

# Program Editor Tool

In this view you can enter or edit a program in a convenient way. To show it, press the [OPT] key and in the “6) Utilities:” section touch the “PRGM Editor” button.

The screenshot shows the Program Editor interface with the following components and callouts:

- Program line index:** Points to the line number (e.g., 005-).
- Program instruction:** Points to the instruction code (e.g., STO 0).
- Dynamic keypad to enter program instructions:** Points to the main keypad area.
- Toggle “F” functions in the Keyboard:** Points to the F key at the bottom.
- Toggle “G” functions in the Keyboard:** Points to the G key at the bottom.
- Select to Load, Save, Insert, Delete or Clear:** Points to the Action button at the bottom.
- Close the view and updates program memory:** Points to the Done button at the bottom.

Line Index	Instruction
001-	42, 21, 11 f LBL A
002-	44 0 STO 0
003-	0 0
004-	44 5 STO 5
005-	1 1
006-	44 2 STO 2
007-	45 0 RCL 0
008-	16 CHS
009-	43 32 g RTN
010-	42, 21, 12 f LBL B
011-	26 EEX
012-	2 2
013-	10 ÷
014-	44 1 STO 1
015-	43 36 g LSTx

The editor has three areas: the program listing, the keypad to enter instructions and the actions buttons.

## Data Listing:

- Shows the current content of the program memory.
- Touch a program line of the list to select it. The row must exist to allow the selection.

## Keypad:

- The keyboard contains all the programmable instructions available in the calculator.
- The instruction is actually entered in the program memory when a complete key sequence is finished.

## Action Buttons:

[Action ►]	Shows actions that affects the whole list. Save the program to file, Load a previous saved program, Insert or Delete a program line, and Clear the whole program.
[F]	Toggles the keyboard to show the “F” functions keys.
[G]	Toggles the keyboard to show the “G” functions keys.
[Done]	Close the editor and set the program line counter to 0.