TI-Nspire™ Software Script

Drawing basic shapes (Tutorial B2)

http://www.atomiclearning.com/k12/en/movie/28234/play_window?type=Tutorial&sid=1674

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To draw a basic shape, insert the Graphs and Geometry application
into a new blank work area by clicking Insert and choosing Graphs &

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Geometry. Next, click the Shapes button, and choose the appropriate
shape. In this case, I'd like to draw a circle, so I'll select

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the Circle tool. Now, I'll move my pointer into the graph, where
it will change into a pencil icon. I'll put the point of the pencil

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wherever I would like the center of my circle to be, then, I'll
click that point. Next, I'll move the pointer away from the center

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

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circle to a different area of the graph, I can just roll over
the center of the circle and click and drag it to a different

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area. To resize this existing circle, I can roll over any point
on the circumference of the circle, and click and drag it to resize.

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You can change the fill color of a closed shape by just rolling
over the border of the shape and then right-clicking to bring

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up a contextual menu, then choosing Attributes. The first option
in Attributes is fill color; I can use the right and left arrows

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to change the level of fill. Once I've got the fill to the correct
shade, I can press "Enter" to accept it. It can sometimes be

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helpful to quickly undo an action. In this case, if I want to
undo the circle fill, I can click the Undo button on the Tool

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bar, and the fill action has been undone. I can create more complicated
shapes using a similar technique. In this case, I'd like to draw

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a regular hexagon, so I'll click the "Shapes" button, and this
time choose "Regular Polygon." Just as before, I'll place the

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point of my pencil icon wherever I would like the center of my
shape to be, and then click. Now, I'll move out to where I'd

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like one of the points of the hexagon to be, and click again. Notice
right now this is a regular polygon with 16 sides. To reduce the

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number of sides down to six, I'll move the pointer around the
shape until there are only six sides remaining, and then I'll

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click again to create my hexagon.

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