

Problem Generated From Template Checklist

This checklist will guide you through the basic things that you will need to do in most cases if you are modifying a ULeThTemplate problem. It's divided up into sections based on the different sections that are present in most .pg files.

Preamble

- Change the description, subject, date, author, keywords, etc. in the .pg file to match the question. This is important, because it makes it easier to search for your problems in the WeBWork library.
- Load any additional macros needed for the problem. Make sure that each macro name is enclosed in double quotes and followed by a comma.

Setup

- Make sure the Context is appropriate.
- Initialize all MathObjects that you will be using in the problem.

Main Text

- Use the `BEGIN_TEXT / BEGIN_PGML` and `END_TEXT / END_PGML` tags to surround the problem text.
- Add an answer blank.
 - If using PG, enter `ans_rule(int)`, where `int` is some integer that determines how many characters wide the answer blank is.
 - If using PGML, use `[_____]`, where each underscore represents one character of width for the answer blank.

Answer Evaluation

- Set `$showPartialCorrectAnswers`
 - 1 if you want to give feedback for partially-correct answers.
 - 0 if you don't want to give feedback for partially-correct answers.
- Add answer checkers as required. In general, this will just be `ANS($answer->cmp());`.

Solution

- Add your solution text.