fig 19

2.1.10) Logout

Touch Logout tab to exit the application.

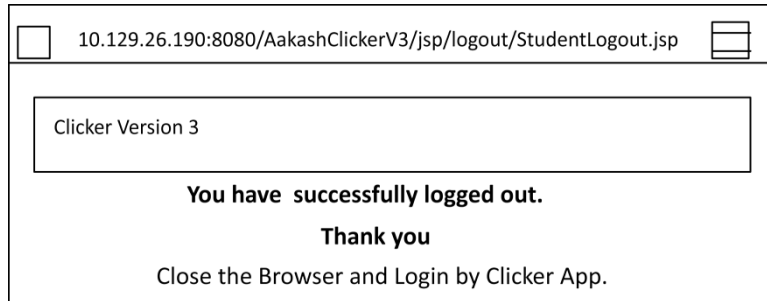


Fig 20

2.2) Proximity

2.2.1) Introduction

ProxyMITY is a tool developed at IIT Bombay, which enables creation of interactive lessons, by importing lecture video and presentation slides. The name stands for Proxy Multimedia.

Integration Tool for You. In any lecture, Presentation slides which fall under a single topic are grouped together as part of a 'Theme', which is a searchable attribute. The presentation slides are then synchronized with the lecture video, on a chosen timeline. The entire lesson is published in the form of either a desktop standalone application, or as html content to be viewed within a web browser. Students are able to view the published lessons, and can navigate to specific topics. The lessons are distributed in Open Source, under the Creative Commons license.

An application has been developed for accessing these lessons on Aakash tablets. Students get individual access to quality lectures of reputed teachers, for effective personalized learning. They have the flexibility of studying anytime, anywhere, and at their own pace. A searchable database storage and retrieval system for students, that enables fast access to relevant lessons, is being developed.




2.2.2) Loading SD Card

Insert the pen drive or SD card in the slot provided on the tablet. Refer the basic manual for inserting the SD card.

Wait for 10 seconds for the pen drive or SD card to be detected by the tablet.

A message stating "Preparing SD Card" will be displayed in the notification bar. This means the pendrive or SD card is ready for use.

2.2.3) Selecting a Wi-fi Network

Touch Menu button on the home screen		
Touch Settings	 Settings	Fig 21
Touch <u>Wi-Fi</u>		Fig 22
Touch “OFF” to switch on Wi-Fi connectivity		Fig 23
The tablet will list all the available W-Fi connections.		

Touch any one of the available Wi-Fi networks

Touch Connect

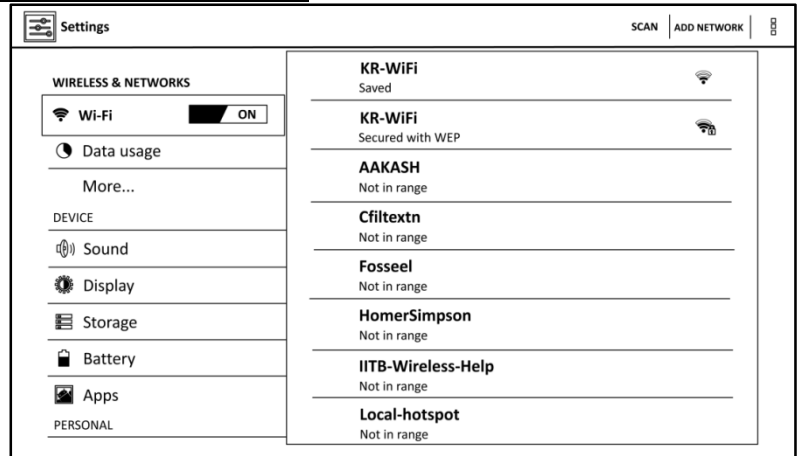


Fig 24

2.2.4) Viewing Lecture from SD Card

Insert the SD Card into the tablet.
Refer 2.2.2

Touch proxyMITY



Fig 25

A list of lectures is displayed.



ProxyMity	
	/mnt/sdcard/DBMS_Converted.mp4 DBMS_Converted.mp4 173.5mb 01:00:16
	/mnt/sdcard/cs101.mp4 cs101.mp4 132.0mb 01:00:16

Fig 26

The lectures will be played automatically from SDCard/pendrive.
An example video is shown.

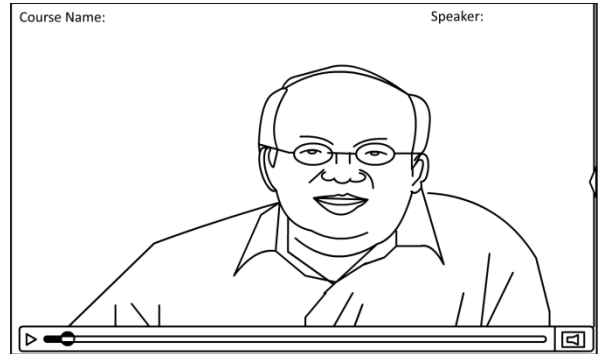



Fig 27

2.2.5) Viewing Lecture using Wifi

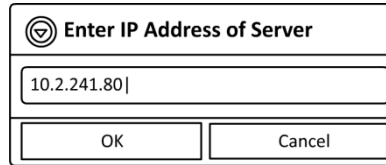
Select appropriate Wi-Fi connection. Refer 2.2.3

Touch proximity-Wifi  Fig 28

Touch Options.

Touch Wifi-Settings.  Fig 29

A dialog box .is displayed



A dialog box titled "Enter IP Address of Server" with a dropdown arrow icon on the left. It contains a text input field with the IP address "10.2.241.80|". Below the input field are two buttons: "OK" and "Cancel".

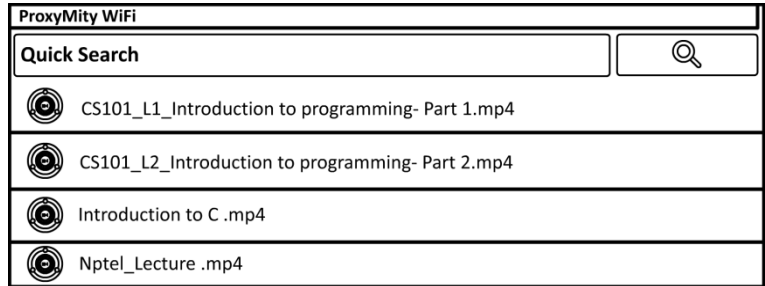
Fig 30

Enter the IP address of the server from where you want to fetch the video lecture.

(eg: <http://10.105.14.224/>)

Touch OK to confirm.

A list of video lectures present on the server is displayed.



A list titled "ProxyMity WiFi" with a search bar at the top. The search bar contains the text "Quick Search" and a magnifying glass icon. Below the search bar are four items, each with a circular icon containing a Wi-Fi symbol and a text label:

- CS101_L1_Introduction to programming- Part 1.mp4
- CS101_L2_Introduction to programming- Part 2.mp4
- Introduction to C .mp4
- Nptel_Lecture .mp4

Fig 31

2.2.6) Navigation

To navigate through the video lecture, touch the arrow button



placed on the extreme right of the video lecture. Fig 26

A list of topics is displayed on the extreme right.

Touch the desired topic to view.

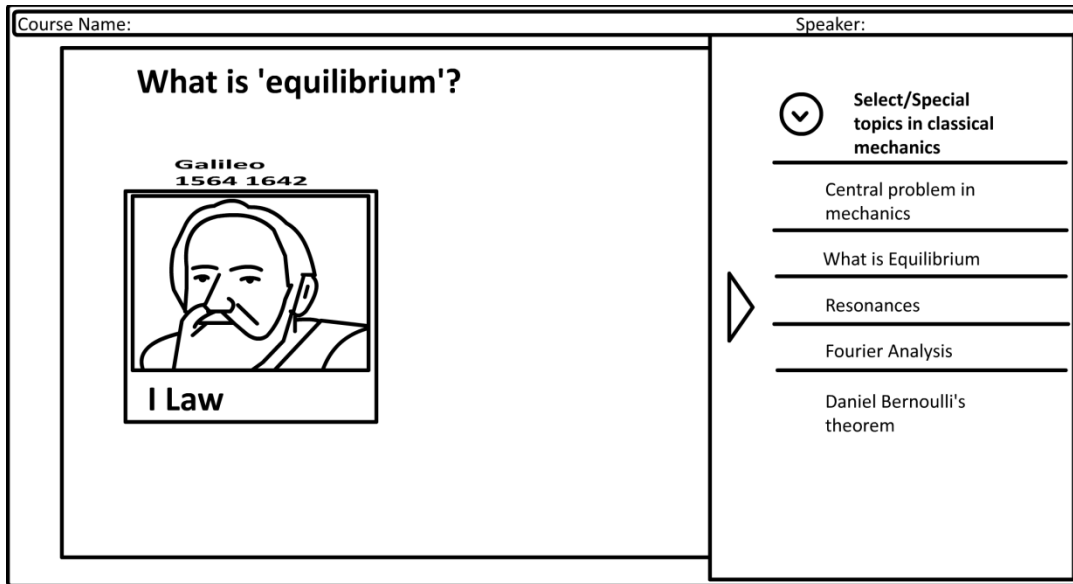


Fig 32

2.2.7) Play video with Subtitles

To play videos with sub titles, touch the Option button while viewing the video. This displays the options that can be performed for the video.

Touch Choose Subtitle.

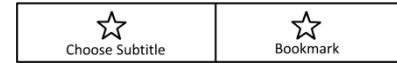


Fig 33

This will list all “.srt” files which are retrieved from SD-card/pen drive/server(wi-fi).

Touch the desired file.

The video lecture will be played along with subtitles which are displayed at the bottom.

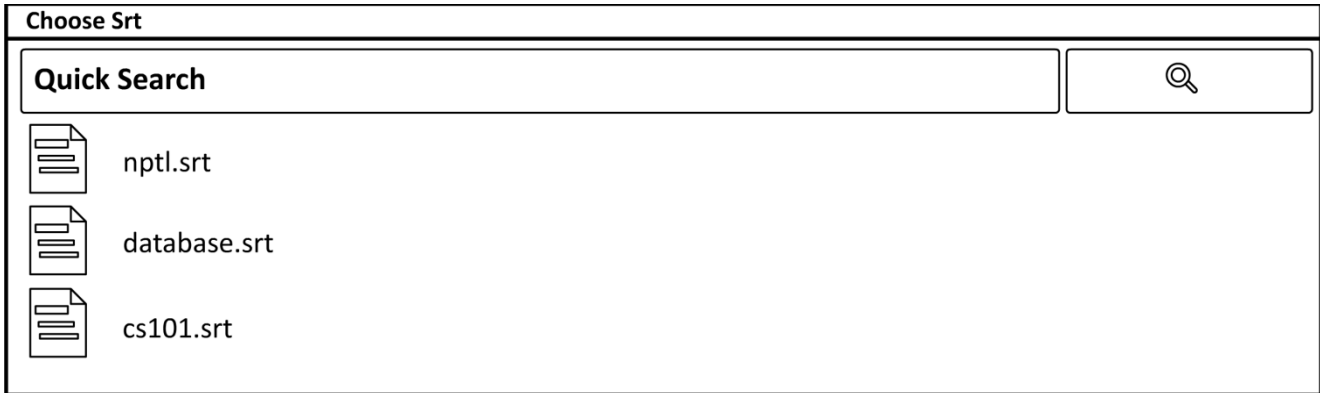


Fig 34

2.2.8) Creating bookmark

To bookmark certain part of the video, touch the Option button while viewing the video. This displays the options that can be performed for the video.



Fig 35

Touch Bookmark.

This displays the fields that need to be entered by the user.

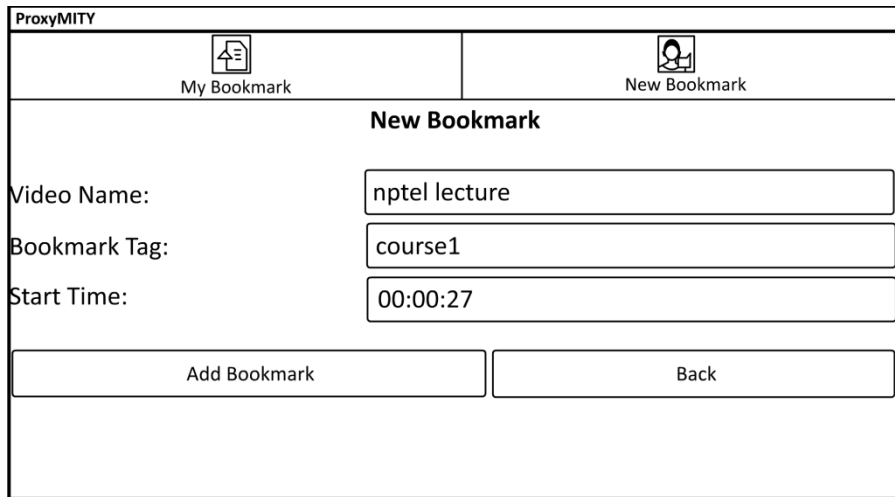
Enter the Video name and Bookmark Tag.

The start time is captured when the Bookmark option is selected.

Touch Add Bookmark button to save.

A message 'Successfully Bookmarked' is displayed.

The bookmark is saved in 'My Bookmarks' tab.



ProxyMITY

My Bookmark New Bookmark

New Bookmark

Video Name:

Bookmark Tag:

Start Time:

Fig 36

2.2.9) Viewing bookmark

To bookmark certain part of the video, touch the Option button while viewing the video. This displays the options that can be performed for the video.



Fig 37

Touch Bookmark. This displays the fields that need to be entered by the user. Touch My Bookmarks, which will display all the bookmarks.

Select the desired bookmark.

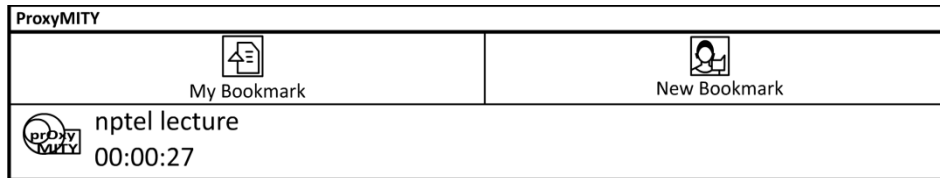


Fig 38

2.2.10) Update/ Delete bookmark

List/View all the bookmarks (Refer 2.2.7)

Touch and hold the desired bookmark for 3 seconds.

Edit the desired details.

Touch Update/Delete

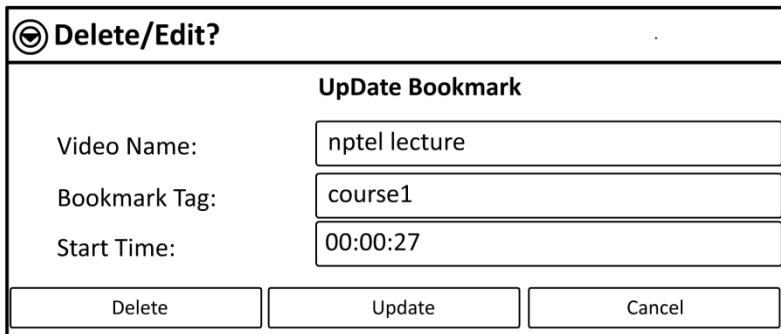


Fig 39

2.3) Robot

2.3.1) FIREBIRD V ROBOT

The Firebird V (ATMEGA2560) is a low-power CMOS 8-bit microcontroller based on the AVR enhanced RISC architecture. By executing powerful instructions in a single clock cycle, the ATmega2560 achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

The goal of 'e-Yantra' project at IIT Bombay, is to create the next generation of (Embedded System) engineers in India who are more practical in their outlook. The project aims at design and deployment of robots, for enhanced teaching of subjects in Engineering Colleges, to provide continued education for teachers for quality improvement in teaching, and to create Open Courseware for Embedded Systems for engineering students, based on robots.

We have developed a Robot-control application which runs on Aakash. A robot with a mounted camera is controlled by the Aakash tablet using a Wi-Fi hot spot. Students can control the movement of the Robot using a simulated touch-controlled joystick provided on the tablet. Simultaneously, the video stream captured by the camera mounted on the Robot, is transmitted to Aakash, which can be viewed in a window on the tablet.



Fig 40

2.3.2) Wi-Fi Camera

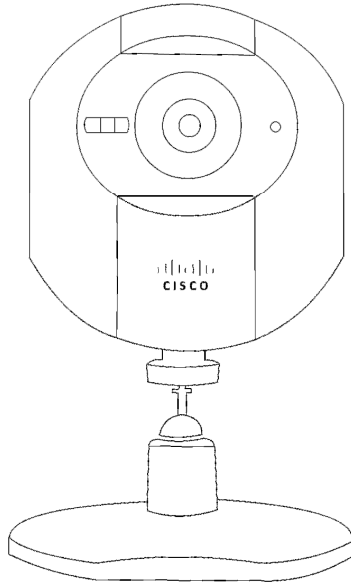


Fig 41(a) Front Panel

CISCO Linksys WVC80N wireless camera is mounted on the robot to get the picture of the surroundings of the robot.

Features:

- Wireless-N (2.4 GHz)
- Delivers high quality audio/video
- No computer needed
- Great for security
- View video on computer, tablet.
- Automated motion detection.

On/Off Switch

DC Power Socket

LAN Cable Connection

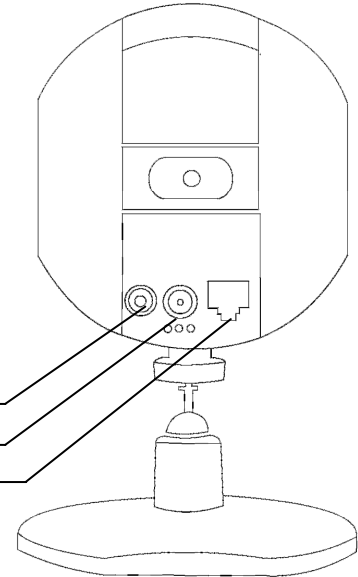
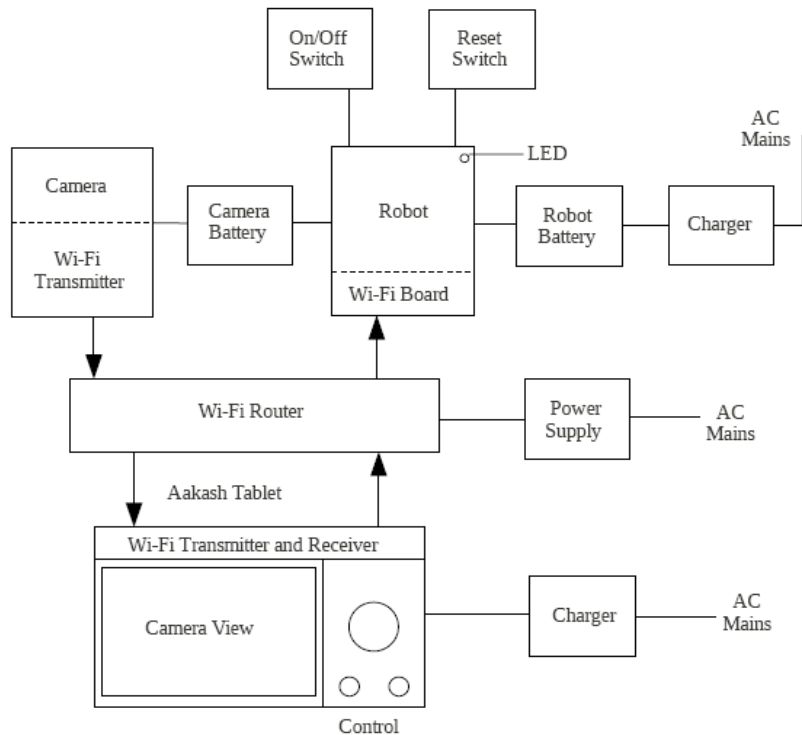


Fig 41(b): Back Panel

2.3.3) Schematic

Fig 42: Firebird Robot and Camera Control through Aakash tablet Interconnection Schematic Diagram



2.3.4) *Assembly Pictorial*

Fig 43: Assembly Pictorial view of the Robot Setup



2.3.5) *Charging the Robot:*

Turn off the Robot using the switch.

Make sure the FRC cable and power cord is connected to the power board.



Fig 44

Turn on the power supply and you will see a RED LED glowing on the board.



Fig 45

Connect the other end of the FRC connector to the Robot.

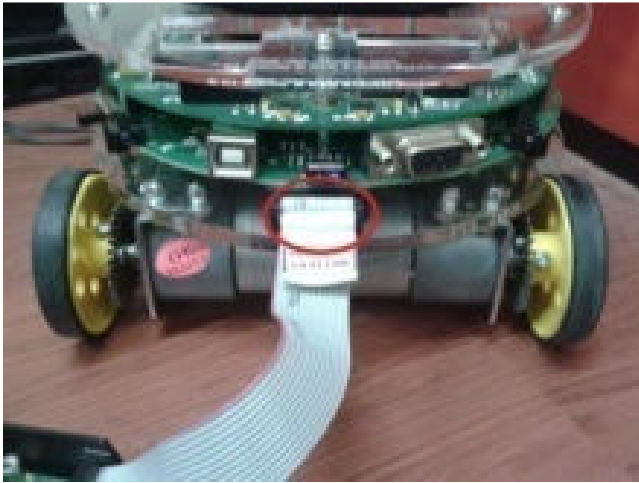


Fig 46

Press the button on the power board and charging will start. It is indicated by a constant glowing GREEN LED. If LED does not glow press the button again.



Fig 47

Alternate blinking of RED and GREEN LEDs shows that the battery is fully charged. Turn off the supply and unplug the power cord.

2.3.6) Charging Battery of Camera-

Connect the battery to the charger as shown below.



Fig 48

Turn on the switch.



Fig 49

Battery starts charging and is indicated by two RED leds glowing. Battery charge completed in indicated by both leds showing GREEN light.



Fig 50

Remove the wire and unplug the charger.

2.3.7) Turning on the camera

Switch on the router (Robot Router).

Connect the power cord of the battery to the camera as shown below

Switch on the power using the switch provided on the battery.



Fig 51

LED starts blinking. Wait till it stops blinking and glows continuously.



Fig 52

2.3.8) Turning on the Robot




Switch ON the robot

If it starts beeping, press the reset button once.



Fig 53

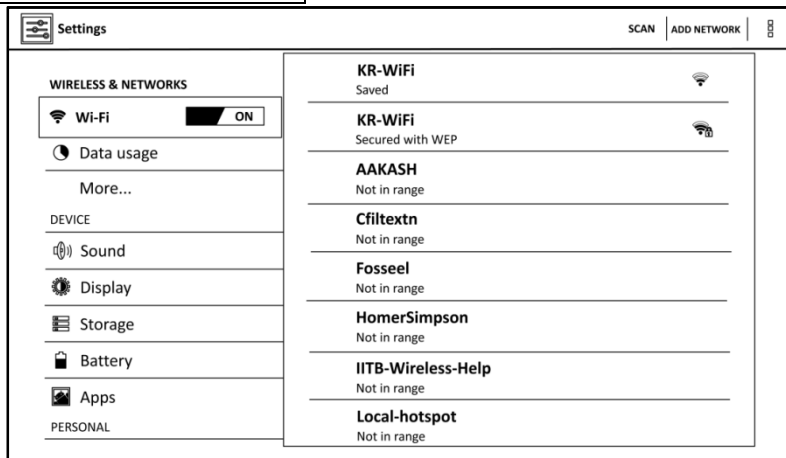
2.3.9) Selecting a Wi-fi Network

Touch Menu button on the home screen		
Touch Settings	 Settings	Fig 54
Touch <u>Wi-Fi</u>		Fig 55
Touch “OFF” to switch on Wi-Fi connectivity		Fig 56
The tablet will list all the available W-Fi connections.		

Touch any one of the available Wi-Fi networks

Touch Connect

Fig 57



2.3.10) Start Robot Application

Touch Menu button on the home screen and browse through the list of applications.

Touch Aakash Applications



Fig 58

This will display Aakash Applications.

Touch Robot application.



Robot Fig 59

Wait till you get the continuous video streaming.

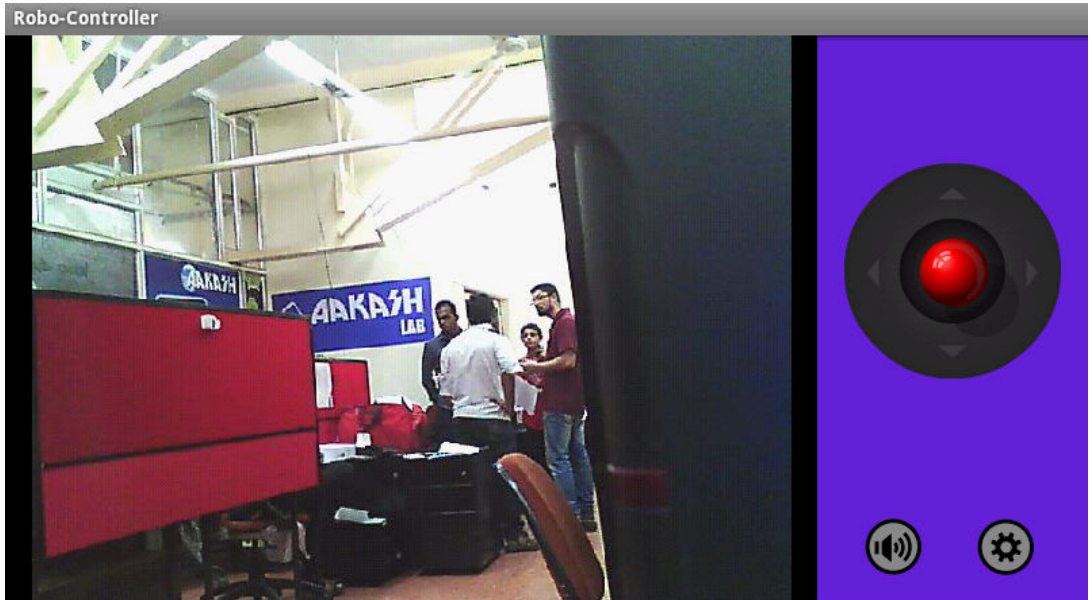


Fig 60

2.3.11) Configuring Robot and Camera

Start Robot Application. Refer 2.3.10

Touch Settings

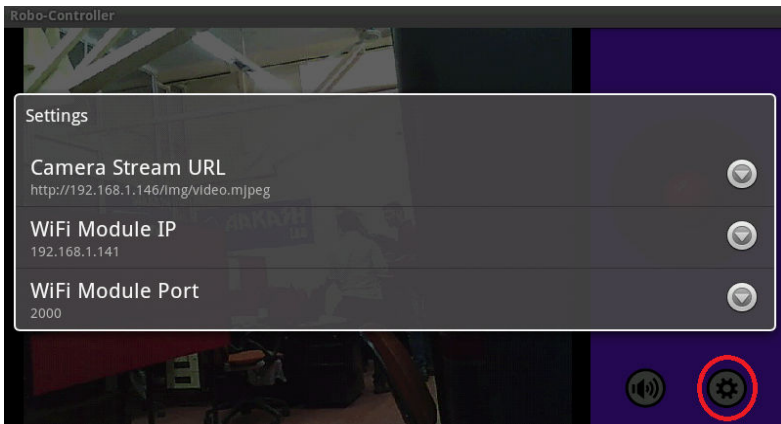


Fig 61

Touch Wi-Fi Module IP

Enter the configured IP Address.

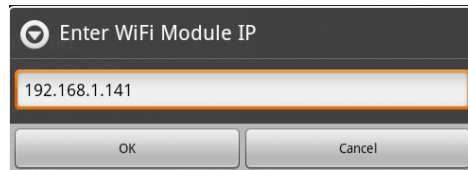


Fig 62

Touch Camera Stream URL

Enter the configured IP Address and URL.

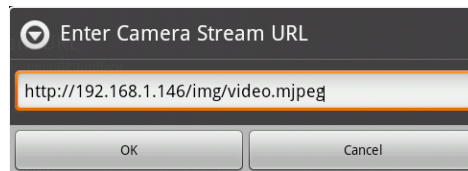


Fig 63

2.4) Blender Animation

Blender is a free and Open Source software product, used for creating animations, rendering, video editing, etc. Under OSCAR project (<http://oscar.iitb.ac.in>) at IIT Bombay, several educational animations have been developed, all of which are made available in Open Source.

Some of these have been ported to work on Aakash. A few animations for demonstration are loaded on this tablet.

2.5) Educational Content

Apart from displaying text files in various formats, Aakash can play video and audio content. The content can be either on a local Micro SD card storage or on a server accessible through Wi-Fi. A lot of contents are available through efforts such as NPTEL, Spoken Tutorials, Workshop courses, etc. Wikipedia, Gutenberg project, Connexions project at Rice University, and many such global efforts have generated a large pool of knowledge contents in Open Source.

The efforts at IIT Bombay have been to add more such contents for use in Indian education system, to integrate these together in a better usable format, and to make these accessible using Aakash.

This application accesses such contents, located on an SD card, in .pdf, .html, or .mp3 formats.

3) Aakash Programming Lab

Touch Menu button on the home screen, and browse through the list of applications.

Touch APL icon



Aakash Progra.

Fig 65

Applications installed under APL, are displayed: C, C++, Python, Scilab

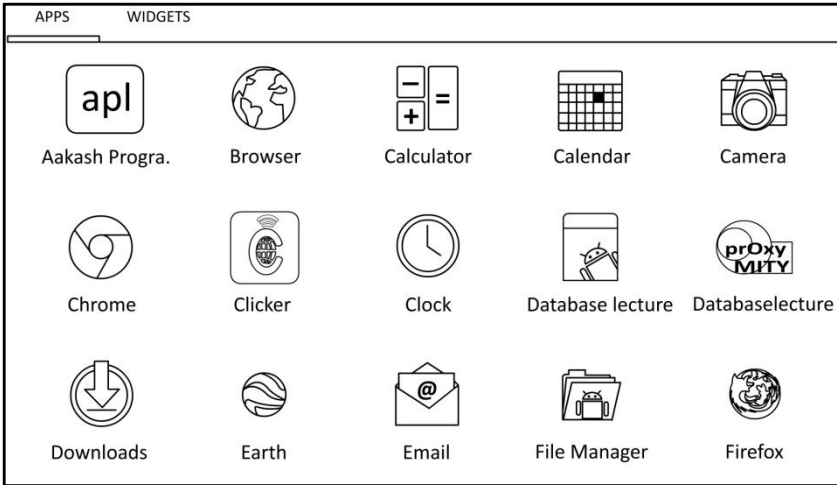


Fig 64

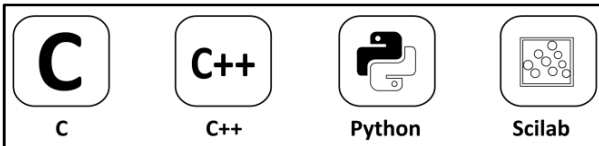


Fig 66

3.1) C Programming

Touch **C** icon, which will display “C” programming console. This console is common for all four applications.

3.1.1) Text Area and Output Window

The programming console is divided into two parts, Text area(left) for writing codes, and console output(right) for displaying output of the program.

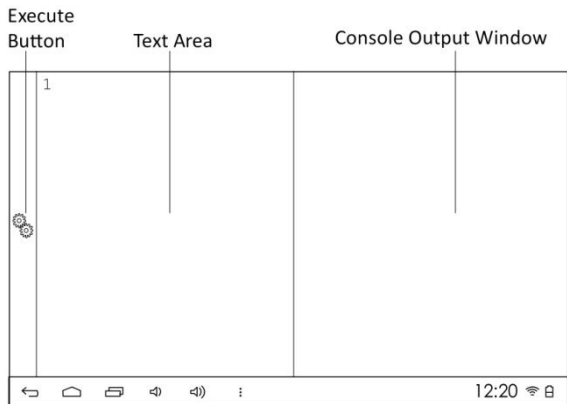


Fig 67

3.1.2) Load Examples

Touch **Options** button placed in the notification bar. A list of options is displayed.

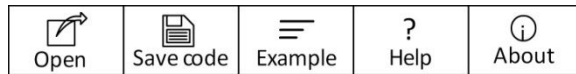


Fig 68



Touch **Example**

A list of preloaded examples is displayed.

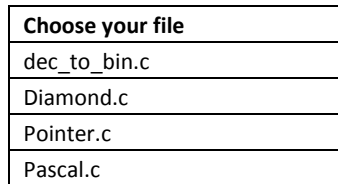


Fig 70

Touch the desired “C” program, e.g. “dec_to_bin.c”.

The code is loaded and displayed in the text area.

Slide the text area (up and down) to view more code.

3.1.3) Execute

Write or load existing program.

Touch Execute button placed on the left.

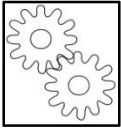


Fig 71

The output is displayed in the console output window.

Type your C code (GCC 4.6.3)		Console Output
1	<code>#include <stdio.h></code>	Decimal to binary
2	<code>int main()</code>	2 in binary system is:-
3	<code>{ printf("Decimal to binary \n");</code>	0000000000010
4	<code>int n,c,k;</code>	
5	<code>n=2;</code>	
6	<code>printf("%d in binary system :-",n");</code>	
7	<code>printf("\n");</code>	
8	<code>for (c=15; c>=0; c--)</code>	
9	<code>{</code>	
10	<code> k=n>>c;</code>	
11	<code> if(k & 1)</code>	
12	<code> printf("1");</code>	
13	<code> else</code>	
14	<code> printf("0");</code>	
15	<code>}</code>	
16	<code>printf("\n");</code>	
17	<code>return 0; }</code>	
18		
19		

At the bottom of the window, there is a status bar with icons for back, home, recent apps, volume, and a time display of 12:20 with signal and battery indicators.

Fig 72

3.1.4) Write

Touch the text area to activate the android keyboard.

Refer the “Basic Manual” for operating the android keyboard.

Write the desired code. Touch the back button in the notification bar to minimize the keyboard



Fig 73

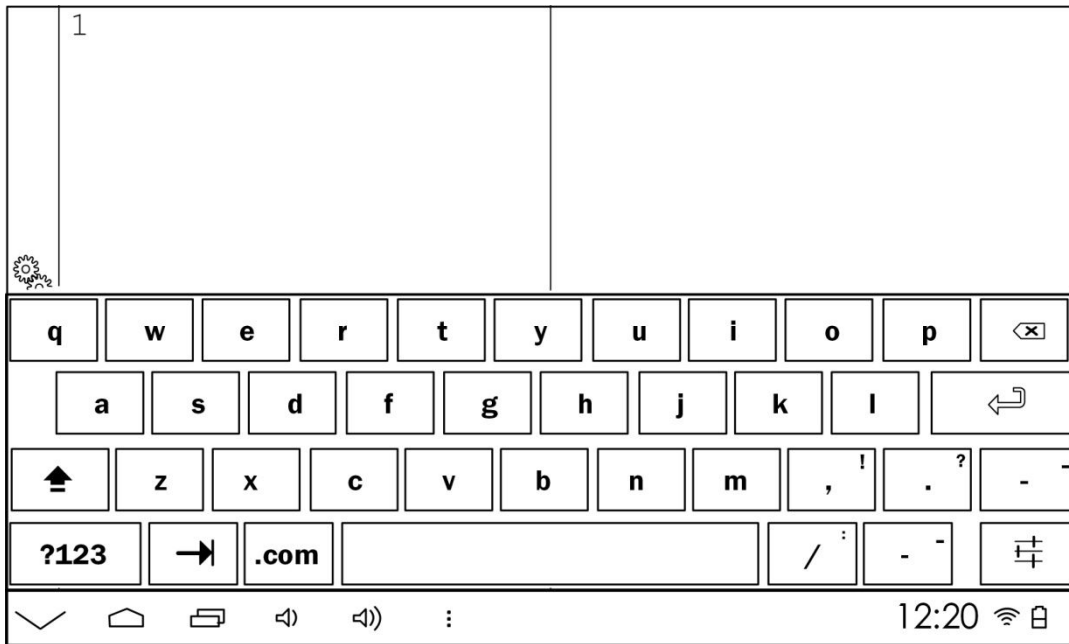


Fig 74

3.1.5) Save

Write the desired code.

Touch Options button placed in the notification bar. A list of options is displayed.

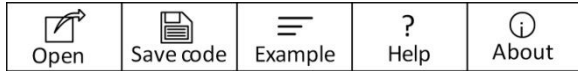


Fig 75

Touch Save Code.



Fig 76

An input box is displayed.

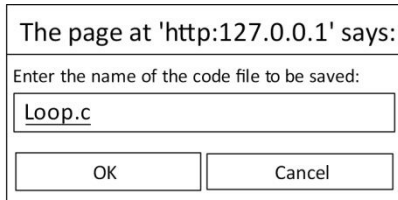
A dialog box with a title bar. The title text is 'The page at 'http:127.0.0.1' says:'. Below the title is the text 'Enter the name of the code file to be saved:'. There is an input field containing the text 'Loop.c'. At the bottom are two buttons: 'OK' and 'Cancel'.

Fig 77

Write the desired name using the android keyboard.

Touch OK

3.1.6) Open

Touch Options button placed in the notification bar. A list of options is displayed.

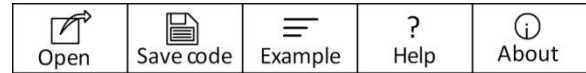


Fig 78

Touch Open



Fig 79

A list of saved programs is displayed.

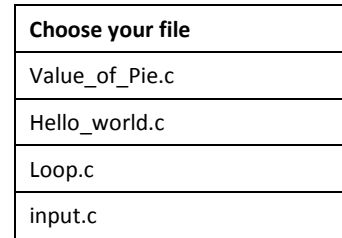
A list box titled 'Choose your file'. It contains five entries: 'Value_of_Pie.c', 'Hello_world.c', 'Loop.c', and 'input.c'. The list is enclosed in a rectangular frame.

Fig 80

Touch the desired program.

The code is loaded and displayed in the text area.

Slide the text area (up and down) to view more code.

3.2) C++ Programming

Touch **C++** icon, which will display “C++” programming console. This console is common for all four applications.

3.2.1) Text Area and Output Window

The programming console is divided into two parts, Text area(left) for writing codes, and console output(right) for displaying output of the program.

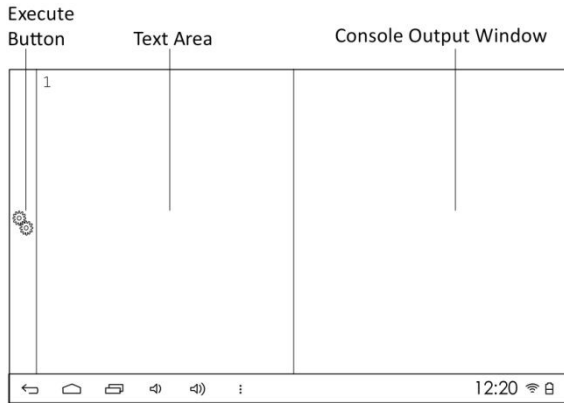


Fig 81

3.2.2) Load Examples

Touch **Options** button placed in the notification bar. A list of options is displayed.

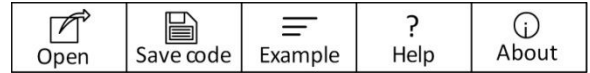



Fig 82

Touch **Example**  Fig 83

A list of preloaded examples is displayed.

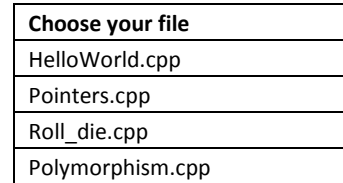


Fig 84

Touch the desired program, e.g. “Roll_die.cpp”.

The code is loaded and displayed in the text area.

Slide the text area (up and down) to view more code.

3.2.3) Execute

Write or load existing program.

Touch Execute button placed on the left.

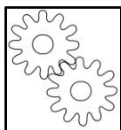


Fig 85

The output is displayed in the console output window.

Type your C++ code (GCC 4.6.3)		Console Output
1	#include <iostream>	2
2	#include <cstdlib>	3
3	#include <ctime>	
4	using namespace std;	
5	int RollDice();	
6	int main()	
7	{ srand(time(NULL));	
8	int outcome = RollDice();	
9	cout << "\n" << outcome << endl;	
10	outcome = RollDice();	
11	cout << outcome << endl;	
12	return 0;	
13	}	
14	int RollDice()	
15	{ int randomNumber, dice;	
16	randomNumber= random();	
17	dice= 1 + randomNumber % 6;	
18	return dice; }	
19		

At the bottom of the window, there is a navigation bar with icons for back, home, recent apps, volume, and a menu, along with the time 12:20 and signal/battery indicators.

Fig 86

3.2.4) Write

Touch the text area to activate the android keyboard.

Refer the “Basic Manual” for operating the android keyboard.

Write the desired code. Touch the back button in the notification bar to minimize the keyboard.



Fig 87

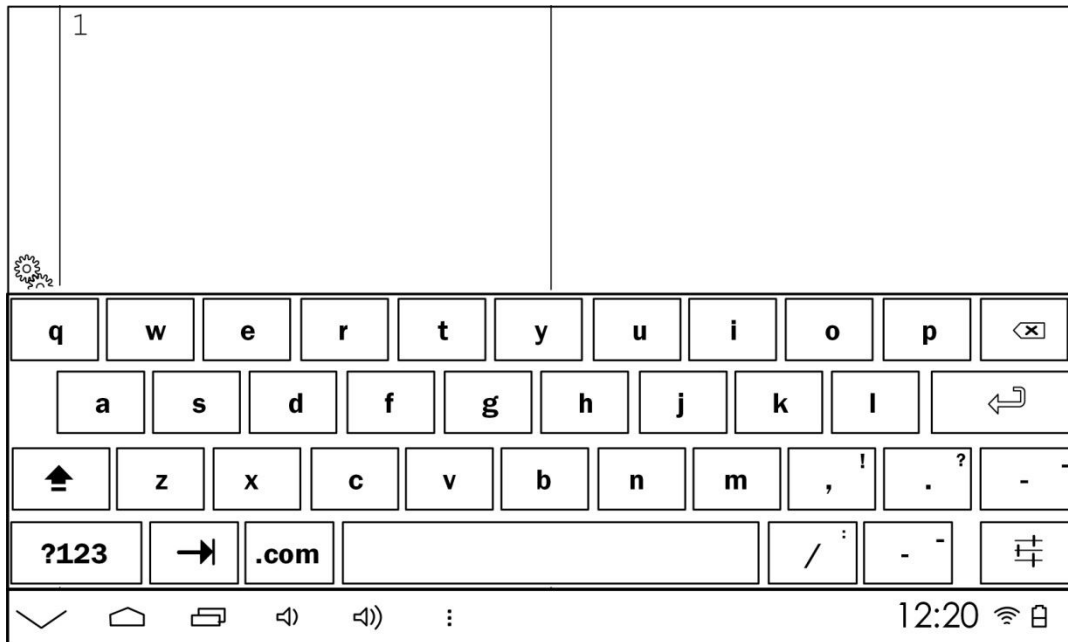


Fig 88

3.2.5) Save

Write the desired code.

Touch Options button placed in the notification bar. A list of options is displayed.

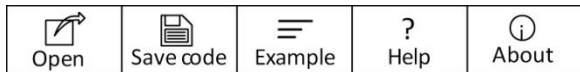


Fig 89

Touch Save Code.



Fig 90

An input box is displayed.

The page at 'http:127.0.0.1' says:	
Enter the name of the code file to be saved:	
<input type="text" value="Value_of_Pie.cpp"/>	
<input type="button" value="OK"/>	<input type="button" value="Cancel"/>

Fig 91

Write the desired name using the android keyboard.

Touch OK

3.2.6) Open

Touch Options button placed in the notification bar. A list of options is displayed.

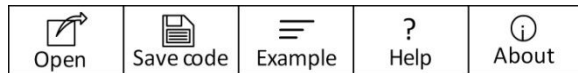


Fig 92

Touch Open



Fig 93

A list of saved programs is displayed.

Choose your file
Value_of_Pie.cpp
Pointers.cpp
Roll_die.cpp
Polymorphism.cpp

Fig 94

Touch the desired program.

The code is loaded and displayed in the text area.

Slide the text area (up and down) to view more code.

3.3) Python Programming

Touch Python icon, which will display “Python” programming console. This console is common for all four applications.

3.3.1) Text Area and Output Window

The programming console is divided into two parts, Text area(left) for writing codes, and console output(right) for displaying output of the program.

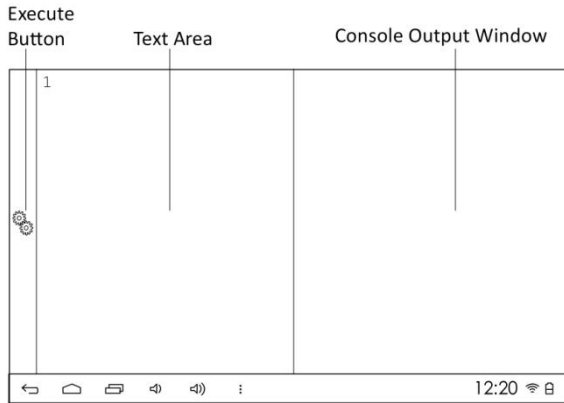


Fig 95

3.3.2) Load Examples

Touch Options button placed in the notification bar. A list of options is displayed.

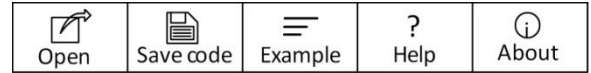



Fig 96

Touch Example  Fig 97

A list of preloaded examples is displayed.

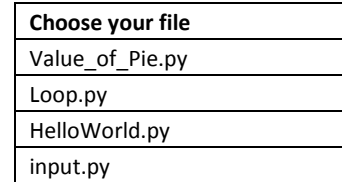


Fig 98

Touch the desired program, e.g. “Value_of_Pie.py”.

The code is loaded and displayed in the text area.

Slide the text area (up and down) to view more code.

3.3.3) Execute

Write or load existing program.

Touch Execute button placed on the left.

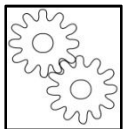


Fig 99

The output is displayed in the console output window.

Type your python code (2.7.2)		Console Output
1	import math	The value of PI os approximately 3.142
2	print 'The value of PI is approximately %5.3f.' % math.pi	
3		

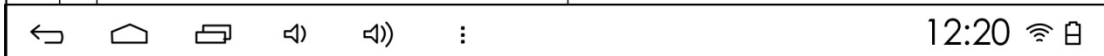



Fig 100

3.3.4) Write

Touch the text area to activate the android keyboard.

Refer the “Basic Manual” for operating the android keyboard.

Write the desired code. Touch the back button in the notification bar to minimize the keyboard



Fig 101

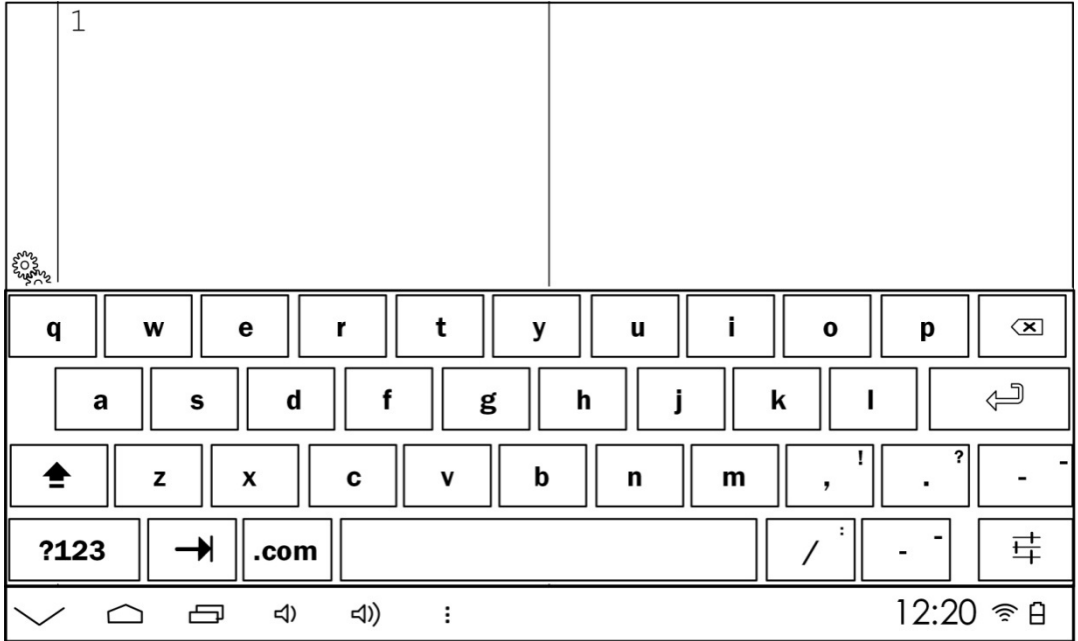


Fig 102

3.3.5) Save

Write the desired code.

Touch Options button placed in the notification bar. A list of options is displayed.

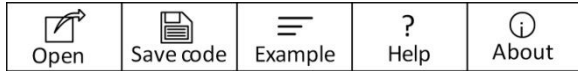


Fig 103

Touch Save Code.



Fig 104

An input box is displayed.

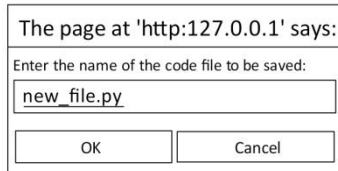


Fig 105

Write the desired name using the android keyboard.

Touch OK

3.3.6) Open

Touch Options button placed in the notification bar. A list of options is displayed.

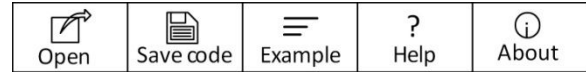


Fig 106

Touch Open



Fig 107

A list of saved programs is displayed.

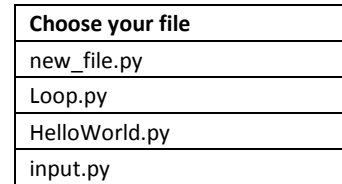


Fig 108

Touch the desired program.

The code is loaded and displayed in the text area.

Slide the text area (up and down) to view more code.

3.4) Scilab Programming

Touch Scilab icon, which will display “Scilab” programming console. This console is common for all four applications.

3.4.1) Text Area and Output Window

The programming console is divided into two parts, Text area(left) for writing codes, and console output(right) for displaying output of the program.

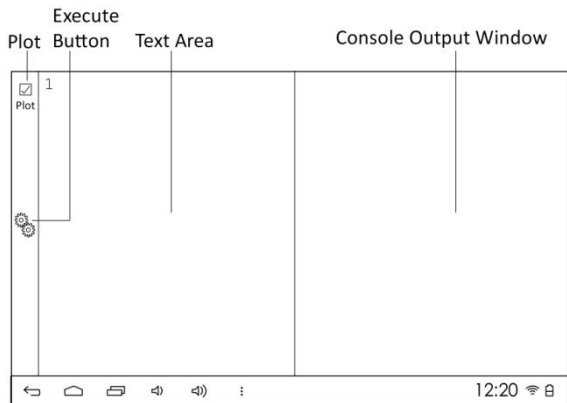


Fig 109

3.4.2) Load Examples

Touch Options button placed in the notification bar. A list of options is displayed.

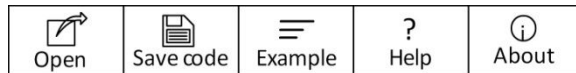



Fig 110

Touch Example  Fig 111

A list of preloaded examples is displayed.

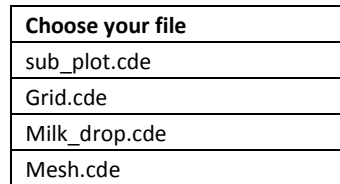


Fig 112

Touch the desired program, e.g. “Milk_drop.cde”.

The code is loaded and displayed in the text area.

Slide the text area (up and down) to view more code.

3.4.3) Execute

Write or load existing program.

Touch Plot option to get graphical output

Touch Execute button placed on the left.

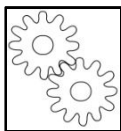



Fig 113

The output is displayed in the console output window.

Type your Scilab code (4.1.1)		Console Output
<input checked="" type="checkbox"/>	1 x=-2:0.075:2;	X=
Plot	2 y=x;	
	3 z=eval13d(milk_drop, x,y);	
	4 plot3d(x,y,z,25,25,'X@Y@Z', [12,2,4]);	-0.4161468
	5	



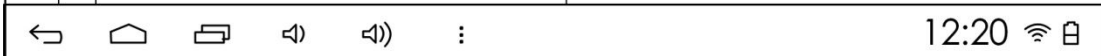


Fig 114

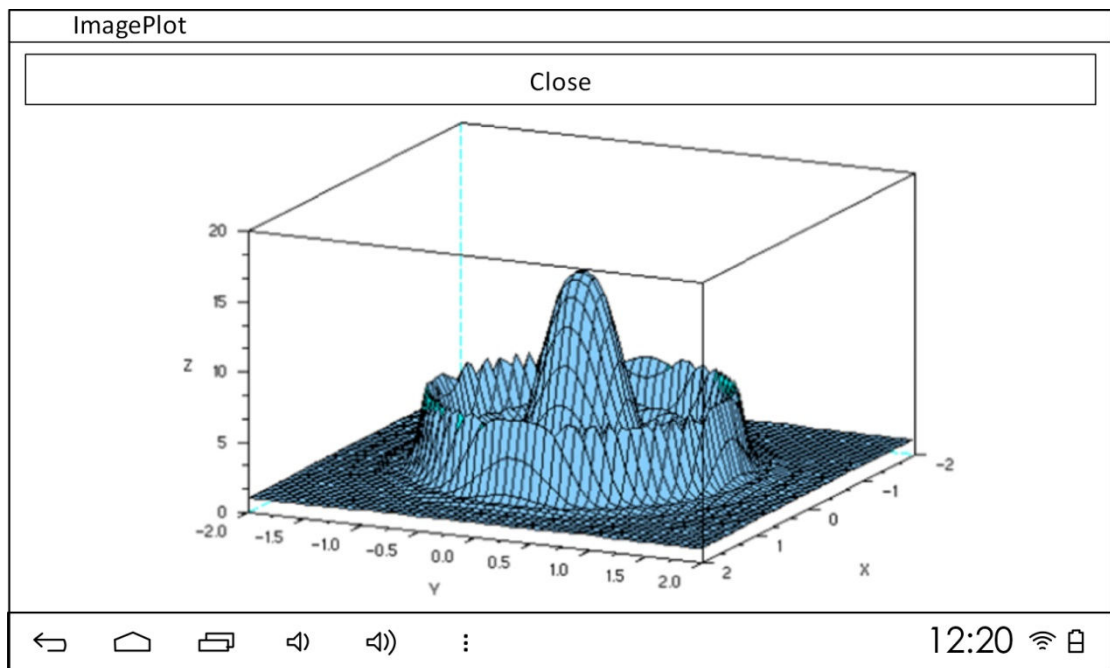


Fig 115

3.4.4) Write

Touch the text area to activate the android keyboard.

Refer the “Basic Manual” for operating the android keyboard.

Write the desired code. Touch the back button in the notification bar to minimize the keyboard.



Fig 116

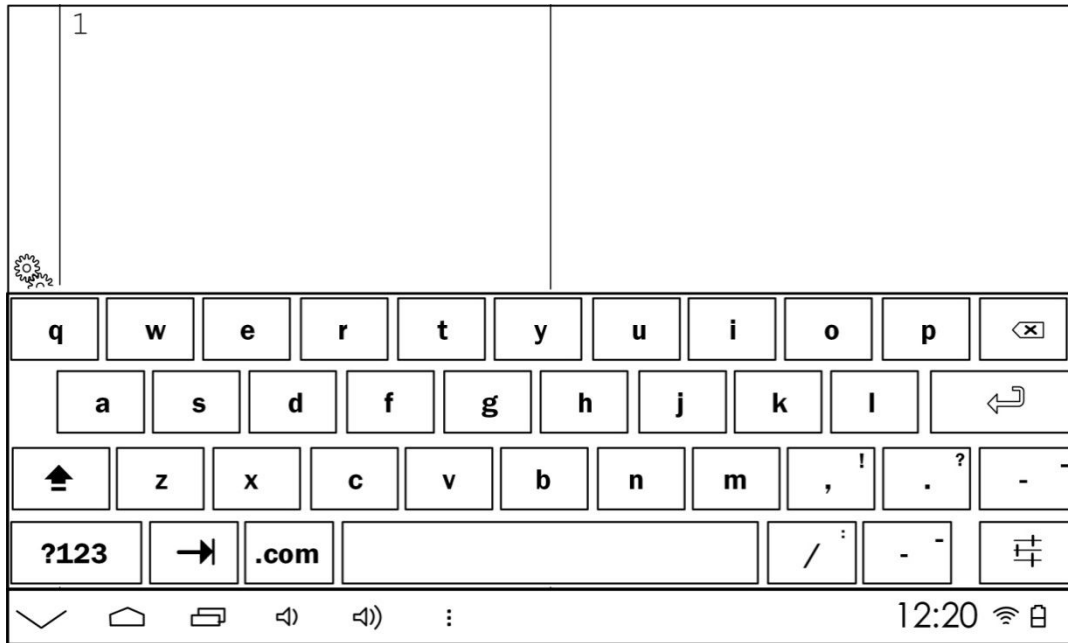


Fig 117

3.4.5) Save

Write the desired code.

Touch Options button placed in the notification bar. A list of options is displayed.

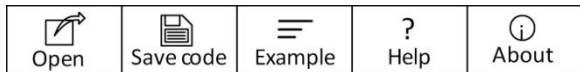



Fig 118

Touch Save Code.  Fig 119

An input box is displayed.

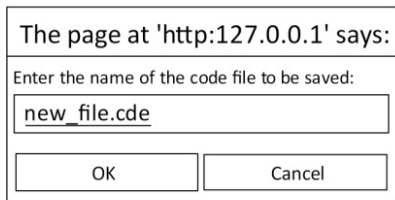
A dialog box with a title bar. The text inside reads: 'The page at 'http:127.0.0.1' says:'. Below this is a label 'Enter the name of the code file to be saved:' followed by a text input field containing 'new_file.cde'. At the bottom are two buttons: 'OK' and 'Cancel'.

Fig 120

Write the desired name using the android keyboard.

Touch OK

3.4.6) Open

Touch Options button placed in the notification bar. A list of options is displayed.

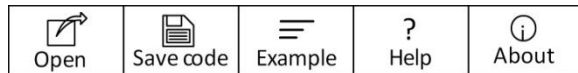


Fig 121

Touch Open  Fig 122

A list of saved programs is displayed.

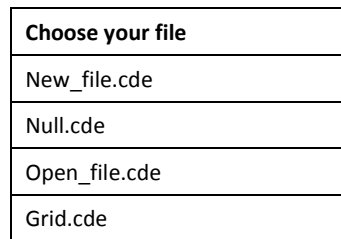
A list titled 'Choose your file'. The list contains five items: 'New_file.cde', 'Null.cde', 'Open_file.cde', and 'Grid.cde'. Each item is in a separate row with a border.

Fig 123

Touch the desired program.

The code is loaded and displayed in the text area.

Slide the text area (up and down) to view more code.

Notes(1)

Notes(2)

Notes(3)