

\$₁ #₂ K₃ **SetValues**

SetValues{IntObject, StringObject}

Sets the values displayed in the window.

Input:

IntObject - an integer (or similar numeric object) representing the number to display

StringObject - a string (or error object) to display in the window

Example

```
SetValue{123, "This is a sample piece of text"};
```

1\$ SetValues Function

2# setvalues

3K SetValues

\$₄ #₅ K₆ **GetValue**

a:=GetValues;

Returns an array containing the integer and string displayed in the window.

Output:

{IntObject, StringObject}

IntObject The number displayed as an integer

StringObject The text displayed as a string

4\$ GetValues Function

5# getvalues

6K GetValues