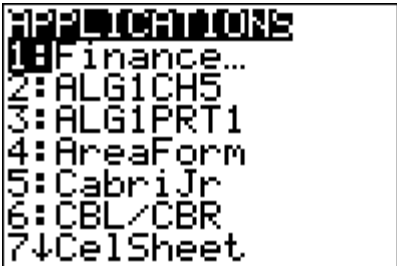
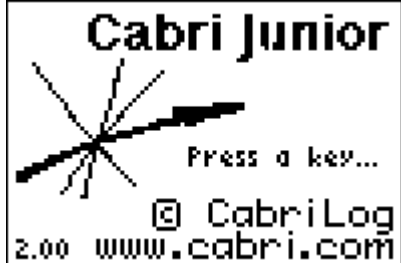

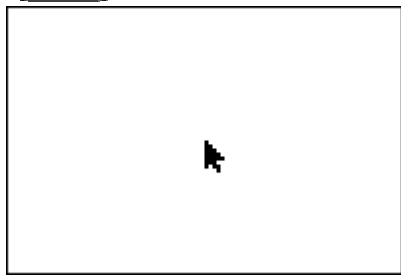



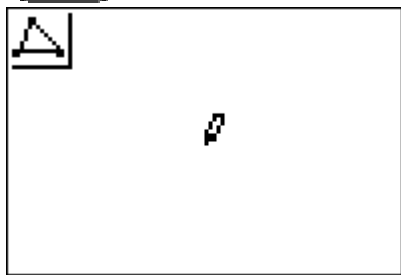
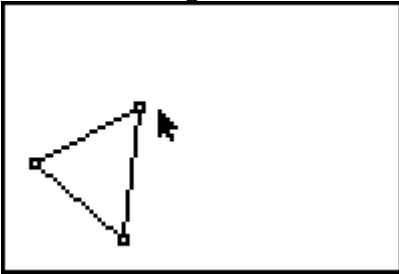


Creating an APPVAR: ASUM2

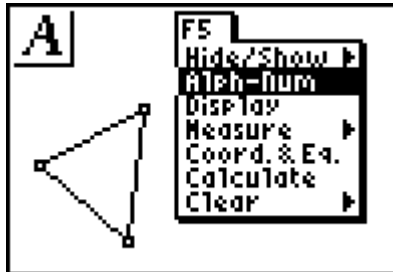
<p>APPS</p> 	<p>After turning on your handheld press the APPS key and then select CabriJr.</p> <p>5</p> 
<p>Y= scroll to New</p> 	<p>ENTER</p> 
<p>WINDOW  </p> 	<p>ENTER</p>  <p>Now select three points and draw the triangle.</p>

Place the triangle in the lower left.



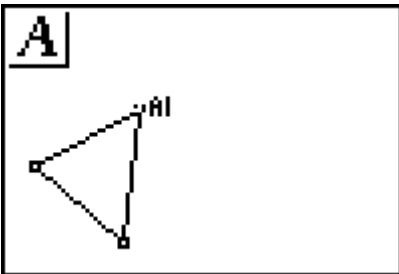
Label the vertices

GRAPH

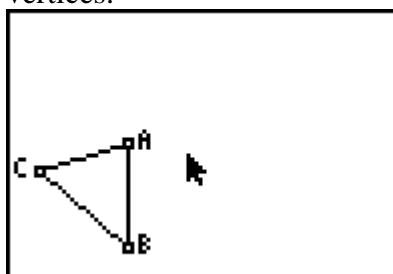


ENTER

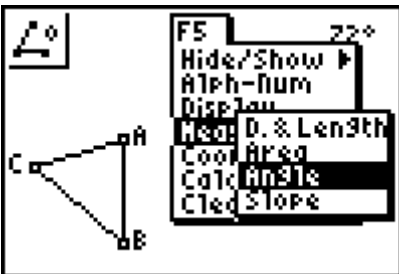
Move the cursor to a vertex so that the vertex becomes "active" press ENTER to create a text cursor and name the point.



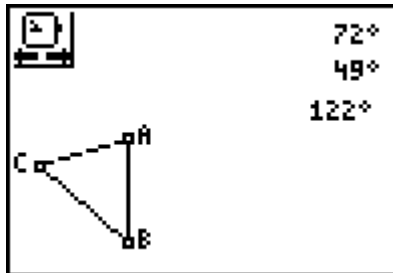
Press **ENTER** and repeat for the other vertices.



Find the measures of $\angle A$ and $\angle B$

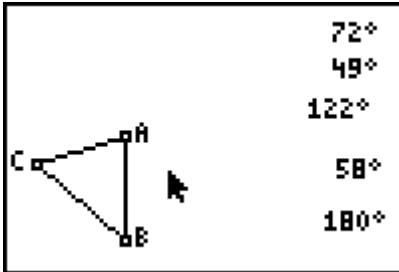


After finding the measures of $\angle A$ and $\angle B$ move them to the upper right of your screen and then calculate their sum.

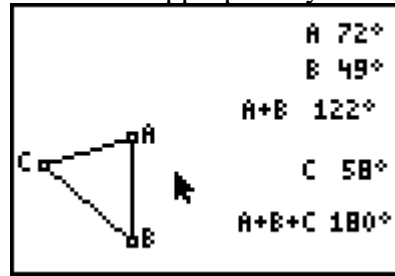


Now find the measure of $\angle C$ and then calculate the sum of $\angle A$, $\angle B$, and $\angle C$

Your screen should look something like this:



Now label appropriately.



For student exploration you will want to give them the finished product. Creation of the APPVAR is a good extra credit project.