The program pointer takes the place of your finger, pushing the keys one by one. The calculator executes each step as the program pointer points to it.
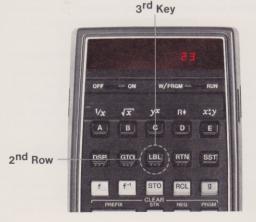
Single Step

SST (single step) cannot be stored in program memory. In W/PRGM mode, it enables you to review a program one step at a time. Pressing **SST** advances the program pointer to the next step in memory—showing you the steps but not executing them.

Keycodes. Now let's use the **SST** key to take a look at the program defining the **A** key. Press **SST** one time and the display changes to:

This is the keycode for the first step of the program. How can you tell what key it is? Simply count down 2 rows and count over 3 keys. You should find the **LBL** (label) key. The codes represent the number of rows down and the number of keys across.

The digit keys are the exception. For ease of recognition, the digit keys **0** thru **9** and the blue and gold functions associated with them are displayed simply as 00 thru 09. Press **SST** again and the display changes to:

This represents the **A** key (*first row, first key*). Press **SST** again and the keycode for the blue prefix key **g** is displayed:

Again pressing **SST** changes the display to:

Notice here that because the previous code was for the blue prefix key **g**, this code will be interpreted by the calculator as **1/x**, the blue alternate function of the **4** key. Pressing **SST** one more time displays the last keycode of the program controlled by the **A** key which is **RTN** (return):

As you can see, the default program executed by the **A** key is:

Keycodes	Keys	Comments
23	**LBL**	Execution begins here when **A** is pressed.
11	**A**	
35	**g**	These keys produce the same result here as they do from the keyboard.
04	**1/x**	
24	**RTN**	Defines the end of the program.