

Standard Program Set Up 1 (SPS)

\ Show program name and abbreviation\

<< "Program Abbreviation" ▶ ◀

Program Name"

MSGBOX

\ Show entry format (example format)

"Format = " ▶ ◀

(x1,y1)

-(x2,y2)"

MSGBOX

\ Example VAR entry. You are prompted to automatically STO each number. (Enter the number and press the ENTER key)\

'x1' PROMPTSTO

'y1' PROMPTSTO

'x2' PROMPTSTO

'y2' PROMPTSTO

\Set choose box choice equal to an integer.\

\Give name to each choice ('no spaces'). Symbols are located by pressing ▶ CHARS. The "." is the one I prefer to use.\

1 'A' STO

2 'B' STO

3 'C' STO

4 'Purge VARS' STO

\Choose box title\

"Program Options"

\Choose box choices. Make sure you use the same parenthesis {} \

\Choose box selection number to highlight automatically\

{A B C Purge VARS} 4

\Complete choose box commands\

CHOOSE DROP

\Choose box selection equals integer\

\Store selection in Z\

▶ NUM 'Z' STO

CASE

\Compare Z to the integer name you've given to each choice in the choose box\

\If Z equals the choice, run the specified program in accordance with the rules of CASE i.e. run all of the commands between THEN and END. When END is reached at the end of the specific program, execution jumps to the end of the case statements i.e. immediately following the last case statements END. In this case another END is there which completes the program.\

\P1, P2 etc, is filler text which stands for program 1, program 2 etc and is where you place your program commands or subroutine name. (Don't use parenthesis.)\

Z A == THEN "P1" END

Z B == THEN "P2" END

Z C == THEN "P3" END

\Here one of the choices in the choose box is to purge all the global variables you use in the program. Its highlighted automatically, when the choose box opens because I picked the 4th choice in the menu. Some programs need this feature, because sometimes you need to have the variables value stored and readily available, but then you want to get rid of them when your finished. Other programs can purge all the variables at the end, but if you do this you need to remember to RCL everything to the stack and that can mess up what your working on. Local and Local Compiled variables purge themselves automatically.\

Z Purge VARS == THEN

{P1 P2 P3 A B C Z Purge VARS x1 x2 y1 y2}

PURGE END

END