

## Appendices

### Introduction to Programming Your TI-83 Calculator

Programming your TI-83 calculator is something that can really help you succeed in this class. The calculator comes packed with most of the formulas and procedures you need to execute to pass the course. However, there are a several formulas that are missing that can easily be added to your calculator and will be of great assistance.

Typing Text Into The Calculator: The green ALPHA key is for entering text into a program. If you press the key once then the next symbol you get will be a green letter A - Z, the quote symbol “ or a symbol to insert a blank space  $\square$  (located on the zero key). If you want to enter multiple characters then you must press the yellow 2nd key and then the ALPHA key. This will lock you into the alpha mode. Should you wish to exit the multiple alpha mode simply press the alpha key once.

Tips On Programming: If you look closely at a program, it has three parts. The first part is **input**, the second is **calculation**, and the third is **output**. In other words, enter data into the calculator, do the calculations, and then print out what has been done. Generally, each part takes several lines. When you look at the programs in the appendices, you will see several lines that start with ClrHome, Disp, Input, or Prompt. These are the lines that do the input. The next block after input will be the calculating. These lines will have formulas like  $(X-M)/S \parallel Z$ . You'll recognize the calculations because they look like math formulas. The last several lines of code in the program are the output. These lines start with Disp or Output. When you write code, think INPUT, CALCULATE, OUTPUT.

Entering Instructions: Once you begin entering instructions you'll get an instruction prompt which is a colon : . If you want to enter an instruction like ClrHome (Clear Home Screen), Disp (display), Prompt etc. push the PRGM key and then I/O (input/output). If you want control instructions like If, Then etc. push the PRGM key and then CTL (control). Most of the programs that follow are self explanatory but a few comments have been added to help.