

	T	4.00
9 R+	Z	3.00
	Y	2.00
	X	1.00

All the numbers are back in the registers they started in. No numbers have been lost.

	T	3.00
9 R+	Z	2.00
	Y	1.00
	X	4.00

The number in T replaces the number in the X-register this time. The other numbers shift up one place.

	T	2.00
9 R+	Z	1.00
	Y	4.00
	X	3.00

And again the numbers are rearranged in the stack. 3.00 is now in the displayed X-register.

	T	1.00
9 R+	Z	4.00
	Y	3.00
	X	2.00

The numbers are rotated up one place again. 2.00, which was in the T-register, is now in the displayed X-register.

	T	4.00
9 R+	Z	3.00
	Y	2.00
	X	1.00

All the numbers are back where they started. No numbers have been lost.

These keys are used primarily to position numbers in the stack. However, if you're unsure of the contents of the stack, use **9** **R+** and **9** **R+**, as we have done here, to verify the location of the data.

Exchanging X and Y

The **9** **x↔y** (x exchange y) keys exchange the contents of the X- and Y-registers without affecting Z- and T-registers. If you press **9** **x↔y** with the data intact from the previous example, the numbers in the X- and Y-registers will be changed

from this:		to this:
4.00	→	4.00
3.00	→	3.00
2.00	↔	1.00
1.00	↔	2.00

Similarly, pressing **9** **x↔y** again will restore the numbers in the X- and Y-registers to their original places. These keys are used to position numbers in the stack or simply to view the Y-register.

D and E

You may notice that **R+** and **x↔y** are also available on the **D** and **E** keys when the power is first switched ON. The five functions shown in the window were selected because they are the most commonly used. Their primary intent is for manual use from the keyboard. They each permit single keystroke operation of functions that otherwise would require two keystrokes. When the **A** thru **E** keys are redefined by a program (or whenever **f** **PRGM** has been pressed), the window functions are still available by two keystrokes.