



# BlueGriffon

The only native Wysiwyg cross-platform  
EPUB2/EPUB3 Editor



## Directories and Files

- igp-year5-school-maths
  - META-INF
    - container.xml
  - OPS
    - TOC.xhtml
    - cover.xhtml
    - css
    - fonts
    - images
    - js
  - package.opf
  - s001-BookTitlePage-01.xhtml
  - s002-Copyright-01.xhtml
  - s003-Other-01.xhtml
  - s004-Introduction-01.xhtml
  - s005-Unit-001.xhtml
  - s006-Lesson-001.xhtml
  - s007-Section-001.xhtml
  - s008-Section-002.xhtml
  - s009-Exercise-001.xhtml
  - s010-Exercise-002.xhtml
  - s011-Exercise-003.xhtml
  - s012-Lesson-002.xhtml
  - s013-Section-003.xhtml
  - s014-Section-004.xhtml
  - s015-Exercise-004.xhtml
  - s016-Exercise-005.xhtml
  - s017-Lesson-003.xhtml
  - s018-Section-005.xhtml
  - s019-Section-006.xhtml
  - s020-Exercise-006.xhtml
  - s021-Exercise-007.xhtml
  - s022-Lesson-004.xhtml
  - s023-Section-007.xhtml
  - s024-Section-008.xhtml
  - s025-Exercise-008.xhtml
  - s026-Exercise-009.xhtml

32px

# Lesson 1

## Whole Number Addition

Here you'll learn how to add whole numbers.

### Vocabulary

Here are the vocabulary words found in this Concept.

**Addend** The numbers being added

**Sum** The answer to an addition problem

**Place value** Writing each number in order according to the decimal place value it has.

**Carry digit** A value carried from one column to another to maintain place values

**Horizontally** Across or left to right

**Vertically** Up and down



### INFORMATION

A general concept overview statement or word problem exercise can be placed in the concept introduction section.

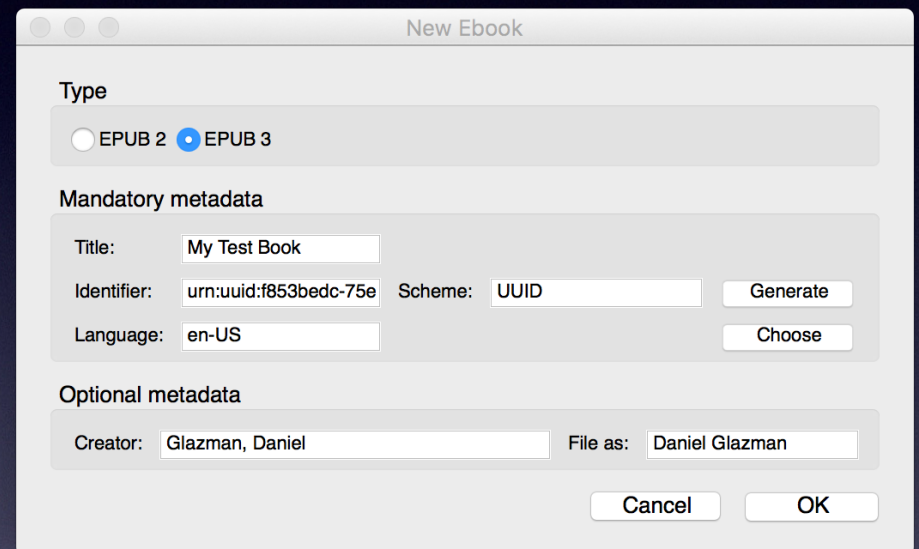
Depending on the monitor size and orientation this page should be adjusted for optimal reading using Alt-U to select columns or scrolling and to adjust the text size.

### GUIDANCE

You are already used to adding whole numbers and have been using addition for some time. We are now going to move your addition skills further forward with this learning module on long-addition.

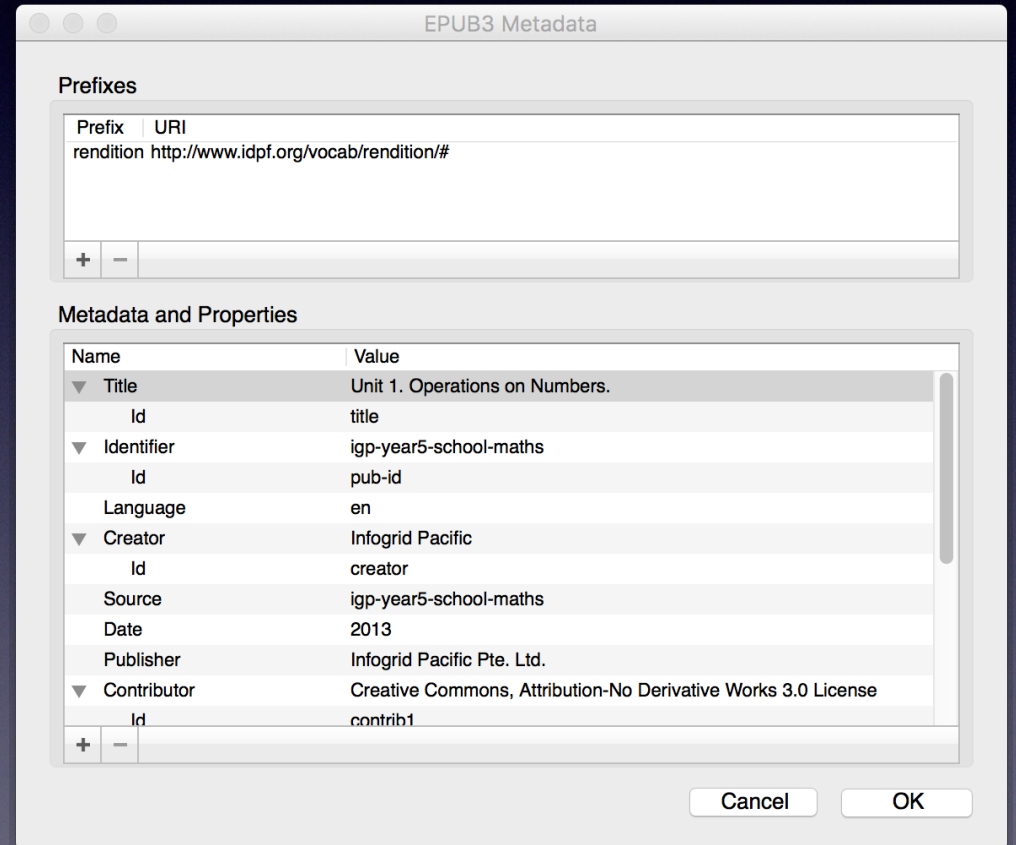
# Big image

- Embeds Mozilla Gecko
- Younger brother of leading BlueGriffon Web editor
- Conformant to both EPUB 2.0.1 and EPUB 3.0.1
- No proprietary pivot format!  
Only EPUB and xhtml



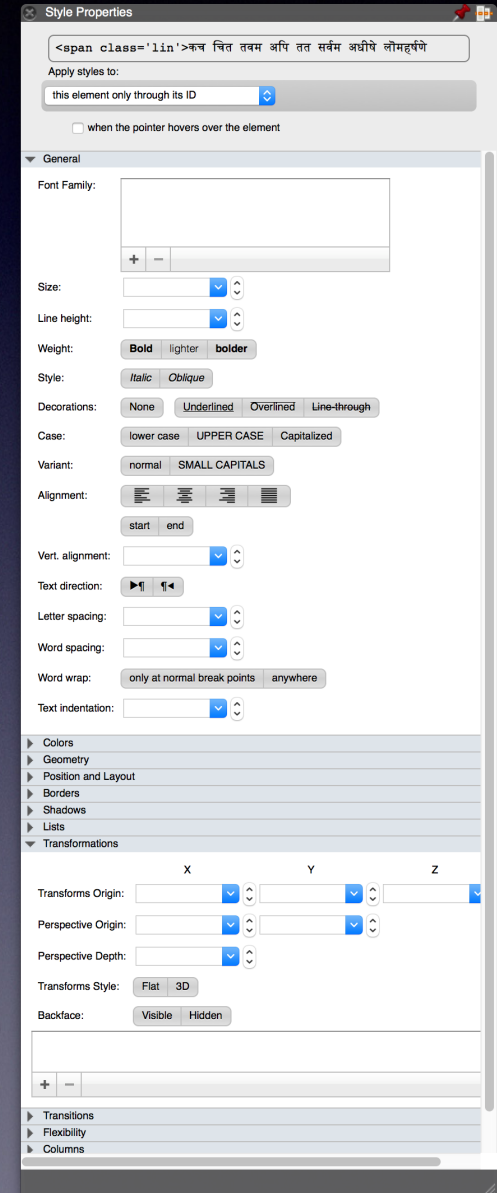
# Metadata handling

- File manifest, Landmarks, Spine, ToC...
- Hierarchical EPUB 3 Metadata



# Content editing #1

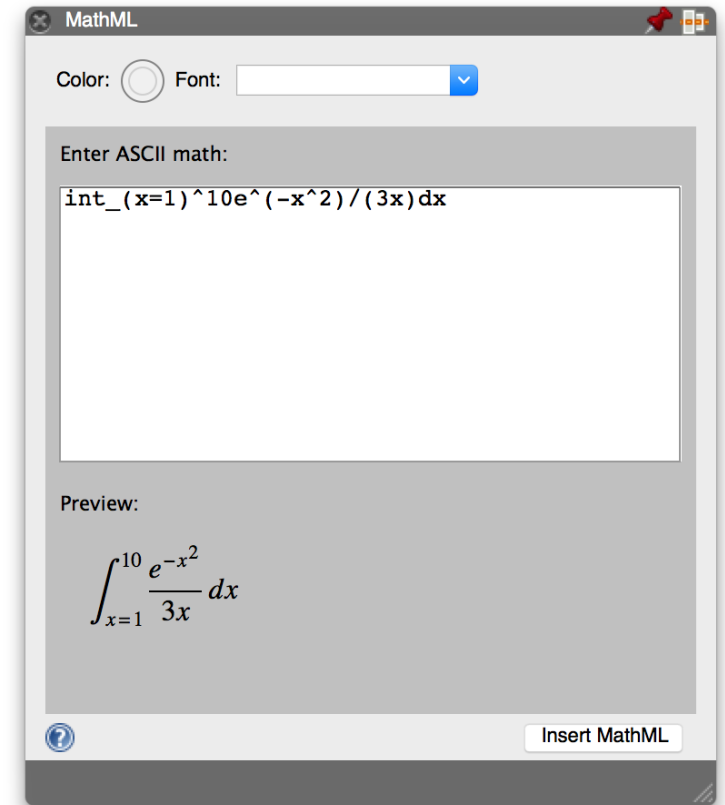
- XHTML 1.1 for EPUB2 and xhtml5 for EPUB3
- Best CSS editor available with superior stylesheet manager
- Source view always available and editable
- Full support for ARIA role and epub:type



# Content editing #2

- Builtin SVG editor
- Builtin MathML editor through ASCIIMathML.js
- html audio and video elements

This is some MathML inside html:  $\int_{x=1}^{10} \frac{e^{-x^2}}{3x} dx$



# Feedback

- **Huge** work, mostly because of EPUB's complexity
- Helped detecting discrepancies and bugs in EPUB specs
- Led to E0 proposal
- Deep concerns about 3.1

# Wishes for the future

- No more non-html XML dialects
- No JSON
- Start small, think extensible
- Open up standardization, public ML, public minutes
- Strong convergence with W3C and OWP
- EPUB Object Model



# Thank you

<http://www.bluegriffon-epubedition.com/BGEE.html>

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