TI-Nspire™ Handheld Script

Drawing basic shapes (Tutorial B4)

http://www.atomiclearning.com/k12/en/movie/85848/play_window?type=Tutorial&sid=2410

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To draw a basic shape in Graphs mode, press the Home key,
and use the Touchpad to highlight the Geometry icon, and

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then press the Click key. Next, press the Menu key, then
select Shapes, and choose the appropriate shape. In this

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case, I'm going to draw a circle, so I'll choose Circle.
Now, I'll move my pointer into the graph using the Touchpad,

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where it will change into a pencil icon. I'll put the point
of the pencil wherever I would like the center of my circle

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to be. Then I'll click that point by pressing the Click
key. Next, I'll move the pointer away from the center of

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the circle until I get the desired radius, and then I'll
click again to create a circle. If I decide I want to move

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the circle to a different area of the graph, I can press
Escape to move out of the Pencil tool, then I can just

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roll over the center of the circle, grab it by pressing
and holding the Click key in the center of the Touchpad,

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drag it to a different area, and then press the Click key
again to release it. To resize this existing circle, I

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can roll over any point on the circumference of the circle,
grab it by pressing and holding the Click key, use the

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Touchpad to drag it and resize it, and then press the
Click key again to release it. I can also create a circle

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with a set radius. I'll create another circle, by pressing
the Menu key, then I'll select Shapes > Circle. Just like

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before, I'll put the point of my pencil wherever I want
the center of my circle to be, and then click. Next, I'll

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type a number for the radius. I'll type 3, and then press
Enter. And my circle is created. You can change the fill

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color of a closed shape by just rolling over the border
of the shape using the Touchpad, and then pressing Ctrl

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and then Menu to bring up a contextual menu, and then choosing
Color, Fill Color. Although the display on some handhelds

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only show shades of gray to differentiate between colors,
the TI-Nspire will save the color to the file, so if you

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transfer the file to a computer, there will be an actual
color assigned to the shape. Here in the Color box, I can

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use the right and left arrows to choose the color of fill.
Once I've got the fill to the correct color, I can press

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Enter to accept it. Now, I'll roll over the circle and
press the Click key to fill it with that color. Sometimes,

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you may want to undo an action that you've just performed;
for example, if I realized after I accepted the circle

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shading that I didn't want to do that, I can undo it very
quickly by pressing Ctrl, and then Escape. You can see

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that the shading has been undone. You can create more complicated
shapes using a similar technique. In this case, I'd like

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to draw a regular hexagon, so I'll press Menu and then
choose Shapes, and this time select Regular Polygon. Just

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as before, I'll place the point of my pencil wherever I
would like the center of my shape to be, and then click.

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Now, I'll move out to where I'd like one of the points
of the hexagon to be, and click again. Notice right now

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this is a regular polygon with 16 sides. To reduce the
number of sides down to six, I'll move the pointer around

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the shape clockwise until there are only six sides remaining,
and then I'll click again to create my regular hexagon.

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