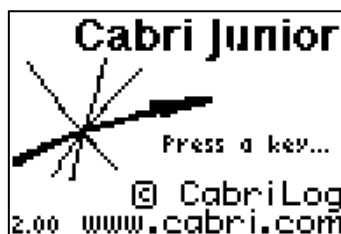# Getting Started with Cabri Jr.

Starting the Cabri Jr. App

1. Press APPS to display a list of applications (Apps) on your TI-84+, and then select **CabriJr.** The information screen is displayed.


2. Press any key to continue. If you have previously used the App, the last screen that you viewed is displayed, otherwise the **F1** menu is displayed.

Navigating within the App

To use the Cabri Jr. App, you select tools and options from a set of menus. The menus remain hidden until you open them.

The menus are labeled **F1** – **F5** and correspond to the graphing keys directly below the screen. You simply press the graphing key (Y=, WINDOW, ZOOM, TRACE, GRAPH) for the corresponding function key.

*   Press ▲ and ▼ to move from one menu item to the next.
*   Press ▶ to view a submenu.
*   Highlight a menu item and press ENTER to select it.
*   Press CLEAR to exit a tool or to close the menu and return to the drawing screen.
*   Press ◀, ▲, ▶ or ▼ to move the pointer around on the screen. You can press and hold an arrow key to move the pointer rather than repeatedly pressing it.
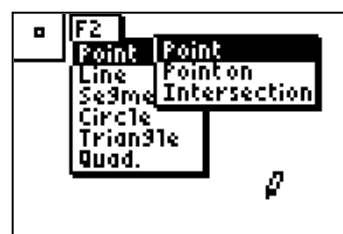
Using Cabri Jr. Tools

Once a tool is selected from a menu, it remains active until another tool is chosen or you press CLEAR to exit the tool. The tool icon in the upper left corner of the screen indicates which tool is active.
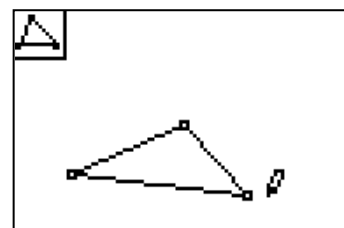
Using Cabri Jr. Tools, cont.

When certain tools are active, the pointer changes form when it gets close to an available object, and the object "blinks". Be aware of what object is blinking before pressing ENTER, to be sure it is the object you intend to select. If more than one object is available, press 2nd to toggle between the choices. For example, when using the **Distance & Length Tool** with a triangle, if the whole triangle is blinking, the perimeter will be measured (below left). If just one side is blinking, the side length will be measured (below right).
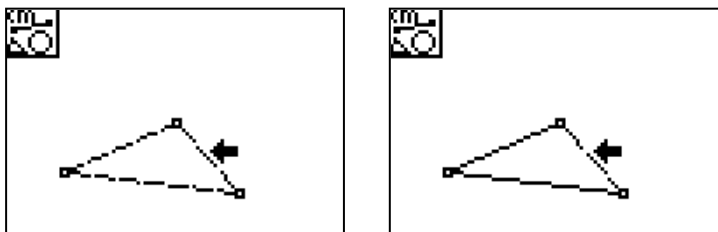
Using the Hand Tool

The **Hand Tool** is not accessed through a menu. It is available when no other tool is active. When the pointer (solid arrow) gets close to an available object, it changes to an outlined arrow and the object blinks. Press ALPHA to grab the object; the outlined arrow becomes a hand cursor. Use the arrow keys to move and drag the object around the screen. Press CLEAR to release the object.
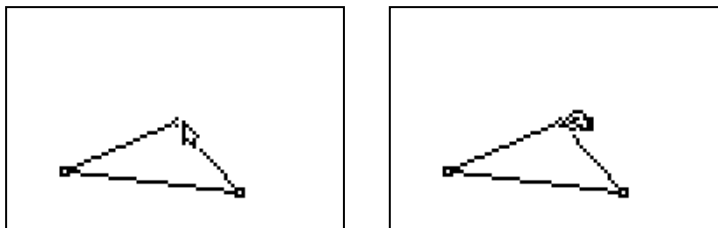
- Note that some labels and measurements "stick" to the object they relate to, and cannot be dragged too far away.

Undoing an Action

To **Undo** the last completed action, press Y= to open the **File Tools Menu** (**F1** menu) and highlight **Undo>Undo**. Press ENTER.
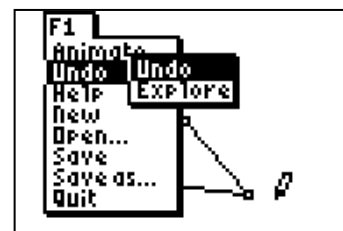
Labeling an Object

To **Label** an object, press GRAPH to view the **Display Tools Menu** (**F5** menu) and highlight the
Alpha-Numeric Tool. Press ENTER to select the tool.

- Move the cursor to the desired point. The point blinks when the cursor is close enough to the
  point to select it.
- Press ENTER to create a label for this point. Enter **A** by pressing MATH (note that alpha lock is
  on)
- Press ENTER to complete the label.
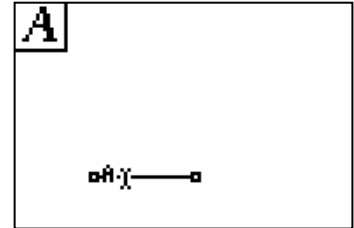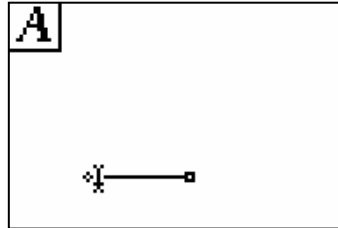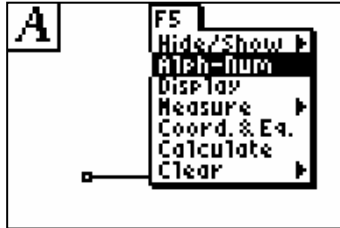
## *Saving a Construction*

1. Press Y= to open the **File Tools Menu** (**F1** menu) and highlight **Save**.
   Press ENTER.

2. Type a name (up to eight characters) and then press ENTER to save
   the construction. Press DEL to delete a character.

3. If desired, the file can be saved directly to the archive memory of the
   calculator by pressing ALPHA and × after typing the file name. A ∗
   appears to indicate the file is in archive.

4. To quit Cabri Jr., either press 2nd[QUIT] (Quit is above the MODE button)
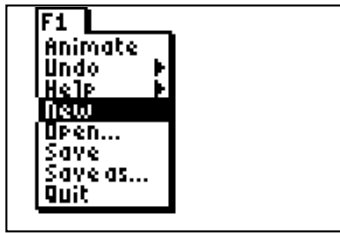   or select **Quit** from the **File Tools Menu** (Y= button, **F1** menu).
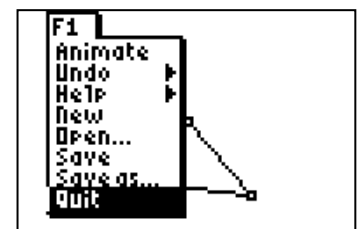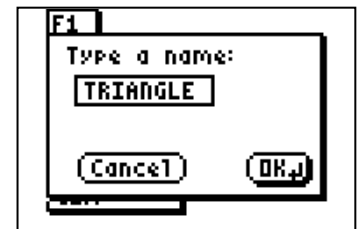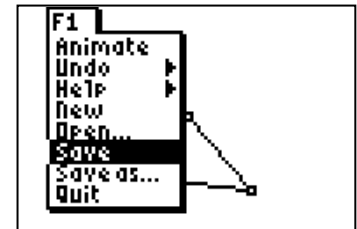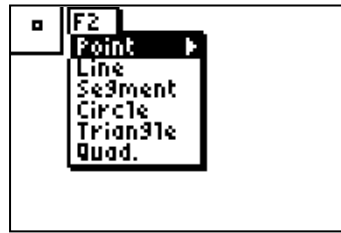
Opening a Previously Saved Construction

1. Start the Cabri Jr. App.

2. Press Y= to open the **File Tools Menu** (**F1** menu) and highlight **Open**. Press ENTER.

3. Choose the desired file from the list (use the arrow keys to scroll if needed) and press ENTER.
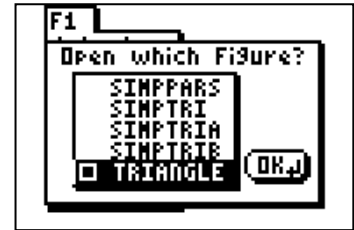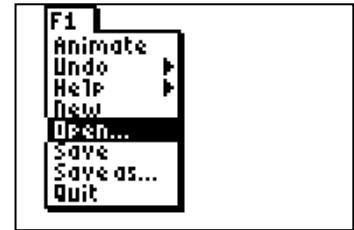
Menus in Cabri Jr.
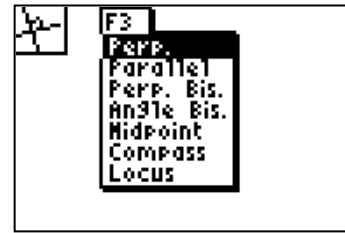
F1: File Operations & Animation

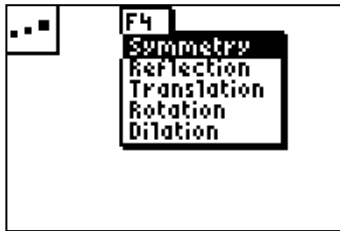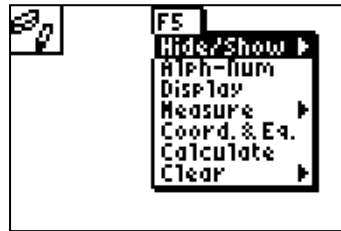**F2**: Object Tools

F3: Construction Tools

F4: Transformation Tools

F5: Display & Measure Tools

F5: Measure Submenu