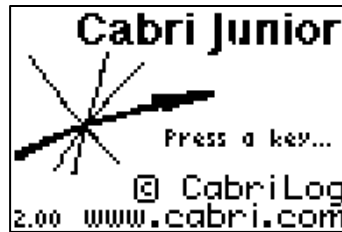
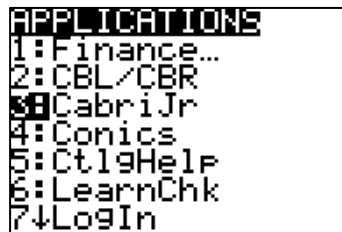


Getting Started with Cabri Jr.

Starting the Cabri Jr. App

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



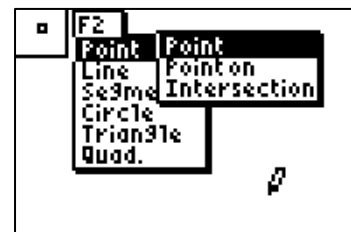
2. Press any key to continue. If you have previously used the App, the last screen that you viewed is displayed, otherwise the **F1** menu is displayed.

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.

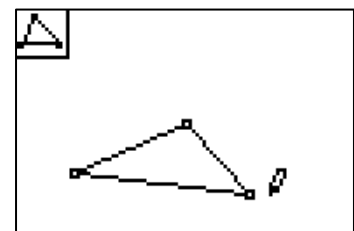
The menus are labeled **F1 – F5** and correspond to the graphing keys directly below the screen. You simply press the graphing key (\circ , π , θ , ρ , σ) for the corresponding function key.

- Press $\}$ and \square to move from one menu item to the next.
- Press \sim to view a submenu.
- Highlight a menu item and press $\underline{\square}$ to select it.
- Press \square to exit a tool or to close the menu and return to the drawing screen.
- Press $\{$, $\}$, \sim or \square 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.



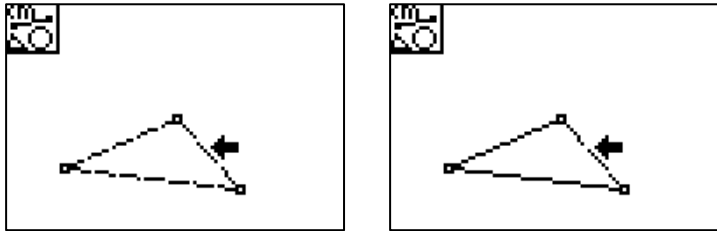
Using Cabri Jr. Tools

Once a tool is selected from a menu, it remains active until another tool is chosen or you press \square to exit the tool. The tool icon in the upper left corner of the screen indicates which tool is active.




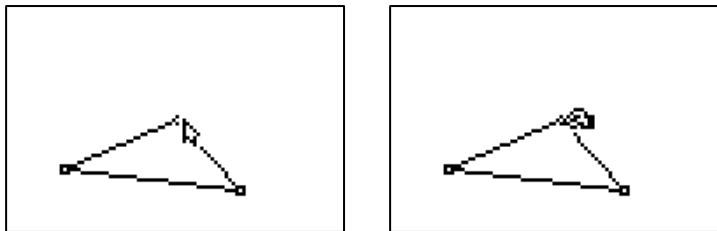
Using Cabri Jr. Tools, cont.

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 \square , to be sure it is the object you intend to select. If more than one object is available, press ψ 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

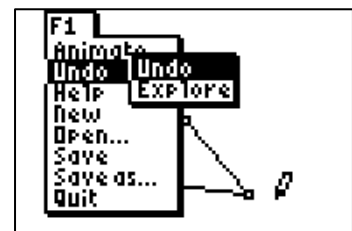
The **Hand Tool**  is not accessed through a menu. It is available when no other tool is active. When the pointer (solid arrow) gets close to an available object, it changes to an outlined arrow and the object blinks. Press \square to grab the object; the outlined arrow becomes a hand cursor. Use the arrow keys to move and drag the object around the screen. Press \square 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

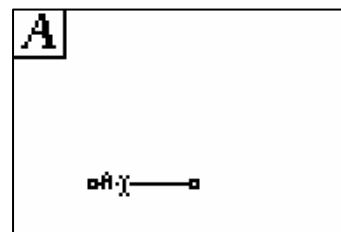
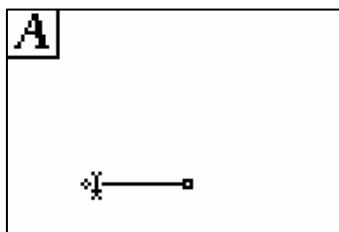
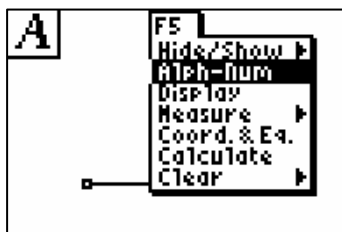
To **Undo** the last completed action, press \circ to open the **File Tools Menu** (F1 menu) and highlight **Undo>Undo**. Press \square .



Labeling an Object

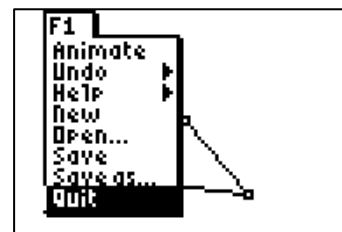
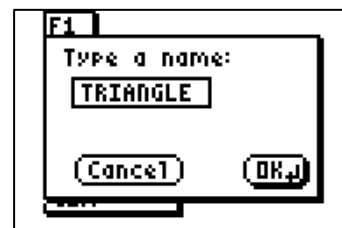
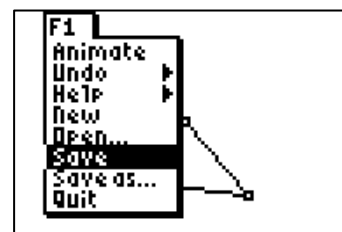
To **Label** an object, press σ to view the **Display Tools Menu (F5 menu)** and highlight the **Alpha-Numeric Tool**. Press $\underline{\square}$ to select the tool.

- Move the cursor to the desired point. The point blinks when the cursor is close enough to the point to select it.
- Press $\underline{\square}$ to create a label for this point. Enter **A** by pressing \square (note that alpha lock is on)
- Press $\underline{\square}$ to complete the label.



Saving a Construction

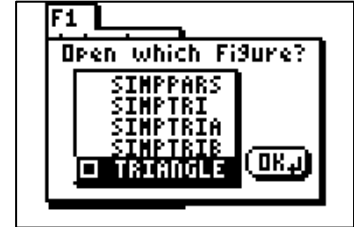
1. Press σ to open the **File Tools Menu (F1 menu)** and highlight **Save**. Press $\underline{\square}$.
2. Type a name (up to eight characters) and then press $\underline{\square}$ to save the construction. Press $\{$ to delete a character.
3. If desired, the file can be saved directly to the archive memory of the calculator by pressing \square and \downarrow after typing the file name. A A^{TM} appears to indicate the file is in archive.
4. To quit Cabri Jr., either press $\psi 5$ (Quit is above the ζ button) or select **Quit** from the **File Tools Menu** (σ button, **F1 menu**).



Opening a Previously Saved Construction

1. Start the Cabri Jr. App.

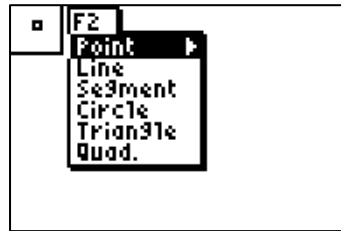
2. Press **o** to open the **File Tools Menu (F1 menu)** and highlight **Open**. Press **␣**.
3. Choose the desired file from the list (use the arrow keys to scroll if needed) and press **␣**.



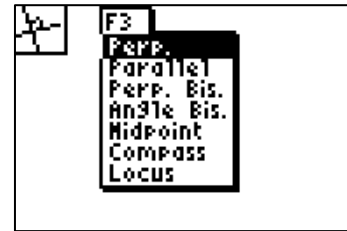
Menus in Cabri Jr.



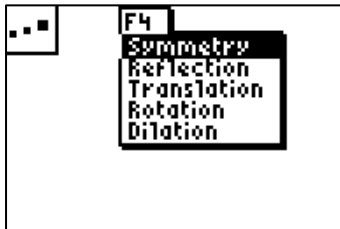
F1: File Operations & Animation



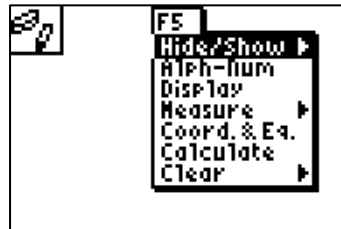
F2: Object Tools



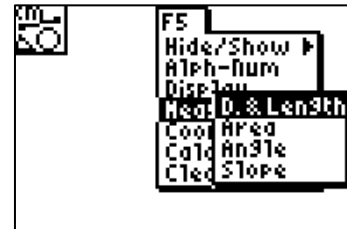
F3: Construction Tools



F4: Transformation Tools



F5: Display & Measure Tools



F5: Measure Submenu