

How to use the Telmme - student Guide

1 Introduction

Telmme is the mathematical e-learning site of the three technical universities of the Netherlands:

- Technical University of Delft;
- Eindhoven University of Technology;
- University of Twente.

At Telmme you will find various study material to prepare for a master's study at one of the above institutions.

In the next section we will explain how to use Telmme.

2 How to use Telmme

2.1 Register and Login

To use Telmme, you first have to register. On the front page of Telmme, you find in the upper left corner a login box. Just below this login box you find a link to the page where you can register for Telmme.

You will receive an email explaining how to login the first time. After the first time, you just have to use the login box to log in to the system.

Of course, you can also visit the login page by selecting the link in the menu bar at the top of the page.

Once you are logged into the system, the login box will disappear.

Technology Enhanced Learning of Mathematics for Master Education **3TU.** You are not logged in. (Login)

Home Login Courses Manual Contact Help

Login

Username

 Password

[Create new account](#)
[Lost password?](#)

Welcome to TELMWE, the mathematics site of the three technical universities of the Netherlands. Here you find material and information on various mathematics courses that prepare you for a study at one of these three technical universities.

  

Available Courses

Analysis

Linear Algebra

- Vectors in \mathbb{R}^2 and \mathbb{R}^3
- Matrices
- Systems of linear equations
- Vector spaces
- Determinants
- Eigenvalues and eigenvectors
- Inner product spaces
- Linear maps
- Symmetric and orthogonal matrices

Linear Algebra for Math students

- Vector spaces
- Linear maps and matrices
- Spectrum
- Determinants
- Jordan normal form
- Special matrices
- Inner product

Basic Complex Analysis 2H007

- Analytic functions, Cauchy-Riemann equations
- Complex power series
- Contours in \mathbb{C} , complex integration
- Cauchy's theorem, Cauchy representation formula, residue

2.2 Register an visit a course

Once you are logged in, the list of courses you are involved in, is displayed in the center of the page. In this list you find a short description of the contents of the courses.

The full list of all available courses can be found under the link courses in the top menu bar.

By selecting a link you can visit (or register for) a course.

For some courses you need a course key. This key will be provided to you by your teacher.

Technology Enhanced Learning of Mathematics for Master Education

3TU.

You are logged in as Telesse's Webmaster (Logout)

Home Login Courses Manual Contact Help

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TU Delft

TU/e

UNIVERSITEIT TWENTE.

Site Administration

- Notifications
- Users
- Courses
- Grades
- Location
- Language
- Modules
- Security
- Appearance
- Front Page
- Server
- Networking
- Reports

Available Courses Turn editing on

Analysis

Analysis

Linear Algebra

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- Powers, branch cuts, branch cuts

2.3 Course pages

A course is divided into various sections, may contain a news forum, where the teacher posts the latest news on the course and some Answer and Question forums. Here you and your fellow students can post questions and provide answers on topics related to the course.

On the left you find links to the gradebook and to your own profile.

Technology Enhanced Learning of Mathematics for Master Education **3TU.** You are logged in as Telmo's Webmaster: Student (Return to my normal role)

Home Login Courses Manual Contact Help

TELMME - LA Return to my normal role

Administration

- Grades
- Profile

Section Links

1 2 3 4 5 6 7 8 9 10

Topic outline

For general announcements please consult the "News Forum"
[News forum](#)
 You can post your question about this course on the "Questions and Answers Forum"
[Questions and Answers](#)

1 Overview

Each of the following sections contains:

Theory and Exercises
 In the theory pages you find the most important definitions and results on the topic. Exercises are there to practice. Try to solve the exercises. You should try to solve them until your score is at least 70 points. Every time you click on an exercise, it will be generated with new parameters. So you can practice as much as you like.

Further reading
 References to relevant sections in well known books.

2 Vectors in \mathbb{R}^2 and \mathbb{R}^3

In this section we discuss vectors in the plane and space. You learn how to compute with these vectors, how to describe lines and planes and how to determine intersections of lines and planes.

Theory and Exercises

[Vectors in the plane and space](#)

Further reading

2.4 Theory and exercises

The subsections of a course usually contain information on the topic of the course, links to course material and standard books on the topic, as well as a 'Theory and exercises' link.

This link takes you to the interactive theory pages and exercises of this course.

The screenshot shows the course page for 'Vectors in \mathbb{R}^2 and \mathbb{R}^3 '. It features a 'Theory and Exercises' section with a link to 'Vectors in the plane and space'. Below this, there are sections for 'Matrices' and 'Solving systems of linear equations', each with a 'Theory and Exercises' link. The page also includes a 'Further reading' section with references to books. On the right side, there is a 'Contents' table of contents with checkboxes next to each item, indicating whether it has been visited or attempted.

For each of the items you see an icon

-  for a theory page;
-  for a visited theory page;
- for not attempted exercise;
-  for a failed exercise;

 for a visited exercise

 (score:95) for a visited exercise with a passing score.

For each exercise you can earn 100 points. If you score at least 70 points, then you pass the exercise. You can try to solve an exercise as often as you like. Your last score will be visible.

Mathematical formulae in theory pages and exercises are rendered with the help of a program called JSMath. This program offers some options to improve this rendering, according to the settings of your computer and the fonts available.

The JSMath-menu can be accessed by clicking on a formula while holding down the shift and alt keys.

To input mathematics we are using the MathDox formula editor. The use of this formula editor is explained in the manual for this editor.