

**Unit 1: Program Basics**
**Skill Builder 1: Introducing the Program Editor**

In this first lesson for Unit 1, you will learn about the TI-Nspire™ CX Basic Program Editor and how to write, store and run your first program.

**Objectives:**

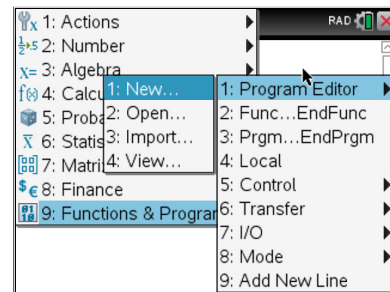
- Launching the Program Editor from the Calculator app
- Write your first program
- Store and run a program


**Introducing the Program Editor**

Start a **New Document** and add a **Calculator** app.

In the *Calculator* app, start a new program by selecting:

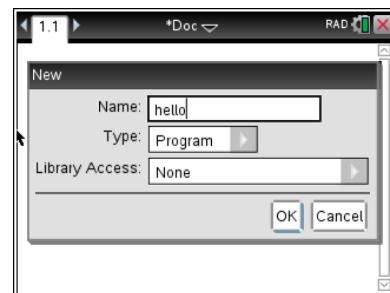
**menu> Functions & Programs> Program Editor> New...**



**Tech Tip:** Access the menu on the TI-Nspire™ App for iPad® by selecting .

In the Name: field, type the name of your first program, **hello**, and select [enter].

Leave the Type as Program and the Library Access as **None**. We'll discuss Type and Library Access in later lessons.



**Teacher Tip:** There are two types of objects that can be created using the Program Editor: *programs* and *functions*. A *program* can run both in the Calculator app and in a Math Box in the Notes app. Functions can be used anywhere a built-in function is used: Calculator, Graphs, Spreadsheet, Data & Statistics, Notes (Math Box), and DataQuest.

Your screen should now look like the image to the right. The left side is the *Calculator* app and the right side is the *Program Editor*. You will edit the program in the *Program Editor* and run the program in the *Calculator*. This makes it easy to test the program as you write it.

On the handheld, you can press **ctrl-tab** to switch between the pane(s). An app is selected when it has a dark outline.



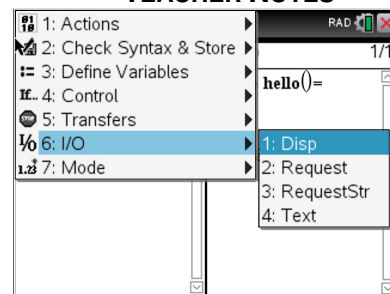
# 10 Minutes of Code

## TI-NSPIRE TECHNOLOGY

Your program code belongs inside the **Prgm ... EndPrgm** block within the editor. With your text cursor inside the dotted box in the editor, select **menu> I/O> Disp**.

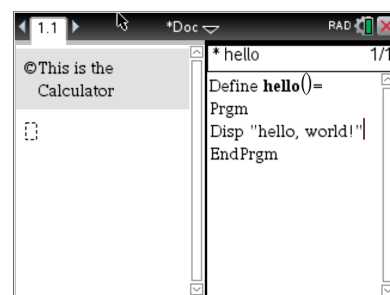
## UNIT 1: SKILL BUILDER 1

### TEACHER NOTES

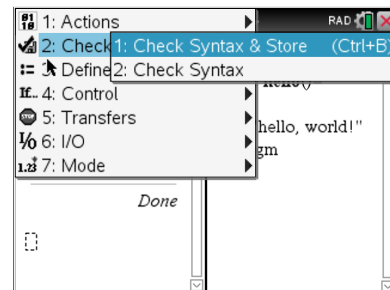


**Teacher Tip:** Programming keywords like *Disp* can also be typed in character by character, but for beginners, it's easiest to select them from the menu.

Type the quotation (literal string) template “ ” by pressing **ctrl** and then the **multiplication** key and then, inside the quotes, type the text **hello, world**.

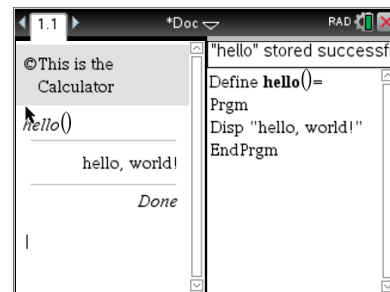


Before running any edited program, you must first 'store' the program to memory. To store the program select **menu> Check Syntax & Store> Check Syntax & Store** (or use the shortcut **ctrl-B** on the handheld.)



**Teacher Tip:** *Check Syntax* looks for grammatical errors in the program. *Check Syntax and Store* looks for grammatical errors **and** stores the program in the variable within the document. When you edit a program you will see an '\*' next to the name at the top of the editor, which indicates that the program has been changed, but not yet stored.

To run the program, switch to the *Calculator app*, type the name of the program on the bottom (edit) line followed by a left parenthesis and then select [enter]. If all was done correctly, then your program displays '**hello, world!**' as the result of the program execution.





## 10 Minutes of Code

TI-NSPIRE TECHNOLOGY

Save the document as *hello program*.

Congratulations! You've written your first TI-Nspire™ CX Basic program!

UNIT 1: SKILL BUILDER 1

TEACHER NOTES



**Tech Tip:** Select *Home* to save the document.