

In this second of the three Skill Builders in Unit 1 you will practice editing a simple program and learn how to clear the HOME screen of your TI-84 Plus CE. We will use and add to the same program that you started in Skill Builder 1.

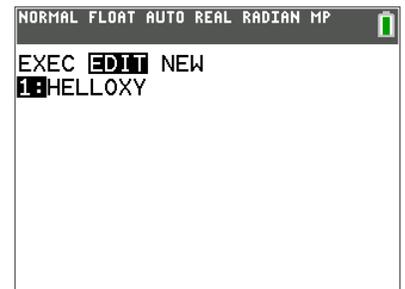
**Objectives:**

- Use the TI Basic Program Editor to add to and edit a simple program.
- Use the program menus to select and paste commands into a program.
- Use simple editing features to insert and delete things.
- Learn how to clear the HOME screen.

**Turn on your TI-84 Plus CE and press the  $\boxed{\text{PRGM}}$  key.**

Select **EDIT** using the arrow keys.

Select the program you started earlier. We used **HELLOXY** in that lesson so our screen shows that program name.



In the Program Editor the cursor is blinking at the beginning of the first statement in the program. Use the arrow keys to move the cursor.



**We are going to *edit* this program and add more Disp statements to it.**

Move the cursor to the *end* of the first line of the program and press  $\boxed{\text{ENTER}}$ . A second colon will appear. This is the second line of the program.

1. Press the  $\boxed{\text{PRGM}}$  key.
2. Choose the **I/O** menu using the arrow keys. This menu contains all of the commands affecting Input and Output.
3. Select **Disp** again. The word will again be pasted into your program at the current cursor position as shown in the figure to the right.



**Teacher Tip:** Editing a program is done using the arrow keys,  $\boxed{\text{DEL}}$  and  $\boxed{\text{INS}}$ . The cursor indicates the current editing state: a blinking block is overwrite; a blinking underscore is insert; and blinking 'A' is alpha or alpha-lock. In these documents, calculator keys in square brackets, such as  $\boxed{\text{INS}}$ , indicate a 2<sup>nd</sup> function feature of a key. In the early lessons we indicate the full 2<sup>nd</sup> function keystroke but eventually transition to using just the 2<sup>nd</sup> function notation.



#### Type another message in quotation marks.

Remember to press **[2nd] [ALPHA]** to turn on 'alpha-lock' while you type in the string. Note the change in the appearance of the cursor when alpha-lock is active.

#### Press **[ENTER]** again at the end of the second line and add more **Disp** statements.

You can add as many statements as you like, but it's possible that you could add so many that the resulting text won't fit on the screen all at once.

**Your program is complete.** Let's run it by pressing **[quit]** and selecting it from the EXEC menu of the **[PRGM]** key.

```
NORMAL FLOAT AUTO a+bl RADIAN HP
PROGRAM:HELLOXY
:Disp "U R SO COOL"
:Disp "WISH U WERE HERE"
:Disp "I LUV CODING"
:
```

```
PrmHELLOXY
U R SO COOL
WISH U WERE HERE
I LUV CODING
.....Done.
█
```

**Teacher Tip:** The number of lines on the HOME screen depends on which TI-84 model you are using. The TI-84 Plus has 8 lines. The TI-84 Plus C and CE have 10 lines. **Displaying** on the *bottom* line also forces a 'return' on that line so the screen will scroll once.

#### Editing your program

To change the "U" in the second statement to "YOU", use the arrow keys to place the cursor on the U, press **[INS]** (**[2nd] [DEL]**) so that you see a blinking underscore cursor. Type the Y and the O characters, then press an arrow key.

To delete a character, press the **[DEL]** key on the character.

To clear an entire statement, press the **[CLEAR]** key anywhere in the statement. This clears the line of code and leaves a blank line (a colon with nothing after it). Blank lines have no effect on the running of the program; they are ignored. If you want to delete the blank line, you can press **[DEL]** while the cursor is on the blank line.

When you are done (or if you just want to test what you have so far), press **[quit]** and run the program.

```
NORMAL FLOAT AUTO a+bl RADIAN HP
PROGRAM:HELLOXY
:Disp "U R SO COOL"
:Disp "WISH _ WERE HERE"
:Disp "I LUV CODING"
:
```

#### Clearing the HOME screen

The **ClrHome** statement clears the HOME screen but we want this statement to be at the *top* of the program.

1. While editing your program place your cursor at the top of the program (on the "D" of the first **Disp** statement).
2. Press **[INS]** and then press **[ENTER]** to make a new, blank line above the **Disp** statement.
3. Press the up arrow key to place your cursor on that blank line.

```
NORMAL FLOAT AUTO a+bl RADIAN HP
CTL 1/0 COLOR EXEC
1:Input
2:Prompt
3:Disp
4:DispGraph
5:DispTable
6:Output(
7:setKey
8:ClrHome
9:ClrTable
```



## 10 Minutes of Code

### TI-84 PLUS FAMILY

4. Press **PRGM** and use the right arrow key to see to the **I/O** menu and select the **ClrHome** statement.
5. Quit the editor and run the program. You will see your text displayed on a clean HOME screen.

## UNIT 1: SKILL BUILDER 2

### TEACHER NOTES

```
NORMAL FLOAT AUTO a+bl RADIAN HP
PROGRAM:HELLOXY
:ClrHome
:Disp "U R SO COOL"
:Disp "WISH U WERE HERE"
:Disp "I LUV CODING"
:
```

**Teacher Tip:** There is no 'undo' feature in this editor. All keystrokes are stored. If a mistake is made in editing then the statement will have to be reconstructed. So be careful when editing.

Recall that the **CLEAR** key deletes the entire line that the cursor is on so be careful about using that key!