ClassPad 330 Version 3.04

Step by Step *An Example for each Application*

ClassPad website: http://edu.casio.com/products/classpad/
CASIO Education website: http://edu.casio.com

For information on where to buy, FAQs, user's guides, please visit:
http://edu.casio.com/support/

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Hi! Each section of this handout introduces you to a different feature of the ClassPad. To ensure that you get the same results as we do, please make sure your status bar displays the same settings. Have fun learning how to drag, drop and explore math in a new way!

Setting the Result Type

a. Tap Menu and then Main

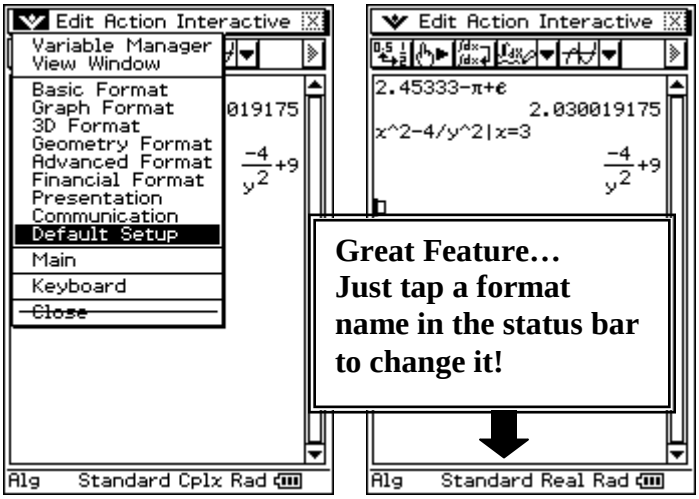
b. Open the menu (tap to open)

c. Select **Default Setup**

d. **Tap** the **OK** button to reset

e. **Tap OK** again

f. Notice that some of your basic format settings show in the **status bar**



Setting Contrast

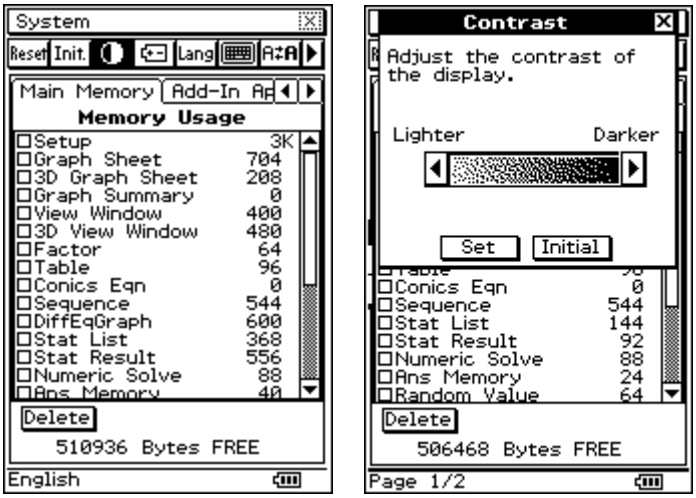
***Handheld ClassPad 330 Only**

a. Tap Menu and then System

b. Tap (on the toolbar)

c. Adjust the contrast

d. Select **Set**



Resizing the Window

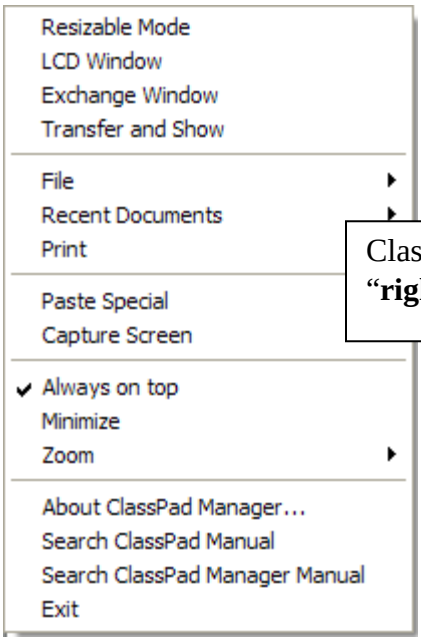
***Computer Software Only**

a. **Right click** anywhere on the ClassPad Manager

b. If you have the ***ClassPad Manager Professional* version**, select **Resizable Mode** (drag a window edge to resize)

c. If you have only the ***ClassPad Manager Basic* version**, select **LCD Window** for better viewing

d. I like to check the "Always on top" option



ClassPad Manager's "**right click**" menu

Using the Main Application

Creating a Sequence

a. Tap Menu and then Main

b. Input x ^ 2

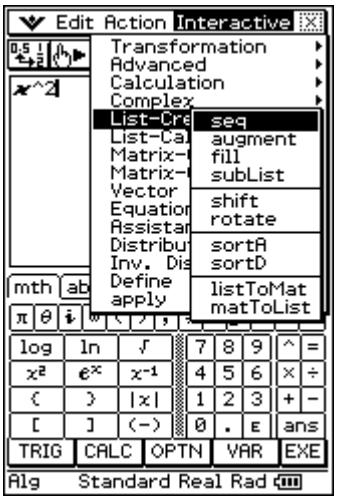
c. **Select *x*^2**

d. Open the **Interactive** menu

e. Select **List-Create** and then **seq**

f. Fill in the data and select **OK**

g. You will see {1,4,9,16,25,36,49,64}



Using 2D Math

a. Press the Keyboard key

b. Tap the **2D** tab and select $\log_{\square}\square$

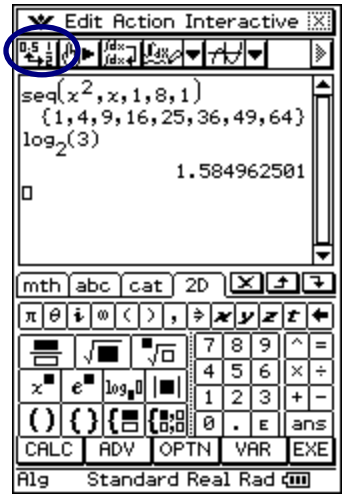
c. Input **2**

d. **Press** the right cursor key

e. Input **3** and press EXE

f. **Tap** on the line containing **log $_2$ (3)**

g. **Tap** $0.5\,\frac{1}{2}$ to change result to decimal



Dragging and Editing Data

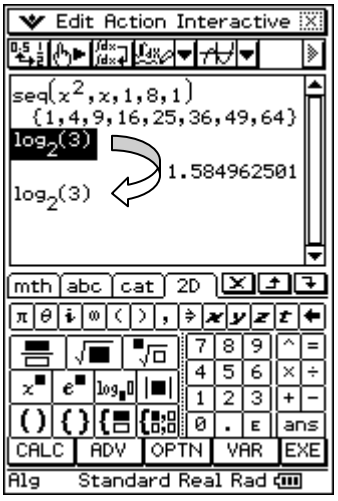
a. Drag over **log $_2$ (3)** to select it and **let go**

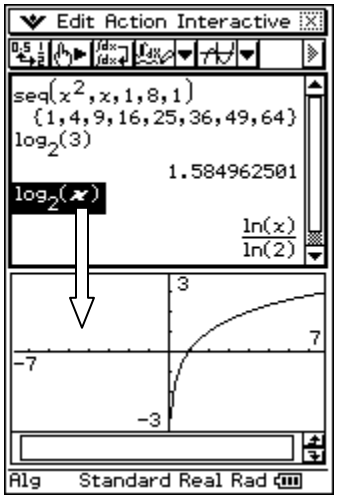
b. Press on selection and drag to next line

c. Let go when you see the **cursor blinking**

d. Select the 3 in **log $_2$ (3)**

e. **Tap** the x key and press EXE





Graphing within Main

a. **Tap** the 2nd $\blacktriangledown$ arrow on the toolbar and select $\frac{d}{dx}$

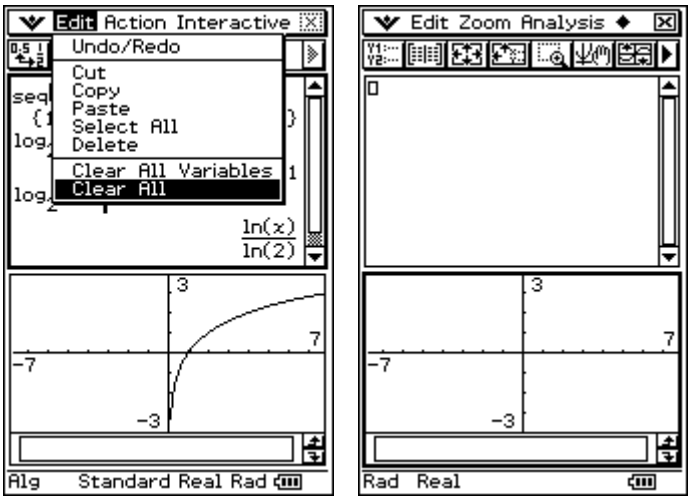
b. Select **log $_2$ (*x*)** and release

c. **Drag** the selection to the graph window

Using the Main Application (continued)

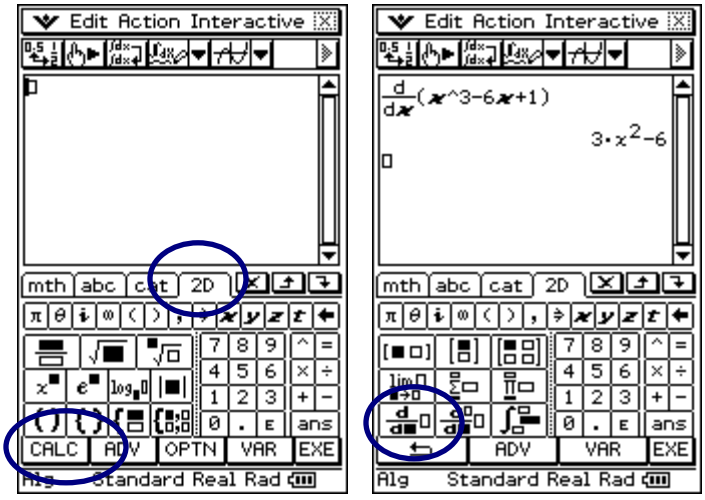
Clearing the Work Area

a. **Tap** in the **Main window** to give it focus (notice the toolbar and bolder window border)
b. Select **Edit** and then **Clear All**
c. Select **OK**
d. **Tap** in the **Graph** window to give it focus
e. Select **Edit** and then **Clear All**
f. Select **OK**



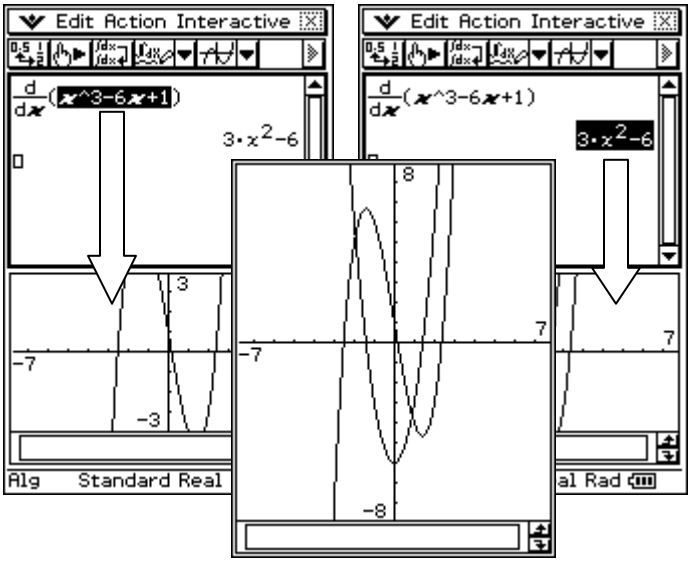
More 2D Math

a. **Tap** in the **Main window** and then press the Keyboard key
b. Tap the **2D** tab and then the **CALC** button
c. Select the **2D derivative** symbol
d. **Tap** the x key
e. **Press** the right cursor key
f. Input ***x*^3 - 6*x* +1** and press EXE



More Graphing within Main

a. **Press** the Keyboard key again **to close** the keyboard
b. **Select** ***x*^3 - 6*x*** +1 and **let go**
c. **Press on the selection** and **drag** to the graph window
d. **Tap** $3x^2 - 6$ (the result) to **select** it
e. **Press on the selection** and **drag** to the graph window
f. **Tap** the Resize icon (just above the hard cursor key)



Using the eActivity Application

Entering Text and Math

a. Tap Menu and then eActivity

b. Select **Edit** and then **Clear All**

c. **Press** the Keyboard key

d. Tap the **abc tab** and type in the text shown

e. **Tap** anywhere on the line: **seq(*x*,*x*,-5,5)**

f. On the toolbar, **tap** A/ to **toggle it** to ∫dx (changing from type text to math)

g. **Press** EXE

Storing Values in Variables

a. **Tap** (place focus) **following** seq(x,x,-5,5)

b. Tap the **mth tab** on the **keyboard**

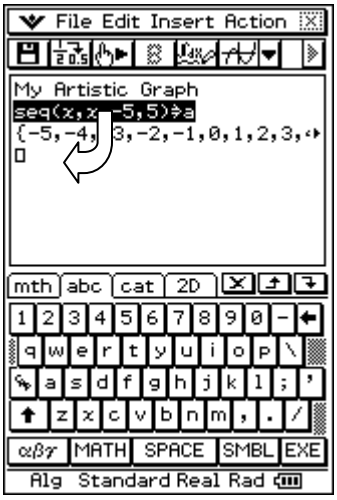
c. Tap the ⇒ key and then **a**

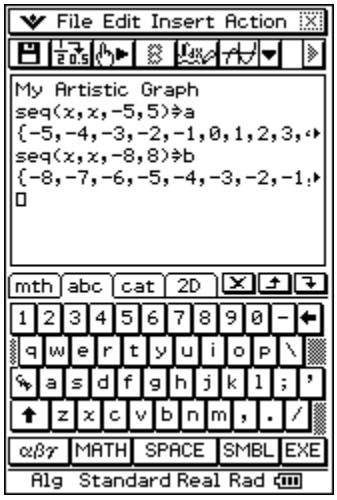
d. Press EXE to store list in **a**

e. **Select** seq(*x*,*x*,-5,5)⇒a and **let go**

f. **Press on selection** and **drag** to the next math line (**let go** when you see the **cursor blinking**)

g. **Change** the sequence to **seq(*x*,*x*,-8,8)⇒b** and **press** EXE





Inserting a Strip & Begin Drawing

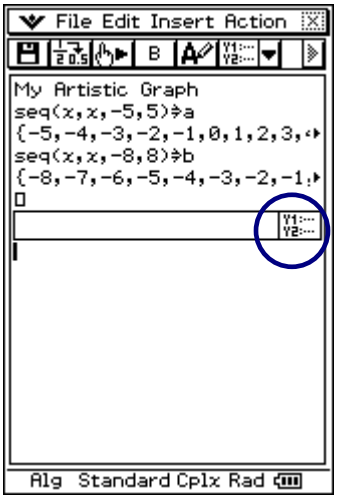
a. Open the **Insert** menu and select **Strip** then **Graph Editor**

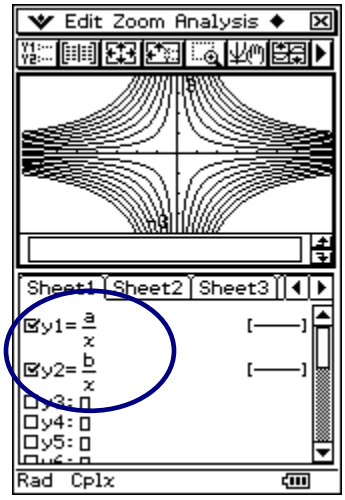
b. To understand strips, tap in eActivity and then **tap** Y1:… Y2:… to minimize the Graph Editor

c. **Tap it again** (Y1:… Y2:…) to reopen the Graph Editor strip (Easy and fun!)

d. Input and ✓ the equations shown

e. Tap the ∫dx toolbar button!





Using the eActivity Application (Continued)

Changing Graphs Automatically

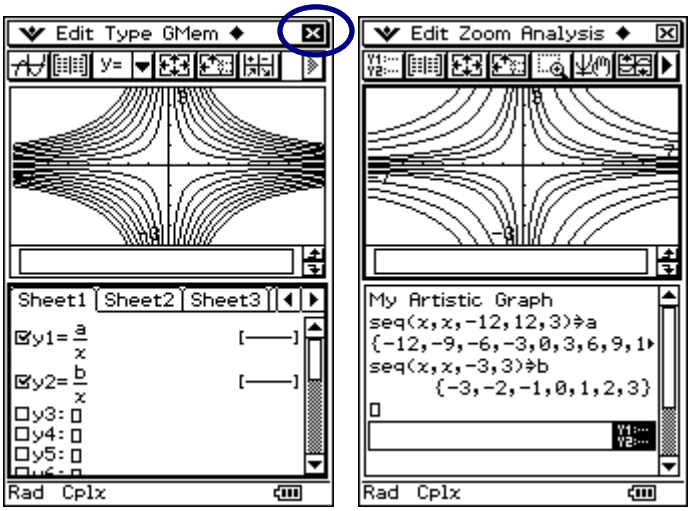
a. **Important:** Tap in the **Graph Editor window** to give it focus

b. **Close** the **Graph Editor window** by **tapping the small** ☒ in the upper right corner

c. **Important:** In eActivity, **change each sequence** as shown

d. **Important:** Tap on the line containing seq(x,x,-12,12,3)⇒a and **press** EXE

e. **Tap** in the **Graph window** and it updates automatically!

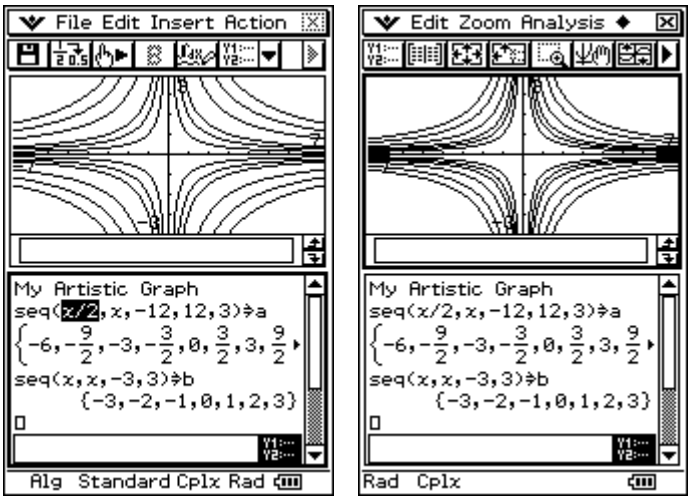


Changing Graphs (continued)

a. **Tap** in eActivity again

b. **Change** the beginning of the **1st sequence from x** to **x/2** and **press** EXE

c. **Tap** in the **Graph window** and it updates automatically!



Improving our Graphic Art

a. **Tap** in the **Graph Editor window**

b. **Tap** the Y1:… Y2:… toolbar button

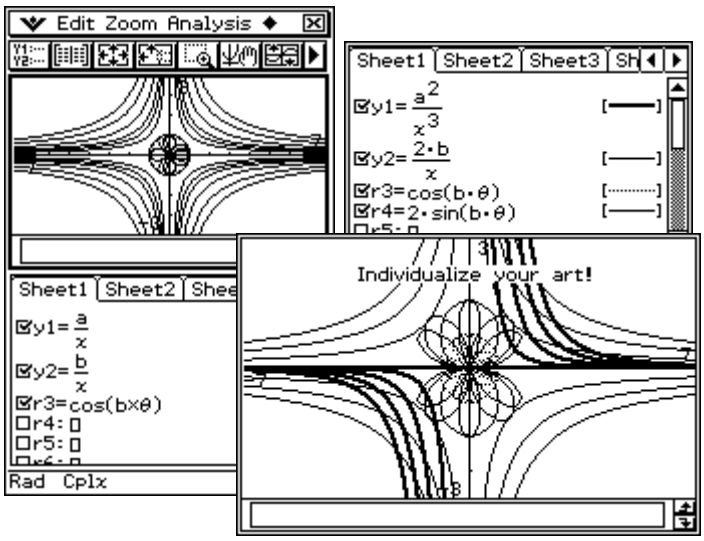
c. **Tap** the ▼ toolbar button and **select** r= (polar graph form)

d. **Tap** following **r3:** and type **cos(b⊗θ)**

e. **Press** EXE [**θ** is in the mth tab of the keyboard or press Ctrl+t on a computer keyboard]

f. **Tap** in the **Graph window**

g. Open the **File** menu and **select Save** to save your artistic graph!



Using the Geometry Link within eActivity

Inserting a Geometry Link

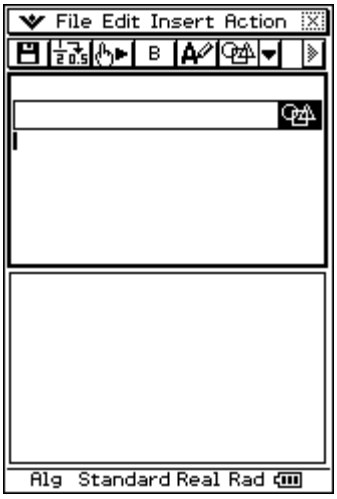
a. Tap Menu and then eActivity (if needed)

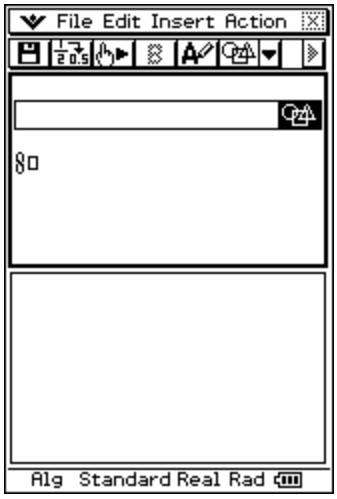
b. Select **Edit** and then **Clear All**

c. Open the **Insert** menu and select **Strip** then **Geometry**

d. Tap below the Geometry strip that you just inserted

e. Open the **Insert** menu and select **Geometry Link**





Linking an Equation to Geometry

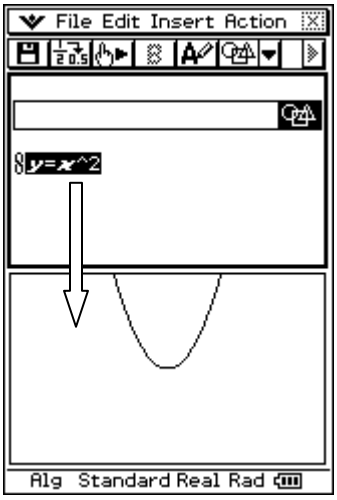
a. Tap in the box just following the link symbol

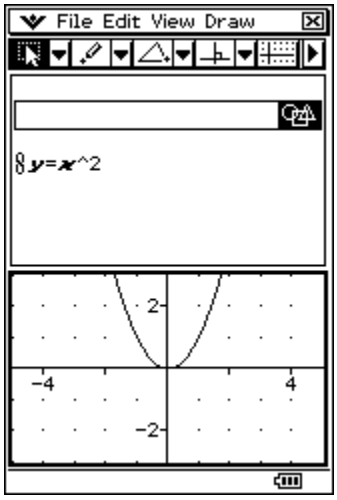
b. Input ***y* = *x*^2**

c. Select ***y* = *x*^2** and **let go**

d. Press on the selection and **drag** to the **Geometry** window

e. **Tap** ⊞ **three times** to turn the axis and grid on





Exploring with the Geometry Link

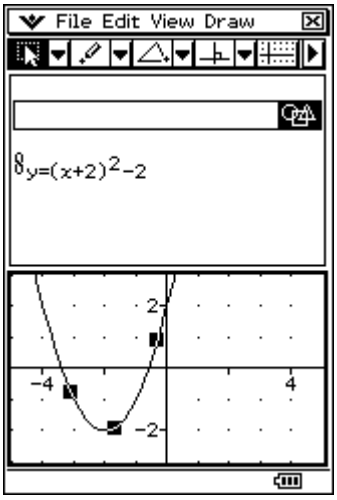
a. Select the graph you just drew (tap it)

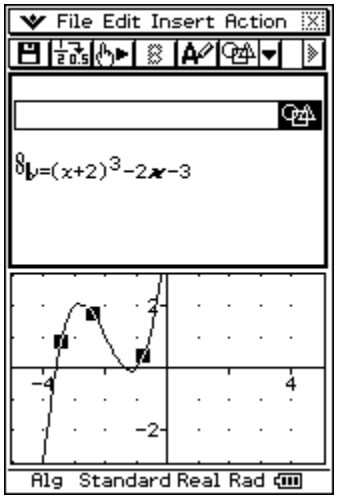
b. Press on a handle (■) and **drag** to move your graph (notice the linked equation updated)

c. Tap in the **eActivity window**

d. **Change** your equation and **press** EXE

e. Try other equations, such as ***y*=sin(*x*)**

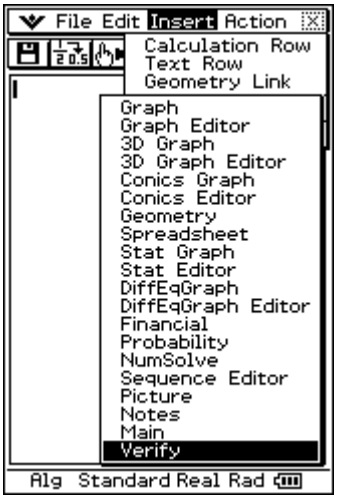


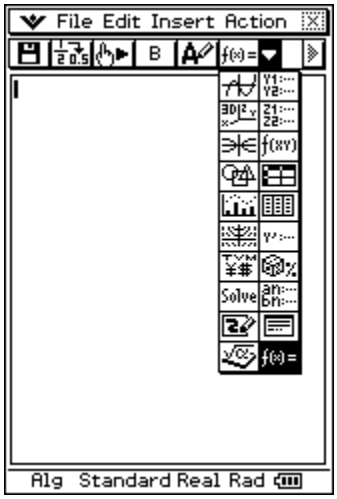


Using Verify within eActivity (also available in Main)

Inserting a Verify Window

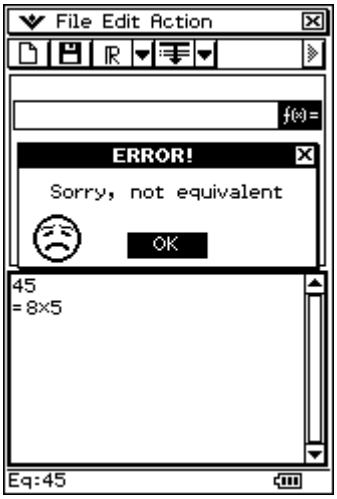
a. Tap Menu and then eActivity (if needed)
b. Select **Edit** and then **Clear All**
c. Open the **Insert** menu and select **Strip** then **Verify**
d. Or, you can select Verify's button (f(x)=) from the dropdown button palette
e. You will also find Verify's button in the Main application's dropdown button palette

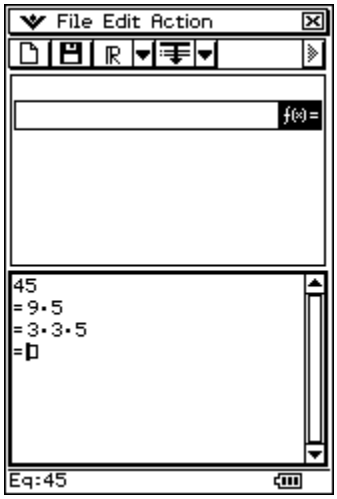




Using Verify to Assist in Factoring ☺

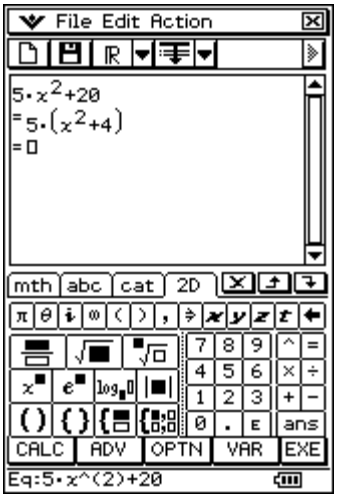
a. **Tap** in the **top box**
b. **Type** in **45** and **press** EXE
c. To see what happens, **type 8⊗5** in the next box and press EXE
d. Tap **OK** and change **8⊗5** to **9⊗5** and press EXE
e. In the next box, type in **3⊗3⊗5** and press EXE

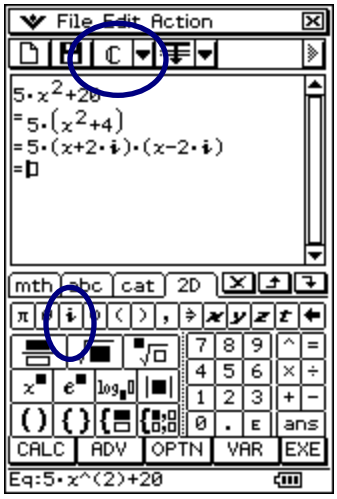




Using Verify to Assist in Algebra

a. **Tap** the 🗋 **button** and select **OK**
b. Type in ***5x^2 +20*** and press EXE
c. Next, type in ***5(x^2 +4)*** and press EXE
d. **Tap** the **down arrow** (▼) on the toolbar and **select** ℂ.
e. Next, type in ***5(x+2i)(x-2i)*** and press EXE
f. Thumbs up for complex numbers!





Using the Statistics Application

Entering Data

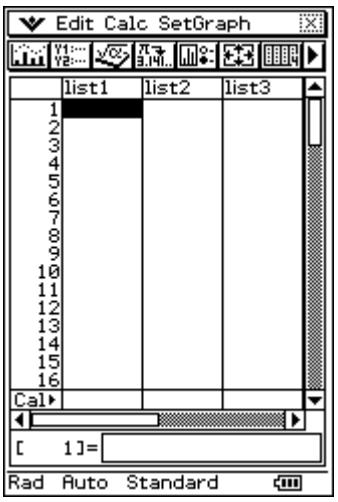
a. Tap Menu and then Statistics

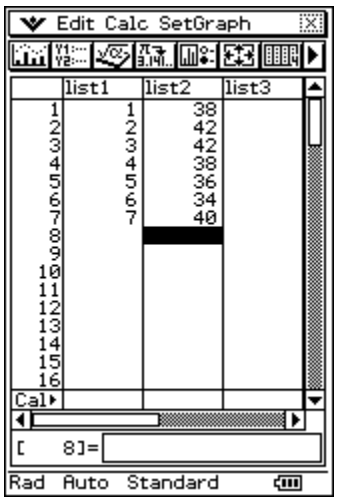
b. If needed, open the **Edit** menu and select **Clear All**

c. Tap below list1

d. **Input data** and press EXE after each input

e. *Data is the low temperature predicted for 12/21/03 – 12/27/03 in Portland, Oregon





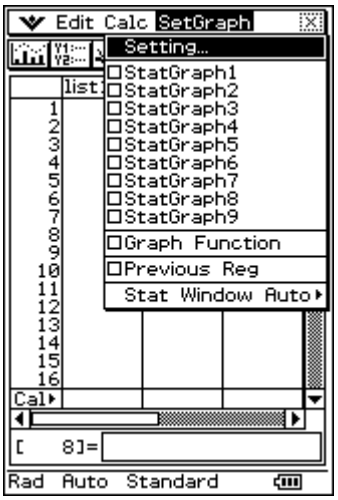
Setting Stat Options

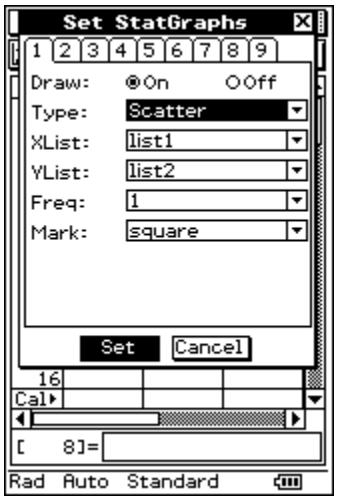
a. Open the **SetGraph** menu

b. Select **Setting…**

c. Setup **page 1** for StatGraph1

d. Tap **Set**





Graphing Data & Regressions

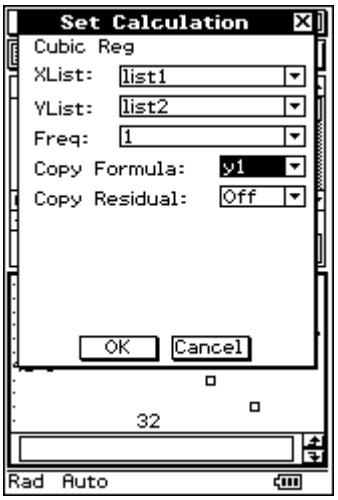
a. Tap to plot your data (first icon on toolbar)

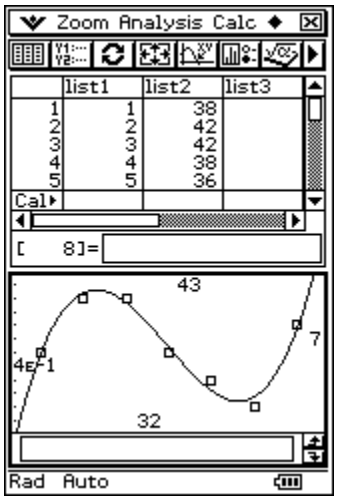
b. Open the **Calc** menu and select **Cubic Reg**

c. If you want to, set **Copy Formula** to **y1**

d. Tap **OK** to close dialogs

e. Note: Copy Formula places the regression equation in the Graph Editor application

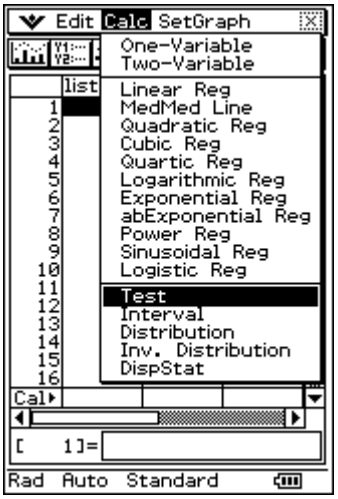


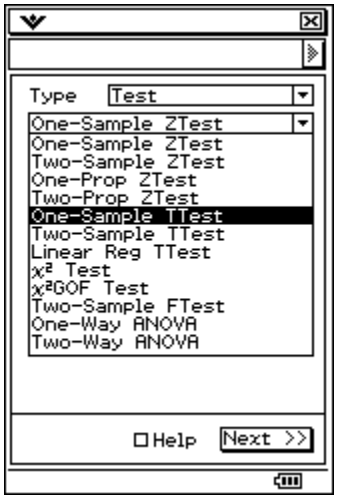


Using the Statistics Wizard for Tests, Intervals and Distributions

Selecting a Test

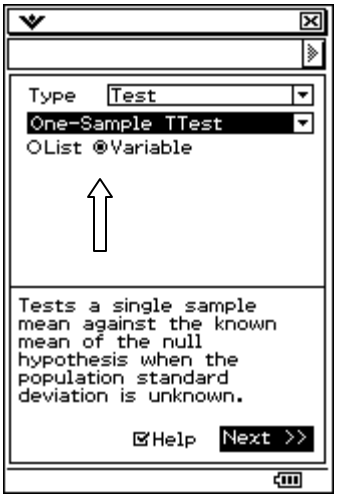
a. Tap in the List Editor window to give it focus
b. Open the **Calc** menu and select **Test**
c. Tap Resize (just above the cursor pad)
d. Select **One-Sample TTest** from the drop down list
e. If you want to, ☑ Help

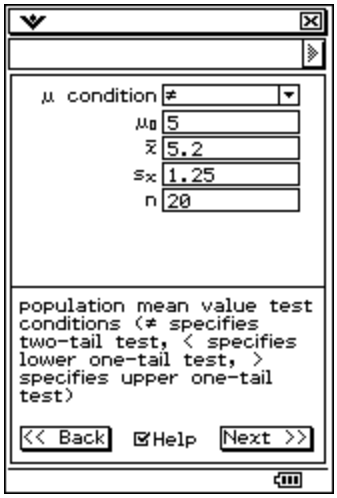




Inputting Data

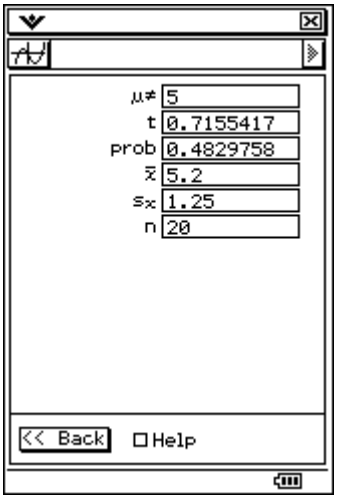
a. Select the type **Variable**
b. Tap **Next**
c. Input the data shown
d. Tap **Next**

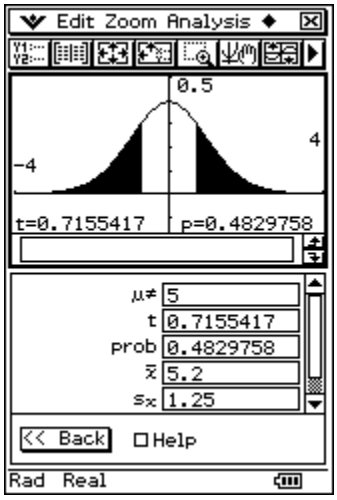




Graphing and Experimenting

a. Tap to graph
b. To experiment, tap the << **Back** button and change $\bar{x}$ to 5.5
c. Tap **Next** and then tap again
d. Try using the wizard for intervals and distributions

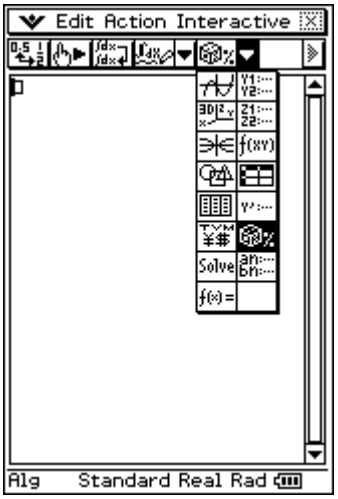


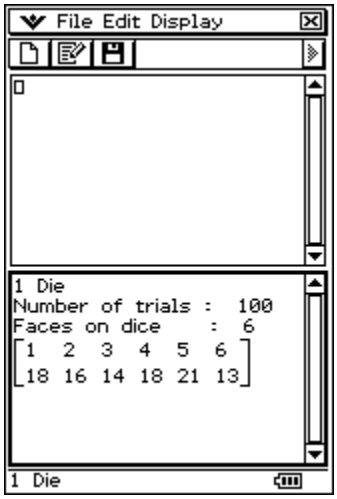


Using Probability within Main (also available in eActivity)

Probability and Rolling a Die

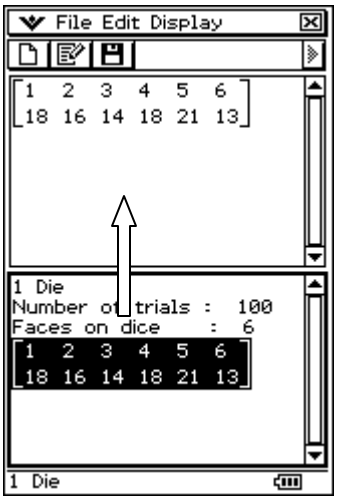
a. Tap Menu and then Main
b. Select **Edit** and then **Clear All**
c. Tap the 2nd button and select
d. Tap **OK to accept**
e. **Tap** to begin a new trial
f. Tap **OK** to clear the last trial
g. Change **Number of trials** to **100**
h. Tap **OK**

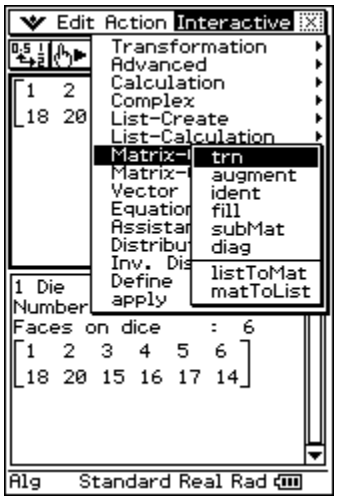




Turning a Matrix

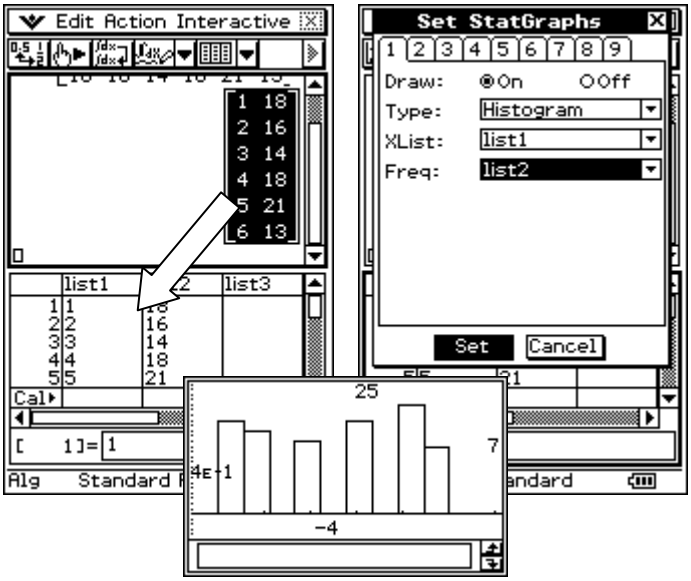
a. **Tap** the **matrix** to select it and let go
b. Press on the selection and **drag** to the small input box in Main
c. When you see the **cursor blinking**, let go
d. **Select the Matrix in Main**
e. Open the **Interactive** menu and select **Matrix-Create** then **trn**





Displaying a Histogram

a. **Tap** the 2nd button again and **select** (List Editor)
b. **Tap** the **output matrix** in the Main window to select it
c. **Press on selection** and **drag** to the List Editor
d. Tap the button and change **Type** to **Histogram**
e. Set **XList** to **list1** and **Freq** to **list2**
f. **Tap** the button and then **OK** to the dialog for step size



Using the Spreadsheet Application

Entering and Graphing Data

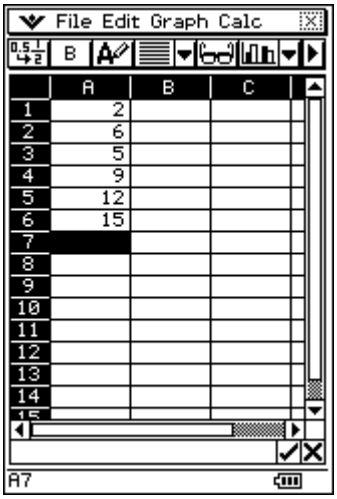
a. Tap Menu and then Spreadsheet

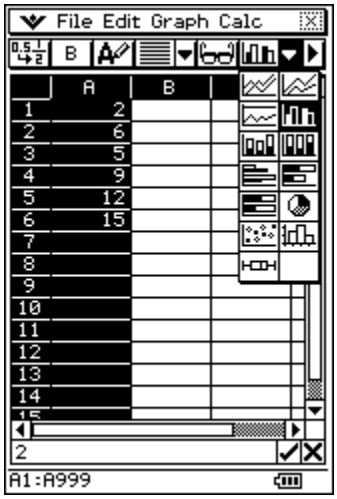
b. Tap in cell **A1**

c. **Input** the data shown pressing (EXE) after each entry

d. Tap the **column heading** for column **A** to select it

e. Tap the 2nd ▼ arrow on the toolbar and select 📊 (Or, open the Graph menu and select Column/Clustered)





Drawing a Regression

a. Tap in the graph window

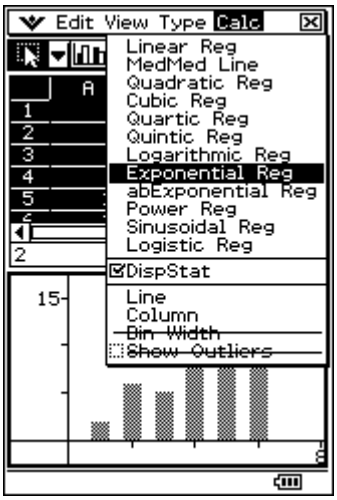
b. **Open** the **Calc** menu and select **Exponential Reg**

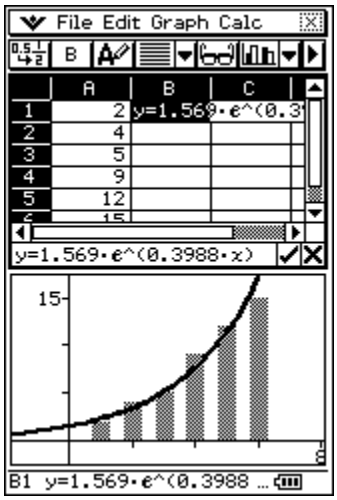
c. Tap **Close** when ready

d. **Change** cell **A2** from **6 to 4** and **press** (EXE) (curve updates automatically!)

e. Tap on the regression curve to select it (near left border is easiest)

f. Press on the curve (near left border) and drag to cell **B1**





Using a CAS Command

a. Tap in cell **B2** and then tap Resize

b. Press the Keyboard key and **type** in **=expand((x+**

c. Tap cell **A2** and then type **)^2)**

d. **Press** (EXE) and then **select cell B2**

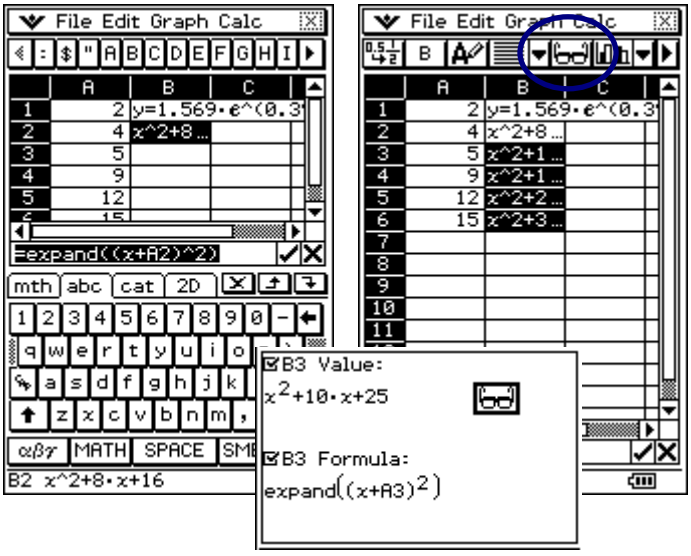
e. Open the **Edit** menu and select **Copy** (or tap ⎘ on keyboard)

f. Close the keyboard (press Keyboard)

g. **Drag over** cells **B3 to B6** to select them

h. Open the **Edit** menu and select **Paste**

i. Tap on cell **B3** and then **tap** 📊



Using the Statistics Wizard in the Spreadsheet Application

Finding the Statistics Wizard

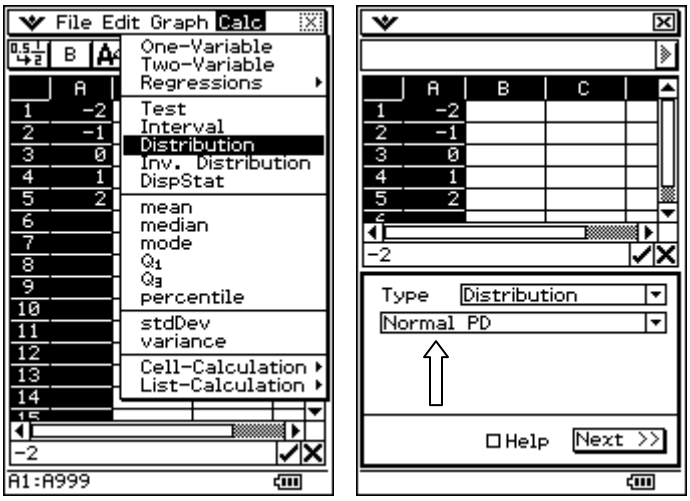
a. Tap Menu and then Spreadsheet

b. Select **Edit** and then **Clear All**

c. **Input** the data shown pressing (EXE) after each entry

d. Tap the **column heading** for column **A** to select it

e. Open the **Calc** menu and select **Distribution**



Graphing Results

a. With **Normal PD** selected from the drop down list, tap **Next**

b. Input the other data shown

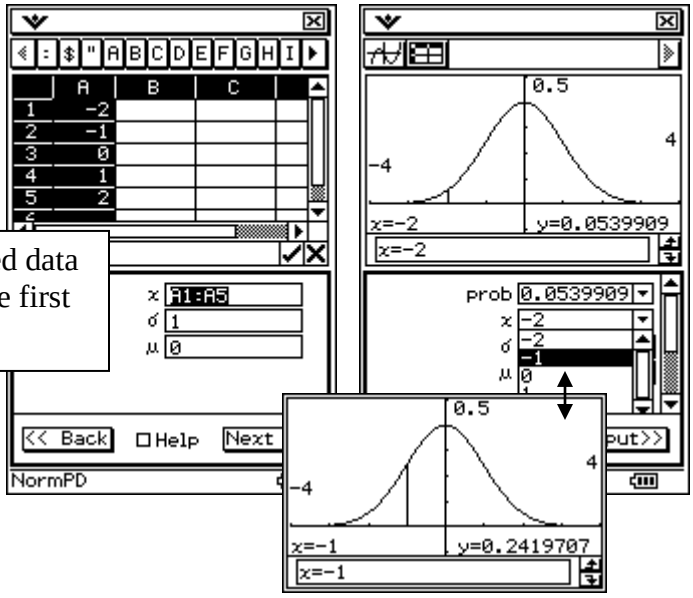
c. Tap **Next**

d. Tap [graph]

e. Following Prob, tap the [▼] and select another value

f. Notice the graph updates automatically!

Selected data is in the first field!



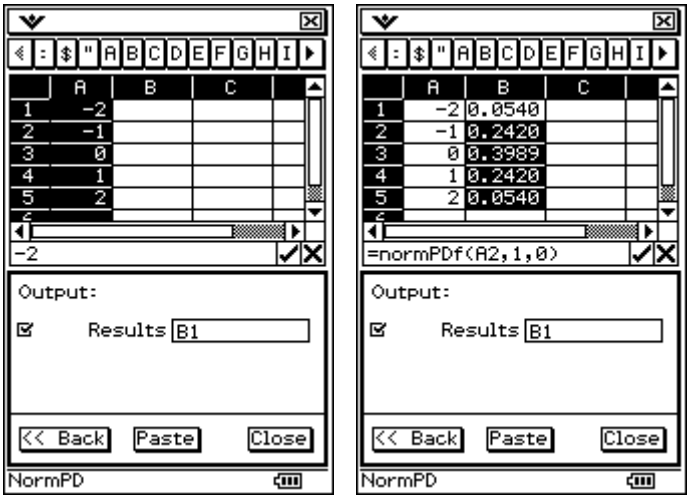
Outputting Results

a. Tap in the graph window to give it focus

b. Tap the upper [X] to close the graph

c. Tap **Output** >>

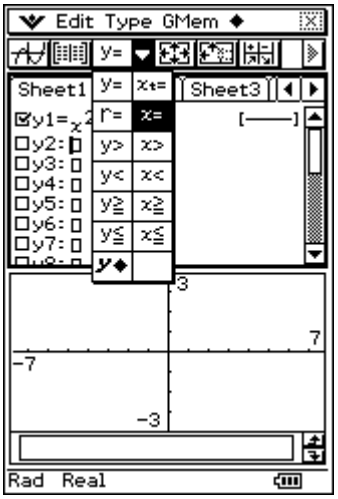
d. Tap Paste to place the results starting at B1

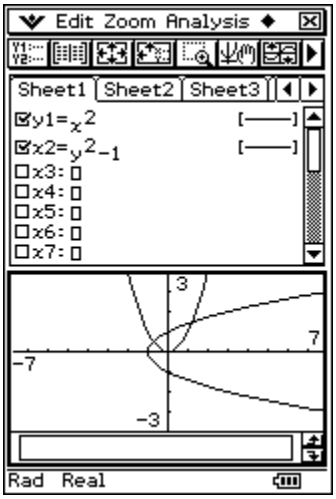


Using the Graph & Table Application

Graphing

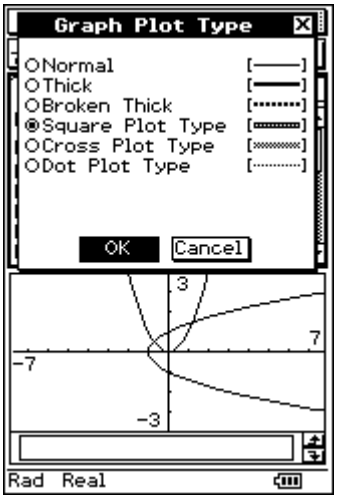
a. Tap Menu and then Graph&Tab...
b. Tap in the **box** following **y1**
c. Input (x) (^) (2) and press (EXE)
d. Tap (▼) on the toolbar and **select** [x=]
e. Input (y) (^) (2) (−) (1) and press (EXE)
f. Tap [graph] to view your graphs (first icon on toolbar)

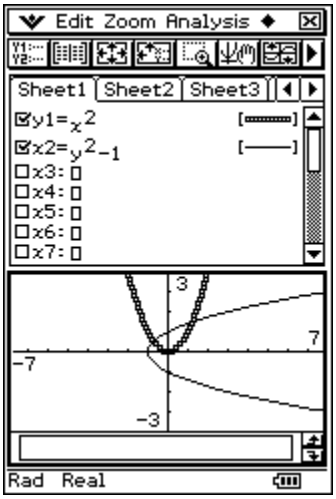




Line Style

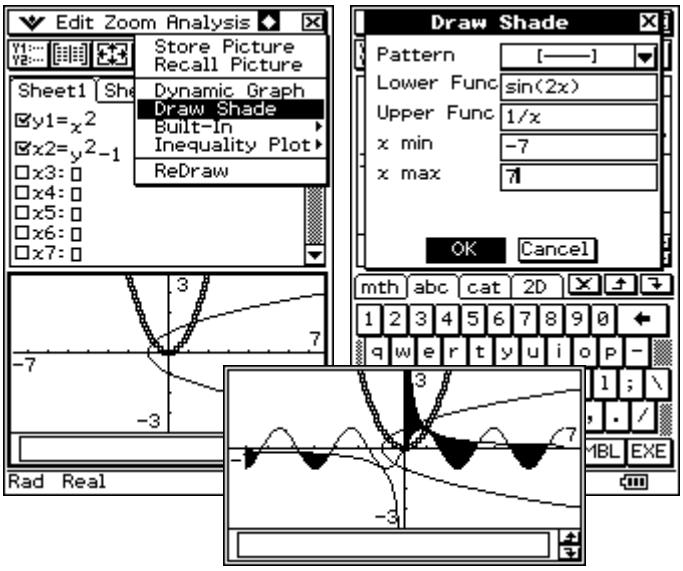
a. Tap [-----] to the right of **y1=x^2**
b. Tap a different line style and then **OK**
c. Tap [graph] to view your graphs





Using the Shade Type

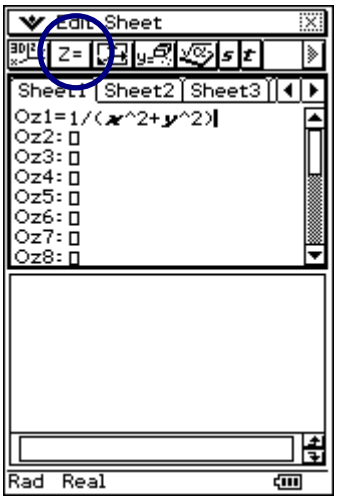
a. Tap in the Graph window to give it focus
b. Open the ✥ menu and select **Draw Shade**
c. Open the keyboard and **input** the data shown
d. When finished, tap **OK**
e. For fun, tap the Resize button twice

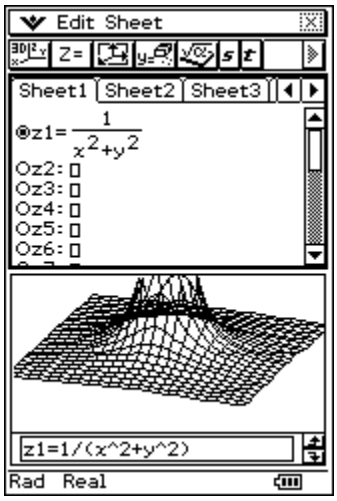


Using the 3D Graph Application

Graphing z=f(x,y) Form

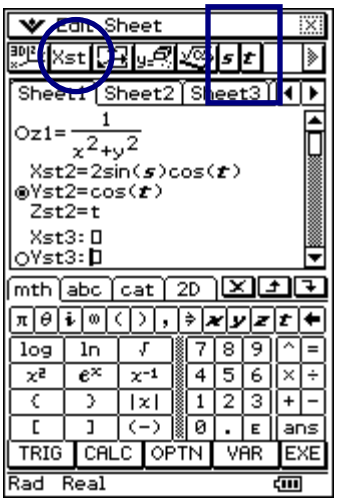
a. Tap Menu and then 3D Graph
b. Tap in the **box** following **z1**
c. Input: 1/(***x***^2+***y***^2)
d. Press EXE
e. Tap the 3D toolbar button on the toolbar
f. **Press** and **drag** within the graph window

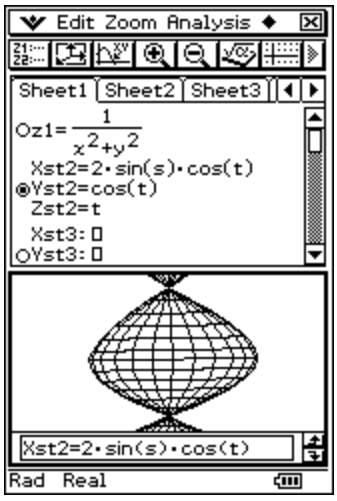




Graphing in Parametric Form

a. Tap in the **box** following **z2**
b. **Tap** the Z= **button** to change to parametric
c. Press the Keyboard key
d. Tap the **mth** tab and then **TRIG**
e. Input: Xst2=2sin(**s**)cos(**t**)
   Yst2=cos(**t**)
   Zst2=**t**
f. Press EXE and then tap 3D



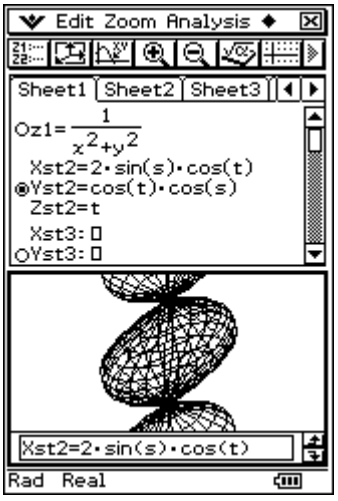


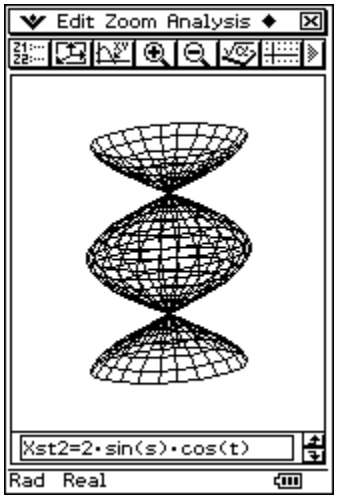
Modifying Graphs

a. Change Yst2 to cos(**t**)cos(**s**)
b. Tap the 3D toolbar button on the toolbar
c. Tap Resize to enlarge the graph window
d. Press and drag to rotate your graph

Hot Keys for all graph windows

- Tap the ⊕ key
- Tap the ⊖ key
- Tap the ⊜ key





Using the Geometry Application

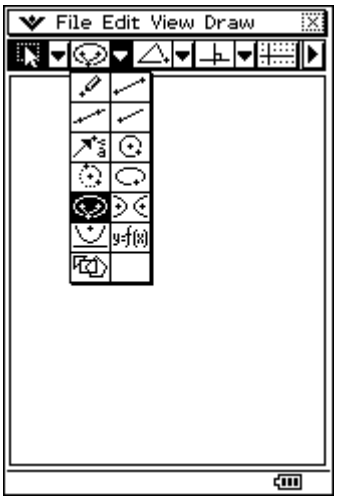
Drawing an Ellipse with Foci

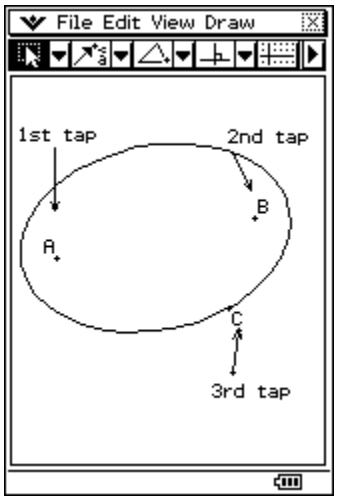
a. Tap Menu and then Geometry

b. Tap the 2nd and select the **ellipse with foci** icon

c. **Tap twice** (about 1 inch apart)

d. **Tap** a third time and **drag** until you are happy





Adding Segments and Selecting

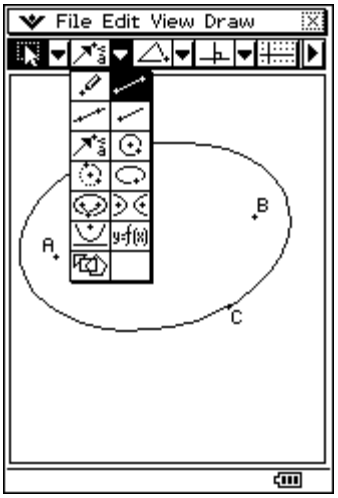
a. Tap the 2nd and select the **segment** icon

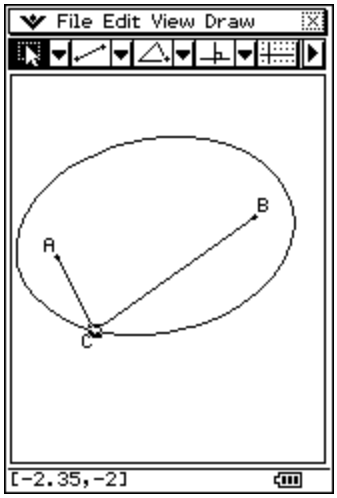
b. **Tap** point **A** and then point **C**

c. **Tap** point **B** and then point **C** (Notice the status bar as you tap!)

d. Select the 1st toolbar button ( ) to change to **select mode**

e. Tap point **C, let go,** and then **press on C and drag** to move it





Displaying Measure

a. Tap the right most to discover the **Measurement Box**

b. **Tap** in **any white space** to deselect **C**

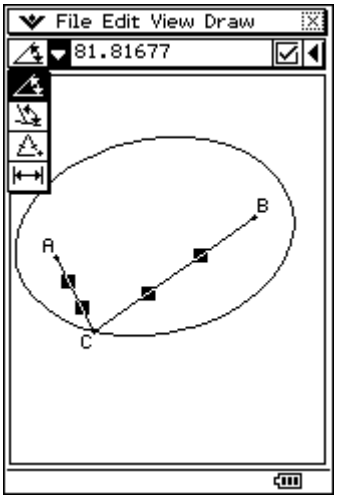
c. **Tap** segment **AC** to select it

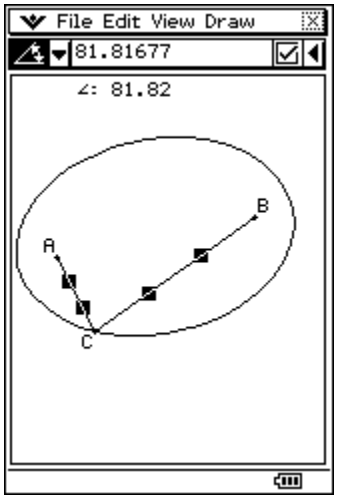
d. **Tap** segment **BC** to select it

e. Tap and select (if needed)

f. Tap to put the angle value in the Geometry window

g. **Select** point **C** and **drag** – your angle measure updates as you move

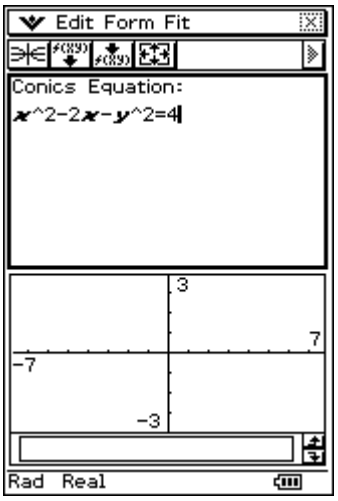


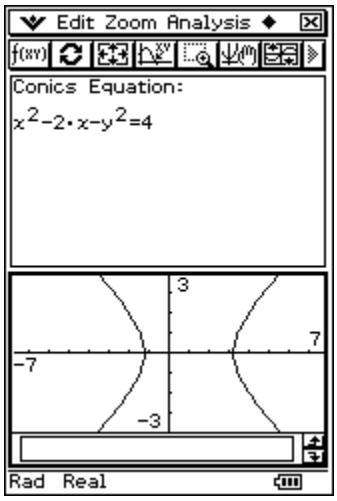


Using the Conics Application

Graphing

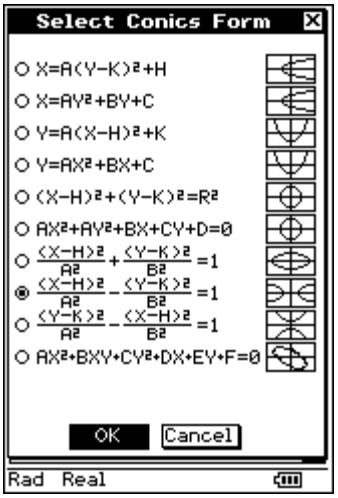
a. Tap Menu and then Conics
b. Tap in the **box** below "Conics Equation:"
c. Input ***x*^2-2*x*-*y*^2=4**
d. Press EXE
e. Tap on the toolbar
f. Open the **Zoom** menu and select **Quick Initialize** (if needed)

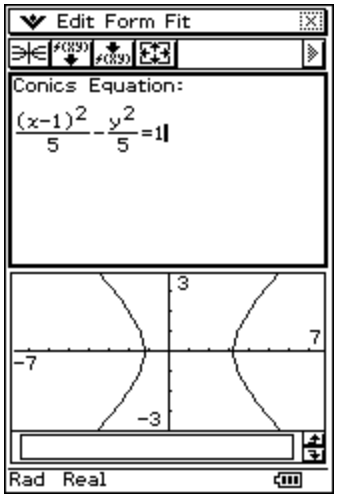




Fitting into a Form

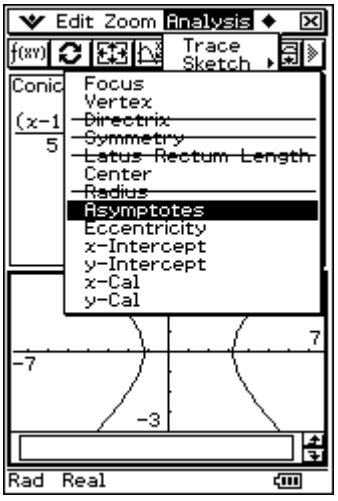
a. **Tap** in the **Conics Equation window** to give it focus
b. Open the **Fit** menu and select **Fit into Conics Form**
c. Select the correct form
d. Tap **OK**

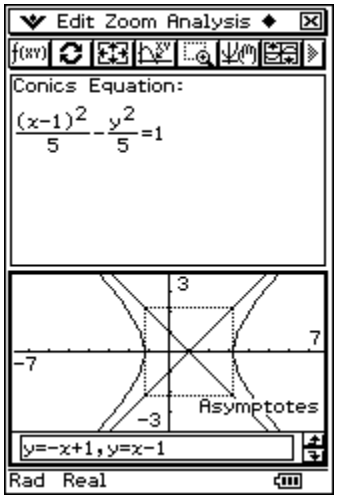




Drawing Asymptotes

a. **Tap** in the **Graph window**
b. Open the **Analysis menu** and select **G-Solve**
c. Select **Asymptotes** from the list





Using the Differential Equation Application

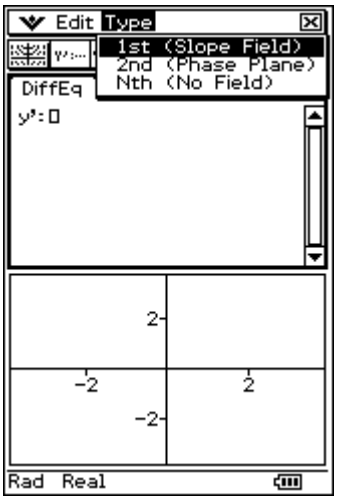
Graphing a Slope Field

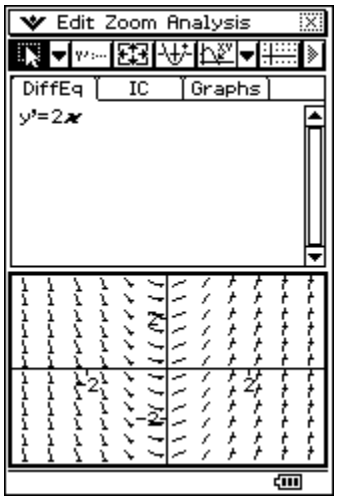
a. Tap Menu and then DiffEqGraph

b. Open the **Type** menu and select **1st (Slope Field)**

c. Input y'=2***x***

d. Tap to graph





Drawing Solution Curves

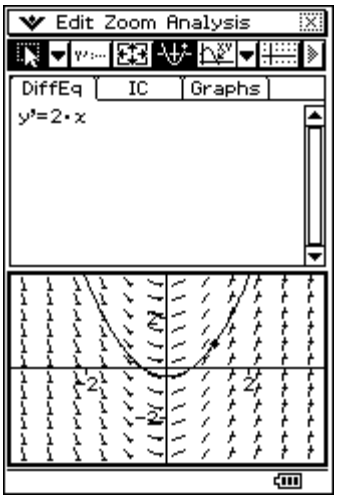
a. Select the button

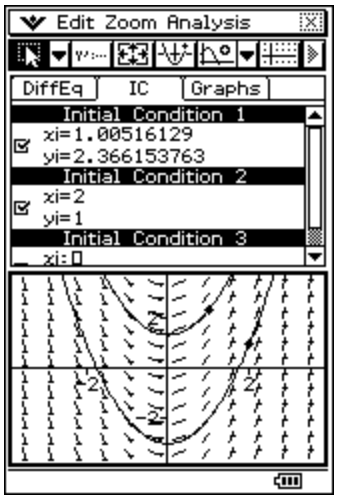
b. Tap a single point in the graph window – a solution curve is drawn

c. Tap the **IC** tab

d. Set **xi=2**, **yi=1** and press EXE

e. Tap to graph





Guess a Solution Curve

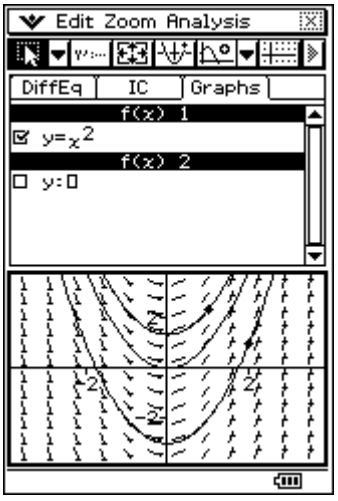
a. Tap the **Graphs** tab

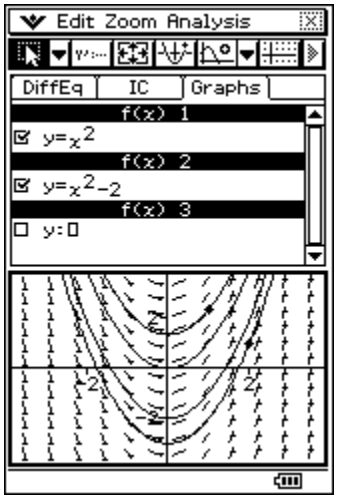
b. Input your guess and press EXE

c. Tap to graph

d. Input a second guess and press EXE

e. Tap to graph





Using the NumSolve Application

Entering an Equation

a. Tap Menu and then ax=b NumSolve

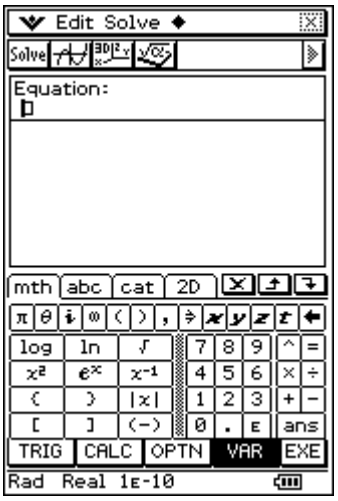
b. Tap in the box below **Equation:**

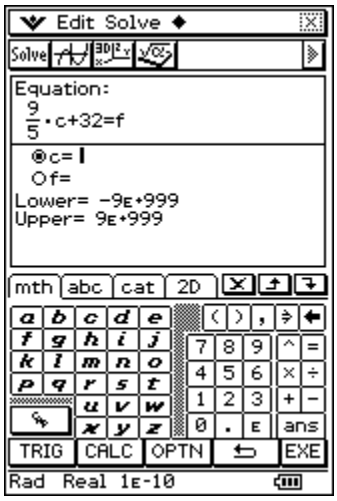
c. Press the Keyboard key

d. Tap **mth** and then **VAR**

e. Input the equation: **9/5*c* + 32 = *f***

f. Press EXE





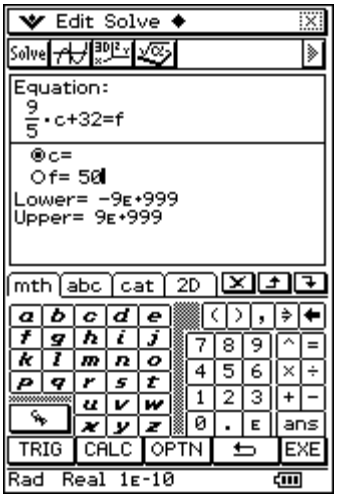
Solve for c when f = 50°

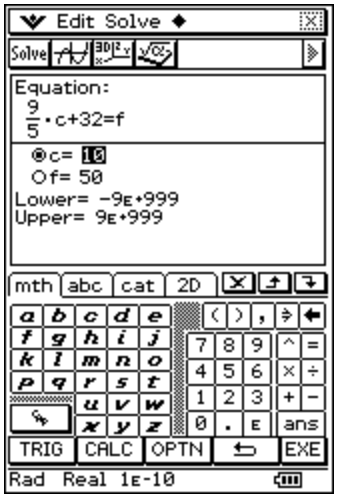
a. Input **50** for ***f***

b. Make sure ***c's* radio button is selected**

c. Tap Solve on the **toolbar**

d. Tap **OK** to the dialog that opens





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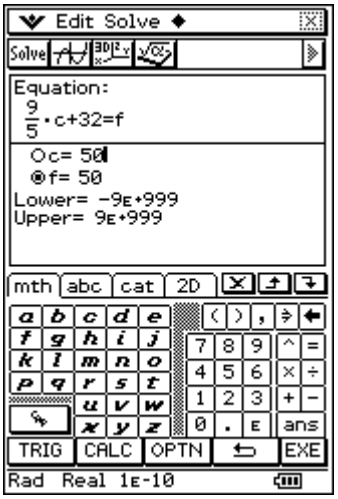


Using the Sequence Application

Entering a Sequence

a. Tap Menu and then Sequence

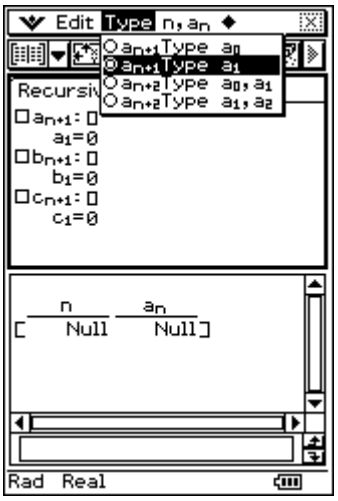
b. Open the **Type** menu and select $\mathbf{a_{n+1}}$ **Type** $\mathbf{a_1}$

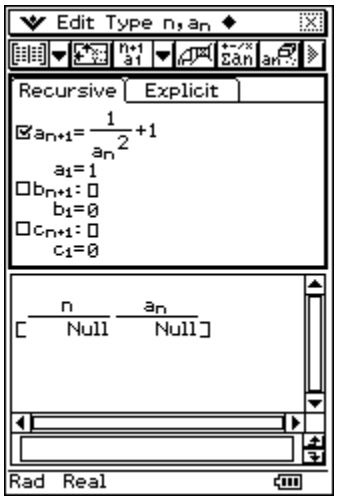
c. Open the $\mathbf{n,a_n}$ menu to find $\mathbf{a_n}$

d. Input $1/\mathbf{a_n}$ **^ 2 + 1** for $\mathbf{a_{n+1}}$

e. Input **1** for $\mathbf{a_1}$

f. **Check the box** in front of $\mathbf{a_{n+1}}$





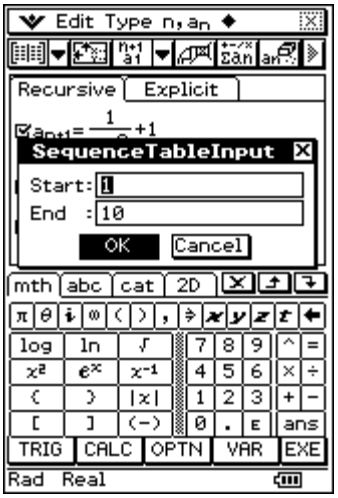
Creating a Table of Values

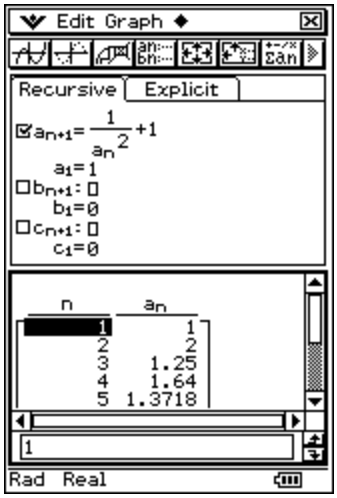
a. Tap the toolbar button

b. Input a **Start value of 1**

c. Input an **End value of 10** and tap **OK**

d. Tap the toolbar button



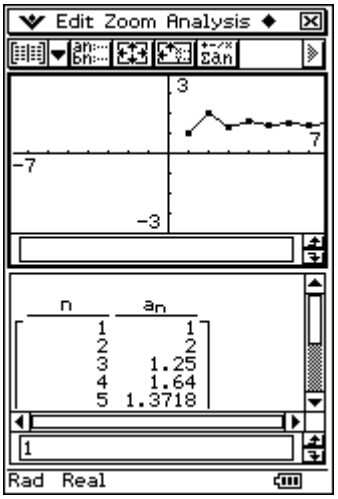


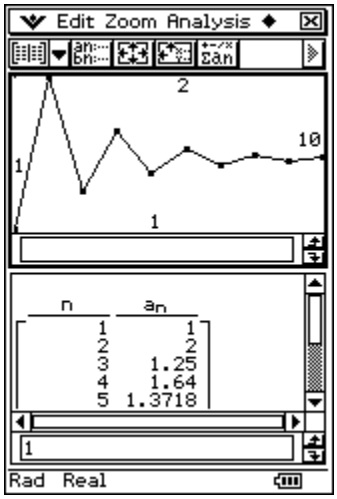
Plotting a Table of Values

a. Tap in the **Table window**

b. Tap the toolbar button

c. Open the **Zoom** menu and select **Auto**





Using the Financial Application

Purchasing a Car

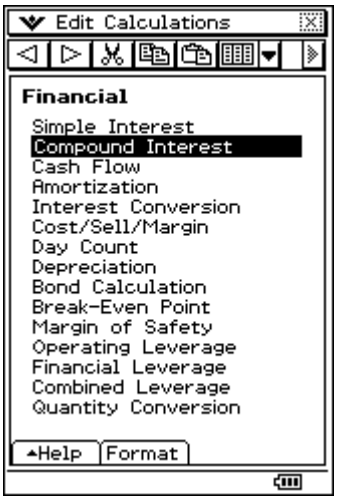
a. Tap Menu and then Financial

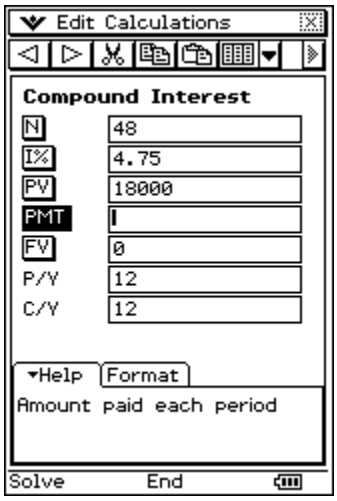
b. Select **Compound Interest**

c. **Tap** the **Help** tap (very useful – tap again to close)

d. Input the values shown (leave PMT blank)

e. Tap the **PMT or Solve** in the status bar to solve for your monthly payment (you will need to pay $412.49 per month)





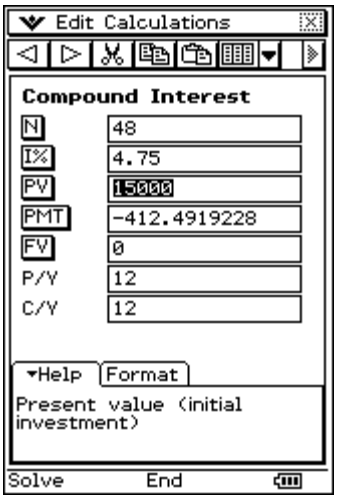
Calculating Options

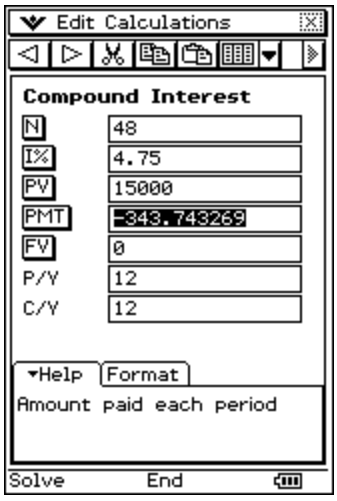
a. How would your monthly payment change if you choose a less expensive car?

b. Change **18000** to **15000**

c. **Tap** the **PMT** button to recalculate your monthly payment

d. Experiment with length of loan and interest level!





Calculate Interest you will Pay

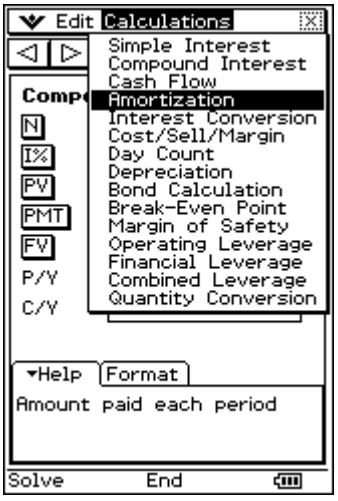
a. Open the **Calculations** menu and select **Amortization**

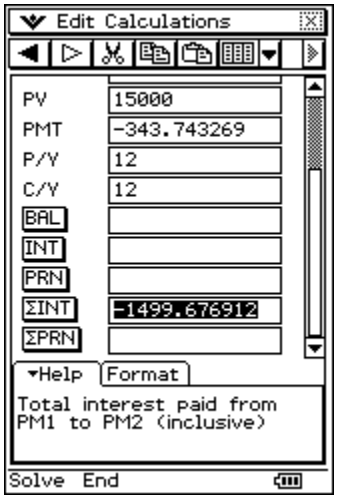
b. Input **1 for PM1** and **48 for PM2**

c. **Scroll down** (use the right scrollbar)

d. Tap the ΣINT button (so you are really paying $15,000+interest = $16499.68 for the car)

e. Assume you make a down payment of $3000 and pay $400 per month. Set PV to 12000 and PMT to -400. Tap ΣINT again (interest is now -993.2996078)

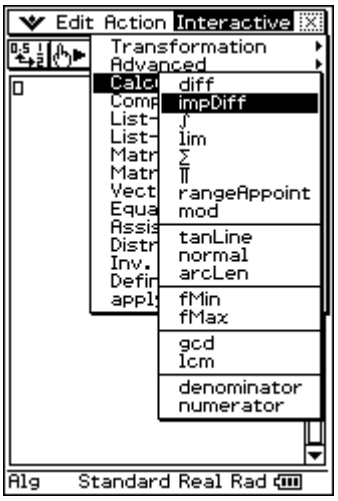


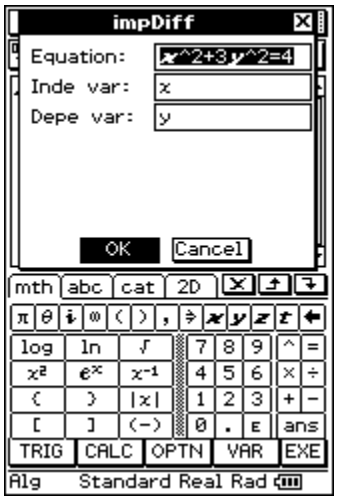


Advanced Math Features (New in Version 3)

Implicit Differentiation

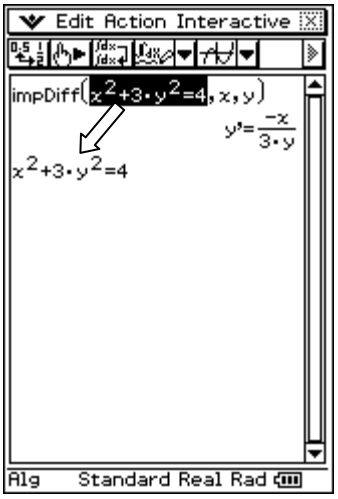
a. Tap Menu and then Main
b. Select **Edit** and then **Clear All**
c. Type in: ***x^2+3y^2=4***
d. Drag over your ellipse to **select it**
e. Open the **Interactive** menu, select **Calculation** then **ImpDiff**
f. Select **OK**

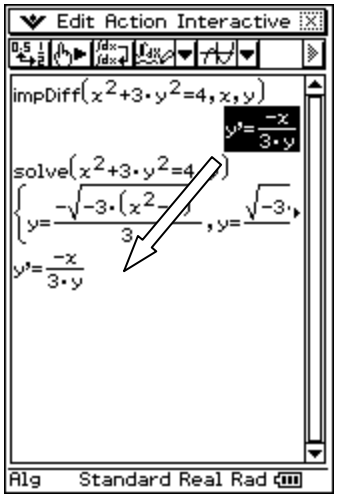




Rewrite y' in terms of x

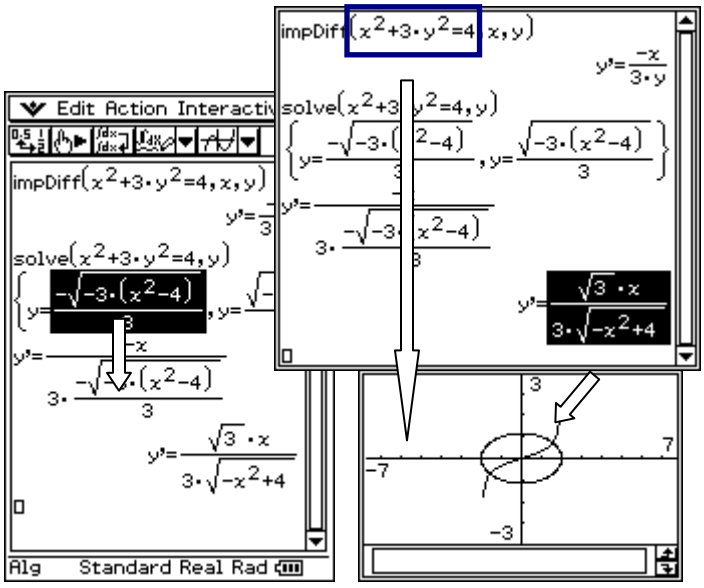
a. **Select just *x^2+3y^2=4*** in the first line and **let go**
b. **Press** and **drag selection** to the next empty line
c. **Select** (what you just dropped)
d. Open the **Interactive** menu, select **Advanced** then **Solve**
e. Change "Variable:" to **y** and select **OK**
f. Tap $y'=\frac{-x}{3\cdot y}$ to select and drag to next empty line





Visualize Ellipse with Derivative

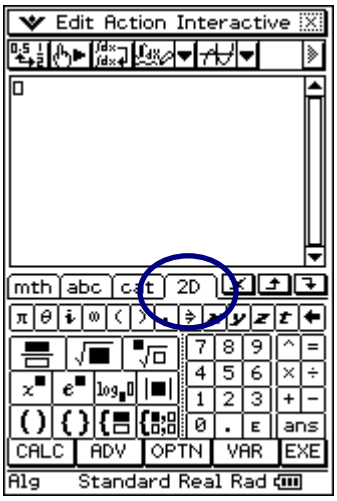
a. **Select** "**y**" in $y'=\frac{-x}{3\cdot y}$ and press ←
b. Next, **select** the **first y solution,** drag to where **y** was and press EXE
c. Ok (almost there), tap the **2nd** ▼ on the toolbar and **select** $\frac{d}{dx}$
d. **Select *x^2+3y^2=4***, release and then drag to graph window
e. **Select just** $\frac{\sqrt{3}\cdot x}{3\cdot\sqrt{-x^2+4}}$ (tap *twice* then drag to select), release and then drag to graph window
f. Repeat with $y=\frac{\sqrt{-3\cdot(x^2-4)}}{3}$

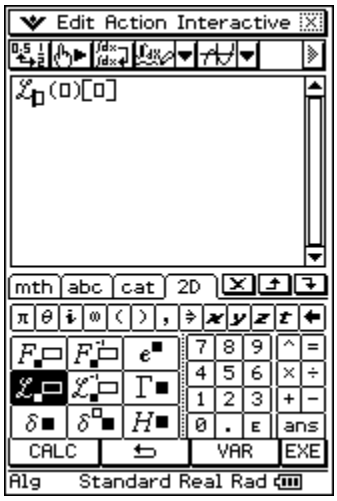


Advanced Math Features (continued)

Laplace and Inverse Laplace

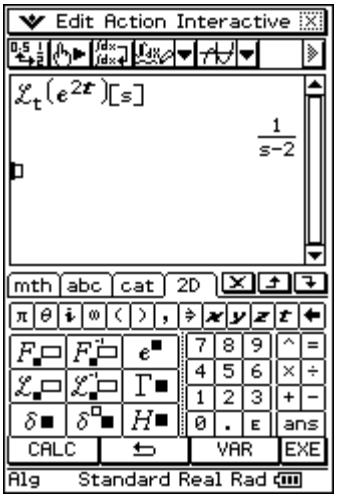
a. Tap Menu and then Main
b. Select **Edit** and then **Clear All**
c. Press Keyboard and tap the **2D tab**
d. Tap the lower **ADV** button and then $\mathcal{L}$
e. Tap the return button to go back (⮌) if you want to
f. Laplace and Inverse Laplace are also in the Action and Interactive menus under Advanced

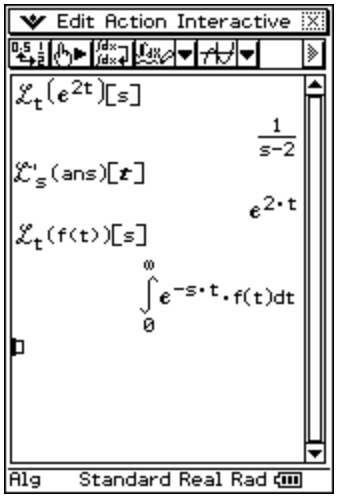




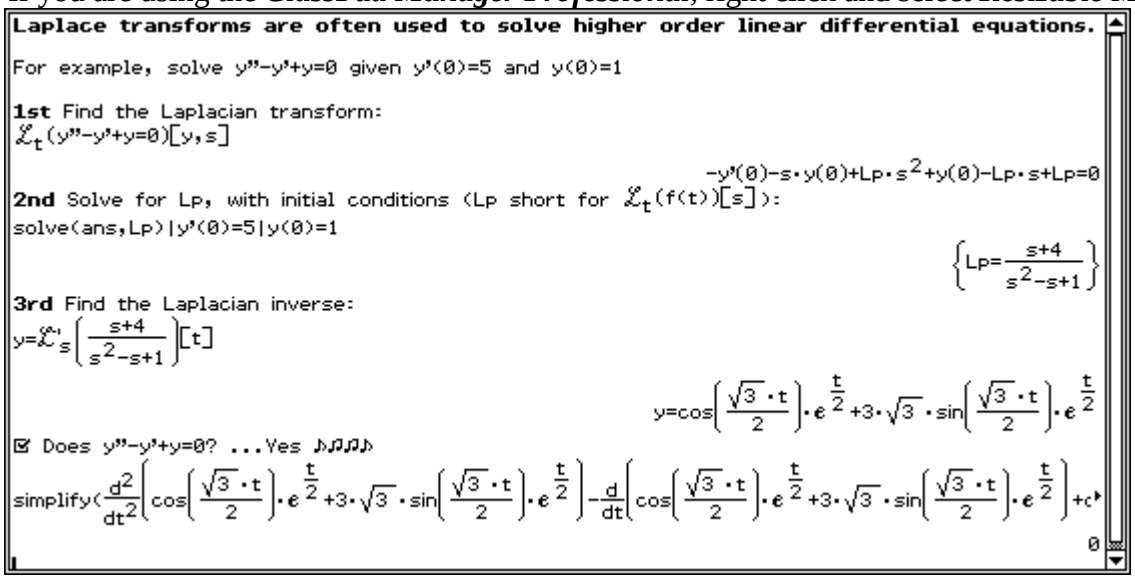
Using Laplace and Inverse Laplace

a. Type in the data and press EXE
   *Tap the **abc tab** to input **s** and **t**
   *Tap the **2D tab** and maybe ⮌ to find $e^{\blacksquare}$
b. Find $\mathcal{L}^{-1}$, input the data shown and EXE
c. *Nice feature*: Input $\mathcal{L}_t(f(t))[s]$ and press EXE again
d. Experiment with Fourier, delta, heaviside and gamma!





If you are using the ***ClassPad Manager Professional***, right click and select ***Resizable Mode***!



Using the Picture Application (PC only)

The handheld has a picture viewer available within eActivity

Drawing a Rectangle

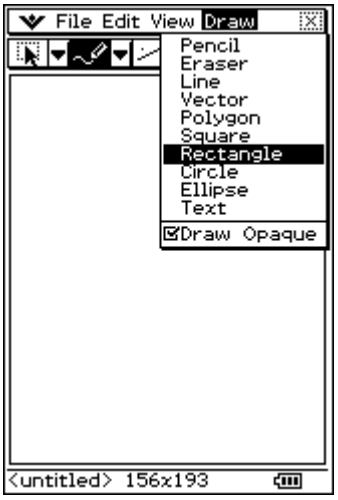
a. Tap Menu and then Picture

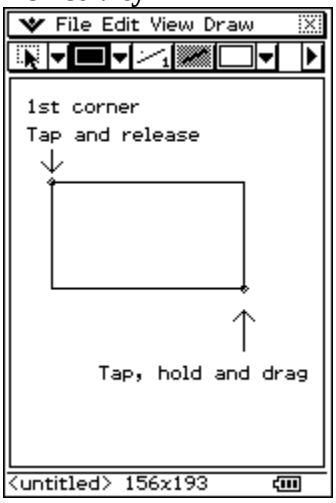
b. Open the **Draw** menu and select **Rectangle**

c. **Tap** to create one corner point

d. **Tap again** and **drag**

e. **Release** when you are happy with your rectangle



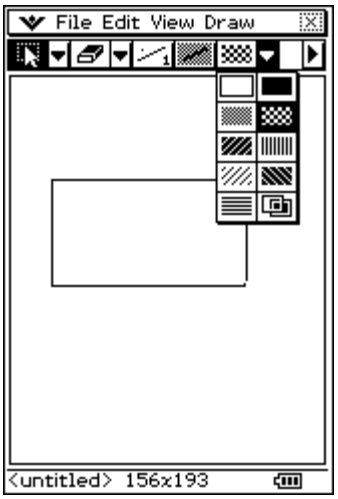


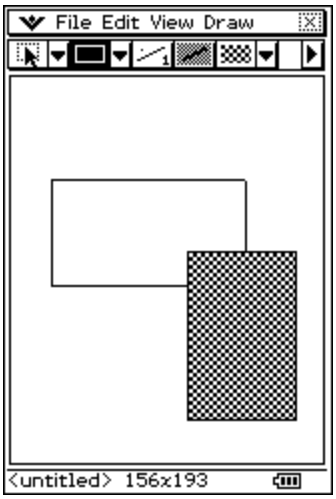
Shading

a. Tap the 3rd on the toolbar and choose a shade type

b. Draw another rectangle (you can tap the 2nd and select the shape)

c. Circle and ellipse shapes can be solid or transparent - experiment





Picture is Useful

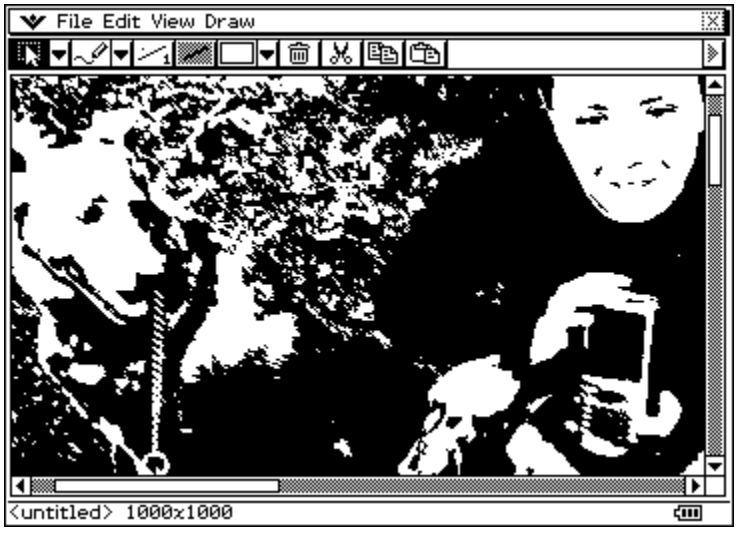
a. Open Paint or a picture that you like in another application on your computer

b. **Select and copy** part of your picture or press HCopy copy a screen of your ClassPad

c. If you have the ***ClassPad Professional version***, right click and select ***Resizable***

d. Tap inside the **ClassPad Picture application**

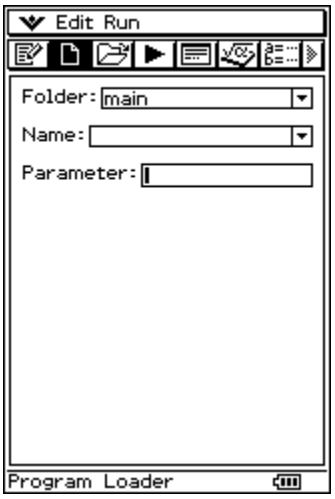
e. **Right click** anywhere on the ClassPad and select **Paste Special**



Using the Program Application

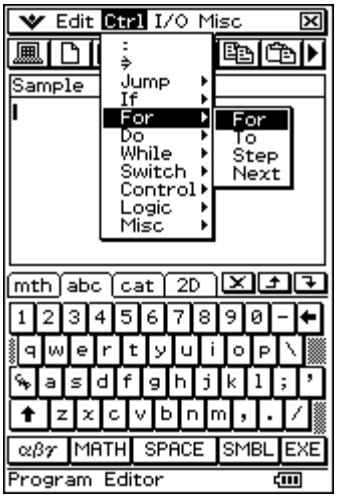
Naming a Program

a. Tap Menu and then Program
b. Tap the [🗋] toolbar button
c. Enter a name for your program
d. Tap **OK**



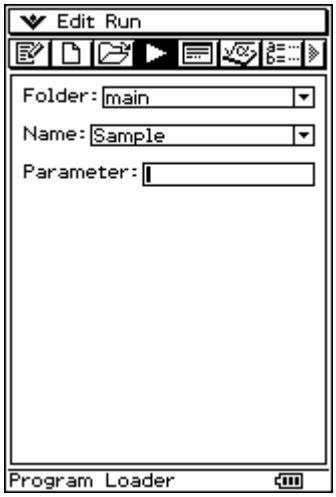
Entering Code

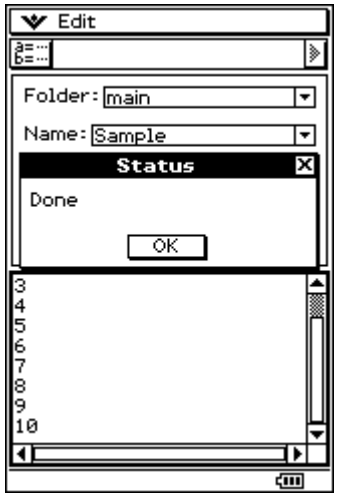
a. Open the **Ctrl** menu
b. Select **For** ▶ and then **For**
c. Continue to use the **Ctrl menu** to input remaining code for the loop
d. You will find **Print** in the **I/O** menu under **Output**



Running your Program

a. Tap the [💾] toolbar button
b. Tap the [💻] toolbar button
c. Tap the [▶] toolbar button
d. Tap **OK**
e. **Tap** in the **upper window** and **select** [📝] to edit your program





Using the Presentation Application

Creating a Presentation

a. Tap Menu and then Presentati...

b. Tap following **P1** and input a name

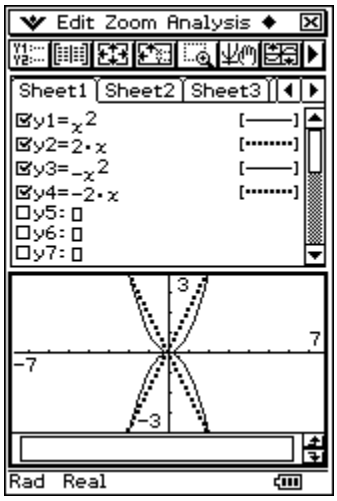
c. Press EXE

d. **Tap** H-Copy (notice 0 changes to 1)

e. Tap Menu and then Graph&Tab...

f. Graph a few functions

g. **Tap** H-Copy to store the picture (or press the F8 key on your computer)



Showing a Presentation

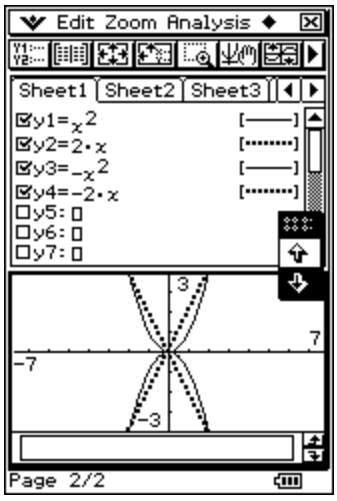
a. Tap Menu and then Presentati...

b. Tap on the toolbar to see your presentation play automatically

c. Tap to present one page (hardcopy) at a time

d. Tap the ⬇ to advance to the next page

*You can save up to 60 pages per presentation



Ways to Show a Presentation

a. Open the **menu**

b. Select **Presentation**

c. Set the **Play Speed** (1 is fast and 10 is very slow!)

d. ☑ Repeat

e. Tap Set

f. Tap and then ESC or Clear to stop

Viewing the Communication Application

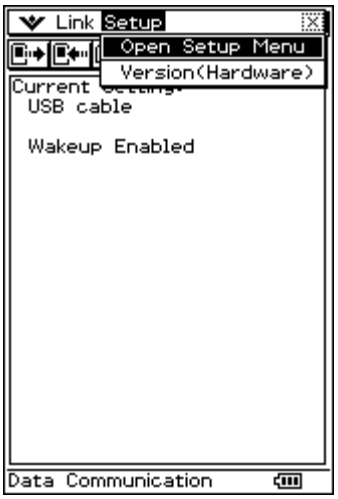
General Communication Info

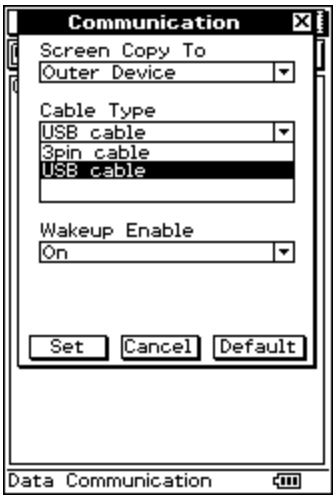
a. Tap Menu and then Communica...

b. "**USB cable**" is good! When you connect a handheld ClassPad to your PC, it will automatically go into standby mode for data transfer

c. If you want to connect to another handheld ClassPad, you will need to change the **Cable Type** to **3pin cable**

Please view the manual for additional information. Thanks!





Useful Features in the System Application

Defining Shift Keys

a. Tap Menu and then System

b. Open **System** menu and select **Shift Keys**

c. ☑ the box to make the (−) act as a shift key

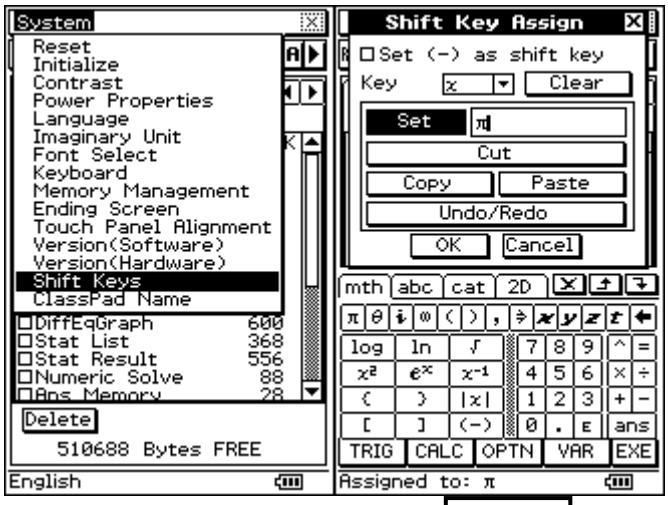
d. Select a key from the dropdown list to assign a shift key to (I am using ***x***)

e. **Tap** in the **box** following Set

f. Open the keyboard and **input a value** (I am assigning π)

g. **Tap** Set to set the value

h. Assign more keys or tap **OK**



Useful!

Using your Defined Shift Keys

a. Tap Menu and then Main

b. Press the (−) key and then (x)

c. You should get π!

Name your ClassPad (handheld only)

a. Tap Menu and then System

b. **System/ClassPad Name**