

Dragging and Dropping

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.

Definitions:

1. Highlighting an equation or diagram or graph.
2. Dragging over the 'boundary'
3. Dropping into the new 'Window'

The ClassPad 300 has a **drag and drop** feature that is quite remarkable in a geometric /algebraic / graphical sense. It has a revolutionary aspect, where it is possible to have two areas open simultaneously and interacting seamlessly with each other.

Icon interactions:

Main with **Geometry**

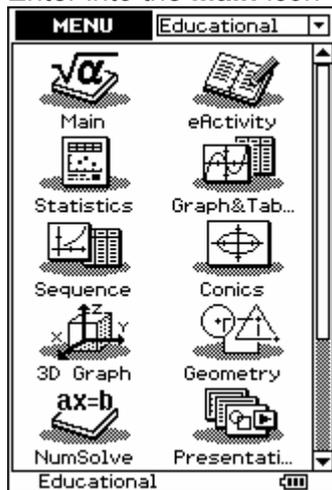
Main with **Graph and Table**

In **Conics**

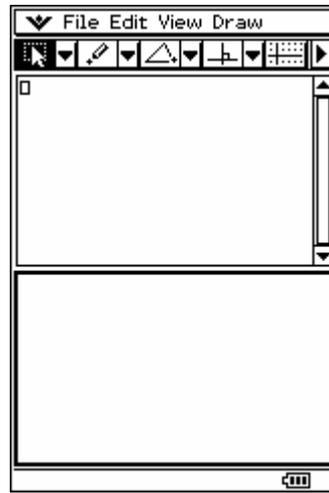
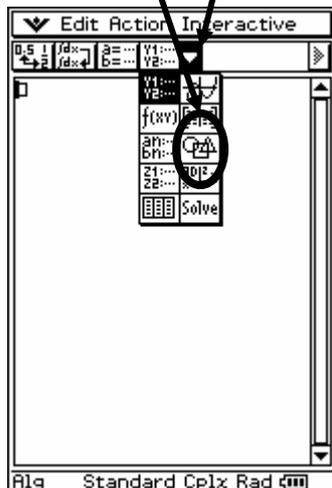
In **3D graph**

Example:

Enter into the **Main** icon



Select the arrow ▼ and choose geometry

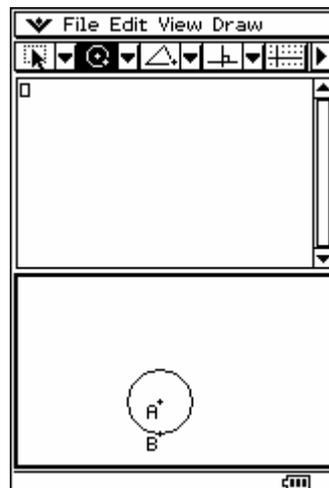
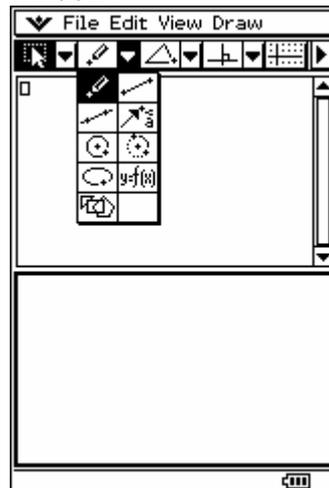


Above is the two 'windows' open.

Main on the top and **Geometry** underneath. Notice that which ever window you are in it has a **bold border**. [In the screen above, the Geometry window is indicated open.]

Clear any items that you may have on the screen by tapping **Edit** and **Clear all**.

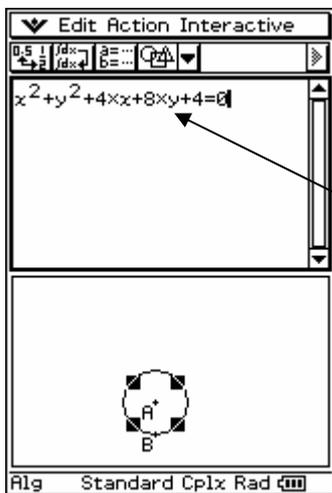
Draw a circle anywhere in the **Geometry** window.



Now tap the pointer

Then tap the circle and again touch the circle and drag it into the **Main** window and drop it to the left of the little working rectangle positioned in the top left of the **Main** window.



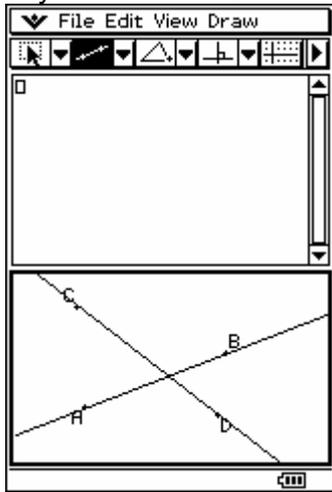


Note: Your equation for the circle will be different to the one presented here.

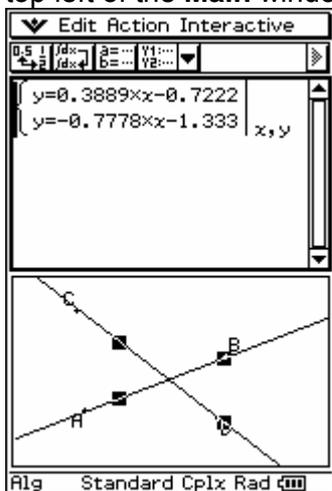
**Applications:
Intersection points**

Clear any items that you may have on the screen by tapping **Edit** and **Clear all**.

Draw any two intersecting lines, anywhere in the **Geometry** window.

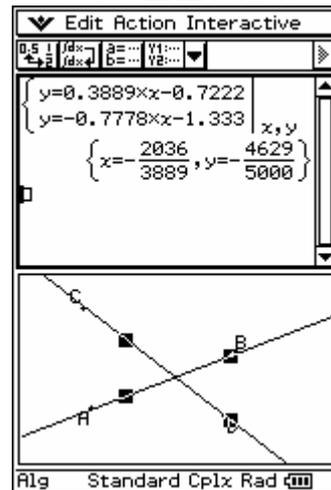


Now tap the pointer, then tap these lines (one at a time) and then again and drag it into the **Main** window and drop it to the left of the little working rectangle positioned in the top left of the **Main** window.



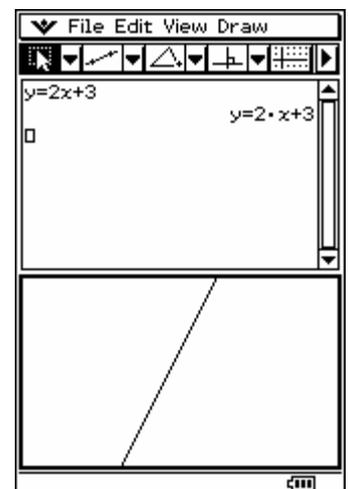
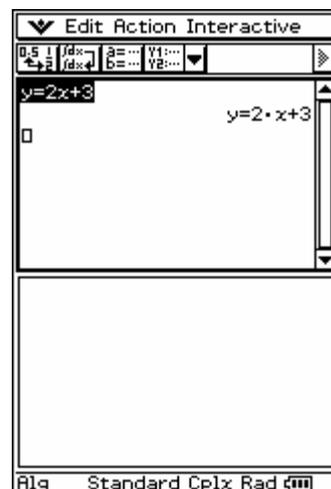
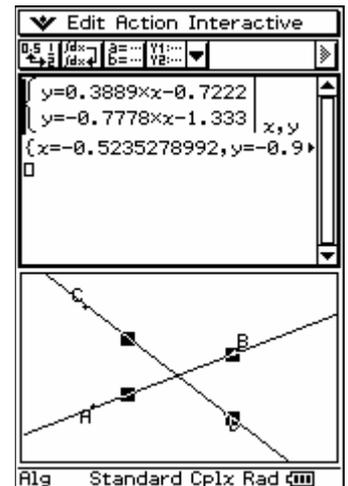
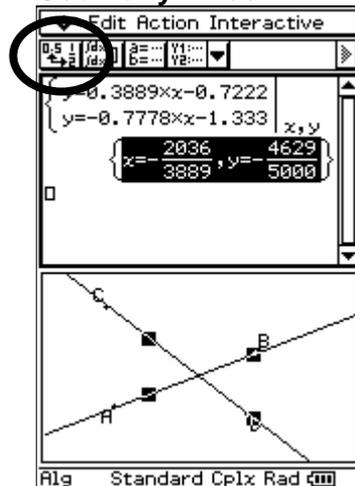
The lines drawn have their equations displayed and set up for solving simultaneously.

Press the **EXE** button to solve the equations.



Highlighting the solutions and then tapping the 0.5 ↔ 1/2 converts the (x, y) solutions into decimal form.

The same 'drag and drop' technique can be done in reverse, i.e. write an equation in the **Main** window, highlight it and drag it into the **Geometry** window.



There are co-ordinate axes and grid lines in the **Geometry** window, tap here.

