CABRI® JR.   NAVIGATION SHEET

File Menu [F1]
Use this menu when you want to perform basic file management.

Animate

Moves object on a path.
1. Define a segment, line, circle as a path.
2. Define the object that will move on the path.

Undo

Has 2 submenus

• **Undo Last**

Will undo the last action.

• **Undo Explore**

Undo an action from a multiple step operation.

Help

Has 6 submenus

Help Menu

A quick list of help options.

New File

Create a new file starting with a blank plane.

Open File

Open a previously saved file.

Save File

Save a previously saved file. Used for periodic saves.

Save as

Use to save a file for the first time.

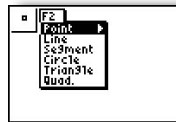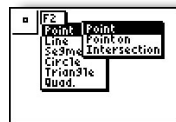**Quit Cabri Jr.**

Use to completely exist Cabri Jr.

Draw Menu [F2]
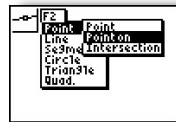Use this menu when you want to create basic geometric figures.
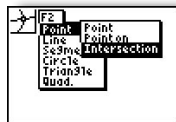
Point - Submenu

Has 3 submenus

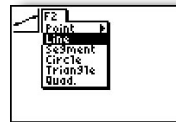•**Point on Plane**
Draw a point anywhere on the plane.

•**Point on figure**
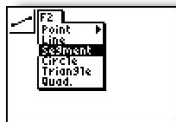Draw a point on an object.

•**Point on Intersection**
Draw a point on the intersection of two objects.
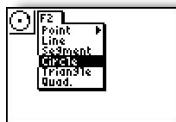
Line
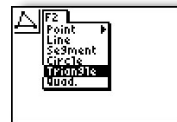Draw a line by defining two points.

Segment
Draw a segment by creating two endpoints.

Circle
Draw a circle by first selecting the center and then defining the radius point.

Triangle
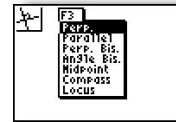Draw a triangle by defining 3 points.

Quadrilateral
Draw a quadrilateral by defining four 4 points.
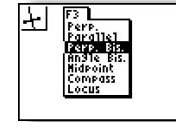
Construct Menu [F3]
Use this menu when you want to construct new objects from existing objects.

Perpendicular Line

Construct a perpendicular line.

1. Define the line or segment that will have the perpendicular constructed to.

2. Define the point that the perpenciular will pass through.

Perpendicular Bis.

Construct the perpencular bisector to a segment.

1. Define the segment you want to have the perpendicular bisector.

Midpoint

Construct the midpoint of a segment.

1. Define the segment whose midpoint you want to construct.

Locus

Construct the set of all possible points that define a given set of parameters.
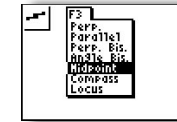
Parallel Line

Construct a parallel line.

1. Define the line or segment that will have the parallel constructed to.

2. Define the point that the parallel will pass through.

Angle Bisector

Construct the angle bisector of an angle.

1. Identify the three points that define the angle whose bisector you want to construct.

Compass

Construct a circle that will have the radius of a defined segment or distance between two points

1a. Define the segment by selecting it.

or

1b. Define the two points whose distance will be the readius of the circle.

Moving an Object

To move an object you must first exit the menu mode by pressing the [CLEAR] button. Move your arrow towards the object you want to move until the arrow becomes clear. This will indicate that the object may be moved. Press the [ALPHA] key. The arrow will change to a hand 🖐. Now that the object has been captured, press the cursor keys ◄ ► ▼ ▲ to move it around on the plane. When you are done moving the object press ENTER.
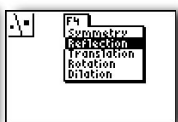
Transform Menu [F4]

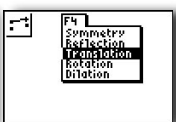Use this menu when you want to transform geometric figures you have constructed.
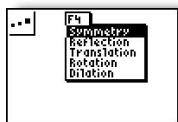
| Symmetry	Reflection	Translation	Rotation	Dilation
1. Define the object.	1. Define the object	1. Define the object	1. Define the object	1. Define the object
2. Define the center of symmetry.	2. Define the line of reflection.	2. Define the vector or the segment that defines the translation.	2. Define the angle by which the object is to be rotated. You may enter a numerical value to act as an angle measure.	2. Define the point for the center of the dilation. 3. Define a number as the scale factor.

Appearance Menu [F5]

Use this menu when you want to change the appearance, label, or measure of a figure and perform calculations.
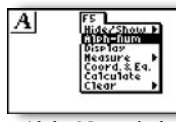
Hide/Show

Contains 2 submenus.
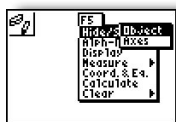
• Hide Objects

Hide or show an object. The pointer will become an eraser as you are selecting the object to hide or show.

• Hide Axes

Hide or show the coordinate axes on the plane.

Alpha Numerical

Use to create text. Create Labels, Comments, and Numbers.

1. Labels. Create a label that corresponds to a point on a figure.

2. Comments. Create a comment on your plane.

3. Numbers. Type a number on your plane. Position your pointer anywhere on your plane, press ENTER followed by the 2nd key and continue to type your number.
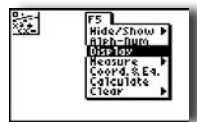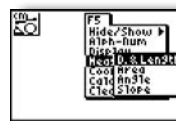
Display Change

Change the way an object looks. Change the appearance of a point, line, or number.

1. Point. Change from 1 pixel point to a 9 pixel square point.

2. Line. Change the appearance of a line from solid to dotted.

3. Number. Round numbers to the nearest whole number.

Measure Menue

Contains 4 submenus. You can compute: D. & Length, Area, Angle, and slope.

• Distance & Length

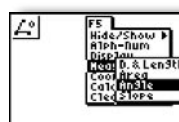Measure the distance between two points or the length of a segment.

• Area

Compute the area of a triangle quadrilateral, and circle.

Appearance Menu [F5]
Continued

• Angle Measure

Measure an angle by selecting the three points that define the angle.

• Slope Measure

Select a line or segment to compute its slope.

Coordinates & Equations

Display the coordinates of a point, and the equation of a line or circle.

Calculate

Perform additions, subtractions, multiplications, divisions, and find the square root of values on your screen. Perform operations by selecting the numbers.

Clear Menu

Delete objects on your screen. The menu contain 2 submenus.

• Clear Individual Objects

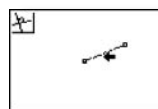Delete individual objects one at a time by selecting them.
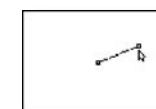
• Clear All

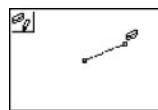Clear the entire screen from any previously constructed objects.

Selecting an Object

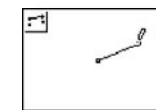There are 8 indicators for selecting an object depending on the action to be performed.

A dark arrow for creating/calc.: Perp., Parallel, Perp. Bis., Midpoint, Compass, Locus, Symmetry, Reflection, Translation, Rotation, Dilation, Measure, Equation. (F3, F4, F5)

An eraser for: Hiding objects through the Hide/Show Menu (F5)

A deletion tool for: Clearing objects through the Clear Menu (F5)

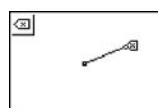A double arrow for: Animating an object through the Animation Menu (F1)

A clear arrow for: Moving objects. Objects that can be moved will be indicated with this arrow. Press ALPHA to move it. Press ENTER to anchor .
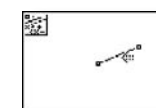
A pencil with clear point for: Selecting a point to perform an operation. (F3, F4, F5)

A dotted arrow for: Changing the appearance of an object through the Display Menu (F5)
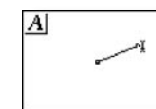
A crossed cursor for: Labeling points through the Alph-Num Menu (F5)