

CoCoA-5 - Feature #912

Add TUTORIALs to online manual

02 Aug 2016 10:53 - John Abbott

Status:	In Progress	Start date:	02 Aug 2016
Priority:	Urgent	Due date:	
Assignee:		% Done:	80%
Category:	Manual/documentation	Estimated time:	0.00 hour
Target version:	CoCoA-5.4.2	Spent time:	6.60 hours
Description			
Add pages to built-in online manual to cover basics for (re)learning CoCoA-5.			

History

#1 - 22 Aug 2016 16:05 - John Abbott

- Status changed from New to In Progress

- % Done changed from 0 to 10

Here is a proposal for how we could organize tutorials as manual pages in CoCoA-5.

Tutorial Content

- 0 "ciao" command, and semicolons
- 1 using on-line manual
- 2 INTs, RATs, polys, assignment (to variables)
- 3 LISTs, maybe also print and indent?
- 4 Rings and "use" command
- 5 Ideals (modules?), Gbasis
- 6 MATs
- 7 define and return
- 8 if..then
- 9 Loops: for, foreach, while; continue, break.
- 10 Homomorphisms
- 11 Emacs UI (maybe?)

The order above is not completely arbitrary, but may be not "perfect". Anyway, I would expect the tutorial pages to have links among themselves. I gave numbers to distinguish them; I'm not sure whether it is a good idea to use the numbers in practice.

#2 - 22 Aug 2016 16:06 - John Abbott

As a "proof of concept" I have written and checked in two tutorial pages: 0 (ciao) and 1 (manual).

I'll see what Anna thinks of this before going further -- it is harder than I expected to write the tutorial pages. :-)

#3 - 19 Jan 2017 12:51 - John Abbott

Now that I have a CoCoA minicourse planned for late February, it is a good time to reactivate this task.. but how to find the time to dedicate to it?

#4 - 27 Jan 2017 07:53 - Anna Maria Bigatti

John Abbott wrote:

Here is a proposal for how we could organize tutorials as manual pages in CoCoA-5.
Tutorial Content

yes! beautiful!

#5 - 27 Jan 2017 15:46 - John Abbott

Anna would you be willing to help me propel this issue forwards over the next month. The minicourse will be on 27+28 Feb. I'm hoping we will have a new release by then (certainly a new internal release).

#6 - 21 Feb 2017 14:22 - John Abbott

- Priority changed from Normal to Urgent

There is less than a week to go to the mini-course. It would be nice to make some progress with the tutorials.

#7 - 22 Feb 2017 16:16 - John Abbott

I have added some hasty tutorials... no doubt it is clear that they have been hastily written.

#8 - 07 Aug 2018 17:56 - John Abbott

- Target version changed from CoCoA-5.?.? to CoCoA-5.3.0

- % Done changed from 10 to 20

I have added some more tutorials (since there are two imminent summer schools).

The original list in comment 1 will have to be revised/renumbered).

#9 - 01 Oct 2019 14:33 - John Abbott

- Target version changed from CoCoA-5.3.0 to CoCoA-5.4.0

I have added two tutorials: one about giving **feedback and reporting bugs**, the other about some **basic emacs** commands. We still need several more. Perhaps the course here in Passau will give me some useful ideas/suggestions.

#10 - 12 Oct 2021 09:27 - John Abbott

- % Done changed from 20 to 60

The situation has improved. Maybe I will get good feedback from the course here in Kassel (2021-10-12).

#11 - 03 Feb 2022 19:58 - John Abbott

- Target version changed from CoCoA-5.4.0 to CoCoA-5.4.2

- % Done changed from 60 to 70

#12 - 17 Oct 2022 14:02 - John Abbott

- % Done changed from 70 to 80

I have some new students learning CoCoA-5.

I shall ask them for constructive feedback about improving the tutorials in the manual.

Note that the current situation is not so bad:

```
/**/ ?tutorial
OnlineHelp: unsorted entries: operators, shortcuts -- abs
-----< No exact match for "tutorial" >-----
--> All 14 matches for "tutorial":
? Basic Tutorial for CoCoA-5
? Tutorial: manual
? Tutorial: Emacs UI (basic)
? Tutorial: variables, assignment
? Tutorial: arithmetic operators
? Tutorial: printing
? Tutorial: lists
? Tutorial: polynomial rings, use command
? Tutorial: polynomials
? Tutorial: defining new functions
? Tutorial: defining new functions (advanced)
? Tutorial: homomorphisms
? Tutorial: programming and debugging
? Tutorial: feedback and reporting bugs
```