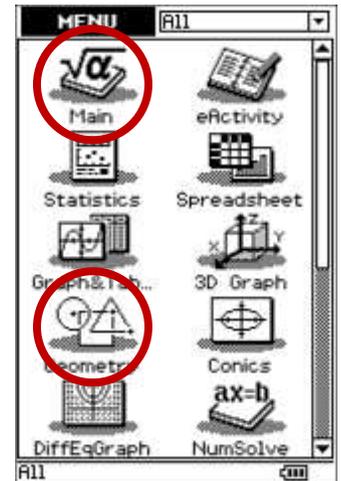
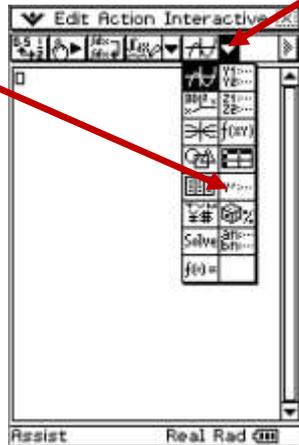
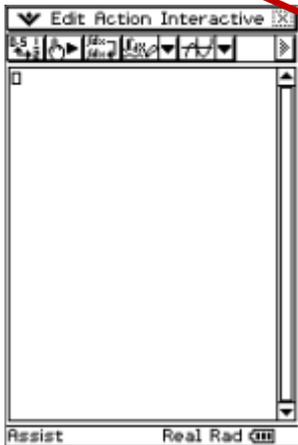


## Drag and Drop between applications

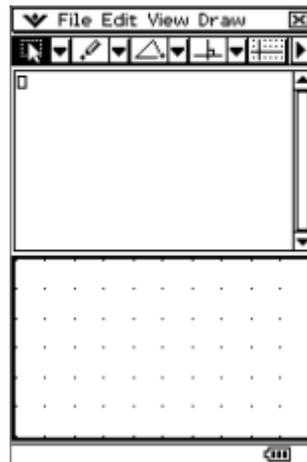
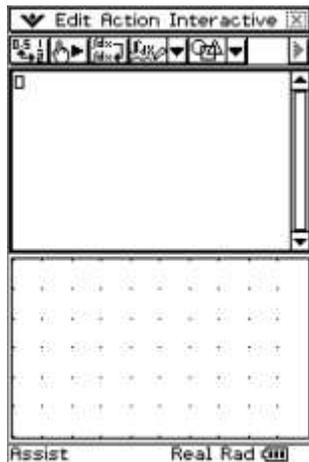
This resource was written by Derek Smith with the support of CASIO New Zealand. It may be freely distributed but remains the intellectual property of the author and CASIO.

This activity links the **Main** and **Geometry** windows together by using the stylus to interact the algebraic and graphical forms.

Open the **Main** window, then tap on the interactive dropdown on the top right. Select the **Geometry** icon.



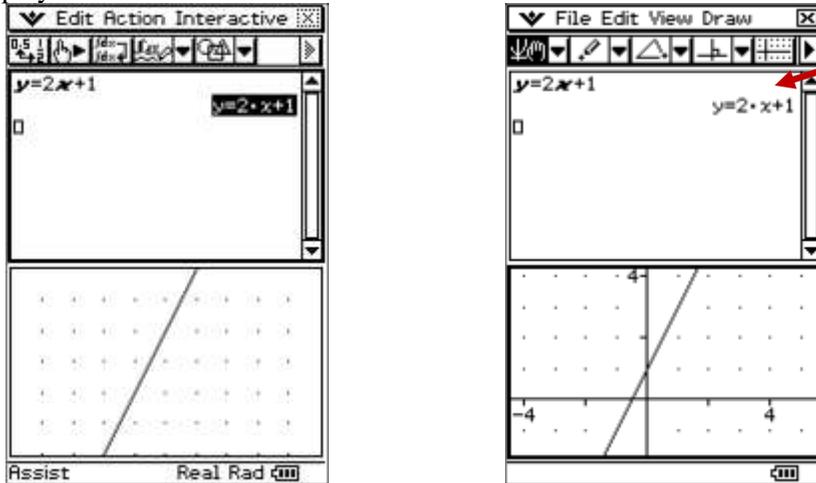
You now have two windows open. The window with the **bold** edge is the working window. By tapping the stylus in the window you want to work in the edging will become bold.



In the **Main** window type in  $y = 2x + 1$ , then [EXE]. In the example below the keyboard has been used to type the equation. You can 'hide' the keyboard by pressing the Keyboard button to reveal the geometry window (behind).

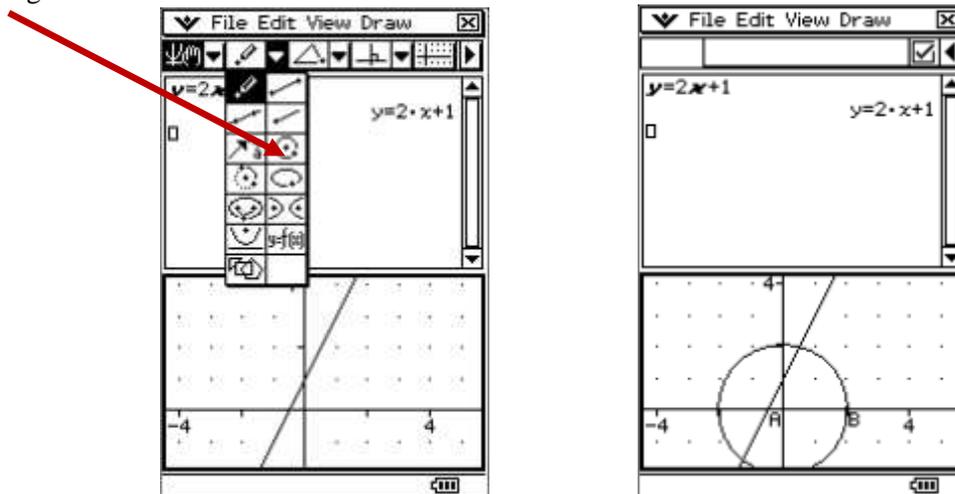


Now highlight the equation with your stylus and without taking the stylus off the screen, drag the equation into the **Geometry** window. To see the  $x$ - $y$  axes you may need to move the geometry screen around and tapping on the **Grid** icon you can display the axes and scale.

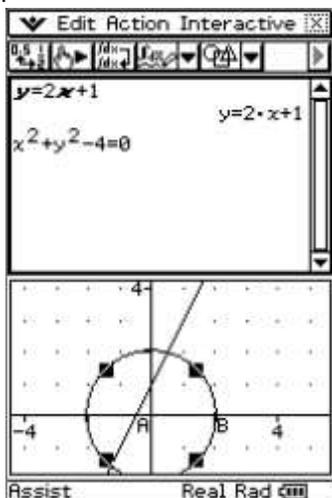


In the **Geometry** window draw a circle with centre (0,0) and a radius of 2 units. This will label the centre 'A' and the circumference 'B' (If you do not have any diagrams already in the **Geometry** window).

Circle drawing command



Now tap the stylus on the circumference of the circle, so that it is highlighted, and without taking the stylus off the screen drag the circle into the **Main** window, displaying the equation of the circle, i.e.  $x^2 + y^2 - 4 = 0$ .



**Note:** You can switch the windows (changing the top to the bottom and bottom to the top window) by tapping on the 'Swap' icon at the bottom of the screen.



**Enjoy!**

