

## GLOSSARY

### Action

An ordered set of commands that is executed when the user clicks on an object or when certain conditions are met.

### Activity Book

A set of pages constituting an activity, stored in a single file.

### Animation

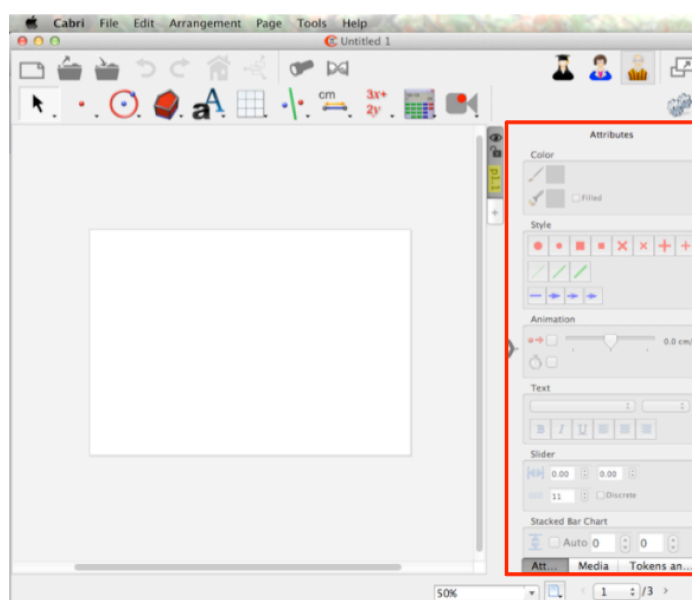
The ability to make a point move without dragging it. Only movable points can be animated. The behavior of an animated point depends on its nature.

### Arrangement

A tool used to change objects' relative positions on the page. It is possible to align, center, equally-space or change the order of objects.

### Inspector

A window located on the right side of the page, that allows attributes of objects to be modified, tokens to be defined and related to containers, and images or 3D models to be added. It can be opened by clicking on the grey arrow icon.





## Boolean

An object that can have three values: **TRUE**, **FALSE** or ? (undetermined). Booleans can be created and edited with the **Number** tool.


## Boolean operator

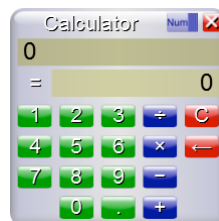
An operator taking one or a pair of Booleans as input and returning one Boolean as a result. Supported operators are NOT, OR and AND. Expressions also support the XOR (exclusive OR) operator.

## Button

An interface element used to launch actions or to toggle states or values. Two kinds of buttons are available: Push Buttons  and Toggle Buttons .

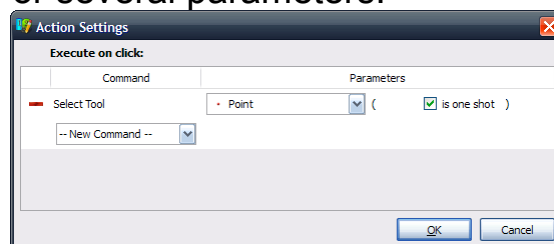
## Calculator

A virtual calculator offering the same possibilities as a simple electronic calculator. Calculation results can be dropped in the view, and numbers in the view can be entered in the calculator by clicking on them. The calculator is displayed by clicking on the **Calculator**  button.



## Command

Commands are executed when processing an Action. A command can have one or several parameters.



## Container

A container is a set of tokens, represented in the view by a rectangle.



## Dispenser


A polygon, tangram, pattern block, image or model used to dispense copies of itself. Dispensers are created using the **Turn into Dispenser** tool.

## Expression

Expressions are mathematical formulae taking one or several numbers as input and returning one number as a result.

Expressions are created using the **Expression** tool and evaluated using the **Apply Expression** tool.

## Glass Ball

An imaginary ball used to rotate the page in 3D with the right mouse button or **ctrl** and mouse click on a Mac. The Glass Ball mode is indicated by this cursor  when activated.

## Image

A picture placed on the page from the Media library or from an external picture file. Supported formats are PNG, JPEG, TIFF, GIF and BMP.

## Input area

An area represented by a rectangle in which the user can enter text.



## Logical test

A function which compares two numbers or Booleans given as input and returns one Boolean as a result. Available tools are **Equal**, **Not Equal**, and **Less Than**.

## MCQ (Multiple Choice Question)

An interface element used to present to the user a question with several choices. MCQ's are either single or multiple choice.

## Media

An image or a 3D object (or model) that can be selected in the **Media** panel of the Inspector.

## Model


A 3D object that can have any shape. A model can be put on the page from the Media library or from an external 3DS file.



## Object

Any item that can be put on a page. Objects can be geometrical objects (2D or 3D), text, numbers, input areas, stopwatches, containers, dispensers, etc.

## Page

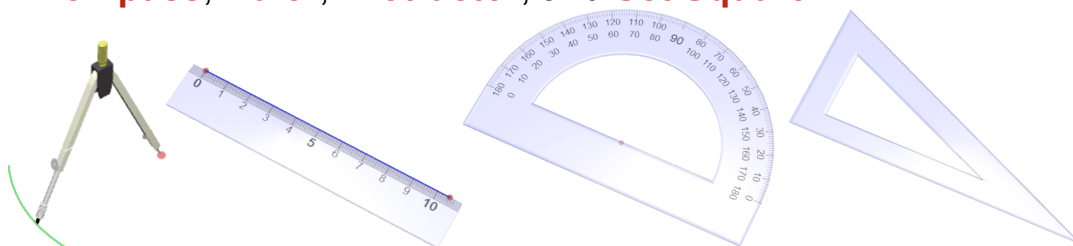
One of the screens constituting an *Activity Book*. Pages can be inserted, removed, moved or duplicated inside the document using the bottom right page  icon in Author mode, or removed in Teacher mode.

## Pattern Block

A filled polygon whose vertices (and hence edges) can be “magnetically” attached to another pattern block’s vertices and edges. Pattern blocks with equal edge length remain attached when dragged. Pattern blocks are created by using the **Turn into Pattern Block** tool on an existing polygon.

## Realistic tools

Geometrical tools that mimic real tools. Available tools are **Compass**, **Ruler**, **Protractor**, and **Set Square**.



## Slider

An interface element that allows a value to be changed in a given interval by moving a cursor. Sliders are created using the **Slider** tool.



## Stopwatch

Stopwatches are used to handle time in Cabri. A *Stopwatch* object is a time counter, with an accuracy of one second. Stopwatches can be given an initial value, started, stopped, and reset to an initial value.

## Tangram

A filled polygon whose edges and vertices can be “magnetically” attached to another tangram’s edges or vertices. Tangrams do not remain attached when dragged. Tangrams are created by using the **Turn into Tangram** tool on an existing polygon.

## Text

An object used to display some text. Texts can embed external numbers and Booleans, have a foreground and background color, and can be formatted (size and font, italic, bold or underlined attributes). A text bounding box can be changed by dragging its lower-right corner.

a normal text  
 an underlined green text  
 an italic red-background text  
 a big Times New Roman text

## Token

A point (often with an image or model attached) that can be recognized by a container. Points’ token attributes are set in the **Tokens and Containers** panel of the Inspector.

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