Here's how we do it:

1. Switch to RUN mode.
2. Press GTO A to return the pointer to LBL A .
3. Switch back to W/PRGM mode.
4. Press SST once to position the pointer at the step being deleted. The display should show code 03.
5. Press g DEL to delete the unwanted step. You should see keycode 11 displayed.
6. Press 2 to insert the new step.
7. Press SST nine times to position the pointer at the second of the two consecutive steps to be deleted. The display should show keycode 81.
8. Press g DEL to delete the ÷ key. The pointer backs up to display 03.
9. Press g DEL to delete the 3 key. The display should show keycode 71.
10. Now switch back to RUN mode to run the program.

Run the program by keying in a value for r and pressing A .

Example. Calculate the area of a sphere with r = 25.

Press	See Displayed
25 A	7853.98

For additional practice, try changing this program back again so that it calculates the volume of a sphere.

Branching

Although program execution is normally sequential, with one step executed after another, the calculator has the ability to jump (branch) to any labelled section of a program and continue execution there.

Labels

A label consists of the LBL key and a digit key (0 thru 9) or a program control key (A thru E). Any or all of these 15 unique labels can be used in a program, although only program control key labels (LBL A thru LBL E) can mark a section of program that can subsequently be executed directly from the keyboard.

Direct Branching

A direct branch in a program consists of the GTO key and a digit key (0 thru 9) or a program control key (A thru E). Each such direct branch should be paired with a corresponding label somewhere within the program. If there is no corresponding label, the calculator will continue execution at the top of memory. When the calculator executes a direct branch, the program pointer searches downward in memory for the label from the GTO, not from the top of memory. Program execution continues at the corresponding label. For example, GTO 3 branches the program pointer to LBL 3 and program execution continues there. Remember that GTO 3 produces the same result from the keyboard, except that program execution does not continue.

Writing a Program with a Direct Branch. Direct branching is commonly used when two or several functions have a common section. Let's write a program to illustrate this. Suppose you needed to write programs for two similar equations:

$$y = \frac{\sin x}{3(\sin x)^2 + 2} \qquad y = \frac{\cos x}{3(\cos x)^2 + 2}$$

You could, easily enough, write a separate program for each and control one with the A key and the other with the B key.