Now switch to RUN mode and try this program to make sure it works.

Example. Find the area of a sphere with r = 15.

Press	See Displayed	
15 [A]	`2827.43`	Area of sphere.

Now let's find the volume of the same sphere using this program.

Press	See Displayed	
15 [A]	`2827.43`	Area of sphere.
[RCL] [1]	`15.`	Recall the radius value r.
[×]	`42411.50`	r × Area.
[3]	`3.`	
[÷]	`14137.17`	Volume of sphere.

In order to make this key sequence a separate program we need only add [LBL] to the top and [RTN] to the bottom.

Keys	Comments	Keys	Comments
[LBL]	} Beginning of program.	[×]	r × Area.
[B]		[3]	
[A]	Call subroutine A.	[÷]	Volume of sphere.
[RCL] [1]	Recall the radius value r.	[RTN]	End of program.

Notice that instead of having to key in the radius again, we can simply recall it from R_1. Switch to W/PRGM mode and key in this new program. Don't press [f] [PRGM] this time because we want to keep the [A] program in the calculator.

Now let's use both programs.

Example. Find the area and volume of a sphere with a radius of 20.

Press	See Displayed	
20 [A]	`5026.55`	Area of the sphere.
[B]	`33510.32`	Volume of the sphere.

The calculator finds the volume of the sphere in this example in the same way you did in the previous example.

Second Subroutines. A subroutine cannot call a subroutine of its own. There is simply no third pointer to keep track of things. If you try to call a second subroutine, you'll find that program execution transfers from that subroutine back to the main program, not the first subroutine.