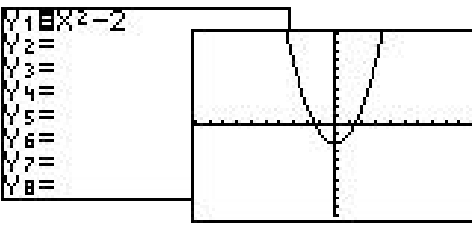
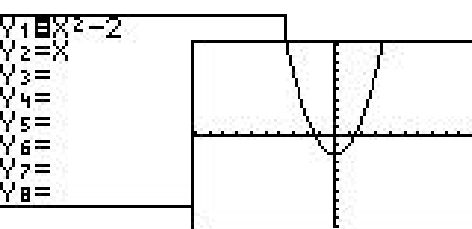
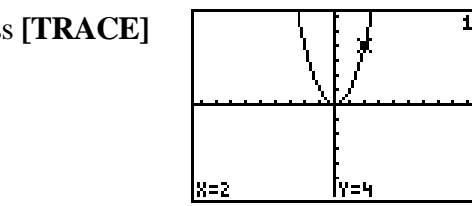
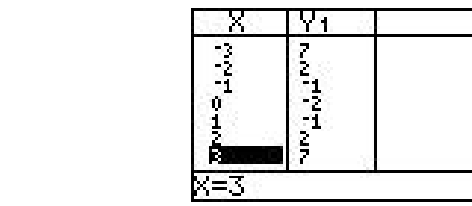
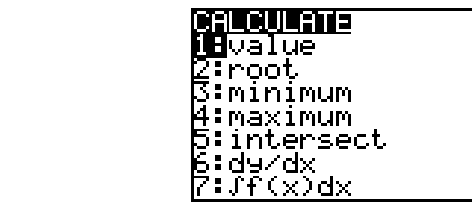
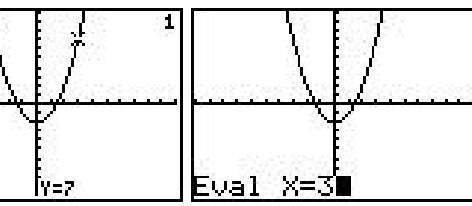



Graphing Techniques –TI-82

<p>Graphing an Equation</p>	<p>Press [Y=], enter the desired equation. Use the [X,T,è] key to enter variables. Press [GRAPH].</p>	
<p>Activate/De-activate Allows you to turn an equation “on” or “off”. Highlighted equation will be graphed. Unhighlighted equation will not be graphed.</p>	<p>Press [Y=]. Pressing [ENTER] while on = will turn the equation “on” or “off”. When the = is highlighted the equation is activated.</p>	
<p>Tracing a Graph As the cursor traces the path of the graph, the x and y coordinates of each point will be displayed at the bottom.</p>	<p>After the graph is displayed press [TRACE] and arrow left or right to trace.</p>	
<p>Table Displays X-Y table of values for equations in [Y=].</p>	<p>Press [2nd], <TABLE>.</p>	
<p>Calc Menu The options typically used are: value, root or zero, minimum, maximum and intersect.</p>	<p>Press [2nd], <CALC>.</p>	
<p>Calculating the Function Value for x while in the Graph Screen The cursor will go to the point on the graph and the x,y values will be displayed at the bottom of the screen.</p>	<p>Press [2nd], <CALC>, 1:value. Enter a value for x and press [ENTER].</p>	

Graphing Techniques –TI-82

<p>Calculating Root or Zero Used to find x-intercepts of graphs, zeros of a polynomial or solutions to an equation.</p>	<p>After graph is displayed, press [2nd], <CALC>, 2:Root. When you see Lower Bound? move the cursor to the left of the x-intercept of the graph and press [ENTER]. You will then see Upper Bound? Move the cursor to the right of the x-intercept and press [ENTER]. When you see Guess? press [ENTER]. The root will be displayed at the bottom. If several roots exist, the procedure should be repeated for each one.</p>		
<p>Calculating a Minimum or Maximum Used to find the vertex of a parabola, absolute maximum or minimum, relative maximum or minimum or boundary points for domain and range</p>	<p>After the graph is displayed, press [2nd] <CALC>, choose 3:minimum or 4:maximum, depending on the direction of the graph. At Lower Bound?, move the cursor to the left of the min or max you are trying to find and press [ENTER]. At Upper Bound? move the cursor to the right of the min or max and press [ENTER]. When you see Guess?, move the cursor as close as possible to the min or max and press [ENTER]. The value will be displayed at the bottom. Due to round off errors, it will sometimes be approximated as in the screen shown where the minimum value should be (0,-2).</p>		
<p>Calculating the Intersection Point of Two Graphs Used to solve a system of equations, or to solve an equation by graphing both sides of the equation.</p>	<p>After graph is displayed, press [2nd], <CALC>, 5:intersect. When you see First Curve?, move the cursor close to the intersection point you are trying to find and press [ENTER]. You will then see Second Curve? and then Guess?, press [ENTER] after each of these. The coordinates of the intersection point will be displayed. If there is more than one intersection point repeat the procedure.</p>		

Graphing Techniques –TI-82

<p>Draw Inverse Used to draw the inverse of any equation entered under [Y=].</p>	<p>After graph is displayed, press [2nd], <DRAW>, 8:DrawInv, [2nd], <Y-VARS>, 1:Function, 1:Y1, [ENTER] (Enter Y2, etc. if you are drawing the inverse of a different function.) The graph of the function will remain on the screen and the inverse will also be drawn.</p>	 <p>DrawInv Y1</p>
		