

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 callouts:

- Program line index:** Points to the line number '005-' in the list.
- Program instruction:** Points to the instruction 'STO 0' in line 002.
- Dynamic keypad to enter program instructions:** Points to the main keypad area.
- Toggle “F” functions in the Keyboard:** Points to the 'F' button at the bottom.
- Toggle “G” functions in the Keyboard:** Points to the 'G' button 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	Address	Value	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

Keypad buttons: \sqrt{x} , e^x , 10^x , y^x , $1/x$, CHS, GTO, GSB, SIN, COS, TAN, EEX, R↓, $x \leq y$, 7, 8, 9, ÷, STO, RCL, 4, 5, 6, ×, R/S, CLx, 1, 2, 3, -, ENTER, 0, ·, $\Sigma+$, +, Action, F, G, Done.

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.