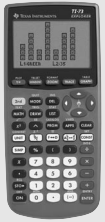


# Explorer Draw App

For the TI-73 Explorer™

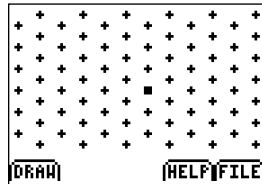


## Exploring Three Dimensional Cubes

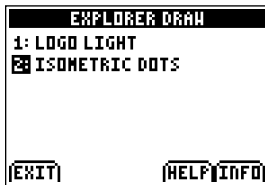
This App contains two familiar tools, Logo Light and Isometric Dots. Draw two-dimensional shapes using the programming commands in Logo Light. Draw representations of three-dimensional cubes using Isometric Dots. Save your images as files or PICs! Make drawings to use in StudyCards!



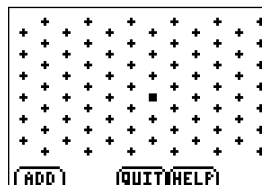
**1.** After loading Explorer Draw, press **[APPS]** and select EXPDRAW. Either press the number listed next to the App or highlight the App listing and press **[ENTER]**. Press any key to move through the opening screens.



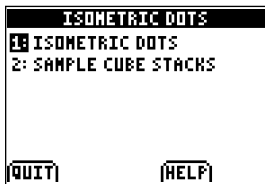
**5.** Press **<DRAW> [Y=]** to start drawing.



**2.** Select ISOMETRIC DOTS.  
Hint: On any screen where you see **<HELP>**, press **[TRACE]** to read the help screens.  
Hint: Press **<EXIT> [Y=]** or **[2nd] [QUIT]** repeatedly to leave the App.



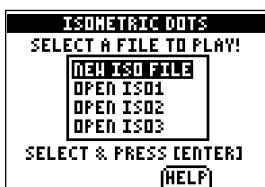
**6.** Press **<ADD> [Y=]** to add the first point of the segment.



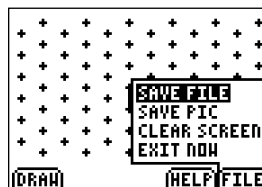
**3.** Select ISOMETRIC DOTS.  
Hint: You can view a SAMPLE CUBE STACKS activity with selection 2.  
Hint: Press **<HELP> [TRACE]** on this screen to see some information on ISOMETRIC DOTS!



**7.** Use the arrow keys to select another point and press ADD to finish the segment. Add all the segments (edges) to finish drawing the cube shown. Press **<QUIT> [ZOOM]** to return quit drawing.  
Hint: Press **<DEL> [WINDOW]** to delete segment in the reverse order of how they were drawn. Think ahead when you draw!



**4.** Press **[ENTER]** to select a new ISO FILE to draw.  
Hint: You will be able to save files of your drawings to open later!



**8.** After you quit drawing, press **<FILE> [GRAPH]** to either save your file to open later or save the PIC to show or print. You can drop your PIC in a StudyCard too!

**9.** Challenge: Use cubes to build a stack of cubes. Have another person try to draw your cubes using Isometric Dots.