

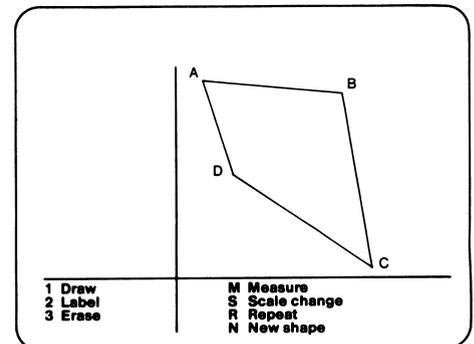
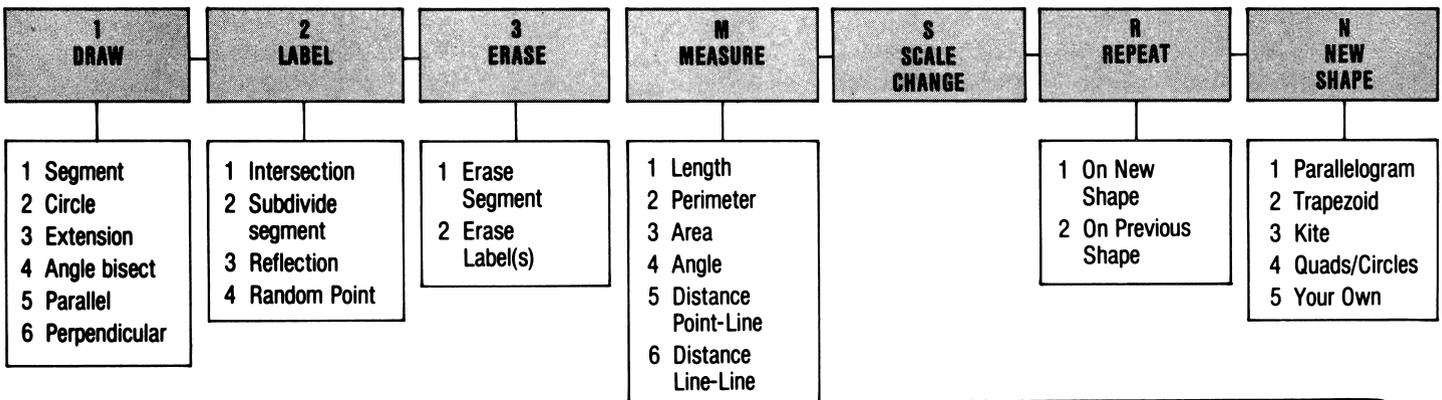
12-22	Your own (NEW SHAPE)	6-22, 88	NEW SHAPE
58	Subdivide Segment (LABEL)	27, 65-83	MEASURE
6	Square [Parallelogram] (NEW SHAPE)	66-68	Length (MEASURE)
12-15	Sides and Angles [Your Own] (NEW SHAPE)	25, 55-63	LABEL
33	Segment (DRAW)	8	Kite (NEW SHAPE)
28, 84	SCALE CHANGE	7	Isosceles [Trapezoid] (NEW SHAPE)
7	Right angle [Trapezoid] (NEW SHAPE)	56-57	Intersection (LABEL)
6	Rhombus [Parallelogram] (NEW SHAPE)	9-10	Inscribed with a circle [Quads/Circles] (NEW SHAPE)
29, 85-87	REPEAT	43-45	Extension (DRAW)
59-62	Reflection (LABEL)	26, 64	Erase Label(s) (ERASE)
6	Rectangle [Parallelogram] (NEW SHAPE)	26, 64	Erase Segment (ERASE)
7	Random [Trapezoid] (NEW SHAPE)	26, 64	ERASE
6	Random [Parallelogram] (NEW SHAPE)	24, 32-54	DRAW
63	Random Point (LABEL)	78-80	Distance Point-Line (MEASURE)
9-11	Quads/Circles (NEW SHAPE)	81-83	Distance Line-Line (MEASURE)
52-54	Perpendicular (DRAW)	16-22	Diagonals [Your own] (NEW SHAPE)
69-72	Perimeter (MEASURE)	11	Circumscribed by a circle [Quads/Circles] (NEW SHAPE)
6	Parallelogram (NEW SHAPE)	34-42	Circle (DRAW)
49-51	Parallel (DRAW)	73-75	Area (MEASURE)
29, 85-87	On Previous Shape (REPEAT)	46-48	Angle Bisector (DRAW)
29, 85-87	On New Shape (REPEAT)	76-77	Angle (MEASURE)

Manual Index by Menu

GEOMETRIC SUPPOSER QUICK REFERENCE CARD

Quadrilaterals

Menus



Main Menu

Sub Menu

About Certain Keys

ESC: At any time, ESC will return you to the previous menu.

RETURN: You only have to press RETURN when: 1. making numerical entries, 2. you have the option of naming more than one segment but only want to name one [e.g., in defining the length of a construction by the segment(s) that it intersects], and 3. you enter three letters to name a triangle rather than four for a quadrilateral (e.g., in specifying the shape that a circle will circumscribe). In all other cases,

the SUPPOSER will carry out the operation automatically once you have made your entry.

CTRL D: To clear the Data Column, press CONTROL D(delete).

u: This is the symbol for the standard unit of length or area which appears in the upper right-hand corner of the screen. Use this unit when specifying the length of any segment to be drawn, or in measuring any segment, area, or distance by simply entering the letter u.

About Some Limits

Specifying values: Because of the size of the screen, you should use segments or sides with lengths less than 8 units long so that your shape or construction will fit on the screen.

When you enter a value for an angle or a length, you may enter a number with up to two decimal places.

"Beeps": If your shape or construction will not fit on the screen, the program will "beep" and automatically adjust the size of the construction so that it fits on the screen. When this happens, you can also try using the **Scale Change** option. In addition to changing the scale of the construction, the program will attempt to locate the construction on the screen so that it can be seen in its entirety.

Labels: Because of memory limitations, you may not make constructions that require more than 24 labels. The available labels are A through X. When you try to go beyond X, the following message is displayed: "Limit on the number of constructions or labels has been reached. Press the space

bar to continue." When this message appears, you can no longer use the **Draw**, **Label**, or **Erase** options, but you can use **Measure**, **Scale Change**, **Repeat**, or **New Shape** after pressing the space bar.

Constructions: Because of memory limitations, you may not make more than 20 constructions on a quadrilateral. When you try to draw or label more than 20 items on a single shape, the following message is displayed: "Limit on the number of constructions or labels has been reached. Press the space bar to continue." When this message appears, you can no longer use the **Draw**, **Label**, or **Erase** options, but you can use **Measure**, **Scale Change**, **Repeat**, or **New Shape** after pressing the space bar.

Measurements: Measurements are accurate to within plus or minus 1% due to the limitations of the computer graphic display. The program may report, for example, an angle measure of 179 degrees rather than 180 degrees, or a length of 3.99 or 4.01 rather than 4.

About Some Miscellaneous Items

Entry errors: If you make a mistake (e.g., entering **ABD** when you mean to enter **ABCD**), you may use the backspace or delete key to delete the error and then enter the proper letter.

If you enter a number when a letter is called for, or enter the name of an angle which does not exist on the screen, the entry will not be accepted.

If you enter the name of the wrong angle, segment, or shape in a construction or measurement, you can correct your error by pressing ESC which will return you to the previous menu.

When entering the name of a shape, be sure to enter the letters in the proper order (e.g., enter **ABCD** and not **ACBD**).

Given the logic of the program, **ABCD** defines a different shape than **ACBD**.

Data Column: The Data Column will display all your measurements, will scroll when it is full, and will clear when you create a new triangle. You may also clear the Data Column when you are in one of the menus by entering CONTROL D.

Erase: The ERASE option allows you to erase segments or labels on a construction from the screen, but not from the memory. Therefore, you can still carry out constructions and measurements on the erased elements. The ERASE option will not increase the number of available constructions or labels. Also, each use of the ERASE option counts as a construction.

Moving Elements on the Screen

To move elements on the screen, use the following keys:

	APPLE IIe or IIc	APPLE II+
LEFT	left arrow	left arrow
RIGHT	right arrow	right arrow
UP	up arrow	CTRL K
DOWN	down arrow	CTRL J