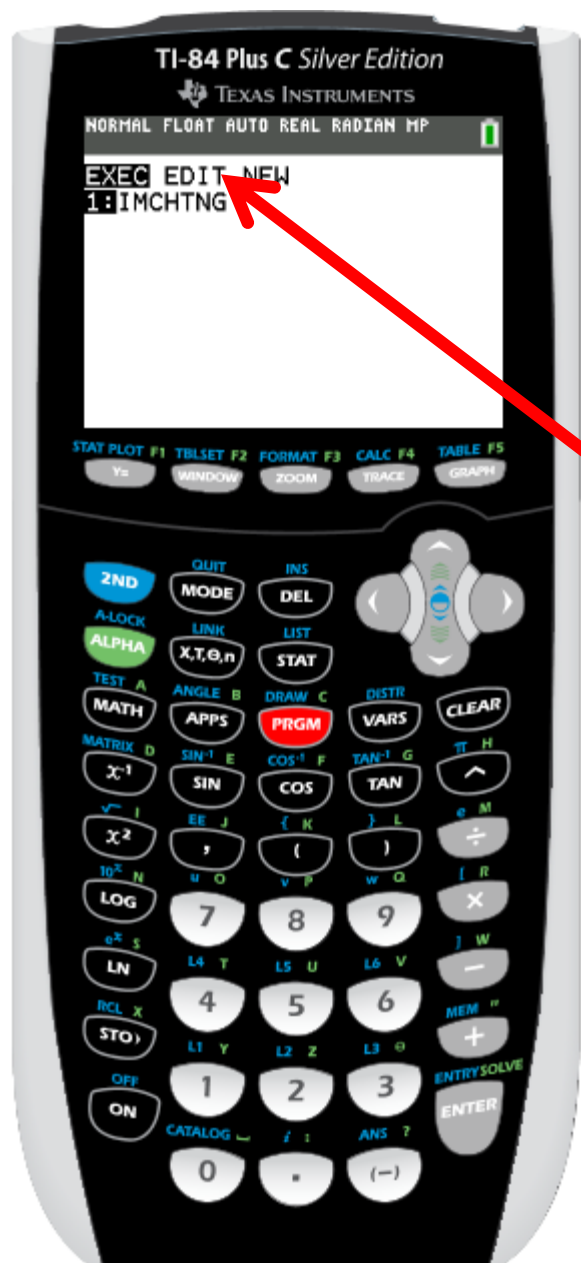


# Checking a Graphing Calculator for Programs That Might Contain Info Used to Cheat



## Step 1.

Check the contents of the program.



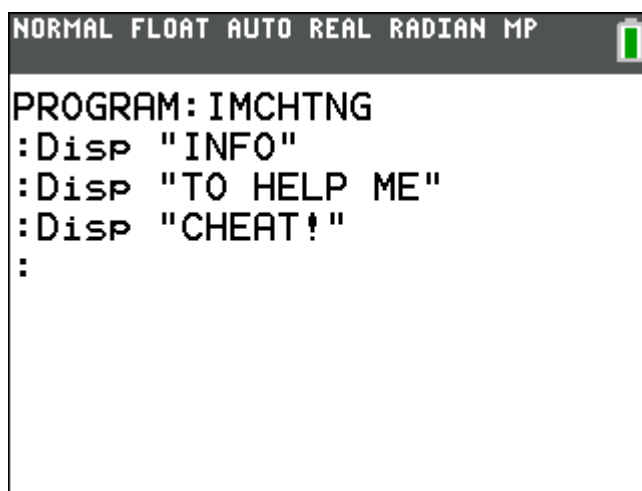
Press the  Key.

## Step 2.

Arrow to the right to the "EDIT" menu at the top.

## Step 3.

Press .



Another thing a student can do is **ARCHIVE** a program.

The ARCHIVE function prevents you from opening its editor to look at its contents.

An archived program has an asterisk next to its name. It looks like the following.



Here is one way to UN-ARCHIVE a program so you may view its contents.

<p><b>Step 1</b></p> <p>Press <b>2ND</b> <b>MEM</b> <b>+</b></p> <p>Arrow down to 2: Mem Management/Delete...</p> <p>Press <b>ENTER</b></p>	<p>NORMAL FLOAT AUTO REAL RADIAN MP</p> <p>MEMORY</p> <p>1:About</p> <p>2:Mem Management/Delete...</p> <p>3:Clear Entries</p> <p>4:ClrAllLists</p> <p>5:Archive</p> <p>6:UnArchive</p> <p>7:Reset...</p> <p>8:Group...</p>
<p><b>Step 2</b></p> <p>Arrow down to 7: Prgm...</p> <p>Press <b>ENTER</b></p>	<p>NORMAL FLOAT AUTO REAL RADIAN MP</p> <p>RAM FREE 21732</p> <p>ARC FREE 3280K</p> <p>1:All...</p> <p>2:Real...</p> <p>3:Complex...</p> <p>4&gt;List...</p> <p>5:Matrix...</p> <p>6:Y-Vars...</p> <p>7:Prgm...</p> <p>8↓Pic &amp; Image...</p>
<p><b>Step 3</b></p> <p>Arrow to the name of the program. You will see an asterisk next to it. Asterisk = archived No Asterisk = not archived Press <b>ENTER</b> to take away the asterisk.</p> <p>Pressing <b>INS DEL</b> on this screen will <b>delete</b> the program.</p>	<p>NORMAL FLOAT AUTO REAL RADIAN MP</p> <p>RAM FREE 21732</p> <p>ARC FREE 3280K</p> <p>▶ *IMCHTNG 48</p> <p>STAT PLOT F1 TBLSET F2 FORMAT F3 CALC F4 TABLE F5</p> <p>Yes WINDOW ZOOM TRACE GRAPH</p>
<p><b>Step 4</b></p> <p>Follow the steps on the first page to view the contents of the program.</p>	