**Graph**

1. Open\_Graph\_Window(width, height)
2. Close\_Graph\_Window
3. Clear\_Window(color)
4. Save\_Graph\_Window(filename)
5. Update\_Graph\_Window
6. Unfreeze\_Graph\_Window
7. Set\_Window\_Title(“Title”)
8. Set\_Font\_Size(size)
9. Set\_Precision(precision)
10. Get\_Mouse\_Button(which\_button, x, y)
11. Wait\_For\_Key

* Wait for user to type a key

1. Wait\_For\_Mouse\_Button(which\_button)

* Left\_Mouse || Right\_Mouse

**File I/O**

1. Redirect\_input(yes/no || “filename”)
2. Redirect\_Output(yes/no || “filename”)
3. Redirect\_Output\_Append(yes/no || “filename”)

**Etc**

1. Clear\_Console
2. to\_character(ascii)
   1. to\_charcter(13) is newline character