USER MANUAL

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1.0 Learning About LOOOP

LOOOP was a Learning Object system developed based on Learning Object approach using object-oriented programming. LOOOP provided space for user(s) kept theirs own learning contents and notes in the system database. With an Internet connection and LOOOP, user(s) could searched, viewed, and saved the information on the Internet as theirs new learning contents. Thus, user(s) also could viewed and edited theirs learning contents on different computer.

2.0 System Requirements

Operating system	: Microsoft Windows 2000 or above
CPU	: Intel 486, Pentium or 100% compatible
Memory	: 8 MB RAM
Disk space	: At least 10 MB
Screen	: 800x600 or higher resolution; 256 colors or above
CD-ROM	: 2x or faster (for program installation using CD)
Internet connection	: Available
ActiveX	: Support
Web server	: Internet Information Server (IIS 4.0) or higher

3.0 Installation And Execution

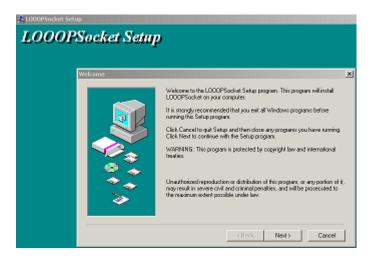
3.1 LOOOP Socket

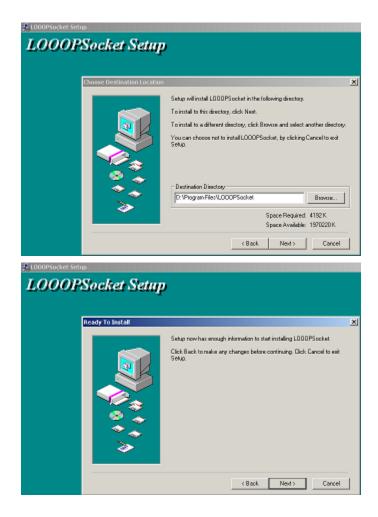
LOOOP Socket was a data processing application that runs on **server**. With this application running on server, LOOOP user(s) could retrieve their learning contents from the server and easy sharing the learning contents within LOOOP users. Besides, this application also was a terminal where passing the forum messages to LOOOP online users.

1. From the installation package, click on the **Setup.exe** icon.

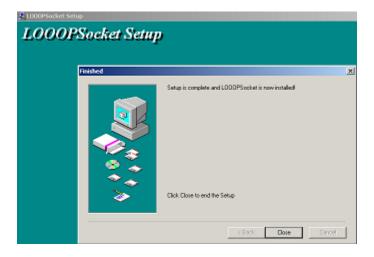


2. Click **Next** on the following screen.





3. Click **Close** button when installation finished.



4. Click the following icon that locates on the server desktop.

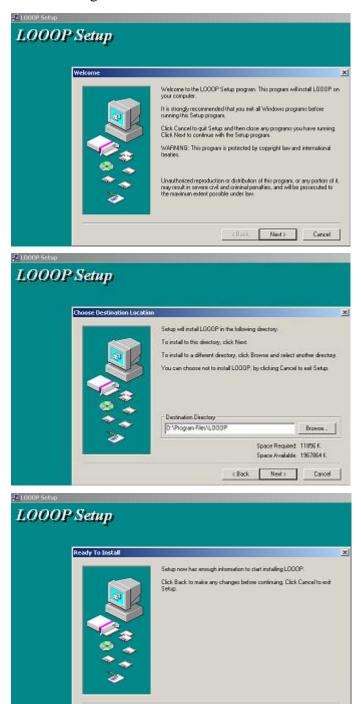


3.2 LOOOP

1. From the installation package, click on the **Setup.exe** icon.



2. Click **Next** on the following screen.



<Back Neit> Cancel

3. Click **Close** button when installation finished.

Finished	
	Setup is complete and LODOP is now installed
3	Click Close to end the Setup

4. Click the following icon that locates on the desktop.



4.0 LOOOP GUI

LOOOP had four main pages. Log in page, Learning contents page, Search information page and View file page.

4.1 Log in page

A page for new user(s) registered to the system and registered user(s) log in to the system.

File Edit Tools Setting He	lp
다 🦻 🖶 🖷 麗 🕷 🖁	
Log in register save as sharaple content save as other format file save as XML file save as LOOOP file save to database open page new page	Learning onlines Search information View file Log in User name: 222 Password: Register User name: Password: Confirm password: Register Reg

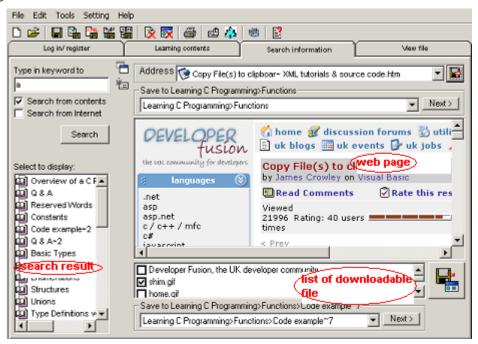
4.2 Learning contents page

A page for registered user(s) maintain, edits and performs operations on their personal learning contents.

File Edit Tools Setting	; Help		
🗅 🥔 🔒 🔒 🙀	i 🖫 🖹 😽 🐼 🦓	🐵 📔	
Log in/ register	Learning contents	Search information	View file
Learning C Programming	Learning C Programming > Functions	> Code example~7	Note
Functions		Content title	Write your note here.
Code exs		<u> </u>	
Pointers and FunPointer to	1 S	aws a rectangle or a	
Pointer to	triangle on the screen.	and a recongre of a	(Ser note)
list of	***************************************		
contents	#include <stdio.h></stdio.h>	contents	
	section and the defendance		
	void draw_rectangle(void); void draw_triangle(void);		-
	int print_menu(void);	_	Board
first page	void process_request(Int-F); hyperlink; cut/copy/p	aste find undo redo	home.gil extra file
previous pag	E int main(vold){	イアアア	forums git
next page	int intValue;		
Tast page			ctear highlight
bold	VI VI TO I DUT TO INT		onternet search>
italic			start/ stop reader
Underline			
	📩 Most important 👻 📩 🛛 Imp	ortant 👻 📩 Less important 👻	highlight color

4.3 Search information page

A page for registered user(s) search information from Internet (with Internet connection available) and their personal learning contents. Besides, registered user(s) also perform some operations provided, like open file, save information page to learning contents and file to learning contents.



4.4 View file page

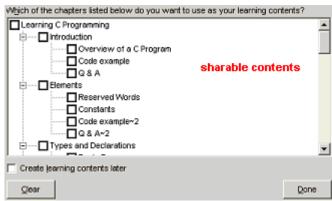
A page for registered user(s) view an opened board file (extra file saved for learning contents).

File Edit Tools Setting Help
Log in/register Learning contents Search information View file
Title: home.gf
Description:

5.0 Getting Started With LOOOP

Before started using LOOOP, user(s) required **registered** to the system.

- 1. Fill in the **username** field.
- 2. Fill in the **password** field.
- 3. Fill in the **confirm password** field (make sure the characters are same with **password** field's characters).
- 4. Click the **register** button.
- 5. Select the sharable content(s) needed.



For an existing user(s), user(s) required log in to the system.

- 1. Fill in the **username** field.
- 2. Fill in the **password** field.
- 3. Click the **log in** button.

For user(s) who saved the learning contents on the server. They needed to set the server IP address and connected to the Internet.

- 1. In the toolbox on top of the system, click 🔜
- 2. Fill in LOOOP server IP address (example: 127.0.0.1).
- 3. Click OK

5.1 Performing Tasks With Learning Contents

Such like normal text editors, LOOOP provided a set of tool that allowed users modified the learning contents.

5.1.1 To create new learning content

- 1. In the toolbox on top of the system, click \Box
- 2. Select an option type to create a new content and click **Done**.

 Create content under existing topic and chapter. 	C Create content under existing topic only.
Topic and chapter:	Topic:
Learning C Programming	Learning C Programming
Functions	existing topic
Pointers and Functions	
existing topic & chapter	
	Chapter name:
Content name:	Content name:
C Create content from sharable learning contents.	C Create content with new topic and chapter.
Topic, chapter and content:	Topic name:
Code example~B	
Q & A~8	Chapter name:
sharable	Content name:
contents	
	Done Cancel

5.1.2 To navigate learning contents

In the toolbox under the learning content, click the specific button to navigate the contents.

- 1. For the first learning content, click •
- 2. For the previous learning content, click
- 3. For the next learning content, click
- 4. For the last learning content, click

5.1.3 To cut, copy and paste learning content

- To cut and copy
 - 1. Hold down the left mouse button and drag the pointer to select the text.
 - 2. In the toolbox under the learning content, click $\mathbf{x}_{\mathbf{k}}$ to cut or $\mathbf{x}_{\mathbf{k}}$ copy.
- To paste
 - 1. In the toolbox under the learning content, click 🕋

5.1.4 To find text on current learning content

1. In the toolbox under the learning content, click

5.1.5 To undo and redo tasks

1. In the toolbox under the learning content, click 🚺 to undo or 🕅 to redo.

5.1.6 To change font style

- Hold down the left mouse button and drag pointer to select the text.
 In the toolbox under the learning content, click b to bold the text, to italic the text or **U** to underline the text.

5.1.7 To create a hyperlink on learning content

- 1. Hold down the left mouse button and drag the pointer to select the text.
- 2. In the toolbox under the learning content, click **Q**.

5.1.8 To highlight and clear highlighted content

- To highlight content
 - Hold down the left mouse button and drag the pointer to select the text.
 In the toolbox under the learning content, click Most important .
- To clear highlighted content _
 - 1. Select a highlighted content.
 - 2. In the toolbox under the learning content, click
- To change highlight colour
 - 1. In the toolbox under learning content, click
 - 2. Select Change colour.
 - 3. Select a colour.
 - 4. Click Done.
- To change highlight button label
 - 1. In the toolbox under learning content, click
 - 2. Select Change caption.
 - 3. Fill in the text.
 - 4. Click Done.

5.1.9 To find information on Internet

- 1. Hold down the left mouse button and drag the pointer to select the text.
- 2. In the toolbox under the learning content, click 📷 .

5.1.10 To activate and deactivate text reading

- To read specific text
 - 1. Hold down the left mouse button and drag pointer to select the text.
 - 2. In the toolbox under the learning content, click.
- To read all and deactivate text reading
 - 1. In the toolbox under the learning content, click \mathbf{M} to read or \mathbf{M} to stop reading.

5.1.11 To open learning content file

- 1. In the toolbox on the top of the system, $click^{\textcircled{2}}$.
- 2. Select a file and click **open**.

5.1.12 To save current learning content to database

1. In the toolbox on the top of the system, click \blacksquare .

5.1.13 To save current learning content as LOOOP file

- 1. In the toolbox on the top of the system, click \square .
- 2. Fill in the file name.
- 3. Click Save.

5.1.14 To save current learning content as XML file

- 1. In the toolbox on the top of the system, click.
- 2. Fill in the file name.
- 3. Click Save.

5.1.15 To save current learning content to sharable contents

1. In the toolbox on the top of the system, click

5.1.16 To delete current learning content

1. In the toolbox on the top of the system, click \mathbb{R} .

5.1.17 To print current learning content

1. In the toolbox on the top of the system, click \blacksquare .

5.1.18 To email current learning content to friends

1. In the toolbox on the top of the system, click \Box .

5.2 Performing tasks with information searching

There were several features provided in the system for information searching. The tasks included search text from database or Internet, save the online or offline web page and download the selected file.

5.2.1 To search text from database and Internet

- 1. Fill in the text or keyword that would like to search in the textbox.
- 2. Check Search from contents to search from database or check Search from Internet to search from internet or both.
- 3. Click Search button.

5.2.2 To save web page

- 1. Click the button next to the address bar \blacksquare .
- 2. Select a main chapter title.
- 3. Click Next >
- 4. Click Yes.

5.2.3 To save specific file found in web page

- 1. Click 🖶
- 2. Select a main chapter title.
- 3. Click Next >
- 4. Click Yes.

5.2.4 To enlarge web page in external browser

1. In the toolbox on the top of the system, click $rac{1}{rac{1}$

5.2.5 To view file(s) contained in a web page

1. In the toolbox on the top of the system, click \overleftarrow{i} .

5.3 **Performing tasks on file viewing**

There are several file that could be viewed in the system. The file formats included picture file (bmp, gif and jpg), media file (wav, avi) and shockwave flash file (swf).

5.3.1 To save file to database

1. In the toolbox on the top of the system, $click \square$.

5.3.2 To save file to external file

- 1. In the toolbox on the top of the system, click \mathbb{H} .
- 2. Fill in the file name.
- 3. Click Save.

5.3.3 To delete file

1. In the toolbox on the top of the system, $click \mathbf{\overline{x}}$.

5.4 To Access to LOOOP forum

A simple chat room for LOOOP registered user(s). User(s) allows chatting and shares files within online user(s).

chat screen	×	Online online user list
	-	Send File
Type your message in the box		
message input area		Send Message

To open the forum dialog box, user(s) need to **log in** to the system and connected to the Internet.

1. In the toolbox on top of the system, click $\stackrel{\circ}{\diamond}$.