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1. Licence, Requirements and README

Permission is granted to copy, distribute and/or modify this software under the terms of the \LaTeX\ Project Public License (\LPPL), version 1.3 or later (http://www.latex-project.org/lppl.txt). The software has the status “maintained.” \texttt{XSIM} loads the packages expl3 [L3Pa], xparse [L3Pb], etoolbox [Leh19], array [MC19] booktabs [Fea16] and translations [Nie17b]. All of these packages are present on a modern and up to date \TeX\ distribution such as \TeX\ Live or MiK\TeX\ so no further action should be needed. When you are using \texttt{XSIM} you should be using an up to date \TeX\ distribution, anyway.
2. Motivation and Background

It has been quite a while since I first published exsheets [Nie17a] in June 2012. Since then it has gained a user base and a little bit of popularity as the number of questions on tex.sx shows (119 at the time of writing) [var]. User questions, bug reports and feature requests improved it over the time. It still has a version number starting with a zero, though, which in my versioning system means I still consider it experimental.

This is due to several facts. It lacks a few features which I consider essential for a full version 1. For one thing it is not possible to have several kinds of exercises numbered independently. Using verbatim material such as listings inside exercises and solutions is not possible and the current workaround isn’t that ideal either. One request which dates back quite a while now was to have different types of points to exercises...

All of those aren’t easy to add due to the way exsheets is implemented right now. As a consequence I wanted to re-implement exsheets for a long time. This is what lead to \texttt{XSIM}. Internally the package works completely different.

\texttt{XSIM} will be the official successor of exsheets which is now considered obsolete but will stay alive and will still receive bugfix releases. However, new features will not be added to exsheets any more.

3. How to Read the Manual

3.1. Nomenclature

Throughout this manual certain terms are used. This section explains their meaning in this manual.

\textbf{collection} A \textit{collection} bundles a number of exercises of one type or all types of exercises within certain barriers in the document. Those exercise collections can be printed at any place in the document.

\textbf{goal} \textit{Goals} are a certain type of properties with a numerical value the sum of which is available throughout the document.

\textbf{parameter} \textit{Parameters} are options of exercise types which are the same for each exercise of a type and can be retrieved and used in exercise templates.
3. How to Read the Manual

**property** Properties are options of exercises which are individual for each exercise and can be retrieved and used in exercise templates.

**tag** Tags are a certain type of properties with a csv list as value which can be used for selective usage of exercises.

**template** Templates are generic code frameworks which are used for typesetting xsim’s objects such as exercises, solutions, or grading tables.

### 3.2. Package Options

xsim has these package options:

**verbose**
Writes extensive information about what xsim is doing into the log file.

**final**
If used the exercise and solution environments will not rewrite the environment body files.

**clear-aux**
If used every time the total number of exercise changes xsim will write less information to the auxiliary file on the next run and only if the number of exercises stays stable between compilations the needed information will be written to the auxiliary file. This needs more compilations until everything stabilizes but should reduce the probability of possibly faulty exercises after changes to the document. The final option automatically disables this option. See also sections 5 on page 7 and B.2 on page 51.

**no-files**
This option prevents xsim from writing the exercises and solutions to external files. This will keep your working folder “clean” but will also prevent using verbatim material in exercises and solutions and will possibly slow processing further down. This option is considered experimental. Feedback is very welcome.

**use-aux**
With this option enabled xsim will use the regular auxiliary file \jobname.aux instead of its own auxiliary file \jobname.xsim.

Those options are used the usual way as package option

\texttt{usepackage[verbose]{xsim}}

or as global option

\texttt{documentclass[verbose]{article}}
3. How to Read the Manual

or via the setup command as options belonging to the package, see also section 3.3:

\xsimsetup{package/verbose}

### 3.3. Setting Options

Apart from the package options already described in section 3.2 on the previous page \texttt{XSIM} has further options. All those options are set using the following command:

\xsimsetup\{(options)\}

Set up \texttt{XSIM}’s package options and all other options described at other places in the manual.

Options can be “toplevel” options or options belonging to a module:

- \texttt{toplevel} = \{(\texttt{value})\}
  
  A toplevel option.

- \texttt{module/sublevel} = \{(\texttt{value})\}  
  A sublevel option belonging to the module \texttt{module}

Both kinds of options are set with the setup command:

\begin{verbatim}
\xsimsetup{
  toplevel = {value},
  module/sublevel = {value}
}
\end{verbatim}

### 3.4. Command descriptions

Some commands do have a * symbol printed next to their names. This indicates that the command is expandable, \textit{i.e.}, it is usable in an \texttt{edef} or \texttt{write} context and will expand according to its description. All other commands are engine protected, \textit{i.e.}, in the sense of \TeX’s \texttt{protected}.

Some command name descriptions end with TF.

- \texttt{SomeCommandTF\{arguments\}\{(true)\}\{(false)\}}

  A command with maybe some arguments and ending with the two arguments \texttt{(true)} and \texttt{(false)}.

  This means two things: the command is a conditional which tests something and depending on the outcome of the test leaves either the \texttt{(true)} argument (T) or the \texttt{(false)} argument (F) in the input stream. It also means two additional commands exist:

- \texttt{SomeCommandT\{arguments\}\{true\}}

  The same as \texttt{SomeCommandTF} but only with the \texttt{(true)} argument and no \texttt{(false)} argument.

- \texttt{SomeCommandF\{arguments\}\{false\}}

  The same as \texttt{SomeCommandTF} but only with the \texttt{(false)} argument and no \texttt{(true)} argument.
4. Exercises and Solutions

The two predefined environments for exercises and solutions are the following ones:

\begin{exercise} \langle properties \rangle \end{exercise}
Input and typeset an exercise. See section 7 on page 12 for details on exercise properties.

\begin{solution} \langle options \rangle \end{solution}
Input and typeset the solution to the exercise of the previous exercise environment. See section 11 on page 26 for details on options of solutions.

Exercise 1
A first example for an exercise.

As can be seen in the example a solution is not printed with the default setup. This can be changed using the following option.

\texttt{solution/print = true|false}
Default: false

Set if solutions are printed or not.

The option (belonging to the module \texttt{solution}) can either be set locally as option to the solution environment

\begin{solution}[print=true]
A first example for a solution.
\end{solution}

or with the setup command for all following solutions:

\xsimsetup{
  solution/print = true
}

There is an completely analogous option for the exercise environment:

\texttt{exercise/print = true|false}
Default: true

Set if exercises are printed or not.

More details on those two environments can be found in section 8 on page 19.
5. How the Exercise Environments Work

Both the exercise and the solution environments write the contents of their bodies verbatim to external files following a certain naming structure:

- \( \langle \text{jobname} \rangle \langle \text{type} \rangle \langle \text{id} \rangle \text{-exercise|solution-body.tex} \)

The name starts with the name of the job (which is the name of the document itself) followed by type and id of the corresponding exercise and then followed by the environment type. For example both environments from the first example have been written to files named

- \( \text{xsim\_manual-exercise-1-exercise-body.tex} \)
- \( \text{xsim\_manual-exercise-1-solution-body.tex} \), respectively.

These external files are input when the respective exercise or solution is printed. An advantage of using external files is that verbatim material is allowed inside the environments. Details on the \( \langle \text{type} \rangle \) of an exercise will be given in section 6 on page 9. The \( \langle \text{id} \rangle \) of an exercise is a positive integer unique to each exercise environment regardless if the exercise is being printed or used at all.

Each of those files contains some information about itself and where and why it was generated:\(^1\):

```
1 % ______________________________________________________________
2 % file `xsim\_manual-exercise-1-exercise-body.tex'
3 % in folder `exercises/'
4 %
5 % exercise of type `exercise' with id `1'
6 %
7 % generated by the `exercise' environment of the
8 % `xsim' package v0.16a (2020/01/16)
9 % from source `xsim\_manual' on 2020/01/16 on line 1
10 % ______________________________________________________________
11 %
12 A first example for an exercise.
```

Arguably one downside of the approach using external files for each exercise and its solution is that your project folder will be cluttered with files. In order to deal with this somehow \( \text{XSIM} \) offers the following option:

\( \text{path = \{\langle \text{path name} \rangle \}} \) (initially empty)

With this option a subfolder or path within the main project folder can be given. Exercises will be written to and included from this path. The path must exist on your system before you can use it! This document uses \( \text{path = \{exercises\}} \).

---

\(^1\) In this example the sourcecode line number is misleading as the example where the file was generated itself was an external file where the exercise environment indeed was on line 1.
5. How the Exercise Environments Work

**file-extension** = {\textit{string}}

This option lets you choose the extension of the external files.

*Default: \textit{tex}*

Another thing to keep in mind: the environment in many ways works the same as the \texttt{filecontents} environment. \textit{This also means that you cannot have comments or labels or anything else on the first line of the environments!}

```latex
\begin{exercise}[points=2] % this comment will cause trouble
  Lorem ipsum
\end{exercise}
```

If you don’t like all the external files and the problems which come with them \textit{and if} you don’t need any verbatim or similar material inside the exercises and solutions then you can use the following package option:

**no-files**

This package option prevents \texttt{XSIM} from writing the exercises and solutions to external files. This will keep your working folder “clean” but will also prevent using verbatim material in exercises and solutions and will possibly slow processing further down. \textit{This option is considered experimental. Feedback is very welcome.}

\texttt{XSIM} writes a lot of stuff to an auxiliary file called \texttt{\jobname.xsim} (or the common \texttt{\jobname.aux} if you use option \texttt{use-aux}) for re-using information on subsequent compilations. If you add exercises, change properties \textit{etc.} it might happen that wrong information is staying in the auxiliary file and is wrongly used by \texttt{XSIM}. In such cases deleting the auxiliary file and doing a few fresh compilations may resolve your problems.

Sometimes the \textit{existence of exercise or solution files from earlier compilations} may lead to wrong lists of exercises or solutions. In such cases it can be useful to delete all those files and doing a fresh compilation. It may be helpful to use a subfolder for those external files which will make deleting them a little bit easier. (Don’t forget to both create the subfolder and set \texttt{path} accordingly then.) Using the \texttt{clear-aux} option might help to reduce erroneous exercises.
6. New Exercise Types

A lot of the lines \texttt{XSIM} writes to the auxiliary file and reads in a subsequent run look like this:

\begin{verbatim}
\texttt{XSIM(points){exercise-2==(4)|exercise-10==(2.5)|problem-11==(5)}}
\end{verbatim}

As you can see different entries of the various properties of exercises are separated with a |. This means that you cannot use this symbol inside properties. This is why \texttt{XSIM} provides an option to change this marker.

\texttt{split-aux-lists} = \{\texttt{string}\} \quad \text{Default: |}

Set the string that is used to separate the property entries in the auxiliary file.

6. New Exercise Types

It is easy to define new exercise environments together with a corresponding solution environment using the following command:

\begin{verbatim}
\texttt{\ DeclareExerciseType{(type)}{(parameters)}}
\end{verbatim}

Declare a new exercise type analogous to the exercise and solution environments.

Declaring a new exercise type will also define a new command:

\begin{verbatim}
\texttt{\ numberof{(exercise-env)}}
\end{verbatim}

These commands hold the absolute number of used exercises of type \texttt{(type)}. The meaning of \texttt{(exercise-env)} will become clear below when the exercise parameters are explained. It is always the same as the exercise environment name.

There are \texttt{\ numberofexercises} exercises and \texttt{\ numberofproblems} problem in this manual.

\texttt{XSIM}'s pre-defined environment pair has been defined as follows:

\begin{verbatim}
\texttt{\ DeclareExerciseType{exercise}\{}
  \texttt{  exercise-env} = \texttt{exercise},
  \texttt{  solution-env} = \texttt{solution},
  \texttt{  exercise-name} = \texttt{\ XSIMtranslate{exercise}},
  \texttt{  exercises-name} = \texttt{\ XSIMtranslate{exercises}},
  \texttt{  solution-name} = \texttt{\ XSIMtranslate{solution}},
\end{verbatim}
6. New Exercise Types

The above already is an example for almost all parameters that can (and often must) be set. Here is the complete list:

exercise-env = \{⟨exercise environment name⟩\}
   The name for the environment used for the exercises of type ⟨type⟩. This parameter is mandatory. It can’t be changed afterwards.

solution-env = \{⟨solution environment name⟩\}
   The name for the environment used for the solutions of type ⟨type⟩. This parameter is mandatory. It can’t be changed afterwards.

exercise-name = \{⟨exercise name⟩\}
   The name of the exercises of type ⟨type⟩ – used for typesetting. This parameter is mandatory.

exercises-name = \{⟨exercises name⟩\}
   The plural name of the exercises of type ⟨type⟩ – used for typesetting. If this is not set explicitly an s is appended to the singular name.

solution-name = \{⟨solution name⟩\}
   The name of the solutions of type ⟨type⟩ – used for typesetting. This parameter is mandatory.

solutions-name = \{⟨solutions name⟩\}
   The plural name of the solutions of type ⟨type⟩ – used for typesetting. If this is not set explicitly an s is appended to the singular name.

exercise-template = \{⟨exercise template⟩\}
   The template used for typesetting the exercises of type ⟨type⟩. This parameter is mandatory. See section 13 on page 30 for details on templates.

solution-template = \{⟨solution template⟩\}
   The template used for typesetting the exercises of type ⟨type⟩. This parameter is mandatory. See section 13 on page 30 for details on templates.

counter = \{⟨counter name⟩\}
   The counter used for the exercises of type ⟨type⟩. If not explicitly set the counter with the same name as exercise-env is used. Otherwise the specified counter is used. This enables to have different types of exercises sharing a common counter. This parameter can’t be changed afterwards. If the explicit or implicit counter does not exist, yet, it will be defined.
6. New Exercise Types

solution-counter = \{\langle counter name \rangle \}
The counter used for the solutions of type \langle type \rangle. If not explicitly set the counter with the same name as solution-env is used. Otherwise the specified counter is used. This enables to have different types of solutions sharing a common counter although this doesn’t actually make much sense. But it can be useful to avoid using an already existing counter. This parameter can’t be changed afterwards. If the explicit or implicit counter does not exist, yet, it will be defined. The sole purpose of this counter is to be able to label solutions so they can be \pageref{ed}.

number = \{\langle integer \rangle \}
An internal parameter that is used to keep track of the number of exercises of a type. This parameter cannot be set or changed by the user.

exercise-heading = \{\langle exercise heading command \rangle \}
The command used for typesetting of the heading of exercises of type \langle type \rangle – used for typesetting with the command \GetExerciseHeadingF.

solution-heading = \{\langle solution heading command \rangle \}
The Introduced in version 0.14 (October 2019) command used for typesetting of the heading of solutions of type \langle type \rangle – used for typesetting with the command \GetExerciseHeadingF.

It is possible to change some of the parameters after an exercise type has been defined. Those include exercise-name, solution-name, exercise-template, and solution-template. It is also possible to define new parameters.

\DeclareExerciseParameter*\{\langle parameter \rangle \}
Declares the new parameter \langle parameter \rangle. The optional star declares a fixed parameter which cannot be changed once it is set. You probably will never need this command. Most tasks can be solved using properties (see section 7 on the following page) instead.

\SetExerciseParameter\{\langle type \rangle \}\{\langle parameter \rangle \}\{\langle value \rangle \}
Usable to set a single parameter to a new value.

\SetExerciseParameters\{\langle type \rangle \}\{\langle parameters \rangle \}
Set several parameters at once. \langle parameters \rangle is a csv list of key/value pairs.

If you try to set an already set but fixed parameter like exercise-env a warning will be written to the log file. For all parameters that can be changed also options exist which can be set via \xsimsetup. They are explained in section 8.2 on page 19.

All exercises of a type use the parameters (e.g., exercise-template) that are currently active. If you want exercises with a different look or different names in the same document you should use different exercises types.
7. Exercise Properties

7.1. Predefined Properties

Exercise like the exercise environment and possibly others defined with \DeclareExerciseType have a number of predefined properties:

\textbf{id} = \{\text{integer}\}

Holds the internal id of an exercise. \textit{Cannot be set by the user.}

\textbf{ID} = \{\text{text}\}

Holds the user id of an exercise if defined. Otherwise it is equal to \textbf{id}.

\textbf{counter} = \{\text{text}\}

Holds the counter value representation of an exercise (\textit{i.e.}, what you usually know as \texttt{\the\text{counter}}). \textit{Cannot be set by the user.}

\textbf{counter-value} = \{\text{integer}\}

Holds the counter value of an exercise (\textit{i.e.}, what you usually know as \texttt{\value{\text{counter}}}). \textit{Cannot be set by the user.}

\textbf{subtitle} = \{\text{text}\}

Holds the subtitle of an exercise.

\textbf{points} = \{\text{number}\}

Holds the reachable points of an exercise.

\textbf{bonus-points} = \{\text{number}\}

Holds the reachable bonus-points of an exercise.

\textbf{print} = \texttt{true}|\texttt{false}

Holds the print boolean of an exercise.

\textbf{print!} = \texttt{true}|\texttt{false}

Holds a special print boolean of an exercise, see page 18.

\textbf{use} = \texttt{true}|\texttt{false}

Holds the usage boolean of an exercise.

\textbf{use!} = \texttt{true}|\texttt{false}

Holds a special usage boolean of an exercise, see page 18.

\textbf{used} = \texttt{true}|\texttt{false}

True if an exercise has been used at least once. For an existing exercise this is only false for exercises that have been collected (\textit{cf.} section 9 on page 22).

\textbf{tags} = \{\text{csv list of tags}\}

Holds the list of tags the exercise should be associated with.
7. Exercise Properties

**topics** = \{\langle csv list of topics \rangle \}
Holds the list of topics the exercise should be associated with.

**page** = \{\langle text \rangle \}
Holds the page counter value representation of an exercise (\textit{i.e.}, what you usually know as `\textbackslash thepage`).

**page-value** = \{\langle integer \rangle \}
Holds the page counter value of an exercise (\textit{i.e.}, what you usually know as `\textbackslash thevalue\{page\}`).

**section** = \{\langle text \rangle \}
Holds the section counter value representation of an exercise (\textit{i.e.}, what you usually know as `\textbackslash thesection`).

**section-value** = \{\langle integer \rangle \}
Holds the section counter value of an exercise (\textit{i.e.}, what you usually know as `\textbackslash thevalue\{section\}`).

**chapter** = \{\langle text \rangle \}
Holds the chapter counter value representation of an exercise (\textit{i.e.}, what you usually know as `\textbackslash thechapter`). \textit{Only if a command `\textbackslash chapter` and a counter `\textbackslash value\{chapter\}` exist.}

**chapter-value** = \{\langle integer \rangle \}
Holds the chapter counter value of an exercise (\textit{i.e.}, what you usually know as `\textbackslash thevalue\{chapter\}`). \textit{Only if a command `\textbackslash chapter` and a counter `\textbackslash value\{chapter\}` exist.}

**sectioning** = \{\langle section numbers \rangle \}
Holds five brace groups which in turn hold the section numbers (integers) of the exercise in the order \{\langle chapter \rangle \}{\langle section \rangle \}{\langle subsection \rangle \}{\langle subsubsection \rangle \}{\langle paragraph \rangle \}.

**exercise-body** = \{\langle \textbackslash TeX code \rangle \}
When the package option `no-files` is set this property is defined and holds the environment body of an exercise.

**solution-body** = \{\langle \textbackslash TeX code \rangle \}
When the package option `no-files` is set this property is defined and holds the environment body of the corresponding solution.

Some of these properties are fixed and cannot be set by the user. Those include `id`, `counter`, and `counter-value`. The others can be set using the optional argument of the exercise environment.

```
\begin{exercise}[subtitle={This is a subtitle},points=4,bonus-points=1]
An exercise where some properties have been set.
\end{exercise}
```
7. Exercise Properties

Exercise 2 This is a subtitle
An exercise where some properties have been set.

7.2. Declaring Own Properties

\texttt{xsim} offers the possibility to declare additional exercise properties:

\texttt{\DeclareExerciseProperty!*-{\textit{property}}}  \\
Declares the property \textit{property}.

If used with the optional \texttt{!} a \textbf{unique property} is defined which means that each exercise must have a property value distinct from all other exercises (all means all – \textit{independent from the exercise type}).

If used with the optional \texttt{*} a \textbf{boolean property} is defined which means that it only should get the values \texttt{true} or \texttt{false} and if used without value it gets the value \texttt{true} instead of an empty value. If any other value is used the property is set to \texttt{false}. A boolean property obviously cannot be unique. The optional \texttt{*} takes precedence over the optional \texttt{!}, \textit{i.e.}, if both are present the property is boolean \textit{but not} unique.

If used with the optional - a property is defined which won’t get updated through subsequent compilation runs but is only set when the exercise is used.

\texttt{\DeclareExercisePropertyAlias{(property 1)}{(property 2)}}  \\
Declares \textit{property 1} to be an alias of \textit{property 2}. This means that each time \textit{property 2} is set \textit{property 1} will be set to the same value \textit{unless} it has been set already. As an example: property \texttt{ID} is an alias of property \texttt{id}.

This is better demonstrated with an example:

```latex
\begin{exercise}
\lipsum[4]
\verb+\GetExerciseProperty{id}+: \GetExerciseProperty{id} \par
\verb+\GetExerciseAliasProperty{ID}+: \GetExerciseAliasProperty{ID} \par
\verb+\GetExerciseProperty{ID}+: \GetExerciseProperty{ID}
\end{exercise}

\begin{exercise}[ID=foo-bar]
\lipsum[4]
\verb+\GetExerciseProperty{id}+: \GetExerciseProperty{id} \par
\verb+\GetExerciseAliasProperty{ID}+: \GetExerciseAliasProperty{ID} \par
\verb+\GetExerciseProperty{ID}+: \GetExerciseProperty{ID}
\end{exercise}
```
Exercise 3

\GetExerciseProperty{id}: 3
\GetExerciseAliasProperty{ID}: 3
\GetExerciseProperty{ID}: 3

Exercise 4

\GetExerciseProperty{id}: 4
\GetExerciseAliasProperty{ID}: 4
\GetExerciseProperty{ID}: foo-bar

The power of properties will get more clear when reading section 13 on page 30 about templates.

7.3. A Special Kind of Property: Exercise Goals

Exercise goals are a generic concept in xsim for exercise properties like points or bonus-points. Those are properties which can (only) get a decimal number as value the sum of which is calculated and available (after a compilation) throughout the document.

\DeclareExerciseGoal{⟨goal⟩}
Declare a new exercise goal named ⟨goal⟩ and also a property called ⟨goal⟩.

\TotalExerciseTypeGoal{⟨type⟩}{⟨goal⟩}{⟨singular⟩}{⟨plural⟩}
Get the sum of goal ⟨goal⟩ for all exercises of type ⟨type⟩. ⟨singular⟩ and ⟨plural⟩ are placed after the sum in the input stream depending on whether the sum equals 1 or not.

\TotalExerciseTypeGoals{⟨type⟩}{⟨list of goals⟩}{⟨singular⟩}{⟨plural⟩}
Get the sum of goal all goals in ⟨list of goals⟩ for all exercises of type ⟨type⟩. The goal names in ⟨list of goals⟩ must be separated with *+. ⟨singular⟩ and ⟨plural⟩ are placed after the sum in the input stream depending on whether the sum equals 1 or not.
7. Exercise Properties

\TotalExerciseGoal{⟨goal⟩}{⟨singular⟩}{⟨plural⟩}
Get the sum of goal ⟨goal⟩ for all exercises. ⟨singular⟩ and ⟨plural⟩ are placed after the sum in the input stream depending on whether the sum equals 1 or not.

\TotalExerciseGoals{⟨list of goals⟩}{⟨singular⟩}{⟨plural⟩}
Get the sum of goal all goals in ⟨list of goals⟩ for all exercises. The goal names in ⟨list of goals⟩ must be separated with +. ⟨singular⟩ and ⟨plural⟩ are placed after the sum in the input stream depending on whether the sum equals 1 or not.

\AddtoExerciseTypeGoal{⟨type⟩}{⟨goal⟩}{⟨value⟩}
Adds ⟨value⟩ to the goal ⟨goal⟩ of exercise type ⟨type⟩.

\AddtoExerciseTypeGoalPrint{⟨type⟩}{⟨goal⟩}{⟨value⟩}{⟨singular⟩}{⟨plural⟩}
Adds ⟨value⟩ to the goal ⟨goal⟩ of exercise type ⟨type⟩. The value and – depending on wether the value equals 1 or not – ⟨singular⟩ or ⟨plural⟩ are left in the input stream. (To be used within exercises.)

\AddtoExerciseGoal{⟨goal⟩}{⟨value⟩}
Adds ⟨value⟩ to the goal ⟨goal⟩ of the current exercise type. (To be used within exercises.)

\AddtoExerciseTypeGoalPrint{⟨goal⟩}{⟨value⟩}{⟨singular⟩}{⟨plural⟩}
Adds ⟨value⟩ to the goal ⟨goal⟩ of the current exercise type. The value and – depending on wether the value equals 1 or not – ⟨singular⟩ or ⟨plural⟩ are left in the input stream. (To be used within exercises.)

\ExerciseGoalValuePrint{⟨value⟩}{⟨singular⟩}{⟨plural⟩}
Print ⟨value⟩ and – depending on wether the value equals 1 or not – ⟨singular⟩ or ⟨plural⟩.

\printgoal{⟨value⟩}
Print ⟨value⟩ according to option goal-print. Defined in terms of \ExerciseGoalValuePrint.

\printpoints{⟨type⟩}
Print the sum of points for all exercises of type ⟨type⟩ followed by an appropriate translation of the words “point” or “points”, respectively. Defined in terms of \TotalExerciseTypeGoal.

\printtotalpoints
Print the sum of points for all exercises followed by an appropriate translation of the words “point” or “points”, respectively. Defined in terms of \TotalExerciseGoal.

\addpoints*{⟨value⟩}
Adds ⟨value⟩ to the points of the current exercise type. (To be used within exercises.) Prints the value followed by an appropriate translation of the words “point” or “points”, respectively. The starred version prints nothing. Defined in terms of \AddtoExerciseGoal and \AddtoExerciseGoalPrint.

\points{⟨value⟩}
Print ⟨value⟩ followed by an appropriate translation of the words ”point” or ”points”, respectively. Defined in terms of \ExerciseGoalValuePrint.

---

2. See section 14 on page 45 for details on the definition and usage of language dependent words.
7. Exercise Properties

\printbonus{⟨type⟩}
Print the sum of bonus points for all exercises of type ⟨type⟩ followed by an appropriate translation of the words “point” or “points”, respectively. Defined in terms of \TotalExerciseTypeGoal.

\printtotalbonus
Print the sum of bonus points for all exercises followed by an appropriate translation of the words “point” or “points”, respectively. Defined in terms of \TotalExerciseGoal.

\addbonus*{⟨value⟩}
Adds ⟨value⟩ to the bonus points of the current exercise type. (To be used within exercises.) Prints the value followed by an appropriate translation of the words “point” or “points”, respectively. The starred version prints nothing. Defined in terms of \AddtoExerciseGoal and \AddtoExerciseGoalPrint.

The two existing goals are defined with

\begin{code}
\begin{verbatim}
\DeclareExerciseGoal{points}
\DeclareExerciseGoal{bonus-points}
\end{verbatim}
\end{code}

When goal values are printed the decimal number is fed to a function which can be changed using the following option:

\begin{code}
\begin{verbatim}
goal-print = {⟨code⟩}
\end{verbatim}
\end{code}

Default: #1
How to format goal values. Use #1 to refer to the actual number.

At last some examples for a custom command: let’s say you want a command which prints the complete sum for all exercises of all exercise types of both points and bonus-points added up:

\begin{code}
\begin{verbatim}
\NewDocumentCommand\printsumofpointsandbonus{}{%
\TotalExerciseGoals{points+bonus-points}
  (,\XSIMtranslate{point})
  (,\XSIMtranslate{points})%
}
\end{verbatim}
\end{code}

Here is how you could mimick the command \totalpoints from exsheets:

\begin{code}
\begin{verbatim}
\NewDocumentCommand\pointsandbonus{}{%
\TotalExerciseGoal{points}{}{}
  \IfExerciseGoalsSumF{bonus-points}{=0}{
    (,(+,\TotalExerciseGoal{bonus-points}{}){})%
  }
\XSIMtranslate{points}%
}
\end{verbatim}
\end{code}
7. Exercise Properties

7.4. A Special Kind of Property: Exercise Tags

Exercise tags are a generic concept in \texttt{xsim} for exercise properties like \texttt{tags} or \texttt{topics}. Those are properties which can (only) get a \texttt{csv} list of strings as value. Those strings can be used to selectively use exercises. See section 8 on the next page for details on usage of exercises and the difference to \texttt{printing} an exercise and how to use exercise tags for selection.

\texttt{\DeclareExerciseTagging\{\langle tag \rangle\}}

This defines an exercise tagging group named \langle tag \rangle. It also defines a property named \langle tag \rangle. In addition two options are defined: an option named \langle tag \rangle which can be used for selection and an boolean option \langle tag \rangle/ignore-untagged.

\texttt{\ProvideExerciseTagging\{\langle tag \rangle\}}

The same as \texttt{\DeclareExerciseTagging} but does nothing when \langle tag \rangle already exists.

The two existing tagging groups have been defined and preset with the following code:

\begin{verbatim}
, \DeclareExerciseTagging\{tags\}
, \DeclareExerciseTagging\{topics\}
, \xsimsetup\{tags/ignore-untagged=false\}
\end{verbatim}

This means that these options are available:

\texttt{tags} = \{\texttt{csv list of tags}\}

Choose the set of tags whose associated exercises should be printed.

\texttt{topics} = \{\texttt{csv list of topics}\}

Choose the set of topics whose associated exercises should be printed.

\texttt{tags/ignore-untagged} = \texttt{true}\,|\,\texttt{false} \hspace{1cm} \text{Default: false}

If set to true exercises with no tags will be printed even if tags have been chosen with the option \texttt{tags}.

\texttt{topics/ignore-untagged} = \texttt{true}\,|\,\texttt{false} \hspace{1cm} \text{Default: true}

If set to true exercises with no topics will be printed even if topics have been chosen with the option \texttt{topics}.

It may happen that you choose certain tags for printing and want one or two exercises to be printed or used even if they don’t match the tagging criteria. For this reason two additional properties exist which can be set to an exercise:

\texttt{print!} = \texttt{true}\,|\,\texttt{false}

If set to true the exercise will be printed (and thus used) regardless of other conditions.

\texttt{use!} = \texttt{true}\,|\,\texttt{false}

If set to true the exercise will be used regardless of other conditions.
8. Using and Printing an Exercise

8.1. What the Environments do

When an exercise is started with \begin{exercise} (or other environments defined through \DeclareExerciseType) then different things happen depending on different settings:

- If the insert mode is active nothing happens, see section 9 on page 22 for details on this.
- Else the id integer is incremented.
- If the exercise is used the corresponding counter is stepped and the exercise is added to the “use list”. The properties counter and use are updated accordingly.
- If an exercise is printed then it is also used. An exercise that isn’t used cannot be printed. Being printed means two things: being added to the “print list” and being typeset at the position where the exercise is placed in the source file. If an exercise is not printed but used it means that the counter will be stepped. This can be useful for creating an exercise sheet only containing the solutions for some exercises.
- If an exercise is printed certain hooks and template code is inserted around the environment body.

```
\begin{exercise}[print=false]
This exercise will not be printed but the exercise counter will be
incremented nonetheless. Its solution will be printed in the list of
solutions.
\end{exercise}
\begin{solution}
The solution of the exercise that has not been printed.
\end{solution}
```

The schematic structure of an exercise is shown in figure 1 on the next page.

8.2. Environment Options & Hooks

For each exercise type there are the following options for both environments, the environments’ names are the module names for the options (here using the “exercise” type):

- \exercise/print = true|false
  Determines if exercises of type “exercise” are printed. Default: true
- \exercise/use = true|false
  Determines if exercises of type “exercise” are used. Default: true
8. Using and Printing an Exercise

![Schematic structure of an exercise or solution.](image)

**pre hook**

**begin template code**

**begin hook**

**environment body**

**end hook**

**end template code**

**post hook**

**Figure 1:** Schematic structure of an exercise or solution.

- **exercise/**\*within = \{\langle counter\rangle\}\* (initially empty)
  Adds the exercise counter to the reset list of the counter \langle counter\rangle. \textit{Beware that if the counter is a shared counter this will affect all objects using this counter!}

- **exercise/**\*the-counter = \{\langle code\rangle\}
  An interface for redefining the counter representation command \texttt{\the(counter)}.

- **exercise/**\*template = \{\langle template\rangle\}
  An interface for \texttt{\SetExerciseParameter{exercise}{exercise-template}\langle template\rangle}.

- **solution/**\*template = \{\langle template\rangle\}
  An interface for \texttt{\SetExerciseParameter{exercise}{solution-template}\langle template\rangle}.

- **exercise/**\*name = \{\langle name\rangle\}
  An interface for \texttt{\SetExerciseParameter{exercise}{exercise-name}\langle name\rangle}.

- **solution/**\*name = \{\langle name\rangle\}
  An interface for \texttt{\SetExerciseParameter{exercise}{solution-name}\langle name\rangle}.

- **exercise/**\*heading = \{\langle heading command\rangle\}
  An interface for \texttt{\SetExerciseParameter{exercise}{exercise-heading}\langle heading command\rangle}.

- **solution/**\*heading = \{\langle heading command\rangle\}
  An interface for \texttt{\SetExerciseParameter{exercise}{solution-heading}\langle heading command\rangle}.

- **exercise/**\*pre-hook = \{\langle code\rangle\} (initially empty)
  The code for the \textit{pre exercise hook} for exercises of the type “exercise”.
8. Using and Printing an Exercise

\begin{verbatim}
exercise/begin-hook = {{code}}
    The code for the begin exercise hook for exercises of the type “exercise”.

exercise/end-hook = {{code}}
    The code for the end exercise hook for exercises of the type “exercise”.

exercise/post-hook = {{code}}
    The code for the post exercise hook for exercises of the type “exercise”.

solution/print = true|false
    Determines if solutions of type “exercise” are printed.

solution/pre-hook = {{code}}
    The code for the pre solution hook for solutions of the type “exercise”.

solution/begin-hook = {{code}}
    The code for the begin solution hook for solutions of the type “exercise”.

solution/end-hook = {{code}}
    The code for the end solution hook for solutions of the type “exercise”.

solution/post-hook = {{code}}
    The code for the post solution hook for solutions of the type “exercise”.
\end{verbatim}

8.3. (Re-) Inserting a Certain Exercise

If you know type and id of an exercise you can (re-)insert every existing exercise, i.e., every exercise whose external file exists.

\begin{verbatim}
\printexercise{(type)}{(id)}
    Inserts the exercise of type ⟨type⟩ with the id ⟨id⟩.
\end{verbatim}

\begin{verbatim}
\xprintexercise{(type)}{(id)}
    The same as \printexercise but expands ⟨type⟩ and ⟨id⟩ before it uses them.
\end{verbatim}

\begin{verbatim}
\xprintexercise{exercise}{5}
\end{verbatim}

Exercise 5

This exercise will not be printed but the exercise counter will be incremented nonetheless. Its solution will be printed in the list of solutions.
9. Collecting Exercises

9.1. Background

\texttt{xsim} knows the concept of “exercise collections”. A collection of exercises can be useful when you want to print a certain group of exercises several times. Each collection must have a unique name with which you can refer to the corresponding collection. A collection is realized by declaring the collection and by surrounding the exercises belonging to the collection with a certain pair of commands (this is explained in the next section).

Let’s say you have several files of math exercises where one only contains geometry exercises and another only calculus exercises and so on. Surrounding the \texttt{input} of each file with said pair of commands for a certain collection all exercises of the corresponding file now are a collection which then can be printed at once wherever you want the collection of exercises to be printed. By choosing certain tags (see section 7.4 on page 18) inside each collection you could even cherry-pick exercises from the external file.

9.2. Usage

\textit{A collection must be declared in the preamble.} Using a pair of commands explained below exercises between those commands are added to the corresponding collection but not printed. After a collection is completed the collection can be printed as often as needed.

\texttt{\DeclareExerciseCollection{(collection name)}}

Define a new collection \texttt{(collection name)} in the document preamble.

\texttt{\collectexercisestype{(collection name)}{(exercise type)}}

Opens the collection \texttt{(collection name)} which now collects all exercises of type \texttt{(exercise type)} until the collection is closed with \texttt{\collectexercisesstop}. Collections of other types are not collected.³

\texttt{\collectexercises{(collection name)}}

Opens the collection \texttt{(collection name)} which now collects all exercises until the collection is closed with \texttt{\collectexercisesstop}.⁴

\texttt{\collectexercisesstop{(collection name)}}

Closes the collection \texttt{(collection name)}.⁵

\texttt{\printcollection[\{options\}]\{(collection name)\}}

Prints the collection \texttt{(collection name)}, \textit{i.e.}, all exercises collected earlier. This command cannot be used before the corresponding collection has been closed correctly.

Valid options are the following:

³. This command starts a group with \texttt{\begingroup}!

⁴. This command starts a group with \texttt{\begingroup}!

⁵. This command ends a group with \texttt{\endgroup}!
9. Collecting Exercises

\texttt{\textbackslash print\-collection/headings = true|false}
\hspace{1cm} Default: false
If true a heading for each exercise type is inserted.

\texttt{\textbackslash print\-collection/headings\-template = \{(template)\}}
\hspace{1cm} Default: collection
The heading template used when headings = \{true\}.

\texttt{\textbackslash print\-collection/print = exercises|solutions|both}
\hspace{1cm} Default: exercises
Determines whether \texttt{\textbackslash print\-collection} prints the exercises or the solutions of the collection.
When you choose \texttt{both} exercises and solutions are printed alternately.

Those options can also be set via \texttt{\textbackslash xsimsetup} using the module \texttt{print\-collection}.

\textbf{Please be aware that exercises are not used or printed while they are collected. Nonetheless the property use is set to true (so that solutions can be printed even if the exercises are not) and the property print is set to false. Also their counters are not stepped during the process. This only happens when they are printed the first time, cf. the used property. At that time also the properties page, section and chapter are set and the property print is set to true.}

The usage should be clear:

\begin{verbatim}
\collectexercises{foo}
\begin{exercise}
This exercise is added to the collection `foo'.
\end{exercise}
\begin{exercise}
This exercise is also added to the collection `foo'.
\end{exercise}
\begin{exercise}
So is this.
\end{exercise}
\begin{exercise}
As well as this one.
\end{exercise}
\collectexercisesstop{foo}
\end{verbatim}

Once the collection is closed it can be printed:

\begin{verbatim}
\printcollection{foo}
\end{verbatim}

\section*{Exercise 6}
This exercise is added to the collection `foo'.
9. Collecting Exercises

Exercise 7
This exercise is also added to the collection ‘foo’.

Exercise 8
So is this.

Exercise 9
As well as this one.

You can open several collections at the same time:

1. \collectexercises{foo}
2. \collectexercisestype{bar}{exercises}
3. \collectexercisesstop{bar}
4. \collectexercisesstop{foo}

Exercises will be added to each open collection.
There is one generic collection called “all exercises”. As the name already suggests it will hold all exercises. So if you say

1. \printcollection{all exercises}

all exercises will be printed.

If you use \labels inside of exercises and you print exercises more than once in your document (by reusing a collection for example) you will get

LaTeX Warning: There were multiply-defined labels.

Equally if you have environments like \begin{equation} which step a counter inside an exercise or solution the counter will be stepped each time the exercise is used.

At last now an example using external files, collections and tags:
\begin{itemize}
\item \texttt{\textbackslash declareexercise\{foo-easy\}}
\item \texttt{\textbackslash declareexercise\{foo-medium\}}
\item \texttt{\textbackslash declareexertagging\{difficulty\}}
\item \texttt{\textbackslash collectexercises\{foo-easy\}}
\item \texttt{\textbackslash xsimsetup\{difficulty=easy\}}
\item \texttt{\textbackslash input\{foo.tex\}}
\item \texttt{\textbackslash collectexercisesstop\{foo-easy\}}
\item \texttt{\textbackslash collectexercises\{foo-medium\}}
\item \texttt{\textbackslash xsimsetup\{difficulty=medium\}}
\item \texttt{\textbackslash input\{foo.tex\}}
\item \texttt{\textbackslash collectexercisesstop\{foo-medium\}}
\end{itemize}

The recommended usage is similar to the last example. Actually a collection can be printed \textit{before} it is opened, too. (This needs \textit{at least} two compilations, though.) However, it is safer printing a collection only once and only \textit{after it has been collected}. No guarantees are given that properties are set correctly if you use the collection before. You usually also will make sure that the exercises in a collection are unique, \textit{i.e.}, that an exercise is not part of several collections – at least not if both collections are printed in the same document.

\section{Printing Random Exercises From a Collection}

\texttt{\textbackslash printrandomexercises\{⟨options⟩\}\{⟨number⟩\}}

This command prints ⟨number⟩ random exercises from the collection chosen with option \texttt{collection}, see below. When this command is used it generates a random list of integers which is written to the \texttt{aux} file. On the subsequent compilations the according exercises are printed. \textit{If you want to regenerate the random list you have to delete the aux file before compiling.}

Valid options for this command are:
11. Printing Solutions

\texttt{random/sort = true|false} \hspace{1cm} \text{Default: true}

Determine whether the random chosen exercises should be sorted according to their order of definition in the collection or not.

\texttt{random/collection = \{\langle collection \rangle \}} \hspace{1cm} \text{Default: all exercises}

The collection from which the exercises are to be chosen from.

\texttt{random/exclude = \{\langle csv list of ids \rangle \}} \hspace{1cm} \text{Default: all exercises not to be chosen.}

A list of ids or IDs of exercises not to be chosen.

\texttt{random/print = exercises|solutions|both} \hspace{1cm} \text{Default: exercises}

Determine whether \texttt{\printrandomexercises} prints the exercises or the solutions. When you choose both exercises and solutions are printed alternately.

\begin{verbatim}
  \printrandomexercises[collection=foo]{2}
\end{verbatim}

\begin{itemize}
  \item \textbf{Exercise 6}
  \begin{itemize}
    \item This exercise is added to the collection ‘foo’.
  \end{itemize}

  \item \textbf{Exercise 7}
  \begin{itemize}
    \item This exercise is also added to the collection ‘foo’.
  \end{itemize}
\end{itemize}

The example above of course doesn’t make much sense but if you have a collection which collects exercises from an external file and the exercises haven’t been printed in the document before then you will get a list of subsequently numbered exercises.

11. Printing Solutions

There are different commands for printing the solutions to exercises:

\texttt{\printsolutionstype*\{\langle options \rangle\}\{\langle exercise type \rangle\}}

Prints the solutions of all used exercises of type \texttt{\langle exercise type \rangle}. The starred version only prints the solutions of all printed exercises of type \texttt{\langle exercise type \rangle}.

\texttt{\printsolutions*\{\langle options \rangle\}}

Prints the solutions of all used exercises of all types ordered by type. The starred version only prints the solutions of all printed exercises of all types.

\texttt{\printallsolutions*\{\langle options \rangle\}}

Prints the solutions of all used exercises of all types ordered by appearance in the document. The starred version only prints the solutions of all printed exercises of all types.

\texttt{\printsolution\{\langle options \rangle\}\{\langle type \rangle\}\{\langle id \rangle\}}

Prints the solution of the exercise of type \texttt{\langle type \rangle} with the \texttt{id \langle id \rangle}.  

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11. Printing Solutions

\printsolution{\(\langle\text{type}\rangle\)\{\(\langle\text{id}\rangle\}\}}

The same as \printsolution but expands \(\langle\text{type}\rangle\) and \(\langle\text{id}\rangle\) before it uses them.

\printsolutionstype{exercise}

Solutions to the Exercises

Solution 1
A first example for a solution.

Solution 5
The solution of the exercise that has not been printed.

Solution 11
Try to fill in these blanks. All of them are created by using the \texttt{\textbackslash blank} command.

---

The options can be divided into two groups. The ones in the first group modify the layout.

\texttt{\texttt{print-solutions}/headings} = true|false  \hspace{2cm} Default: true
If true a heading for each exercise type is inserted.

\texttt{\texttt{print-solutions}/headings-template} = \{\(\langle\text{template}\rangle\}\}  \hspace{2cm} Default: default
The heading template used when \texttt{headings} = \{true\}.

The ones in the second group set conditions selecting which solutions are printed. If you combine those conditions a solution is printed if it meets either of the conditions.

\texttt{\texttt{print-solutions}/section} = true|false|\{\(\langle\text{integer}\rangle\}\}  \hspace{2cm} Default: false
If you set \texttt{section} = \{true\} only solutions of exercises of the current section are printed. If you set \texttt{section} = \{4\} only solutions of exercises in a section with number 4 are printed.

\texttt{\texttt{print-solutions}/chapter} = true|false|\{\(\langle\text{integer}\rangle\}\}  \hspace{2cm} Default: false
If you set \texttt{chapter} = \{true\} only solutions of exercises of the current chapter are printed. If you set \texttt{chapter} = \{4\} only solutions of exercises in a chapter with number 4 are printed.

\texttt{\texttt{print-solutions}/collection} = false|\(\langle\text{collection name}\rangle\)  \hspace{2cm} Default: false
If used only solutions of exercises belonging to collection \(\langle\text{collection name}\rangle\) are printed.

The conditions can be combined. The following call will only print solutions from exercises in section 3 of chapter 2:

\texttt{\texttt{print-solutions} section = 3; chapter = 2; collection = \{\texttt{exercise}\};}
The selection per section or per chapter relies on the counter numbers of the sections or chapters, respectively. This means if section numbers are reset (e.g. by `\chapter` or `\appendix`) and you have exercises from different sections with the same section number the solutions of all those exercises will be printed. This means you only should use the `section` selection when section are the top document level headings (apart from parts) and you have no exercises in the appendix. Similar considerations are valid for the `chapter` selection.

All options can also be set via `\xsimsetup` using the module `print-solutions`.

Solutions to the Exercises of Section 4

Solution 1
A first example for a solution.

Solution 5
The solution of the exercise that has not been printed.

12. Grading Tables

When you create exercises it may not only be desirable to be able to add points and bonus-points to a question (see section 7.3 on page 15 about exercise goals) but also to be able to output a grading table. \texttt{xsim} has built-in means for this.

\begin{verbatim}
\gradingtable\{\langle options\rangle\}
\end{verbatim}

Print a grading table.

Valid options for this command are

\begin{verbatim}
template = \langle\langle template\rangle\rangle
\end{verbatim}

Default: default

Choose the template used for the grading table.

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12. Grading Tables

type = \{\text{(exercise type)}\}  
(initially empty)

Choose the exercise type for which the table is printed.

Both option defaults can be changed with \texttt{\xsimsetup} setting the options using \texttt{grading-table}:

\begin{verbatim}
\xsimsetup{
  grading-table/template = default*
}
\end{verbatim}

An example:

\begin{verbatim}
\gradingtable[type=exercise]
\end{verbatim}

<table>
<thead>
<tr>
<th>Exercise</th>
<th>Points reached</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
</tr>
<tr>
<td>10</td>
<td>2.5</td>
</tr>
<tr>
<td>11</td>
<td>0</td>
</tr>
<tr>
<td>12</td>
<td>0</td>
</tr>
</tbody>
</table>

| total    | 6.5            |

Or using the “default*” template:

\begin{verbatim}
\gradingtable[template=default*,type=exercise]
\end{verbatim}

<table>
<thead>
<tr>
<th>Exercise</th>
<th>Points reached</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0 4 0 0 0 0 0 0 0 0 2.5 0 0 6.5</td>
</tr>
</tbody>
</table>

Available templates and how to define new ones are explained in sections 13.4.3 on page 38 and 13.5 on page 38. \texttt{XSiM} per default provides two templates “default” and “default*”, the
first one has a vertical layout, the second a horizontal layout. Both templates can be used per type like in the examples above or for all types at once by leaving the specification `type` away:

\begin{gradingtable}
\begin{tabular}{l|c}
Points & reached \\
\hline
Exercise 1 & 0 \\
Exercise 2 & 4 \\
Exercise 3 & 0 \\
Exercise 4 & 0 \\
Exercise 5 & 0 \\
Exercise 6 & 0 \\
Exercise 7 & 0 \\
Exercise 8 & 0 \\
Exercise 9 & 0 \\
Exercise 10 & 2.5 \\
Exercise 11 & 0 \\
Exercise 12 & 0 \\
Problem 1 & 5 \\
\hline
total & 11.5 \\
\end{tabular}
\end{gradingtable}

\section{Styling the Exercises – Templates}

\subsection{Background}
Whenever \texttt{xsim} outputs something to be typeset it uses so-called templates for the task. \texttt{xsim} knows of three different kinds of templates:

\begin{itemize}
\item environment templates (see section 13.4.1 on page 38),
\item heading templates (see section 13.4.2 on page 38) and
\item grading table templates (see section 13.4.3 on page 38)
\end{itemize}

The most important one for the styling of the exercises are the environment templates. Those templates give you complete control over the look and arrangement of an exercise. To be able to do this \texttt{xsim} provides a large number of commands which can be used only inside template definitions.\footnote{The last sentence is wrong: those commands can be used anywhere but most of them only give useful results inside of templates.} Those commands are explained in the next section. Their usage will hopefully become clear in the examples in section 13.5 on page 38. Having full control
13. Styling the Exercises – Templates

over the layout comes at a price: you need to be able to program yourself in order to achieve certain layouts.

13.2. Templates Provided by the Package

\texttt{xsim} comes with a few predefined layouts:

\textbf{default} The template activated per default and the only one available without further action.

\textbf{runin} A layout rather similar to the one by package \texttt{exsheets}, see section 13.5.3 on page 41. Available through the style file \texttt{layouts} (see section B.7 on page 53 for more information on style files).

\textbf{margin} A layout rather similar to the one by package \texttt{exsheets}, see section 13.5.4. Available through the style file \texttt{layouts} (see section B.7 on page 53 for more information on style files).

\textbf{minimal} A minimalistic layout, see section 13.5.5. Available through the style file \texttt{layouts} (see section B.7 on page 53 for more information on style files).

<table>
<thead>
<tr>
<th>Layout “default”</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Exercise 10 The Subtitle</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Layout “runin”</th>
</tr>
</thead>
</table>

\textit{I plan to incorporate the most common layouts – and maybe some fancy ones, too – in the examples section 13.5 on page 38 but at the time of writing this is still up in the air.}
13. Styling the Exercises – Templates

Layout “margin”

**Exercise 10**


Layout “minimal”


13.3. Commands for Usage in Template Definitions

13.3.1. Goals

\IfExerciseGoalTF\{goal\}\{relation and value\}\{true\}\{false\}
Checks the sum of goal \{goal\} against \{relation and value\}.

\IfExerciseGoalSingularTF\{goal\}\{true\}\{false\}
Checks if the value of the goal \{goal\} of the current exercise equals 1. This is the same as \IfExerciseGoalTF\{goal\}\{=1\}\{true\}\{false\}.

\IfExerciseTypeGoalsSumTF\{type\}\{list of goals\}\{relation and value\}\{true\}\{false\}
Checks the sum of all goals in \{list of goals\} for the exercises of type \{type\} against \{relation and value\}.

\IfExerciseGoalsSumTF\{type\}\{list of goals\}\{relation and value\}\{true\}\{false\}
Checks the sum of all goals in \{list of goals\} for all exercises of all types against \{relation and value\}.

\TotalExerciseTypeGoal\{goal\}\{type\}\{singular\}\{plural\}
Print the sum of goal \{goal\} for the exercises of type \{type\} and append \{singular\} or \{plural\} depending on wether the sum equals 1 or not.

\TotalExerciseGoal\{goal\}\{singular\}\{plural\}
Print the sum of goal \{goal\} for all exercises of all types and append \{singular\} or \{plural\} depending on wether the sum equals 1 or not.

13.3.2. Properties

* \IfExercisePropertyExistTF\{property\}\{true\}\{false\}
Tests wether an exercise property with the name \{property\} is defined.
13. Styling the Exercises — Templates

\IfExercisePropertySetTF{(property)}{(true)}{(false)}
Tests whether the exercise property \langle property \rangle has been set for the current exercise.

\GetExerciseProperty{(property)}
Retrieves the value of the property \langle property \rangle for the current exercise.

\GetExercisePropertyIF{(property)}{(true)}{(false)}
Tests whether the exercise property \langle property \rangle has been set for the current exercise. Inside the \langle true \rangle branch you can refer to the retrieved value either with \#1 or with \PropertyValue. This command expands its contents inside a group.

\GetExerciseBody{exercise|solution}
Retrieves the environment body of either the exercise or the corresponding solution of the current exercise.

\GetExerciseIdForProperty{(property)}{(value)}
Retrieves the property \langle id \rangle of the exercise where the property \langle property \rangle has the value \langle value \rangle. This only works for unique properties!

\GetExerciseTypeForProperty{(property)}{(value)}
Retrieves the property \langle type \rangle of the exercise where the property \langle property \rangle has the value \langle value \rangle. This only works for unique properties!

\SetExerciseProperty{(property)}{(value)}
Set the property \langle property \rangle of the current exercise to \langle value \rangle.

\SetExpandedExerciseProperty{(property)}{(value)}
Expand \langle value \rangle \edef-like and set the property \langle property \rangle of the current exercise to the result of the expansion.

\ExerciseSetProperty{(type)}{(id)}{(property)}{(value)}
Set the property \langle property \rangle of the exercise of type \langle type \rangle and \langle id \rangle to \langle value \rangle.

\ExerciseSetExpandedProperty{(type)}{(id)}{(property)}{(value)}
Expand \langle value \rangle \edef-like and set the property \langle property \rangle of the exercise of type \langle type \rangle and \langle id \rangle to the result of the expansion.

\IfExerciseBooleanPropertyIF{(property)}{(true)}{(false)}
Checks whether the boolean property \langle property \rangle has value \langle true \rangle or \langle false \rangle and leaves the corresponding argument in the input stream. Gives an error if \langle property \rangle is not a boolean property.

\GetExerciseAliasProperty{(property)}
Retrieves the value of the property of which \langle property \rangle is an alias of for the current exercise.

\SaveExerciseProperty{(property)}{(macro)}
Saves the value of the property \langle property \rangle for the current exercise in macro \langle macro \rangle.
13. Styling the Exercises – Templates

\GlobalSaveExerciseProperty
Globally saves the value of the property \textit{(property)} for the current exercise in macro \textit{(macro)}.

\ExercisePropertyIfSetTF\{\textit{type}\}\{\textit{id}\}\{\textit{property}\}\{\textit{true}\}\{\textit{false}\}
Test if the property \textit{(property)} has been set for the exercise of type \textit{(type)} with id \textit{(id)}.

* \ExercisePropertyGet\{\textit{type}\}\{\textit{id}\}\{\textit{property}\}
Retrieves the value of the property \textit{(property)} for the exercise of type \textit{(type)} with id \textit{(id)}.

* \ExercisePropertyGetAlias\{\textit{type}\}\{\textit{id}\}\{\textit{property}\}
Retrieves the value of the property of which \textit{(property)} is an alias of for the exercise of type \textit{(type)} with id \textit{(id)}.

\ExercisePropertySave\{\textit{type}\}\{\textit{id}\}\{\textit{property}\}\{\textit{macro}\}
Saves the value of the property \textit{(property)} for the exercise of type \textit{(type)} with id \textit{(id)} in macro \textit{(macro)}.

\ExercisePropertyGlobalSave\{\textit{type}\}\{\textit{id}\}\{\textit{property}\}\{\textit{macro}\}
Globally saves the value of the property \textit{(property)} for the exercise of type \textit{(type)} with id \textit{(id)} in macro \textit{(macro)}.

13.3.3. Parameters

* \GetExerciseParameter\{\textit{parameter}\}
Retrieves the value of the parameter \textit{(parameter)} for the current exercise type.

\GetExerciseParameterTF\{\textit{parameter}\}\{\textit{true}\}\{\textit{false}\}
Retrieves the value of the parameter \textit{(parameter)} for the current exercise type. Inside the \textit{(true)} branch you can refer to the retrieved value either with \texttt{#1} or with \texttt{\ParameterValue}. This command expands its contents inside a group.

* \GetExerciseName
Retrieves the value of the parameter \textit{exercise-name} for the current exercise or of the parameter \textit{solution-name} for the current solution.

\GetExerciseHeadingF\{\textit{false}\}
Retrieves the value of the parameter \textit{exercise-heading} for the current exercise or of the parameter \textit{solution-heading} for the current solution. Inserts \textit{(false)} if the corresponding parameter has not been set.

* \ExerciseParameterGet\{\textit{type}\}\{\textit{parameter}\}
Retrieves the value of the parameter \textit{(parameter)} for the exercise of type \textit{(type)} with id \textit{(id)}.

* \IfExerciseParameterSetTF\{\textit{parameter}\}\{\textit{true}\}\{\textit{false}\}
Test if the parameter \textit{(parameter)} has been set for the current exercise type.

* \ExerciseParameterIfSetTF\{\textit{type}\}\{\textit{parameter}\}\{\textit{true}\}\{\textit{false}\}
Test if the parameter \textit{(parameter)} has been set for the exercise type \textit{(type)}.
13. Styling the Exercises – Templates

### 13.3.4. Tags

\ForEachExerciseTag{\{type\}\{\{code\}\}}

Loops over all tags of tag type \{type\} for the current exercise applying \{code\} each time. Inside \{code\} you can refer to the corresponding tag with #1.

\ListExerciseTags{\{type\}\{\{between\}\}}

Lists all tags of tag type \{type\} for the current exercise using \{between\} as a separator.

\UseExerciseTags{\{type\}\{\{between two\}\}\{\{between\}\}\{\{between last two\}\}}

Lists all tags of tag type \{type\} for the current exercise using \{between\} as a separator and \{between last two\} as separator between the last two tags of the list. If the list only consists of two tags \{between two\} is used as separator.

\IfExerciseTagSetTF{\{value\}\{\{true\}\}\{\{false\}\}}

In order to insert text (also outside of exercises) depending on the chosen tags this command lets you check if value \{value\} has been set for tags.

\IfExerciseTopicSetTF{\{value\}\{\{true\}\}\{\{false\}\}}

In order to insert text (also outside of exercises) depending on the chosen tags this command lets you check if value \{value\} has been set for topics.

### 13.3.5. Further Commands for Usage in Template Definitions

\UseExerciseTemplate{\{type\}\{\{name\}\}}

Retrieve template \{name\} of type \{type\}. This can be useful if you want to define a template which just adds some code to an existing template (an automated \label, say).

- \ExerciseType
  Can be used to refer to the current exercise type.

- \ExerciseID
  Can be used to refer to the current exercise id.

- \ExerciseCollection
  Can be used in certain templates to refer to the collection that is currently inserted.

- \numberofusedexercises
  Holds the total number of used exercises. Useful in table template definitions.

- \ExerciseTableType{\{code\}}
  In table template definitions this macro either expands to the given exercise type or – if no type has been given – to \{code\}.

- \IfInsideSolutionTF{\{true\}\{\{false\}\}}
  Tests if the template is used inside a solution environment or not.
13. Styling the Exercises – Templates

\IfSolutionPrintTF{⟨true⟩}{⟨false⟩}
Tests if the option print for the solutions of the current ExerciseType is set to true or false.

\IfExistSolutionTF{⟨true⟩}{⟨false⟩}
Tests if a solution for the current exercise exists.

\ForEachPrintedExerciseByType{⟨code⟩}
Loops over each printed exercise ordered by the exercise types and within each type by id. Inside ⟨code⟩ you can refer to several properties of the corresponding exercise:
- #1: the type of the exercise
- #2: the id of the exercise
- #3: the counter property of the exercise
- #4: the subtitle property of the exercise
- #5: the points property of the exercise
- #6: the bonus-points property of the exercise

\ForEachUsedExerciseByType{⟨code⟩}
Loops over each used exercise ordered by the exercise types and within each type by id. Inside ⟨code⟩ you can refer to several properties of the corresponding exercise:
- #1: the type of the exercise
- #2: the id of the exercise
- #3: the counter property of the exercise
- #4: the subtitle property of the exercise
- #5: the points property of the exercise
- #6: the bonus-points property of the exercise

\ForEachPrintedExerciseByID{⟨code⟩}
Loops over each printed exercise order by the exercise id. Inside ⟨code⟩ you can refer to several properties of the corresponding exercise:
- #1: the type of the exercise
- #2: the id of the exercise
- #3: the counter property of the exercise
- #4: the subtitle property of the exercise
- #5: the points property of the exercise
- #6: the bonus-points property of the exercise

\ForEachUsedExerciseByID{⟨code⟩}
Loops over each used exercise order by the exercise id. Inside ⟨code⟩ you can refer to several properties of the corresponding exercise:
13. Styling the Exercises – Templates

• #1: the type of the exercise
• #2: the id of the exercise
• #3: the counter property of the exercise
• #4: the subtitle property of the exercise
• #5: the points property of the exercise
• #6: the bonus-points property of the exercise

\XSIMprint{exercise|solution}{⟨type⟩}{⟨id⟩}
Inserts the either the exercise or the solution of type ⟨type⟩ with the id ⟨id⟩.

\XSIMxprint{exercise|solution}{⟨type⟩}{⟨id⟩}
The same as \XSIMprint but expands ⟨type⟩ and ⟨id⟩ before it uses them.

\XSIMtranslate{⟨keyword⟩}
Delivers the translation of ⟨keyword⟩ according to the current document language (in the meaning of a babel [Bra19] or polyglossia [Cha19] language). Existing keywords and keyword translations (and how to add new ones) are explained in section 14 on page 45.

\XSIMexpandcode{⟨code⟩}
Expands ⟨code⟩ like \edef does and leaves the result in the input stream.

\XSIMifchapterTF{⟨true⟩}{⟨false⟩}
Returns ⟨true⟩ if both a macro \chapter and a counter chapter are defined and ⟨false⟩ otherwise.

\XSIMmixedcase{⟨code⟩}
Converts the full expansion⁸ of ⟨code⟩ to mixed case:
\XSIMmixedcase{this is some text} This is some text
This command expands ⟨code⟩ before converting it.

\XSIMputright{⟨macro⟩}{⟨code⟩}
Extends the macro definition of ⟨macro⟩ with ⟨code⟩ putting it to the right. This is more or less a local version of the LaTeX kernel macro \g@addto@macro.

\XSIMifeqTF{⟨code 1⟩}{⟨code 2⟩}{⟨true⟩}{⟨false⟩}
Checks if the full expansion⁸ of ⟨code 1⟩ and ⟨code 2⟩ is the same tokenlist.

\XSIMifblankTF{⟨code⟩}{⟨true⟩}{⟨false⟩}
Checks if the full expansion⁸ of ⟨code⟩ is blank (i.e., if it is empty or only consists of spaces).

\XSIMatbegindocument{⟨code⟩}
Adds ⟨code⟩ to xsm’s begin document hook. Should be used inside style files instead of \AtBeginDocument.

---

8. This is a \romannumeral expansion [Flo].
13. Styling the Exercises – Templates

\XSIMatenddocument{(code)}

Adds \texttt{(code)} to \texttt{XSIM}'s end document hook. Should be used inside style files instead of \texttt{\AtEndDocument}.

13.4. Declaring Templates

13.4.1. Environment Templates

\DeclareExerciseEnvironmentTemplate{(name)}{(begin code)}{(end code)}

Declare the environment template \texttt{(name)}.

Environment templates are used by the exercise and solution environments. Those are the templates set with the parameters \texttt{exercise-template} and \texttt{solution-template}.

The pre-defined template is called “default”, see section 13.5.1 on the next page.

13.4.2. Heading Templates

\DeclareExerciseHeadingTemplate{(name)}{(code)}

Declare the heading template \texttt{(name)}.

Heading templates are used by \texttt{\printsolutions}, \texttt{\printsolutionstype} and \texttt{\printcollection}. Those are the templates set with the option \texttt{headings-template} of the modules \texttt{print-solutions} and \texttt{print-collection}.

The pre-defined templates are “default”, “collection”, “per-section” and “per-chapter” see section 13.5.6 on page 42.

13.4.3. Grading Table Templates

\DeclareExerciseTableTemplate{(name)}{(code)}

Declare the grading table template \texttt{(name)}.

Table templates are used by \texttt{\gradingtable}. Those are the templates set with the option \texttt{template} of module \texttt{grading-table}.

The pre-defined templates are “default” and “default*”, see sections 13.5.7 on page 43 and 13.5.8 on page 44.

13.5. Examples

The repository of this package currently includes 37 example documents demonstrating how different aspects of this package work or how different kinds of problems can be solved or how different kinds of layouts can be achieved as well as how solve concrete problems that have come up in different \LaTeX forums, see section F on page 59.

\footnote{GitHub: https://github.com/cgnieder/xsim/, CTAN: http://www.ctan.org/pkg/xsim/}
13. Styling the Exercises – Templates

13.5.1. The default Exercise Template

Below the definition of the default exercise template provided by XSIM is shown:

```latex
\DeclareExerciseEnvironmentTemplate{default}{%
  \GetExerciseHeadingF{\subsection*}%
  \XSIMmixedcase{\GetExerciseName}\nobreakspace
  \GetExerciseProperty{counter}%
  \IfInsideSolutionF
    {\GetExercisePropertyT{subtitle}
     { {\normalfont\itshape\PropertyValue}}%
    }
  
  \GetExercisePropertyT{points}
  {\marginpar
   \IfInsideSolutionF{\rule{1.2cm}{1pt}\slash}
   \printgoal{\PropertyValue}
   \GetExercisePropertyT{bonus-points}{~(+\printgoal{\PropertyValue})}
  }

  \XSIMtranslate {point-abbr}%
}%

\par%
```

13.5.2. A New Exercise Type Using tcolorbox

Let’s say we want exercises to be put in a tcolorbox. We want a bold title and, if given, an italic subtitle. Exercises should also have the points after the subtitle in parentheses if given. Let’s also say we want those to be an additional exercise type in addition to the ones XSIM already provides. This is shown with the following code which is also how the problems in this manual have been defined:

```latex
\DeclareExerciseEnvironmentTemplate{tcolorbox}{%
  \tcolorbox[
    colback = red!5!white ,
    colframe = red!75!black ,
    colbacktitle = yellow!50!red ,
    coltitle = red!25!black ,
    breakable ,
    breakable ]
```

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See it in action:

```latex
\begin{problem}[subtitle=My subtitle,points=5]
This is a problem using a subtitle and points.
\end{problem}
\begin{answer}
This is the answer to problem~\GetExerciseProperty{counter}.
\end{answer}
```

**Problem 1** *My subtitle* (5 points)

This is a problem using a subtitle and points.
13. Styling the Exercises – Templates

13.5.3. Mimicking exsheets’ runin Template

The following example shows how you could mimick exsheets’ runin template. The outcome isn’t exactly the same since exsheets doesn’t use \marginpar but the result should look very similar. A safer definition would use a real sectioning command for the title.

```
\usepackage{needspace}
\DeclareExerciseEnvironmentTemplate{runin}
{%
\par\vspace{\baselineskip}
\Needspace*(2\baselineskip)
\noindent
\textbf{\XSIMmixedcase{\GetExerciseName}~\GetExerciseProperty{counter}}
\IfInsideSolutionF{%
\GetExercisePropertyT{points}{% 
\marginpar{\PropertyValue}
\GetExercisePropertyT{bonus-points}{+\printgoal{\PropertyValue}}
\IfExerciseGoalSingularTF{points}{\XSIMtranslate{point}}{\XSIMtranslate{points}}
}%
}\IfInsideSolutionF{}%}
}
```

13.5.4. Mimicking exsheets’ margin Template

The following example shows how you could mimick exsheets’ margin template.

```
\DeclareExerciseEnvironmentTemplate{margin}
{%
\trivlist
\item\llap{%
\smash{
\begin{tabular}[t]{@{}r@{}}
\textbf{\XSIMmixedcase{\GetExerciseName}~\GetExerciseProperty{counter}}
\IfExercisePropertySetT{points}{{}
\tabularnewline
\GetExercisePropertyT{points}{% 
\printgoal{\GetExerciseProperty{points}}
\GetExercisePropertyT{bonus-points}{+\printgoal{#1}}
\end{tabular}
\end{trivlist}

\end{exercise}
```

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13. Styling the Exercises – Templates

13.5.5. A minimal Template

This shows the implementation of the minimal template:

\begin{Verbatim}
\begin{tabular}{p{0.5\textwidth}}
| 1 | \textbf{\textsc{\XSIMtranslate{point-abbr}}} |
| 2 | \% |
| 3 | \end{tabular} \% |
| 4 | \end{trivlist} |
\end{Verbatim}

13.5.6. The Headings Templates

\textsc{XSIM} defines four heading templates which only differ by which text they output:

\begin{Verbatim}
\begin{tabular}{p{0.5\textwidth}}
| 1 | \textbf{\textsc{\XSIMtranslate{default-heading}}} |
| 2 | \% |
| 3 | \end{tabular} \% |
| 4 | \end{trivlist} |
\end{Verbatim}

Section 14 on page 45 shows how the translations are defined.
The default Table Template

This template is the one used for grading tables per default. It has a vertical layout.

The part

\DeclareExerciseTableTemplate{default}{%
\XSIMputright\ExerciseTableCode{%
\toprule
\XSIMifblankTF{\ExerciseType}{
\XSIMmixedcase{\GetExerciseParameter{exercise-name}}}\%
&
\XSIMmixedcase{\XSIMtranslate{points}} & \\
\bottomrule
\midrule
\ForEachUsedExerciseByType{%
\XSIMifeqTF{#1}{\ExerciseTableType{#1}}{
\XSIMifblankTF{\ExerciseType}{
\XSIMputright\ExerciseTableCode{
\XSIMmixedcase{\ExerciseParameterGet{#1}{exercise-name} }\%
}}{
\XSIMputright\ExerciseTableCode{
\XSIMifblankTF{#5}{\printgoal{0}}{\printgoal{#5}} & \\
}\%
}}{
\XSIMputright\ExerciseTableCode{
\XSIMmixedcase{\ExerciseParameterGet{#1}{exercise-name} }\%
}}}
}
\%}
\ForEachUsedExerciseByType{%
{\#3 & \XSIMifblankTF{#5}{\printgoal{0}}{\printgoal{#5}} & \\
\%
}
}
\midrule
\XSIMputright\ExerciseTableCode{%
\midrule
\XSIMtranslate{total} & \XSIMifblankTF{\ExerciseType}{\TotalExerciseGoal{points}{}{}{}} & \XSIMtranslate{reached} \%
\bottomrule
\noexpand\begin{tabular}{\XSIMifblankTF{\ExerciseType}{l}{c}cc}
\noexpand\ExerciseTableCode
\noexpand\end{tabular}%
\noexpand\end{tabular}%
\}%
\XSIMexpandcode{%
\noexpand\begin{tabular}{\XSIMifblankTF{\ExerciseType}{l}{c}cc}
\noexpand\ExerciseTableCode
\noexpand\end{tabular}%
\noexpand\end{tabular}%
\}%
\XSIMexpandcode{%
\noexpand\begin{tabular}{\XSIMifblankTF{\ExerciseType}{l}{c}cc}
\noexpand\ExerciseTableCode
\noexpand\end{tabular}%
\noexpand\end{tabular}%
\}%
\XSIMexpandcode{%
\noexpand\begin{tabular}{\XSIMifblankTF{\ExerciseType}{l}{c}cc}
\noexpand\ExerciseTableCode
\noexpand\end{tabular}%
\noexpand\end{tabular}%
\}%
\XSIMexpandcode{%
\noexpand\begin{tabular}{\XSIMifblankTF{\ExerciseType}{l}{c}cc}
\noexpand\ExerciseTableCode
\noexpand\end{tabular}%
\noexpand\end{tabular}%
\}%
\XSIMexpandcode{%
\noexpand\begin{tabular}{\XSIMifblankTF{\ExerciseType}{l}{c}cc}
\noexpand\ExerciseTableCode
\noexpand\end{tabular}%
\noexpand\end{tabular}%
repeatedly checks if an exercise type has been given for the table. This makes it possible to design the table differently if it is for one exercise type only (the \texttt{true} case) or for all exercise types (the \texttt{false} case). \texttt{\ExerciseTableType{(code)}} either expands to the given exercise type or to (\texttt{code}).

\textbf{13.5.8. The \texttt{default*} Table Template}

The second of the predefined grading table templates. It has a horizontal layout.

\begin{Shaded}
\begin{verbatim}
\DeclareExerciseTableTemplate{default*}{% 
  \toprule
  \ExerciseTableCode{% 
    \ExerciseTableType{\texttt{⟨code⟩}}
  }
  \midrule
  \ExerciseParameterGet{exercise-name} &}
  \ForEachUsedExerciseByType{% 
    \ExerciseTableCode{% 
      \ExerciseTableType{\texttt{⟨code⟩}}
    }
  }
  \midrule
  \ExerciseParameterGet{points} &}
  \ForEachUsedExerciseByType{% 
    \ExerciseTableCode{% 
      \ExerciseTableType{\texttt{⟨code⟩}}
    }
  }
\end{verbatim}
\end{Shaded}
14. Exercise Translations

\begin{tabular}{ll}
\ExerciseTableCode
\\midrule
\\bottomrule
\end{tabular}

The part

\texttt{\ExerciseTableCode{...}{...}}

repeatedly checks if an exercise type has been given for the table. This makes it possible to design the table differently if it is for one exercise type only (the \texttt{true} case) or for all exercise types (the \texttt{false} case). \texttt{\ExerciseTableType{⟨code⟩}} either expands to the given exercise type or to \texttt{⟨code⟩}.

\section{Exercise Translations}

\texttt{\DeclareExerciseTranslation{⟨language⟩}{⟨keyword⟩}{⟨translation⟩}}

Declare the translation of \texttt{⟨keyword⟩} for language \texttt{⟨language⟩}.
14. Exercise Translations

\DeclareExerciseTranslations\{\langle keyword\rangle\}\{\langle translations\rangle\}

Declare the translations of \langle keyword\rangle for several languages at once. See an example of the usage below.

\XSIMtranslate\{\langle keyword\rangle\}

Delivers the translation of \langle keyword\rangle according to the current document language (in the meaning of a babel [Bra19] or polyglossia [Cha19] language).

\ForEachExerciseTranslation\{\langle code\rangle\}

Loops over all translations of all keywords known to \texttt{xsim}. Inside \langle code\rangle you can refer to the keyword with \#1, to the language with \#2, and to the translation with \#3.

As an example how to use \texttt{\DeclareExerciseTranslations} here is how the translations for \texttt{exercise} have been defined:

\begin{verbatim}
\DeclareExerciseTranslations{exercise}{
    Fallback = exercise ,
    English = exercise ,
    French = exercice ,
    German = "Ubung
}
\end{verbatim}

Table 1 shows all existing keywords with all predefined translations.

\begin{table}[h]
\centering
\begin{tabular}{lll}
\hline
\textbf{keyword} & \textbf{language} & \textbf{translation} \\
\hline
exercise & Fallback & exercise \\
exercise & English & exercise \\
exercise & French & exercice \\
exercise & German & "Ubung \\
exercises & Fallback & exercises \\
exercises & English & exercises \\
exercises & French & exercices \\
exercises & German & "Ubungen \\
question & Fallback & question \\
question & English & question \\
question & French & question \\
question & German & Aufgabe \\
questions & Fallback & questions \\
questions & English & questions \\
questions & French & questions \\
questions & German & Aufgaben \\
\hline
\end{tabular}
\caption{Translation keywords predefined by \texttt{xsim}.}
\end{table}

continues
# Exercise Translations

<table>
<thead>
<tr>
<th>keyword</th>
<th>language</th>
<th>translation</th>
</tr>
</thead>
<tbody>
<tr>
<td>solution</td>
<td>Fallback</td>
<td>solution</td>
</tr>
<tr>
<td>solution</td>
<td>English</td>
<td>solution</td>
</tr>
<tr>
<td>solution</td>
<td>French</td>
<td>solution</td>
</tr>
<tr>
<td>solution</td>
<td>German</td>
<td>L&quot;osung</td>
</tr>
<tr>
<td>solutions</td>
<td>Fallback</td>
<td>solutions</td>
</tr>
<tr>
<td>solutions</td>
<td>English</td>
<td>solutions</td>
</tr>
<tr>
<td>solutions</td>
<td>French</td>
<td>solutions</td>
</tr>
<tr>
<td>solutions</td>
<td>German</td>
<td>L&quot;osungen</td>
</tr>
<tr>
<td>point-abbr</td>
<td>Fallback</td>
<td>p.</td>
</tr>
<tr>
<td>point-abbr</td>
<td>English</td>
<td>p.</td>
</tr>
<tr>
<td>point-abbr</td>
<td>French</td>
<td>p.</td>
</tr>
<tr>
<td>point-abbr</td>
<td>German</td>
<td>P.</td>
</tr>
<tr>
<td>point</td>
<td>Fallback</td>
<td>point</td>
</tr>
<tr>
<td>point</td>
<td>English</td>
<td>point</td>
</tr>
<tr>
<td>point</td>
<td>French</td>
<td>point</td>
</tr>
<tr>
<td>point</td>
<td>German</td>
<td>Punkt</td>
</tr>
<tr>
<td>points</td>
<td>Fallback</td>
<td>points</td>
</tr>
<tr>
<td>points</td>
<td>English</td>
<td>points</td>
</tr>
<tr>
<td>points</td>
<td>French</td>
<td>points</td>
</tr>
<tr>
<td>points</td>
<td>German</td>
<td>Punkte</td>
</tr>
<tr>
<td>reached</td>
<td>Fallback</td>
<td>reached</td>
</tr>
<tr>
<td>reached</td>
<td>English</td>
<td>reached</td>
</tr>
<tr>
<td>reached</td>
<td>French</td>
<td>obtenus</td>
</tr>
<tr>
<td>reached</td>
<td>German</td>
<td>erreicht</td>
</tr>
<tr>
<td>total</td>
<td>Fallback</td>
<td>total</td>
</tr>
<tr>
<td>total</td>
<td>English</td>
<td>total</td>
</tr>
<tr>
<td>total</td>
<td>French</td>
<td>total</td>
</tr>
<tr>
<td>total</td>
<td>German</td>
<td>insgesamt</td>
</tr>
<tr>
<td>default-heading</td>
<td>Fallback</td>
<td>\XSIMmixedcase {\GetExerciseParameter {solutions-name}} to the \XSIMmixedcase {\GetExerciseParameter {exercises-name}}</td>
</tr>
<tr>
<td>default-heading</td>
<td>English</td>
<td>\XSIMmixedcase {\GetExerciseParameter {solutions-name}} to the \XSIMmixedcase {\GetExerciseParameter {exercises-name}}</td>
</tr>
<tr>
<td>default-heading</td>
<td>French</td>
<td>\XSIMmixedcase {\GetExerciseParameter {solutions-name}} des \GetExerciseParameter {exercises-name}</td>
</tr>
<tr>
<td>default-heading</td>
<td>German</td>
<td>\XSIMmixedcase {\GetExerciseParameter {solutions-name}} zu den \XSIMmixedcase {\GetExerciseParameter {exercises-name}}</td>
</tr>
</tbody>
</table>

continues
### 14. Exercise Translations

<table>
<thead>
<tr>
<th>keyword</th>
<th>language</th>
<th>translation</th>
</tr>
</thead>
<tbody>
<tr>
<td>collection-heading</td>
<td>Fallback</td>
<td>\XSIMmixedcase {{GetExerciseParameter {exercises-name}}}</td>
</tr>
<tr>
<td>collection-heading</td>
<td>English</td>
<td>\XSIMmixedcase {{GetExerciseParameter {exercises-name}}}</td>
</tr>
<tr>
<td>collection-heading</td>
<td>French</td>
<td>\XSIMmixedcase {{GetExerciseParameter {exercises-name}}}</td>
</tr>
<tr>
<td>collection-heading</td>
<td>German</td>
<td>\XSIMmixedcase {{GetExerciseParameter {exercises-name}}}</td>
</tr>
<tr>
<td>per-section-heading</td>
<td>Fallback</td>
<td>\XSIMmixedcase {{GetExerciseParameter {solutions-name}}} to the \XSIMmixedcase {{GetExerciseParameter {exercises-name}}} of Section\nobreakspace \ExerciseSection</td>
</tr>
<tr>
<td>per-section-heading</td>
<td>English</td>
<td>\XSIMmixedcase {{GetExerciseParameter {solutions-name}}} to the \XSIMmixedcase {{GetExerciseParameter {exercises-name}}} of Section\nobreakspace \ExerciseSection</td>
</tr>
<tr>
<td>per-section-heading</td>
<td>French</td>
<td>\XSIMmixedcase {{GetExerciseParameter {solutions-name} des \GetExerciseParameter {exercises-name} de la section\nobreakspace \ExerciseSection}</td>
</tr>
<tr>
<td>per-section-heading</td>
<td>German</td>
<td>\XSIMmixedcase {{GetExerciseParameter {solutions-name}}} zu den \XSIMmixedcase {{GetExerciseParameter {exercises-name}}} in Abschnitt\nobreakspace \ExerciseSection</td>
</tr>
<tr>
<td>per-chapter-heading</td>
<td>Fallback</td>
<td>\XSIMmixedcase {{GetExerciseParameter {solutions-name}}} to the \XSIMmixedcase {{GetExerciseParameter {exercises-name}}} of Chapter\nobreakspace \ExerciseChapter</td>
</tr>
<tr>
<td>per-chapter-heading</td>
<td>English</td>
<td>\XSIMmixedcase {{GetExerciseParameter {solutions-name}}} to the \XSIMmixedcase {{GetExerciseParameter {exercises-name}}} of Chapter\nobreakspace \ExerciseChapter</td>
</tr>
<tr>
<td>per-chapter-heading</td>
<td>French</td>
<td>\XSIMmixedcase {{GetExerciseParameter {solutions-name} des \GetExerciseParameter {exercises-name} du chapitre\nobreakspace \ExerciseChapter}</td>
</tr>
<tr>
<td>per-chapter-heading</td>
<td>German</td>
<td>\XSIMmixedcase {{GetExerciseParameter {solutions-name}}} zu den \XSIMmixedcase {{GetExerciseParameter {exercises-name}}} in Kapitel\nobreakspace \ExerciseChapter</td>
</tr>
</tbody>
</table>

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15. Cloze Tests and Blank Lines

Similar to exsheets XSIM provides a command \blank:

\blank*\([\text<options>]\{\text<to be filled in>\}\)

Creates a blank in normal text or in an exercise but fills the text of its argument if inside a solution. If used at the \textit{begin of a paragraph} \blank will do two things: it will set the linespread according to an option explained below and will insert \texttt{par} after the lines. The starred version doesn’t do these things.

Those are the options for customization:

\begin{description}
\item[\texttt{blank/blank-style} = \{\texttt{code}\}] Default: \texttt{underline\{#1\}}
Instructions for typesetting the blank cloze. Refer to the filled in space with \#1.
\item[\texttt{blank/filled-style} = \{\texttt{code}\}] Default: \texttt{underline\{#1\}}
Instructions for typesetting the filled cloze. Refer to the filled in text with \#1
\item[\texttt{style} = \{\texttt{code}\}] Shortcut for setting both \texttt{blank-style} and \texttt{filled-style} at once.
\item[\texttt{blank/scale} = \{\texttt{decimal number}\}] Default: 1
Scales the blank to \texttt{decimal number} times its natural width.
\item[\texttt{blank/width} = \{\texttt{dim}\}] (initially empty)
Sets the blank to a width of \texttt{dim}. This takes precedence over \texttt{scale}.
\item[\texttt{blank/linespread} = \{\texttt{decimal number}\}] Default: 1
Set the linespread for the blank lines. This only has an effect if \texttt{blank} is used at the begin of a paragraph.
\item[\texttt{blank/line-increment} = \{\texttt{dim}\}] Default: \texttt{0.001\linewidth}
The blank line is built in multiples of this value. If the value is too large you may end up with uneven lines. If the value is too small you may end up with a non-ending compilation. Experiment with values to find the suiting one for your use case.
\item[\texttt{blank/line-minimum-length} = \{\texttt{dim}\}] Default: \texttt{2em}
The minimal length a line must have before it is built step by step.
\end{description}

1. This is a \texttt{\blank(blank)} outside in normal text.
2. \texttt{\begin{exercise}}
3. Try to fill in \texttt{\blank[width=4cm]{these}} blanks. All of them
4. \texttt{\blank(are created)} by using the \texttt{\cs(blank)} \texttt{\blank(command)}.
5. \texttt{\end{exercise}}
6. \texttt{\xsimsetup{\texttt{blank/filled-style}=\texttt{textcolor\{red\}\{#1\}}}}
7. \texttt{\begin{solution}[print]}
8. Try to fill in \texttt{\blank[width=4cm]{these}} blanks. All of them
A. Future Plans

\begin{solution}
\begin{verbatim}
\begin{tabular}{|c|c|c|c|c|}
\hline
\end{tabular}
\end{verbatim}
\end{solution}

This is a _____ outside in normal text.

**Exercise 11**

Try to fill in ______________ blanks. All of them

by using the \texttt{\textbackslash blank} ________.

**Solution 11**

Try to fill in these blanks. All of them

are created

by using the \texttt{\textbackslash blank command}.

A number of empty lines are easily created by setting the \texttt{width} option:

\begin{verbatim}
\begin{tabular}{|c|c|c|c|}
\hline
\end{tabular}
\end{verbatim}
\end{verbatim

Write up the pros and cons of \texttt{xsim} over \texttt{exsheets}:

\begin{verbatim}
\begin{tabular}{|c|c|c|c|}
\hline
\end{tabular}
\end{verbatim}
\end{verbatim

Write up the pros and cons of \texttt{XSIM} over exsheets:

\begin{verbatim}
\begin{tabular}{|c|c|c|c|}
\hline
\end{tabular}
\end{verbatim}
\end{verbatim

A. Future Plans

\texttt{xsim} is complete in so far as it is perfectly usable to create exams or exercise and solution sections in books with the most freedom in layout already. But still there are features which would be useful additions. Below I list all ideas that I currently plan to add to \texttt{xsim}:

- a document class \texttt{xsim-exam} for creating exams; this class should itself feature the possibility of creating different versions of an exam, maybe already provide multiple choice questions and so on; one could also think about automatic creation of running
B. FAQ & How to…

headers and footers, *i. e.*, means for changing the layout of the exam; following the spirit of \texttt{XSIM} this should probably be done using templates as well.

I am very open to suggestions regarding features, both in general and specifically regarding the document class.

B. FAQ & How to…

This section serves as a kind of gallery showing solutions to common problems. I expect this section to grow over the years. Some examples especially regarding other layouts are also shown in example files added to this package.

B.1. …Know if \texttt{XSIM} Needs Another Compilation?

If \texttt{XSIM} wants you to recompile your document it writes the following to the logfile:

```
1 *************************************************
2  * xsim warning: "rerun"
3  *
4  * Exercise properties may have changed. Rerun to get them synchronized.
5  *************************************************
```

So just check the logfile regularly (which you should be doing anyway) and keep your eyes open.

B.2. …Resolve Getting Repeatedly Wrong Exercise Properties or Wrong Exercise Lists?

\texttt{XSIM} writes a lot of stuff to an auxiliary file called \jobname.xsim (or the common \jobname.aux if you use option \texttt{use-aux}) for re-using information on subsequent compilations. If you add exercises, change properties etc. it might happen that wrong information is staying in the auxiliary file and is wrongly used by \texttt{XSIM}. In such cases deleting the auxiliary file and doing a few fresh compilations may resolve your problems.

Sometimes the existence of exercise or solution files from earlier compilations may lead to wrong lists of exercises or solutions. In such cases it can be useful to delete all those files and doing a fresh compilation. It may be helpful to use a subfolder for those external files which will make deleting them a little bit easier. (Don’t forget to both create the subfolder and set \texttt{path} accordingly then.)

Using the \texttt{clear-aux} option might help to reduce erroneous exercises.

B.3. …Resolve Strange Errors After Updating?

\texttt{XSIM} writes a lot of stuff to the auxiliary file. An update may well change how this is done so deleting the auxiliary file and doing a few fresh compilations may resolve your problems.
B. FAQ & How to...

B.4. TeX capacity exceeded, sorry [text input levels=15]. Why?

Did you try to use an exercise or solution in a macro of some sort? This generally will fail. But there should never be the need to hide the environments inside of a macro, anyway.

B.5. Runaway argument? File ended while scanning use of ^^^M. Why?

Did you try to use an exercise or solution in a macro of some sort? This generally will fail. But there should never be the need to hide the environments inside of a macro, anyway.

B.6. ...Put a Star (or Another Symbol) in Headings of Exercises That Are Special?

The code below shows one possible modification of an exercise template which allows to easily create bonus exercises:

```latex
% preamble:
\usepackage{amsymb}
% declare boolean property:
\DeclareExerciseProperty\{bonus\}
\DeclareExerciseEnvironmentTemplate\{bonus\}
\subsection*
% test for boolean property and insert star symbol if true:
\IfExerciseBooleanPropertyT\{bonus\}\{\llap{$\bigstar$ }Bonus\}
% XSIMmixedcase\{\GetExerciseName\}nobreakspace
% GetExerciseProperty\{counter\}
% IfInsideSolutionF
% \IfExercisePropertySetT\{subtitle\}
% \GetExerciseProperty\{subtitle\})\}%
% \GetExercisePropertyT\{points\}
% \marginpar
% \IfInsideSolutionF\{\rule{1.2cm}{1pt}\slash\}%
% \PropertyValue
% \GetExercisePropertyT\{bonus-points\}
% \PropertyValue\{\star\}%
% \PropertyValue\{\point-abbr\}%
```

10. The reasons are similar to the ones given here: https://tex.stackexchange.com/a/295422/.
B. FAQ & How to…

The usage is now as follows:

```latex
\xsimsetup{exercise/template = bonus}
\begin{exercise}[bonus]
A bonus question.
\end{exercise}
```

★ Bonus Exercise 12

A bonus question.

B.7. …Create and Use xSim Style Files?

xSim offers you the possibility to create own style files. Let’s say you want to have a style called `math-exam`. Then you need to save all necessary definitions in a file called:

`xsim.style.math-exam.code.tex`

The first command in the file should be `\xsimstyle{math-exam}`. This file can now be loaded into your document using `\loadxsimstyle{math-exam}` or by using `\xsimsetup{load-style=math-exam}:

```latex
\documentclass[DIV=18,parskip=half]{scrartcl}
\usepackage[T1]{fontenc}
\usepackage[utf8]{inputenc}
\usepackage[clear-aux]{xsim}
\loadxsimstyle{math-exam}
\title{Math Exam \#3}
\date{2017-03-28}
```

In this style file stuff like template and property definitions should happen. This is more or less a convenient way to

- keep the preamble “clean” and
- define re-usable styles without the need of copying the document preamble to another document.

A style file is like a package or class file, i.e., `@` has category code 11 (letter).

The formal description of the commands:
B. FAQ & How to...

\texttt{\xsimstyle\{(style name)\}}

The first command in a \texttt{\textsc{xsim}} style file called \texttt{xsim.style.(style name).code.tex} which defines the \texttt{\textsc{xsim}} style \texttt{(style name)}. The starred version activates expl3 syntax.\footnote{Those users who want this will know what it means. If you don’t know what it means you will not need it.}

\texttt{\loadxsimstyle\{(csv list of style names)\}}

Load one or more styles into the document.

\texttt{\loadxsimstyle\{(csv list of style names)\}}

Another interface for \texttt{\loadxsimstyle\{(csv list of style names)\}}.

\texttt{load-style = \{(csv list of style names)\}}

At the moment this mechanism offers no advantages over creating a custom package or simply \texttt{\input}ing a file. Future versions might provide additional features.

### B.8. …Print All Solutions Grouped by Section?

Here is an idea how to get a list of all solutions grouped by the section the corresponding exercises are appearing in.

```latex
\% preamble:
\% \usepackage{etoolbox}
\% \newcounter{sections}
\% \document:
\% \setcounter\{sections\}\{1\}
\% \whileboolean\{test \{!\ifnumless{\value{sections}}{\value{section}+1}\}\\{\} \}
\% \print\texttt{\texttt{printsolutions}}\{section=\value{sections},headings-template=per-section\}
\% \stepcounter{sections}
```

For this manual we then get the following list.\footnote{Taking care of the fact that we’re in the appendix now which means we can’t use \texttt{\value{section}}. Therefore this manual does \texttt{\edef\lastsection{\arabic{section}}} right before \texttt{\appendix}}

### Solutions to the Exercises of Section 4

#### Solution 1

A first example for a solution.
C. The xsimverb package

Solutions to the Exercises of Section 8

Solution 5

The solution of the exercise that has not been printed.

Answers to the Problems of Section 13

Answer 1 My subtitle
This is the answer to problem 1.

Solutions to the Exercises of Section 15

Solution 11

Try to fill in these blanks. All of them are created by using the \blank command.

C. The xsimverb package

\textit{XSIM} comes bundled with another package called xsimverb. This package loads a very small subset of \textit{XSIM} which allows to create environments that write their contents verbatim to external files. It provides the following commands (which of course are also available in \textit{XSIM}, too):

\begin{verbatim}
\XSIMfilewritestart*{(file name)}
Start writing to the file named (file name). This should be the last command in the begin definition of an environment. If is is used in an environment with arguments where the last argument is optional you should check if the optional argument is given and use the starred version if the test is negative. This is demonstrated in an example below using \texttt{xparse}'s \texttt{NewDocumentEnvironment}. If you want an environment with only an optional argument you should use \texttt{xparse}'s commands to define it. Due to the way how \texttt{newenvironment} scans for optional arguments you’ll otherwise may end up with leading spaces gobbled from the first line in your environment.

\XSIMfilewritestop
Stop writing to the file. This should be the first command in the end definition of an environment.

\XSIMsetfilebegin{(code)}
This command can be used to write something to the external file before the environment contents. Must be set before \texttt{\XSIMfilewritestart} in the \texttt{begin} definition.
\end{verbatim}
C. The \texttt{xsimverb} package

\texttt{\textbackslash XSIMsetfileend\{\textit{code}\}}

This command can be used to write something to the external file \texttt{after} the environment contents. Must be set before \texttt{\textbackslash XSIMfilewritestart} in the \texttt{begin} definition.

\texttt{\textbackslash XSIMgobblechars\{\textit{integer}\}}

Determines how many characters are cut off of the beginning of each line of the environment body before it is written to the file. The default value is 0.

The following code shows an example of how to use those commands:

```
\documentclass{article}
\usepackage{xsimverb, listings}
\makeatletter
\NewDocumentEnvironment{example}{o}{\XSIMsetfilebegin{\percentchar space \textbackslash file `\jobname.tmp'} \XSIMsetfileend{\percentchar space bye bye}}{\IfNoValueTF{#1}{\XSIMfilewritestart*{\jobname.tmp}}{\XSIMfilewritestart{\jobname.tmp}}}{\XSIMfilewritestop}{\input{\jobname.tmp}}
\makeatother
\begin{document}
\begin{example}
bla bla \LaTeX
\end{example}
\end{document}
```

The \texttt{tmp} file produced by the above example will contain the following three lines (if the file itself was called \texttt{test.tex}):
D. All Exercise Examples

You will notice that some exercises from section 13.5 on page 38 look differently in this section. That is because all exercises of a type use the template that’s currently active. If you want exercises with a different look you should use different exercises types.

The following list is created with this code:

\xsimsetup{exercise/template = bonus}
\printcollection[headings]{all exercises}

Exercises

Exercise 1
A first example for an exercise.

Exercise 2 This is a subtitle
An exercise where some properties have been set.

Exercise 3
\GetExerciseAliasProperty{ID}: 3
\GetExerciseProperty{ID}: foo-bar

Exercise 4
\GetExerciseAliasProperty{ID}: 4
\GetExerciseProperty{ID}: foo-bar
D. All Exercise Examples

Exercise 5
This exercise will not be printed but the exercise counter will be incremented nonetheless. Its solution will be printed in the list of solutions.

Exercise 6
This exercise is added to the collection ‘foo’.

Exercise 7
This exercise is also added to the collection ‘foo’.

Exercise 8
So is this.

Exercise 9
As well as this one.

Exercise 10 The Subtitle

Exercise 11
Try to fill in ________________ blanks. All of them ________ by using the \blank _____.

★ Bonus Exercise 12
A bonus question.

Problems

Problem 1 My subtitle (5 points)
This is a problem using a subtitle and points.
E. All Solution Examples

Solutions to the Exercises

Solution 1
A first example for a solution.

Solution 5
The solution of the exercise that has not been printed.

Solution 11
Try to fill in these blanks. All of them are created by using the \texttt{\textbackslash blank} command.

Answers to the Problems

<table>
<thead>
<tr>
<th>Answer 1</th>
<th>My subtitle</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>This is the answer to problem 1.</td>
</tr>
</tbody>
</table>

F. Example Documents Coming With This Package

The repository of this package\textsuperscript{13} currently includes 37 example documents demonstrating how different aspects of this package work or how different kinds of problems can be solved or how different kinds of layouts can be achieved as well as how to solve concrete problems that have come up in different \LaTeX\ forums.

Besides showing excerpts of the code and the resulting pdf the examples below also link to both the \texttt{\textbackslash tex} source the resulting pdf.

\textsuperscript{13} GitHub: https://github.com/cgnieder/xsim/, CTAN: http://www.ctan.org/pkg/xsim/
F. Example Documents Coming With This Package

Example 1: Create blank lines
Links: [TeX] [PDF]  
File: xsim.blanks.tex

\begin{document}

\begin{exercise}[points=3]
Erklären Sie den Begriff.
\end{exercise}

Lösung 1

Example 2: Put headings in a box
Links: [TeX] [PDF]  
File: xsim.boxed-headings.tex

\begin{document}

\begin{exercise}[points=3]
Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris.


Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.
\end{exercise}

Example 3: Create code examples
Links: [TeX] [PDF]  
File: xsim.code-and-output.tex

\begin{document}

\begin{example}
bla bla \LaTeX
\end{example}

% bye bye
bla bla \LaTeX

blubber \LaTeX
Exercise 2


Exercise 1


Exercise 2

Etiam euismod

In mi erat, cursus id pretium, magna in egestas, pede pretium lorem, quis congue non, elementum ut, mattis quis, sem.
F. Example Documents Coming With This Package

Example 7: A custom point scheme
Links: [TeX] [PDF]  
File: xsim.different-point-types.tex

```
\newcommand*\printA{\TotalExerciseGoal{A}{\apoint}{\apoints}}
\newcommand*\printC{\TotalExerciseGoal{C}{\cpoint}{\cpoints}}
\newcommand*\printE{\TotalExerciseGoal{E}{\epoint}{\epoints}}
\usepackage{needspace}
\DeclareExerciseEnvironmentTemplate{custom}{%}
\par\vspace{\baselineskip}
```

3. Prove that the derivative of a constant is zero. (0/1/2)

Exercise 1
An easy question.

Exercise 2 (hard)
Now let's see if you can solve this one.

Example 8: Difficulty levels
Links: [TeX] [PDF]  
File: xsim.difficulties.tex

```
\DeclareExerciseEnvironmentTemplate{custom}{%}
\subsection*{}
\% \XSIMmixedcase{\GetExerciseName}\nobreakspace
\GetExerciseProperty{counter}\%
\IfExercisePropertySetT{difficulty}
```

Now let's see if you can solve this one.

Example 9: Floating exercises and a list of exercises
Links: [TeX] [PDF]  
File: xsim.floating.tex

```
\listname=(List of Exercises),\nname=Exercise,\nplacement=htp,\n}{ex}
\DeclareExerciseEnvironmentTemplate{float}{%}
\% \ex
\captionsetup{labelformat=empty,\nsinglelinecheck=false,\nlistformat=empty}
```


Nunc elementum fermentum wisi. Aenean placerat. Ut imperdiet, enim sed gravida sollicitudin, felis odio placerat quam, ac pulvinar elit purus eget enim.


Exercise 2: Let's have a look.
F. Example Documents Coming With This Package

Example 10: Using the grade distribution macros
Links: [\TeX] [PDF]  
File: xsim.grade-distribution.tex

```latex
\begin{verbatim}
\begin{enumerate}
  \item \( 1 = 1 \)
  \item \( 1.5 = .9167 \)
  \item \( 2 = .8333 \)
  \item \( 2.5 = .75 \)
  \item \( 3 = .6667 \)
  \item \( 3.5 = .5833 \)
  \item \( 4 = .5 \)
\end{enumerate}
\end{verbatim}
```

Exercise 4  
Exercise 5  
Exercise 6

31 points 28 points  
24 points 22 points 20 points  
34 points 31 points 28 points

Example 11: Give hints
Links: [\TeX] [PDF]  
File: xsim.hints.tex

```latex
\begin{verbatim}
\DeclareExerciseProperty{hint}
\% we'll use a description list for the hints:
\newcommand\printhints{%
  \begin{description}
  \ForEachUsedExerciseByType{%
    \def\ExerciseType{##1}%
    \def\ExerciseID{##2}%
    \GetExercisePropertyT{hint}
  \end{description}
}\end{verbatim}
```

Exercise 2 Another I  
This is the second problem

Exercise 3 Yet Anotl  
This is the third problem.

2 Hints

Example 12: Use listings in exercises
Links: [\TeX] [PDF]  
File: xsim.listings.tex

```latex
\begin{verbatim}
\lstset{ frame=single, xleftmargin=20pt, numbers=left, numberstyle=\small, tabsize=2, breaklines, showspaces=false, }
\end{verbatim}
```

Consider the following C

```c
#include <stdio.h>

int main(int argc, char * argv[]){
  printf("hello, world\n");
}
```

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Example 13: A custom list of exercises

Links: [TeX] [PDF]  
File: xsim.listofexercises.tex

\begin{itemize}
\item[exercise/within=chapter,]
\item[exercise/template=theorem,]
\item[exercise/the-counter=\thechapter.arabic{
\hskip 0.5em exercise}]
\end{itemize}

\DeclareExerciseEnvironmentTemplate{theorem}{{}\par\addvspace{\baselineskip}\noindent}

\begin{exercise}
    \par
    \AddExercise{chapter}{1}
    \AddExercise{section}{1.1}
    \AddExercise{section}{1.2}
    \AddExercise{section}{1.3}
    \AddExercise{section}{1.4}
\end{exercise}

Example 14: Multiplechoice exercises

Links: [TeX] [PDF]  
File: xsim.multiplechoice.tex

\newcommand*{\choice}{\item}

\DeclareExerciseProperty{choices}
\DeclareExerciseEnvironmentTemplate{mc}{{\UseExerciseTemplate{begin}{default}}\%}
\IfExerciseBooleanPropertyTF{multiple}{Select one or more correct answers}

\begin{exercise}
    \choice[one]
    \choice[two]
    \choice[three]
    \choice[four]
\end{exercise}

Example 15: Sum of points

Links: [TeX] [PDF]  
File: xsim.pointsandbonus.tex

\begin{exercise}
    \TotalExerciseGoal{points}{}{}
    \IfExerciseGoalsSumTF{bonus-points}{=0}{
        \TotalExerciseGoal{bonus-points}{=}0\%
    }{%}
    \\XSIMtranslate{points}
\end{exercise}

Exercise 1

\XSIMtranslate{points}

Exercise 2


Exercise 2

A prime number is a positive integer other than 1 that is only divisible by 1 and itself.

As you will show in Exercise 1.1, there are infinitely many primes. The number of primes that are smaller than a given natural number \( n \) is denoted \( \pi(n) \).

**Exercises**

**Exercise 1.1** (Euclid’s Thm) Find an asymptotic formula for \( \pi(n) \).

**Exercise 1.2** Find an asymptotic formula for \( \pi(x) \), where \( x \) is a real number with real part bigger than 1. For example \( \pi(2) = \frac{\pi^2}{6} \).
F. Example Documents Coming With This Package

Example 19: Random/custom order of exercises

\begin{document}
\collectexercises{foo}
\begin{exercise}
  foo
\end{exercise}
\begin{exercise}
  bar
\end{exercise}
\begin{exercise}
  baz
\end{exercise}
\end{document}

Example 20: Exercises and solutions in a tcolorbox

\begin{tcolorbox}
width = \textwidth ,
colbacktitle = \IfInsideSolutionTF{green}{red} ,
coltitle = black ,
title = \XSIMmixedcase{\GetExerciseName}~\GetExerciseProperty{counter}{}
\end{tcolorbox}

\begin{exercise}
  First Question
\end{exercise}
\begin{exercise}
  Proof
\end{exercise}
\begin{solution}
  a Latin Text
\end{solution}
\begin{solution}
  a Latin text again
\end{solution}

Example 21: Using pythontex

\section{Test}
\begin{exercise}[subtitle = Codeless Question, points=10]
A question without code, worth 10 points.
Subtitle and point values are in correct place.
\end{exercise}
\begin{solution}
Solution 1
\end{solution}
\begin{solution}
Solution 2
\end{solution}
\begin{solution}
Solution 3
\end{solution}
\begin{solution}
Solution 4
\end{solution}
\begin{solution}
Solution 5
\end{solution}
\begin{solution}
Solution 6
\end{solution}

Exercise 1 \textit{Codeless}:
A question without code, correct place.

Exercise 2 \textit{Codeful}:
Now with Python\TeX:
\begin{verbatim}
print("hello, world!")
\end{verbatim}
Example 22: Print solutions per chapter/section

\begin{document}
\part{EXCERCISES}
\chapter{Topic 1}
% ...
\end{document}

Example 23: Adapt how points are printed

\begin{exercise}[points=2.5]
foo
\end{exercise}

Example 24: Another tcolorbox example

\usepackage{tasks}
\usepackage{xsim}
\usepackage{tcolorbox}
\tcbuselibrary{breakable, skins}
\settasks{ label = \arabic*, }\ DeclareExerciseEnvironmentTemplate{boxed}
%\tcolorbox[}
\begin{exercise}
Soient $E = \{1,2,3,4,5\}$ par $A = \{1,2,3,4\}, B$
1. Calculer $\overline{A}$.
3. Calculer $(A \cap B)$
\end{exercise}

1. $\{5,6,7\}$
Chapter one

The First Chapter

Exercise 1 Compute the derivative of the following function:
\[ f(x) = \sin((\sin x)^2) \]

The solution of this exercise is on page 4.

Exercise 2 Compute the derivative of the following function:
\[ f(x) = \sin((\sin x)^2) \]

SOLUTION...

EXAMPLE 1.1 Prove that
\[ \Delta( f_{ij} f_{ij} ) = \nabla_k f_{ij} + f_{ij} f_{k[2}\nabla_i R_{jk} - \nabla_k R_{ij}] \]

SOLUTION

EXAMPLE 2.2 Prove that Paulinho is smart.

SOLUTION All ducks are smart. Paulinho is a duck. Therefore, Paulinho is smart.
Aufgabe 1 (Widerstandswürfel)
Gegeben ist ein Würfel, wobei jede der Kanten einen Widerstand von \( R = 1 \, \Omega \) hat.
Wie groß ist der Widerstand entlang einer Raumdiagonale?

Lösung 1
Wir wollen den Widerstand zwischen den Punkten \( X \) und \( Y \) bestimmen, also entlang der Raum-
diagonale (siehe Abb. ??). Weil die Raumdiagonale eine Symmetrieachse ist, sollte das Problem
symmetrisch sein, und deswegen eine recht einfache Lösung haben.

1. Let \( X \) be such that.
2. In this exercise consider \( Y = 2 \).
3. Consider \( X \) as in exercise 1 (I would like to see the issue number 1)
Exercise 1. Just a short exercise Level: hard
The somewhat longer solution to the short exercise. Lorem ipsum dolor sit ...
quis tortor vitae risus porta vehicula.
The answer
Exercise 4. Another short exercise. Level: medium
The answer
1
1 Erstes Kapitel
Aufgabe 1.1
Eine erste Aufgabe
Aufgabe 1.2
Eine zweite Aufgabe
1.1 Erstes Unterkapitel
Aufgabe 1.3
Eine Aufgabe in einem Unterkapitel
Aufgabe 1.5
Yet another Aufgabe
1.2 Zweites Unterkapitel
Aufgabe 1.6
Eine weitere Aufgabe
1.3 Drittes Unterkapitel
Aufgabe 1.7
Und eine weitere Aufgabe
1 Problems
1. What is the product of $-2$ and $3$?
$-6$ (a) 6 (b) 5 (c) $-5$ (d)
2. What is the sum of the sides of a polygon called?
$-6$ (a) Perimeter (b) Volume (c) Area (d)
3. What is the sum of $-2$ and $-3$?
$-6$ (a) 6 (b) 5 (c) $-5$ (d)
2 Answers
1. (a) $-6$ 2. (b) Perimeter 3. (d) $-5$
F. Example Documents Coming With This Package

Example 34: Indicate difficulty level

\begin{lstlisting}[language=TeX]
\DeclareExerciseTagging{AFB}
\DeclareExerciseEnvironmentTemplate{myexam}
{
  \par\vspace{\baselineskip}
  \Needspace*{3\baselineskip}
  \noindent
  \bfseries\IfInsideSolutionTF{Lösung}{Aufgabe \GetExerciseProperty{counter}.}\
  \GetExercisePropertyT{subtitle}{\quad\textit{#1}}
\end{lstlisting}

\begin{itemize}
  \item \textbf{Aufgabe 1.} Eine Frage Schwierigkeit: 1 3 P.
  \begin{itemize}
    \item Das ist eine sehr tolle Frage.
  \end{itemize}
  \item \textbf{Aufgabe 2.} Schwierigkeit: 2 3 P.
  \begin{itemize}
    \item Das ist eine sehr tolle Frage.
  \end{itemize}
  \item \textbf{Aufgabe 3.} Schwierigkeit: 3
  \begin{itemize}
    \item Das ist eine sehr tolle Frage.
  \end{itemize}
  \item \textbf{Aufgabe 4.} Eine andere Frage Schwierigkeit: 4 3 P.
  \begin{itemize}
    \item Das ist eine sehr tolle Frage.
  \end{itemize}
  \item \textbf{Aufgabe 5.} Eine Frage Schwierigkeit: 2
  \begin{itemize}
    \item Das ist eine sehr tolle Frage.
  \end{itemize}
\end{itemize}

Example 35: Long and short solutions

\begin{lstlisting}[language=TeX]
% new environment:
\NewDocumentEnvironment{shortsolution}{+b}{\SetExerciseProperty{shortsolution}{#1}}{}
% we'll use a description list for the list of short solutions:
\newcommand\printshortsolutions{\begin{description}}
\begin{description}
  \item[1 Problems] Exercise 1
  \begin{description}
    \item[Pythagoras] This is the first problem.
  \end{description}
  \item[Exercise 2] Another Problem
  \begin{description}
    \item This is the second problem.
  \end{description}
  \item[Exercise 3] Yet Another Problem
  \begin{description}
    \item This is the third problem.
  \end{description}
  \item[2 Shortsolutions] Short Solution 1
  \begin{description}
    \item This is a shortsolution to the first problem.
  \end{description}
  \item[Short Solution 3] This is a shortsolution to the third problem.
  \item[3 Solutions] Solution 1
  \begin{description}
    \item This is the solution to the first problem.
  \end{description}
  \item[Solution 2] This is the solution to the second problem.
  \item[Solution 3] This is the solution to the third problem.
\end{description}
\end{description}
\end{lstlisting}

Exercise 2 \textit{Another Problem}
This is the second problem

Exercise 3 \textit{Yet Another Problem}
This is the third problem.

Example 36: Different versions for students and teachers

\begin{lstlisting}[language=TeX]
\newlength{\breite}
\settowidth{\breite}{160 mm}
\newlength{\hoehe}
\settowidth{\hoehe}{80 mm}
\usepackage[hdivide={3.0cm, \breite,}, vdivide={2.2cm, 2.2cm}]{geometry}
\usepackage{bitstream-charter, mathdesign}
\end{lstlisting}

Für die Schülerausgabe sollen Häuschen (Grid) mit Seitenlänge 4 mm gesetzt werden.
Für die Lehrerausgabe sollen statt Häuschen die Lösung in z. B. einer Box geschrieben werden. Dafür soll die Lösung (bezogen auf dieses Beispiel) auch in einer Box mit der exakten Breite 160 mm und der exakten Höhe 80 mm gesetzt werden. Weiter soll natürlich die Position der Lösungsbox und der Häuschenbox exakt identisch sein.

\textbf{Lösung:} Hier soll die Lösung stehen:
\[ E = m \cdot c^2. \]
1 Wellenausbreitung im Vakuum und in Materie

1.1 Maxwellsche Gleichungen

\[ \nabla \cdot \vec{E}(\vec{r}, t) = \rho(\vec{r}, t) \]

\[ \varepsilon_0 \]

Aufgabe 1.1

1.2 Empirischer Zugang zu Wellengleichungen

Aufgabe 2.1

Eine weitere Aufgabe

2.2 Empirischer Zugang zu Wellengleichungen

Aufgabe 2.2

Something stupid

1.1 Maxwellsche Gleichungen

\[ \nabla \cdot \vec{E}(\vec{r}, t) = \rho(\vec{r}, t) \]

\[ \varepsilon_0 \]

Aufgabe 2.1

Something stupid

2.2 Empirischer Zugang zu Wellengleichungen

Aufgabe 2.2

Eine weitere Aufgabe

1.1 Maxwellsche Gleichungen

\[ \nabla \cdot \vec{E}(\vec{r}, t) = \rho(\vec{r}, t) \]

\[ \varepsilon_0 \]

Aufgabe 2.1

Something stupid

2.2 Empirischer Zugang zu Wellengleichungen

Aufgabe 2.2

Eine weitere Aufgabe

1.1 Maxwellsche Gleichungen

\[ \nabla \cdot \vec{E}(\vec{r}, t) = \rho(\vec{r}, t) \]

\[ \varepsilon_0 \]

Aufgabe 2.1

Something stupid

2.2 Empirischer Zugang zu Wellengleichungen

Aufgabe 2.2

Eine weitere Aufgabe

G. References


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url: http://mirror.ctan.org/macros/latex/contrib/booktabs/.

[Flo] Bruno Le Floch. Cunning (La)TeX tricks.

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[L3Pb] The \LaTeX\ Project Team. l3packages. Sept. 19, 2019.

url: http://mirror.ctan.org/macros/latex/contrib/l3packages/.


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url: http://mirror.ctan.org/macros/latex/required/tools/.


url: http://mirror.ctan.org/macros/latex/contrib/exsheets/.


url: http://mirror.ctan.org/macros/latex/contrib/translations/.

[var] various. Questions tagged ‘exsheets’.

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