Matrix Editor: Reference Sheet

Quest Learning and Assessment

Important Matrix Variables

```
/* global matrix ans1 u={} */
```

Ans1 is the built in answer matrix, submitted answers are checked against this matrix. All optional matrices must be the same dimensions as this one.

```
/* global matrix responsem_1 u={} */ [Optional]
```

responsem_1 indicates if the entry is an input field or not for ans1. Entries with a 1 will have an input field, entries with 0 will be visible to students but not able to be altered.

```
/* global matrix seedpre_1 u={} */ [Optional]
```

seedpre_1 specifies a character string to go before the entry in the answer area.

```
/* global matrix seedsuf_1 u={} */ [Optional]
```

seedsuf_1 specifies a character string to go after the entry in the answer area.

```
/* global matrix seedm_1 u={} */ [Optional]
```

seedm_1 specifies a character string to appear inside the cell

Important Code Snippets

All matrices should be converted to JSON at the end of the code block, eg.

```
ans1 = JSON.stringify(ans1._data);
```

and

```
seedm_1 = JSON.stringify(seedm_1._data);
```

etcetera.

Maxima

Maxima is available if the answer matrix contains strings, as must be with complex numbers, and evaluates them for equality.

First the maxima variable must be declared,

```
/* global int maxima_1 u={} */
```

then it should be set,

```
maxima_1 = 1;
```

Available code libraries

These Javascript libraries are accessible from the body, explanation, and prompt.

- bootstrap 4
- jquery
- datatables
- math.js

Javascript libraries accessible within the js_answer() function.

- math.js