

# eFront

virtuaalinen oppimisympäristö

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&  
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# Mikä on eFront?

- eFront on virtuaalinen oppimisympäristö (LMS/LCMS)
- eFrontin avulla on mahdollista tehostaa etätyöskentelyä
- Käyttökohteita esim.:
  - Etäkurssit
  - Kommunikointiväline kurssilla
  - Arviointiväline kurssilla
  - Tiedostojen jako/hallinta
- On mahdollista käyttää itsenäisesti tai esim. osana seuraavaa:
  - Perinteinen opetus (Sekoitus)

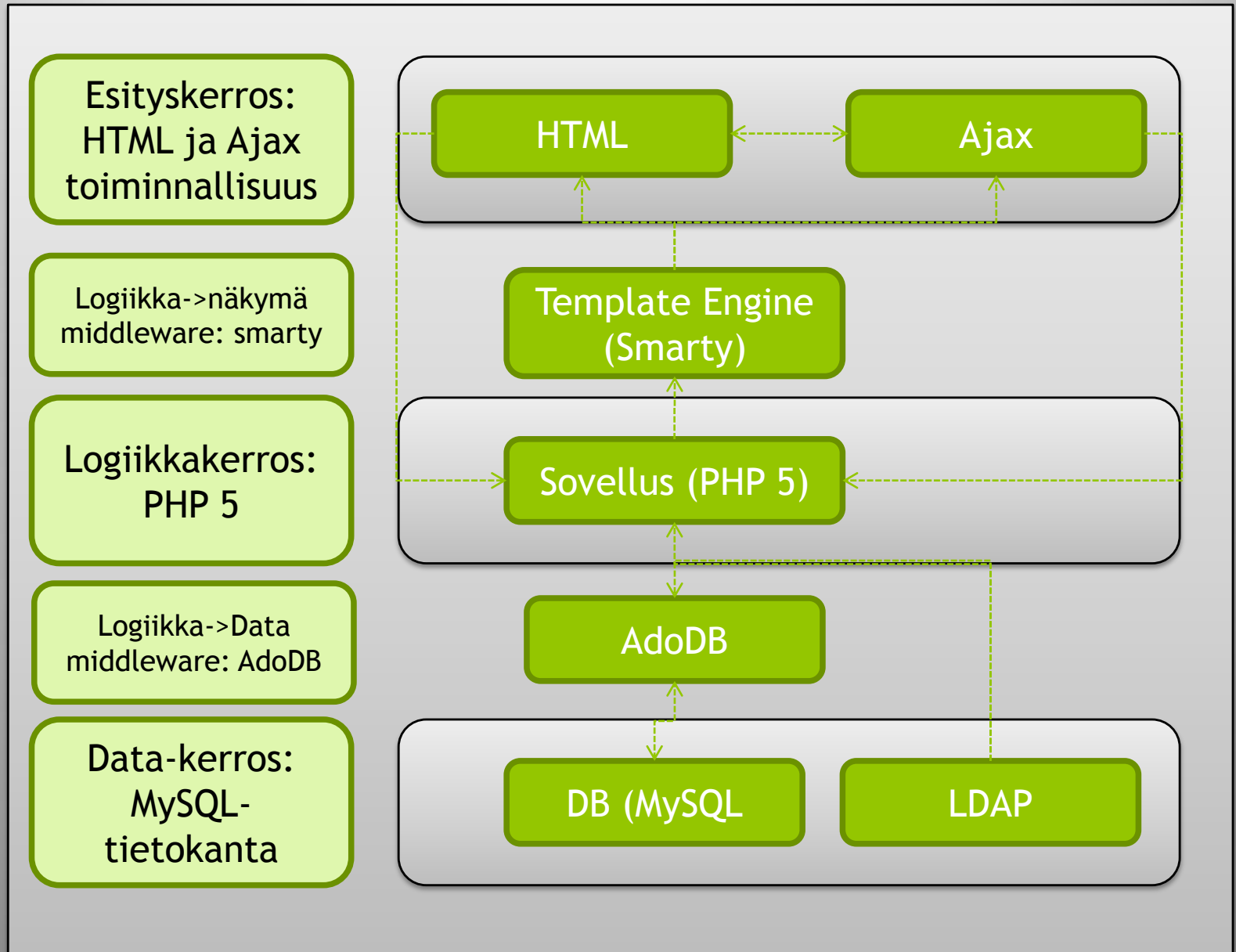
# eFront: Tärkeimmät osat

- Tärkeimmät komponentit sisältävä virtuaalinen oppimisympäristö
  - (Rakenna sisältöä/kokeita, jakaminen, arviointi, raportit)
- Monikielisyys
- Noudattaa standardeja (**SCORM/AICC sertifioitu**)
- Houkutteleva (**ikonipohjainen UI**)
- Toimii kaikkialla (**kaikki käyttöjärjestelmät**)
- Selainriippumaton (**kaikki selaimet**)
- Nopea, käyttää uusia web-teknologioita (**AJAX**)
- Laajennettava (**modulaarinen teknologia**)

# eFront arkkitehtuuri

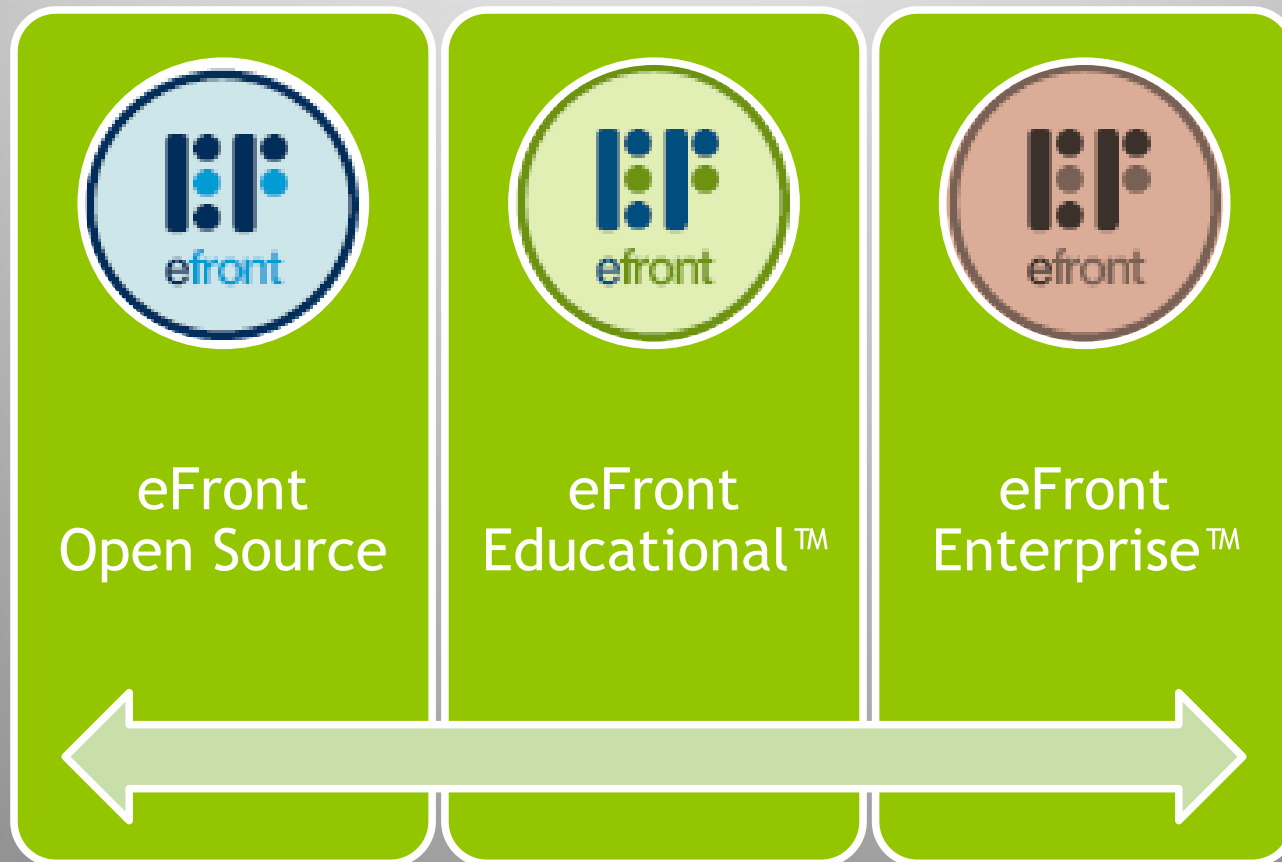
- Web-palvelin: Apache / IIS
- Tietokantavaatimukset: MySql 5+
  - (eFront käyttää AdoDB kerrosta, jonka avulla tuki voidaan laajentaa myös muille tietokannoille)
- Selain: IE 6+, FF 2+, Chrome...
- PHP 5.2+ (OO)
- 3-kerrosta: MVC
- Modulaarinen rakenne
- Ajax-tehostettu UI

# eFront arkkitehtuuri



# eFront versiot

- eFrontista on saatavilla kolme versiota



# eFront - Open Source

- Vapaasti saatavilla
- Pyörii yhteisön voimalla
- Varmistaa eFrontin coren virheettömyyden
- Leviää tehokkaasti

# eFront Educational™

- Rakennettu eFront coren ympärille:
  - Maksumoduuli kursseja varten
  - Tuki skaalautuvuudelle
    - Tukee tuhansia käyttäjiä ja joitakin satoja oppitunteja/aihekokonaisuuksia
  - Joitakin lisämoduuleja opetukseen
  - Business lisenssi ja takuu
- Kohderyhmät
  - Lukiot/yliopistot



# eFront Enterprise™

- Laajin versio
- Kohderyhmä: pienet ja keskisuuret yritykset
- Business lisenssi ja takuu
- eFront Enterprise hyötyjä:
  - **Testaa** työnhakijan osaamista
  - **Hallitsee** yrityksen koulutusmateriaalin
  - **Rakentaa** tehtäväkohtaisesti räätälöityjä harjoitusohjelmia käyttäjälle
  - **Minimoi** yrityksen koulutuskustannuksia
  - **Poimii** osaavimmat henkilöt eri tehtäviin
  - **Toimii** yrityksen sisäisenä viestimenä
  - **Ylläpitää** yrityksen osaamista
  - **Todistaa/osoittaa** työntekijän osaamisen
  - **Seurata** työntekijän etenemistä yrityksessä

# eFrontin sisältö

- Ympäristö, jolla on mahdollista luoda kursseja ja kokeita, hallita sisältöä ja oppimisprosessia **(LCMS)**
- Käyttäjälle virtuaalinen oppimisympäristö **(LMS)**
- Hyvät kommunikointivälineet **(yhteisö/sosiaaliset työkalut)**
- Työkaluja oppijan kehityksen arviointiin **(arviointityökalut)**
- Monipuoliset järjestelmänvalvojan työkalut **(järjestelmänvalvojan työkalut)**

# Sisällönhallinta (LCMS)

- Sisällön editointi ja järjestely
- Kokeiden luominen erityyppisiä kysymyksiä käyttäen
- Projektit
- Kyselyt
- Sanasto
- Tiedostojen hallinta ja jakaminen
- Säännöt / vaatimukset sisältöön
- Tuo - vie työkalut

# LCMS: Opettajan näkymä

The screenshot displays the eFront LMS interface for a teacher. On the left is a navigation sidebar with a search bar and a list of menu items: Greedy algorithms, Main page, Content, Tests, Access rules, Glossary, Forum, Chat, Survey, Administration, Change lesson, Tools, On line users (1), and Log out. The main content area is titled 'Home' and contains a grid of icons for Lesson Information, Content, Projects, Tests, Content order, Activate/Deactivate content, Delete content, Copy from another lesson, Survey, Reports, Access rules, Certificates, Users management, File Manager, and Administration. A 'Lesson options' gear icon is at the top left of the main area. On the right, there are sections for 'Announcements' (with a plus icon) and 'Calendar (17 Apr 2008)' (with a plus icon). The calendar shows the month of April 2008, with the 17th highlighted. At the bottom right, the text 'eFront (version 3.5.0b1) • Bug/feature request' is visible.

M	T	W	T	F	S	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				


Kommunikointityökalut







Työkalut


Kurssin / oppitunnin työkalut

# LCMS: Oppitunnin/aiheen tiedot


Home » Lesson Information

 Lesson Information


 General Description	 Objectives	 Lesson Topics
 Resources	 Assessment	 Other Information

General Description 

This lesson is an introduction to a family of hard problems. These problems need an enormous amount of computational power if we seek for the best available solution.  
Alternatively, there are heuristic alternatives that offer good (but often not optimal) solutions.

Objectives 

To get to know and experiment with several known algorithms

Assessment 

A simple two questions test

Oppitunnin kuvaus,  
tavoitteet, arviointi,  
suoritusvaatimukset ja  
ulkoiset lähteet

# LCMS: Sisällön hallinta

corresponding pointer of the newly connected peak will be deleted from  $P$  set and will be inserted to the  $O$  set. When all peaks are connected there will be  $O=\{1, \dots, n\}$  and  $P=O$ . This algorithm.

The new peak every time will be chosen by using *greedy method*, among peaks already inserted in the  $T$  (pointers in the  $O$  set) tree with the rest of  $T$ , we choose one with minimum cost. If the chosen one is  $e(ij)$  then  $i$  belongs already in the  $T$  tree,  $j$  belongs to the  $P$  set, and  $V(j)$  peak has not been  $V(j)$  in the  $T$  tree, we change the  $O$  set by putting the  $j$  pointer, and we also the  $j$  pointer.

This may seem to you extremely complicated but it is easily understood by

Select a file :

- Digital Library (Delete)
- java (Delete)
- kef5\_81.jpg (3 Kb)
- kef5\_82.gif (2 Kb)
- kef5\_82.jpg (4 Kb)
- kef5\_83.gif (2 Kb)
- kef5\_83.jpg (4 Kb)
- kef5\_84.gif (2 Kb)
- kef5\_84.jpg (4 Kb)

General Appearance

General

Image URL: /content/lessons/46/kef5\_82.jpg

Image description:

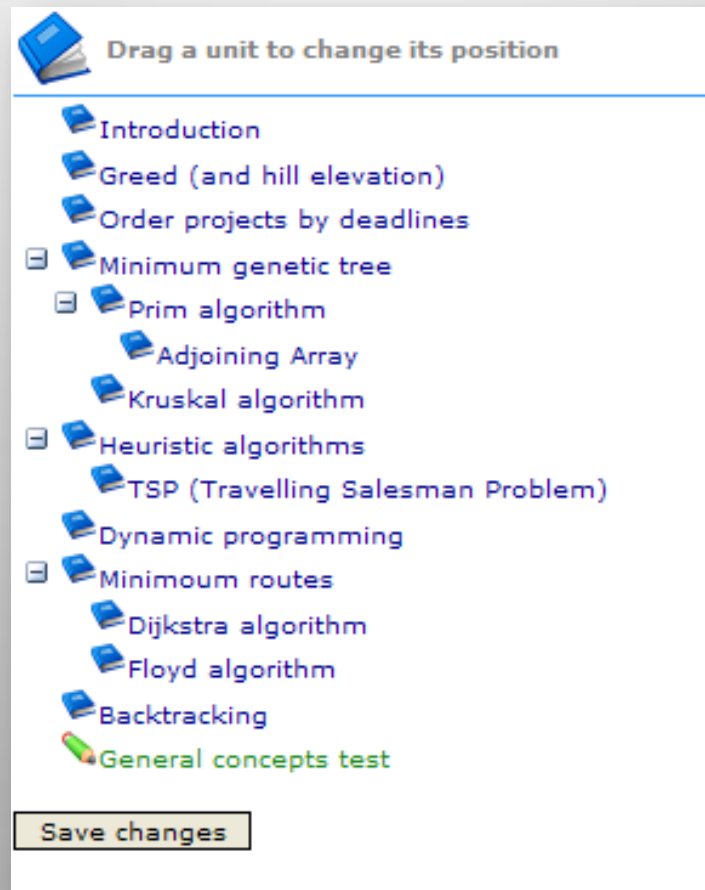
Title:

Preview

```
graph TD
    A["(1)"] --- B["(1,3)"]
    A --- C["(1,4)"]
    A --- D["(2)"]
    B --- E["(1,4,2)"]
    C --- E
    D --- F["(2,4)"]
    F --- G["(2,4,1)"]
```

Voit hallita sisältöä visual editorilla, joka mahdollistaa normaali tekstin lisäksi esim. Kuvan, äänen ja videon lisäyksen

# LCMS: Sisällön rakenne



Sisältö voi rakentua eri tasoista ja sisältää kolmea erityyppistä tietoa: Teoriaa, esimerkkejä ja kokeita


# LCMS: Kokeet

- eFront mahdollistaa erilaisia kysymystyyppejä
  - Monivalinta, avokysymys, oikein-väärin,...
- Joustavat asetukset
  - Kysymysten esittäminen (kaikki kerralla, yksitellen)
  - Toisto (vain yhdesti, rajattomasti, rajallinen määrä)
  - Näyttää oikeat vastaukset
  - Kokeesen käytettävissä oleva aika
  - Mahdollistaa multimediaa kysymyksissä (kuva, video, jne.)




# LCMS: Käyttöliittymä kokeiden luomiseen































Home » Tests


 Unit and subunits tests ☰





Show data for unit:  ▼


Tests Questions

 Add question of type ▼

Question	Unit	Question type	Difficulty	Functions	Select
The Maya calendar(s) were based on a year length of ...	The Maya Civilization			  	<input type="checkbox"/>
"The Maya have developed a complete writing system". This...	The Maya Civilization			  	<input type="checkbox"/>
When was the the first "Maya" settlements were established?	The Maya Civilization			  	<input type="checkbox"/>
The political structure of Mayas was based on ...	The Maya Civilization			  	<input type="checkbox"/>
The geographic position of Maya civilization was ...	The Maya Civilization			  	<input type="checkbox"/>
The Maya people disappeared ....	The Maya Civilization			  	<input type="checkbox"/>


Filter:  

Rows per page:  ▼ Page:   1  ▼ of 1  

With selected: 


# LCMS: Esimerkkikoe

Home » Tests » The Maya Civilization » Maya History Test


 **Maya History Test**

This test must be completed in 15 minutes

This is a generic test about Maya History with 6 generic questions.  
Note: All questions and possible answers are shuffled with each test view.

 0:14:50


---

 **Question 1** (Weight 16.67%)

The Maya calendar(s) were based on a year length of ...

- 360 days
- 370 days
- 365 days
- 350 days


---

 **Question 2** (Weight 16.67%)

The Maya people disappeared ....

- With the Classic period decline
- When spanish arrived and colonized America
- Never, they still exist

---

 **Question 3** (Weight 16.67%)

When was the the first "Maya" settlements were established?


- Around 800 BC
- Around 2800 BC


Jäljellä oleva aika









Monivalintakysymys

# LCMS: Etenemisjärjestys / säännöt

Lesson rules   Lesson completion conditions

 Lesson rules


 Add rule


Valid for	Exclusion constraint	Exclusion unit	Functions
All users	If student has not seen the unit "Astronomy"	Mathematics	 
All users	If student has not seen the unit "Mathematics"	Religion	 
All users	If student has not seen the unit "Religion"	Maya History Test	 
All users	If student has not seen the unit "Art"	Writing	 





Filter:  Rows per page: 20 Page: 1 of 1

Säännöt/vaatimukset sisältöön pääsemiseen

Lesson rules   Lesson completion conditions

 Lesson completion conditions

 Add condition

Condition Type	Condition	Relation to others	Functions
Seen all units		and	 
Passed a specific test	Maya History Test, with rate at least 60%	and	 

Säännöt/vaatimukset aiheen läpäisemiseksi

# LCMS: Sanasto

Glossary

+ Add definition

M U

Term	Explanation	Functions
Maya	A Central America Civilization	

Home » Content

Update unit | Create unit | Create subunit

Tools

1. Upload files and
2. Copy from another
3. Content Tree Ma

Professor eFront

Search...

Maya civilization

- Main page
- Content
- Tests
- Access rules
- Glossary
- Forum
- Chat
- Survey
- Administration
- Change lesson

Tools

Online users (1)

## The Maya Civilization

The Maya civilization is a Mesoamerican civilization, noted for its advanced written language of the pre-Columbian Americas, as well as its art, architecture, and sophisticated mathematical and astronomical systems. During the Preclassic period, many of these reached their apogee. In the Classic period (c. 250 to 900), and continued throughout the Postclassic period until the arrival of the Spanish. At its peak, it was one of the most densely populated and culturally dynamic societies in the world.

The Maya civilization shares many features with other Mesoamerican civilizations due to the high degree of interaction and cultural diffusion that characterized the region. Advances such as writing, astronomy, and architecture were shared with the Maya; however, their civilization, which developed from Maya influences, can be detected as far as central Mexico, more than 1000 km (625 miles) from the Maya area. Many outside influences are found in Maya art and architecture, which are thought to result from trade and cultural exchange rather than direct external conquest.

The Maya peoples never disappeared, neither at the time of the Classic period decline nor with the arrival of the Spanish conquistadores and the subsequent Spanish colonization of the Americas. Today, the Maya and their descendants form sizable populations throughout the Maya area and maintain a distinctive set of traditions and beliefs that are the result of the merger of pre-Columbian and post-Conquest ideologies (and structured by the almost total adoption of Roman Catholicism). Many different Mayan languages continue to be spoken as

Serial

- Maya Civil
- Graphica
- Library
- Preclassic
- Classic
- Postclassic
- Colonial Pe
- Political Stru
- Art
- Writing
- Architecture
- Astronomy
- Mathematics
- Religion
- Maya History

Unit Operations

# LCMS: Tiedostojen hallinta

The screenshot displays the LCMS File Manager interface. On the left, a navigation menu includes 'Professor eFront', a search bar, and various site sections like 'Maya civilization', 'Main page', 'Content', 'Tests', 'Access rules', 'Glossary', 'Forum', 'Chat', 'Survey', and 'Administration'. The main area shows a file list with columns for Type, File name, Size, Last modified, Functions, and Select. A preview window is open over the 'Palenque\_Relief.jpg' file, showing a map of the Yucatan Peninsula with a highlighted region.

Type	File name	Size	Last modified	Functions	Select
	Bonampak_painting+contrast.jpg	122.74 KB	11 Apr 2008, 18:31:25		<input type="checkbox"/>
	ChacDresden.jpg	12.78 KB	11 Apr 2008, 18:31:25		<input type="checkbox"/>
	mayamap.jpg	39.08 KB	11 Apr 2008, 18:31:25		<input type="checkbox"/>
	Maya_numbers.png				
	Palenque_Relief.jpg				
	Palenque_Ruins.jpg				
	Spanish_Empire-World_M				
	Topoxte.jpg				

Filter:

With selected files:


Preview




Integroitu tiedostojen hallinta ja esikatselu


# LCMS: Kyselyt


 Survey added successfully



 Survey ☰







 Create Survey

Code	Name	Question cardinality	Available from	Until	Status	Participation	Operations	Publish
1000	Survey about ancient civilizations	0	17 Apr 2008	17 Jul 2008		0/0	    	<input type="button" value="Publish"/>

 Question added successfully

 Create question for survey ☰

 Add Question:  

















Question number	Question title	Question type	Number of options	Operations
1	Do you believe that maya never existed?	Yes/No	2	  
2	What was your favorite prehistoric civilization	Select from list	3	  

eFront sisältää monipuolisen työkalun kyselyjen luomiseen

# LCMS: Aktiivisten moduulien valinta

Lesson options

Lesson options | Lesson initialization | Import Lesson | Export Lesson

 Theory	 Examples	 Projects	 Tests
 Survey	 Access rules	 Forum	 Comments
 Users online	 Chat	 SCORM	 Digital file library
 Calendar	 New content	 Glossary	 Tracking

Opettajalla on mahdollisuus aktivoida/deaktivoida moduuleja aihekohtaisesti

# LMS: Pääkohdat

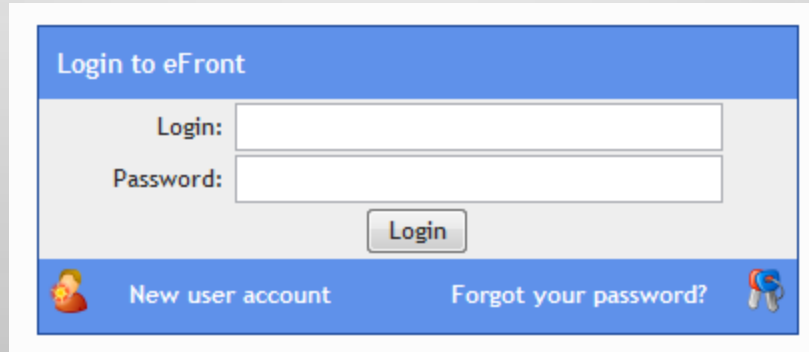
- Käyttäjän autentikointi
- Järjestää oppitunnit/aiheet kursseihin tai kategorioihin
- Seuraa opiskelijan aktiivisuutta ja koetuloksia
- Opastaa käyttäjää oppimateriaalin läpikäymisessä
- Implementoi ajanseurannan, säännöt/vaatimukset jne.

LCMS puolelta

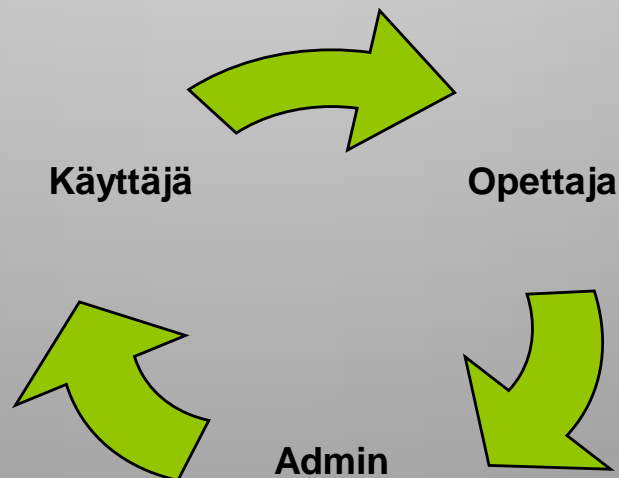
- Tarjoaa työkalut, kuten haun ja kirjanmerkit sekä käyttäjän oman sivun
- Yhdistää oppimisprosessin kommunikointityökalujen kanssa



# LMS: Käyttäjän autentikointi



The screenshot shows a login form titled "Login to eFront". It features two input fields: "Login:" and "Password:". Below the fields is a "Login" button. At the bottom of the form, there are two links: "New user account" with a person icon and "Forgot your password?" with a key icon.



# LMS: Opiskelijan näkymä

The screenshot shows a student's view of an LMS interface. The interface includes a user profile section on the left, a search bar, a navigation menu, and a main content area with a calendar. Annotations in green boxes point to specific features:

- Resume lesson**: A blue play button icon with a callout box containing the text "Aloita/jatka oppitunti".
- Lesson Information**: A speech bubble icon with an 'i' inside.
- Current content**: A book icon with a callout box containing the text "Sisältö".
- Tools**: A callout box containing the text "Työkalut" pointing to the "Log out" button.
- Aktiiviset moduulit ja uusimmat viestit**: A callout box containing the text "Aktiiviset moduulit ja uusimmat viestit" pointing to the calendar area.

The main content area displays a tree view of course content under "The Maya Civilization":

- Geographical Position
- History
  - Preclassic
  - Classic
  - Postclassic
  - Colonial Period
- Political Structures
- Art
- Writing
- Architecture
- Astronomy
- Mathematics
- Religion
- Maya History Test

The calendar shows the month of April 2008, with the 17th highlighted.

M	T	W	T	F	S	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

# LMS: Sisällön lukeminen

Home » Minimum genetic tree » Prim algorithm » Adjoining Array

## Adjoining Array

The adjoining array can be used as a **"data structure"** to represent graph. See how the Prim Algorithm can be implemented using the adjoining array. This array is specified by the costs, which means  $A(i,j)=c(e_{ij})$ . When we don't use directed graphs this array is symmetrical.

The Prim algorithm steps are now :

1. We put a mark beside the first line and we delete the first column.
2. Between the elements that are not deleted and belongs to a line with a mark we choose the least  $A(j,k)$ . If all elements are deleted the algorithm terminates.
3. We put a mark beside the k line and we delete k column. We return to step 1.

In every step the  $V_k$  node become  $V_j$ 's child.

**Genetic tree finder using the Prim Algorithm & the Adjoining Array.**

Graph	Adjoining Array of Graph	Genetic tree																																																																																																														
	<table border="1"><thead><tr><th></th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th></tr></thead><tbody><tr><th>1</th><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>8</td></tr><tr><th>2</th><td>5</td><td></td><td>6</td><td>2</td><td></td><td></td><td></td><td></td><td></td><td>5</td></tr><tr><th>3</th><td>6</td><td></td><td>8</td><td>9</td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><th>4</th><td>2</td><td>8</td><td></td><td></td><td></td><td>4</td><td></td><td></td><td></td><td>2</td></tr><tr><th>5</th><td></td><td></td><td>9</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><th>6</th><td></td><td></td><td></td><td></td><td></td><td></td><td>8</td><td></td><td></td><td>8</td></tr><tr><th>7</th><td></td><td></td><td></td><td>4</td><td></td><td></td><td>8</td><td></td><td>5</td><td>9</td></tr><tr><th>8</th><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>5</td><td>9</td></tr><tr><th>9</th><td></td><td></td><td></td><td></td><td></td><td></td><td>8</td><td></td><td>9</td><td></td></tr></tbody></table>		1	2	3	4	5	6	7	8	9	10	1										8	2	5		6	2						5	3	6		8	9							4	2	8				4				2	5			9								6							8			8	7				4			8		5	9	8									5	9	9							8		9		
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**Kirjanmerkit ja muu info**

**Sisällön rakenne**

**Eteneminen oppitunnilla / aiheessa**

**Multimediasisältö**

**Työkalut**

**Lesson Material**

- Introduction
- Greed (and hill elevation...)
- Order projects by deadlin...
- Minimum genetic tree
  - Prim algorithm
    - Adjoining Array
    - Kruskal algorithm
  - Heuristic algorithms
    - TSP (Travelling Salesman ...)
  - Dynamic programming
  - Minimoum routes
    - Dijkstra algorithm
    - Floyd algorithm
  - Backtracking
  - General concepts test

**Lesson progress**

Progress: 7.14%

Conditions completed: 0 out of 2

**Unit Operations**

1. Print unit
2. Print current content
3. Add comment


# LMS: Sisällön lukeminen [2]

Home » The Maya Civilization » Religion

## Religion

Like the Aztec and Inca who came to power later, the Maya believed in a cyclical nature of time. The rituals and ceremonies were very closely associated with celestial/terrestrial cycles which they observed and inscribed as separate calendars. The Maya priest had the job of interpreting these cycles and giving a prophetic outlook on the future or past based on the number relations of all their calendars. They also had to determine if the "heavens" or celestial matters were appropriate for performing certain religious ceremonies.

The Maya practiced human sacrifice. In some Maya rituals people were killed by having their arms and legs held while a priest cut the person's chest open and tore out his heart as an offering. This is depicted on ancient objects such as pictorial texts, known as codexes. It is believed that children were often offered as sacrificial victims because they were believed to be pure.



Chaac, the god of Rain and thunder

Much of the Maya religious tradition is still not understood by scholars, but it is known that the Maya, like most pre-modern societies, believed that the cosmos has three major planes, the underworld, the sky, and the earth.

The Maya Underworld is reached through caves and ball courts. It was thought to be dominated by the aged Maya gods of death and putrefaction. The Sun and Itzamna, both aged gods, dominated the Maya idea of the sky. The night sky was considered a window showing all supernatural doings. The Maya configured constellations of gods and places, saw the unfolding of narratives in their seasonal movements, and believed that the intersection of all possible worlds was in the night sky.

### Lesson Material

Collapse All

- The Maya Civilization
  - Geographical Position
- History
  - Preclassic
  - Classic
  - Postclassic
  - Colonial Period
- Political Structures
- Art
- Writing
- Architecture
- Astronomy
- Mathematics
- Religion
- Maya History Test

### Lesson progress

Progress: 21.43%

Conditions completed: 0 out of 2

### Unit Operations

- Print unit
- Print current content

# LMS: Tekstihaku

The screenshot shows a user interface for an LMS. On the left is a sidebar with a user profile (Student eFront), a search bar containing 'maya', and a 'Lessons' section with a 'my Lessons' link. The main content area is titled 'Home » Search results' and shows a list of search results for 'maya' in lessons. Each result includes a category (e.g., Religion, Astronomy), a percentage (50%), and a snippet of text with 'Maya' highlighted in yellow.

Home » Search results

Lessons

Search results in lessons

[Religion](#) (50 %)  
(Lesson: Maya civilization)  
...and thunder Like the Aztec and Inca who came to power later, the **Maya** believed in a cyclical nature of time. The rituals and cer

[Astronomy](#) (50 %)  
(Lesson: Maya civilization)  
Astronomy Uniquely, there is some evidence to suggest the **Maya** appear to be the only pre-telescopic civilization to demonstrate kn

[Mathematics](#) (50 %)  
(Lesson: Maya civilization)  
Mathematics **Maya** Numbers In common with the other Mesoamerican civilizations,...

[Writing](#) (50 %)  
(Lesson: Maya civilization)  
Writing The **Maya** writing system (often called hieroglyphs from a superficial resemblanc...

[Architecture](#) (50 %)  
(Lesson: Maya civilization)  
...hitecture As unique and spectacular as Greek or Roman architecture, **Maya** architecture spans many thousands of years; yet, ofte

[Postclassic](#) (50 %)  
(Lesson: Maya civilization)  
...sted, characterized by an increasing diversity of external influences. The **Maya** cities of the northern lowlands in Yucatán continu

[Colonial Period](#) (50 %)  
(Lesson: Maya civilization)  
...to the region, the Spanish initiated a number of attempts to subjugate the **Maya** and establish a colonial presence in the **Maya** ter

[Political Structures](#) (50 %)

Student eFront

maya

Lessons

my Lessons


Tools

Log out

# LMS: Kokeet

## Maya History Test

This is a generic test about Maya History with 6 generic questions.  
Note: All questions and possible answers are shuffled with each test view.

	Test duration:	15 minutes
	Number of questions:	6
	Questions are shown:	All together
	So far you have done this test:	1 times
	You can do the test:	19 times more

Proceed to test »

Oletko varma, että haluat tehdä kokeen?

[9] Ποιος ήταν ο σκοπός της Συνέλευσης των Καλτετζών από την πλευρά των προεστών;

- Να βρεθεί λύση για τα κοινωνικά ζητήματα της πατρίδας
- Να συνταχθεί από τους προεστούς ένα διπλωματικό έγγραφο για τον σκοπό της επανάστασης και να σταλεί στις ευρωπαϊκές δυνάμεις
- Να λύσουν το θέμα της διοίκησης του αγώνα έτσι ώστε να αποκλείσουν την στρατιωτική μερίδα

[10] Ποιός είναι ο εικονιζόμενος;



- Οδυσσεάς Ανδρούτσος
- Θεόδωρος Κολοκοτρώνης
- Αθανάσιος Διάκος

Αποστολή Διαγωνίσματος

Koe voi sisältää multimediaa

# LMS: Kokeen merkinnät

Home » Tests » The Maya Civilization » Maya History Test

Test completed at 17 Apr 2008.  
It had maximum duration 15 minutes and you completed it in 18 minutes 42 seconds  
Your score is: 0%

You can do test 19 times more  
I want to redo this test

**Ohjeistus**

**Question 1 (Weight 16.67%)**

When was the the first "Maya" settlements were established?

Around 1800 BC ← Correct answer  
 Around 2800 BC  
 Around 800 BC

Explanation: While the Maya area was initially inhabited around the 10th millennium BC, the first clearly "Maya" settlements were established in approximately 1800 BC in Soconusco region of the Pacific Coast. This point in time, known as the Formative period, was characterized by sedentary communities and the introduction of pottery

**Oikean vastauksen selitys**

Score: 0%

**Question 2 (Weight 16.67%)**

"The Maya have developed a complete writing system". This sentence is...

Wrong  
 Correct ← Correct answer

Explanation: The Maya writing system (often called hieroglyphs from a superficial resemblance to the Ancient Egyptian writing) was a combination of phonetic symbols and logograms. It is most often

Lesson Material

Collapse All

- The Maya Civilization
  - Geographical Position
  - History
    - Preclassic
    - Classic
    - Postclassic
    - Colonial Period
  - Political Structures
  - Art
  - Writing
  - Architecture
  - Astronomy
  - Mathematics
  - Religion
  - Maya History Test

# LMS: Säännöt / vaatimukset

The screenshot displays a Learning Management System (LMS) interface. At the top, a navigation bar shows the path: Home » The Maya Civilization » Religion. A yellow warning banner with a yellow triangle icon contains the text: "You must first read unit Mathematics". A green callout box with a white border points to this banner, containing the text: "Sääntö / vaatimus osoittaa suoritusjärjestyksen". On the right side, there is a "Lesson Material" panel with a "Collapse All" button and a list of units: The Maya Civilization, Geographical Position, History (expanded), Preclassic, Classic, Postclassic, Colonial Period, Political Structures, Art, Writing, Architecture, Astronomy (checked), Mathematics, Religion (checked), and Maya History Test. Below this is a "Lesson progress" panel showing "Progress: 14.29%" and "Conditions completed: 0 out of 2".

Home » The Maya Civilization » Religion

You must first read unit Mathematics

Sääntö / vaatimus osoittaa suoritusjärjestyksen

Lesson Material

Collapse All

- The Maya Civilization
  - Geographical Position
  - History
    - Preclassic
    - Classic
    - Postclassic
    - Colonial Period
    - Political Structures
    - Art
    - Writing
    - Architecture
    - Astronomy
    - Mathematics
    - Religion
    - Maya History Test

Lesson progress

Progress: 14.29%

Conditions completed: 0 out of 2



# LMS: Kommunikointityökalut

View message

Personal message

From: student2  
To: student2  
Date: 20 Apr 2007, 15:40:50  
Subject: test

hi!

New

Henkilökohtaiset viestit

1

Posted by student2 on 20 Apr 2007, 15:52:17

Question about Prim algorithm

I have a question about prim algorithm....

New message

Foorumi

Chat

Greedy\_Algorithms >> Chat

Message:  Send

15:54:27 student2: I am online n  
15:54:21 student2: hello everyon

Kalenteri

Calendar

-April+							-2007+
M	T	W	T	F	S	S	
						1	
2	3	4	5	6	7	8	
9	10	11	12	13	14	15	
16	17	18	19	20	21	22	
23	24	25	26	27	28	29	
30							

Kurssin / oppitunnin/  
järjestelmän ilmoitukset

Announcements (1)

[1] New announcement

Add announcement

# LMS: Tilastot

Raportin tyyppi



Reports

User reports Lesson reports Tests reports System reports

Home » Reports » User reports

User reports:student

Select user:  Start typing to get relevant matches (Type % for all)

Export reports:  

User name: student (eFront Student)

Name: Student



Surname: eFront



User type: student

Lessons: 2

Total time in system: 0h 13' 9" (Last log-in : 17 Apr 2008, 10:49:27)

Lessons More info Traffic


Export tests:  

Lesson	Time in lesson	Content	Tests	Projects	Options
Greedy algorithms	0h 2' 55"	7%	0.00%	0.00%	
Maya civilization	0h 10' 3"	14%	0.00%	0.00%	

Käyttäjärapotti

# LMS: Tilastot [2]


## Järjestelmäraportti

 System reports ☰

**Traffic** **User types**


From: 10 April 2008 Time: 11 01  
to: 17 April 2008 Time: 11 01




Show analytic log  
 Show all users  
 Show all lessons

 Access Statistics

**Total statistics**

Total system logins: 8  
Total access time: 31' 52"

**20 most active users** 

Login	Number of accesses	Total access time
 professor	3	16' 45"
 student	2	13' 9"
 admin	3	1' 27"

**20 most active lessons**

Lesson	Number of accesses	Total access time
Maya civilization	18	15' 19"
Greedy algorithms	11	9' 38"

# Järjestelmänvalvojan työkalut

- Lisää/muokkaa käyttäjiä
- Lisää/muokkaa oppitunteja (aiheita)/kursseja/kategorioita
- Lisää/muokkaa kieliä
- Varmuuskopioiden palautus
- Järjestelmän ilmoitukset
- Jne.

# Järjestelmänvalvoja: Päänäkymä

The screenshot displays a web-based system administrator interface. At the top left, a user profile for 'Periklis Venakis' is shown with a search bar. A sidebar on the left lists navigation options: System (Control Center, Forum, External pages, Chat, System reports), Lessons, Users, Tools, On line users (1), and Log out. The main content area is titled 'Home' and features a grid of icons for system management tasks such as Users, Lessons, Courses, Categories, User Groups, System configuration, Change theme, Send message, Log out user, Import/Export Users, Customize user profile, Change site logo, Set languages, Reports, Backup System - Restore System, External pages, Maintenance, Modules, and Paypal. A 'System announcements' section on the right shows 'No announcements posted'.

Home

Options

System announcements

No announcements posted

Users

Lessons

Courses

Categories

User Groups

System configuration

Change theme

Send message

Log out user

Import/Export Users

Customize user profile

Change site logo

Set languages

Reports

Backup System - Restore System

External pages

Maintenance

Modules

Paypal

Periklis Venakis

Search...

System

Control Center

Forum

External pages

Chat

System reports

Lessons

Users

Tools

On line users (1)

Log out

# Järjestelmänvalvoja: Käyttäjähallinta

Home » Users



Update users

+ New User

Login	Name	Surname	User type	Language	Number of lessons	Active	Reports	Operations
<a href="#">student</a>	Student	eFront	Student	english	2			
<a href="#">professor</a>	Professor	eFront	Professor	english	2			
<a href="#">admin</a>	Periklis	Venakis	Administrator	english				

Filter:

Rows per page: 20 Page: 1 of 1

Home » Users » User Settings



Personal options for user student

User Settings

Attending



Personal data

Password (blank to leave unchanged):

Password must be at least 6 characters

Repeat password:

Name:

Surname:

Email address:

User type:

Active user:

Registration date: 16 Apr 2008

Submit



Set avatar


Current avatar: You have not set any avatar image

Image file:




Or select one from list:  (View list)

Apply changes


# Järjestelmänvalvoja: Oppituntien/aiheiden hallinta

 Update lessons [-]

 New lesson

Name ^	Categories	Language	Exclusively through course	Price	Active	Reports	Operations
Greedy algorithms	Default direction	English	No	This lesson is free for all			 
Maya civilization	Default direction	English	No	This lesson is free for all			 

Home » Lessons » Lesson settings

 Options for lesson Greedy algorithms [-]

**Lesson settings** | Lesson users

Lesson name:


Categories:  ▼

Price:


Exclusively through course:

Active:

# Järjestelmänvalvoja: Järjestelmän konfigurointi

 System configuration ☰

System configuration LDAP configuration E-mail Server Configuration Locale settings

 System configuration ☰

Administrator Email:  \*

Maximum file size (KB):  \*

The maximum upload file size is also affected by PHP ini settings. Current true max file size is: 20480 KB

Allowed IPs<sup>1</sup>:

Disallowed IPs<sup>1</sup>:

When setting ip access lists, be careful not to ban yourself out!

Allowed file extensions<sup>2</sup>:

Disallowed file extensions<sup>2</sup>:

Cache timeout:

Default language:  ▼

Externally signup:

Automatic user activation:

User activation by email:

Support only one (the default) Language:

Show footer:

Content Caching:

Enabled XML API:

Show lesson/courses catalog:  ▼

Select the interface of index page:  ▼



# Järjestelmänvalvoja: Varmuuskopiointi ja kielituki

Home » Backup System - Restore System



Backup successfully completed







Backup System - Restore System



Upload file



Backup!




File name	Date	Size	Action
 efront_backup_2008_04_17_11.07.24.tar.gz	17 Apr 2008, 11:07:30	73.09 KB	  



Set languages



Add language

Current languages	Status	Operations
greek		 
english		 

**Kiitos mielenkiinnosta!**