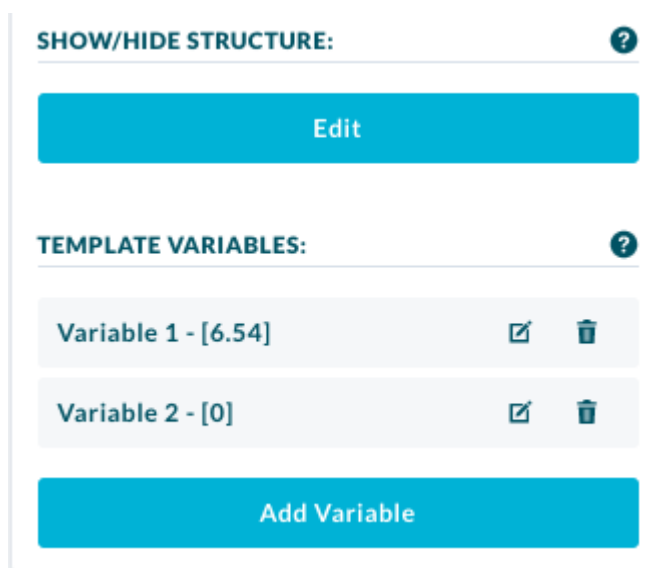


Calculations

To view video [Click Here](#)

To **create a calculation** you first need to **create a 'Variable'**. This is basically a **name you give to a value**.

How to create a variable



1. Navigate to the **Template builder** of a **new** or **existing template**.
2. Ensure the template is in **draft mode**.
3. On the left panel scroll to the bottom and select the "**Create Variable**".
4. In the modal enter in the **name** you wish to give and give it a **value**.
5. Select "**create**".

Add Template Variable

VARIABLE NAME:

VARIABLE VALUE:

[Cancel](#) [→ Save](#)

PLEASE NOTE:

If you wish to simply give the **variable a value based on a calculation** simply **give it a value of 0**. If you wish to **use the variable in a calculation**, then give it the **appropriate value**

How to create a calculation

1.1 Copy Edit Delete

Requirement description:
Req 1

Requirement Elements:

Score	Scheme: Critical, Major, Minor, Compliant, N/A
Observation	
Images / Attachments	

[Edit Requirement Elements](#)

Additional Input Fields:

Example field Type: Number Edit ✕

[Add Another Input Field](#)

Calculation:

Variable 1 = Score Weight + Example field Edit ✕

Variable 2 = Variable 1 × 0.89 Edit ✕

[Add Custom Options](#)
[Add Condition](#)
[Add Tags](#)
[Add Calculation](#)

1. Navigate to the **Template builder** of a **new** or **existing template**.
2. Ensure the template is in **draft mode**.
3. On a requirement select **"Add Calculation"**.
4. Select the **Variable** you wish to assign to this calculation.
5. Select either **Variable, Score Weight, Input Field** or **Value**.
6. A second box appears if you select **Variable, Input Field** or **Value**, fill in the second box by either selecting a **Variable**, selecting a **Input Field** or inputting a numerical digit in the box if you select **"Value"** .
7. Select **"Add logic"** if you wish to conduct a calculation with the option selected.
8. Select either **"+"**, **"-"**, **"x"** or **"÷"** .
9. Now select the item either **Variable, Score Weight, Input Field** or **Value** again in order to complete the **calculation**.
10. Press **save**.

Calculation:

Variable 1 = Score Weight + Example field Edit ✕

Variable 2 = Variable 1 × 0.89 Edit ✕

Variable 1 ▾ = Variable ▾ Variable 2 ▾ + ▾ Value ▾ 27 Remove Logic Save ✕

[Add Custom Options](#)
[Add Condition](#)
[Add Tags](#)
[Add Calculation](#)

An **example** of a very **simple calculation** is seen below

The screenshot shows a requirement management interface for requirement '1.1'. It includes sections for 'Requirement description', 'Additional Input Fields', 'Requirement Elements', and 'Calculation'. The 'Additional Input Fields' section contains an 'Example field' of type 'Number'. The 'Requirement Elements' section includes 'Score', 'Observation', and 'Images / Attachments'. The 'Calculation' section shows two variables: 'Variable 1 = Score Weight + Example field' and 'Variable 2 = Variable 1 × 0.89'. Buttons for 'Copy', 'Edit', 'Delete', 'Add Another Input Field', 'Edit Requirement Elements', 'Add Custom Options', 'Add Condition', 'Add Tags', and 'Add Calculation' are visible.

Variable 1 is equal to **score weight + example field**. This means that **Variable 1** will now **equal** the **weight of the score selected** during the conducting of the audit + the **value** inputted into the **numeric input field**. If the user selected a **score of yes**(which has a **weight of 10**) and **entered 3** into the **input field (Example Field)**, then **Variable 1** will now **equal 13** .

In the **second calculation Variable 2** is equal to **Variable 1 × 0.89**, so even though **Variable 1** was **set up with a value of 6.54**, as the **first calculation changed the value of Variable 1**, the calculation now reads **Variable 1(13) × 0.89**. **Variable 2** now **equals 11.57**.

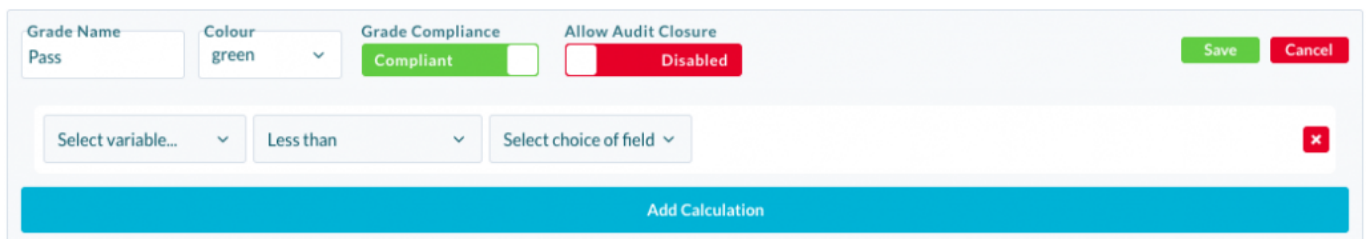
PLEASE NOTE:

The **calculations** are completed in order

Calculation Based Grading

The new Calculation Based Grading is a way to grade a assessment based on the calculations.

This grading is very much like the Rules Based grading and uses logic to decipher which grade to give it



The screenshot shows a configuration interface for Calculation Based Grading. It includes the following elements:

- Grade Name:** A text input field containing "Pass".
- Colour:** A dropdown menu with "green" selected.
- Grade Compliance:** A toggle switch labeled "Compliant" which is currently turned on (green).
- Allow Audit Closure:** A toggle switch labeled "Disabled" which is currently turned off (red).
- Buttons:** "Save" (green) and "Cancel" (red) buttons are located in the top right corner.
- Logic Builder:** A row of three dropdown menus: "Select variable...", "Less than", and "Select choice of field". A red "X" icon is on the right side of this row.
- Action Button:** A large blue button labeled "Add Calculation" is positioned at the bottom of the configuration area.

Here you can see that you select a **Variable**, then an **operator** from the selection below

- Less than
- Greater than
- Equal to
- Less Than or Equal to
- Greater than or Equal to

Then you select a **field**, this field can either be a **Variable** or a **Value**.

You can also add another set of conditions by selecting "**Add calculation**" once you do this you get the option to select **AND** or **OR** .

If you want both of the rules to be true for the grade to be selected then you use **AND**.

If you only need one of them to be true then you select **OR** .

An example of this is below

Grade Name	Colour	Grade Compliance	Allow Audit Closure	
Pass	<input type="checkbox"/>	<input checked="" type="checkbox"/> Compliant	<input type="checkbox"/> Disabled	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
This Grade will be triggered if <input type="text" value="weight(kg)"/> ≤ <input type="text" value="Max Weight (kg)"/>				
AND <input type="text" value="width of object moved(cm)"/> ≤ <input type="text" value="Max width"/>				

In this example, I am using 4 variables to check if the weight and width of an object is within the correct parameters. If it is not then it won't pass, and it will check to see which grade it should fall in to.

Calculations Video