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A Program (An In-Out Machine)
On T.I.-83 Calculators

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A PROGRAM (AN IN-OUT MACHINE) ON T.I.-83 CALCULATORS

This program takes an input number, performs some rule on it, and shows the output number that results.

Steps to Follow	Comments
1. Press PRGM, highlight NEW, and press ENTER.	This is how you start to write a new program.
2. Type INOUT, and press ENTER.	INOUT will be the name of the program.
3. Press PRGM, highlight I/O, highlight Disp, and press ENTER.	Disp is used for showing something on the screen.
4. Press 2nd ALPHA.	The blinking A means you are using the letters above the keys.
5. Type "INPUT NUMBER", and press ENTER.	The blank spacer is the "□" symbol.
6. Press PRGM, highlight I/O, highlight Input, and press ENTER.	Input is used for getting a value from the program user and storing it.
7. Press ALPHA, and type I, and press ENTER.	The input number is stored in a bin labeled with the letter I.
8. Press 2nd ALPHA, and type "APPLY RULE:", and press ENTER.	This line will act as a marker for the rule which follows.
9. Press ALPHA, and type I.	You start your rule with the value given as the input.
10. Press each of the following keys: + 4 STO→ ALPHA O, and press ENTER.	The rule is to add 4 to the input value and store (→) the result in a bin labeled with the letter O.
11. Press PRGM, highlight I/O, highlight Disp, and press ENTER.	
12. Press 2nd ALPHA, type "OUTPUT NUMBER", and press ENTER.	
13. Press PRGM, highlight I/O, highlight Disp, press ENTER, press ALPHA, type O, and press ENTER.	The value that is stored in the bin labeled with the O is shown on the screen.
14. Press QUIT.	This will get you out of the programming area and back to the home screen.

To use the program:

Press PRGM, highlight EXEC, highlight the program number, and press ENTER. The screen will show the name of the program. If this is correct, press ENTER. Type a number as an input value, and you will get the corresponding output value. The program will execute again by pressing ENTER.

To end the program, press QUIT.