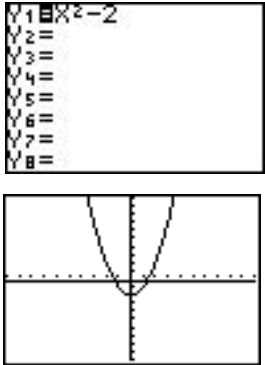
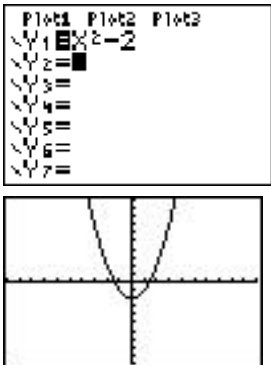
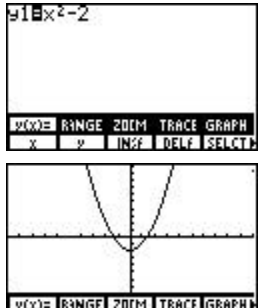
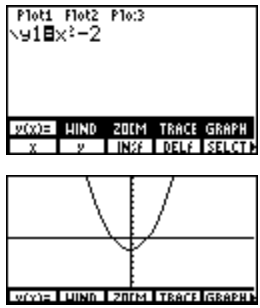
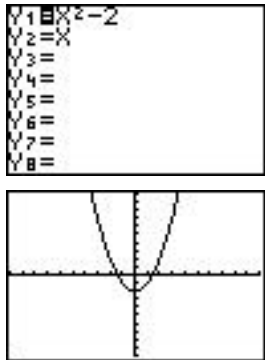
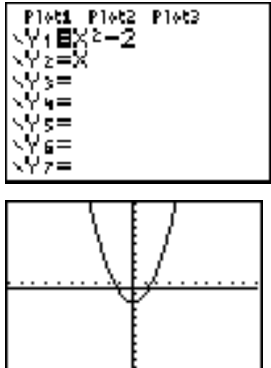
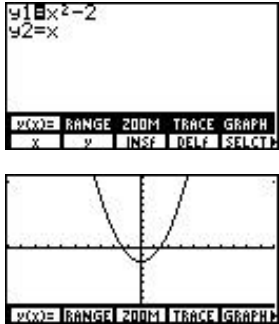
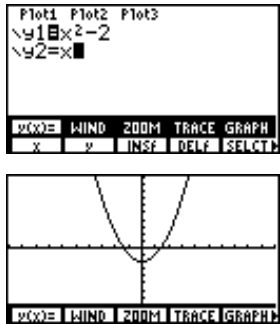
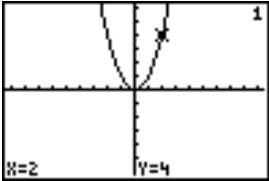
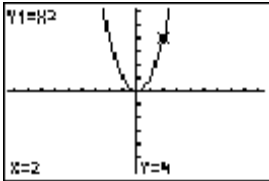
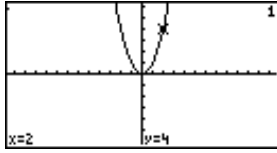
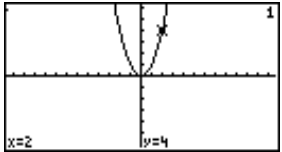
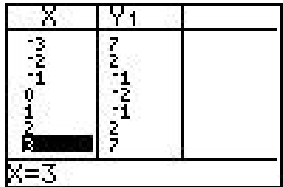
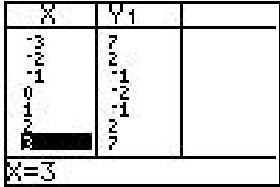
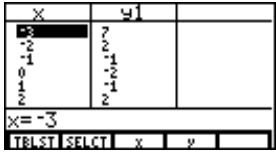
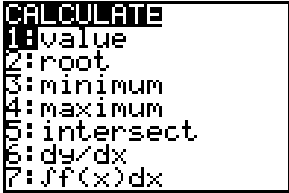
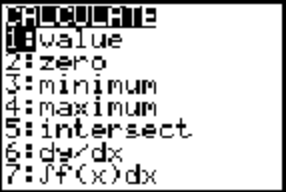
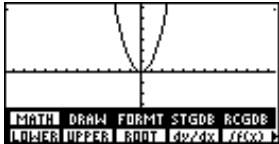
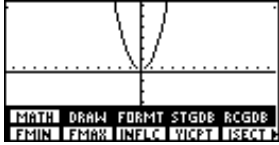
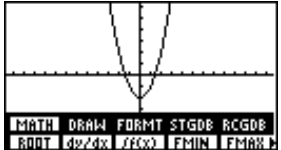
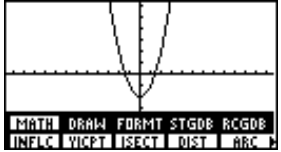
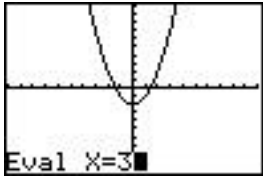
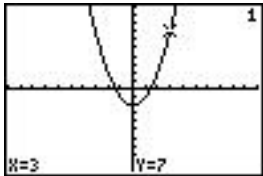
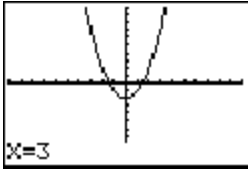
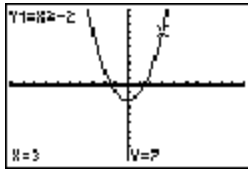
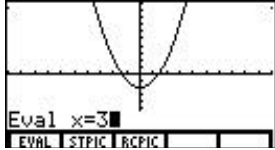
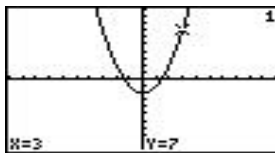
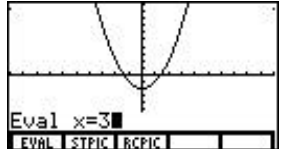
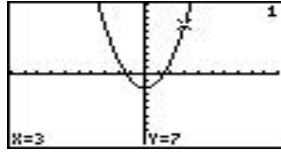

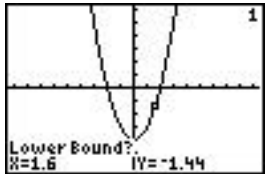
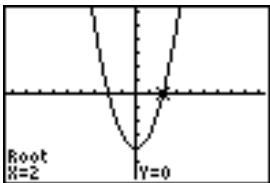
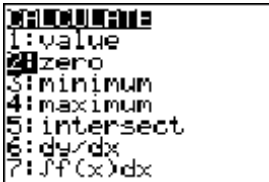
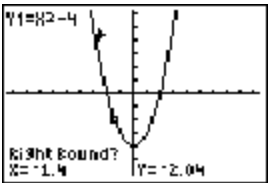
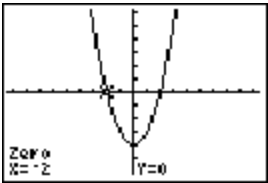
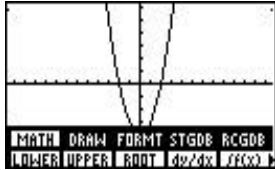
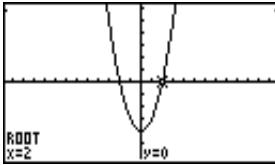
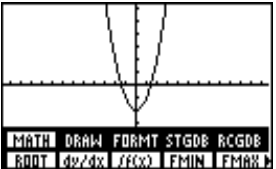
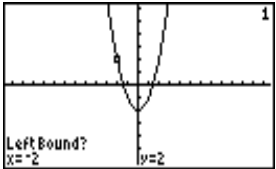
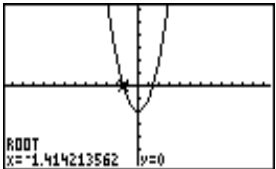
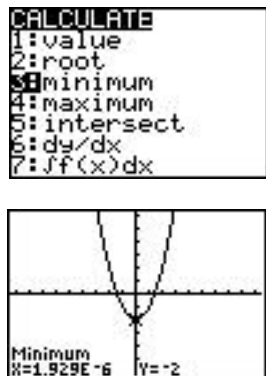
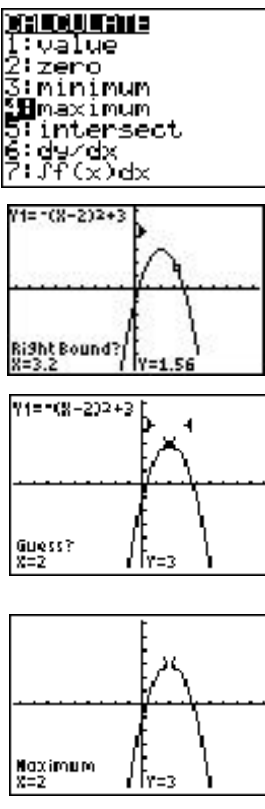
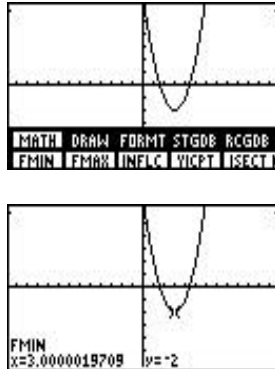
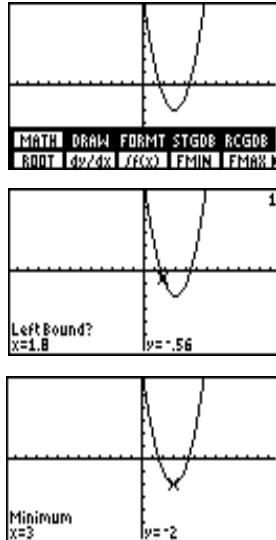


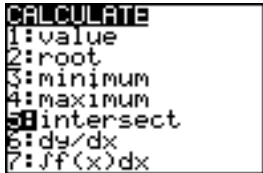
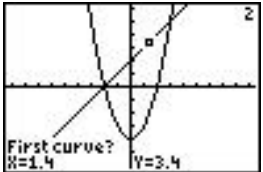
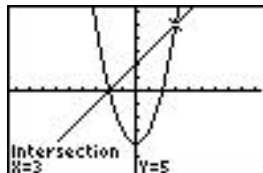
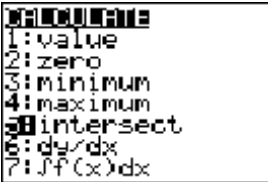
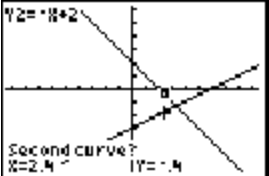
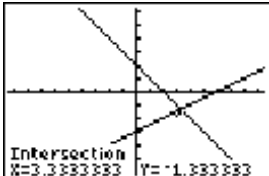
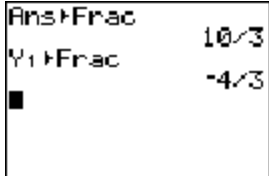
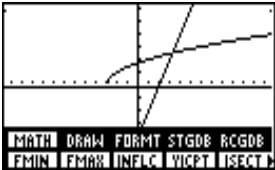
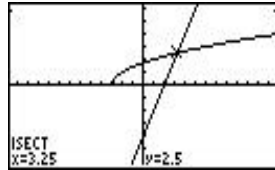
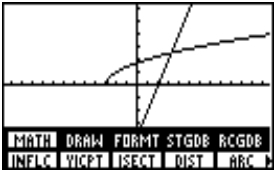
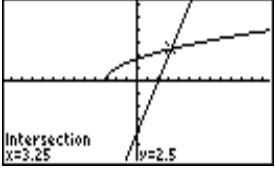
	TI-82	TI-83+	TI-85	TI-86
Graphing an Equation	<p>Press [Y=], enter the desired equation. Use the [X,T,θ] key to enter variables. Press [GRAPH].</p> 	<p>Press [Y=], enter the desired equation. Use the [X,T,θ,n] key to enter variables. Press [GRAPH].</p> 	<p>Press [GRAPH], [F1] to access y(x)=, enter the equation. Use [x-VAR] to enter variables. Press [2nd], [F5] to access GRAPH.</p> 	<p>Press [GRAPH], [F1] to access y(x)=, enter the equation. Use [x-VAR] to enter variables. Press [2nd], [F5] to access GRAPH.</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>Press [Y=]. Pressing [ENTER] while on = will turn the equation “on” or “off”. When the = is highlighted the equation is activated.</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>Press [GRAPH], [F1] to access y(x)=. With the cursor on the equation, press [F5] to access SELECT.</p> 	<p>Press [GRAPH], [F1] to access y(x)=. With the cursor on the equation, press [F5] to access SELECT.</p> 

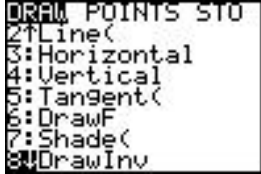

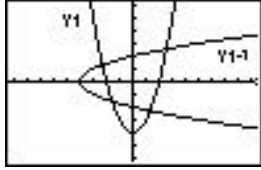
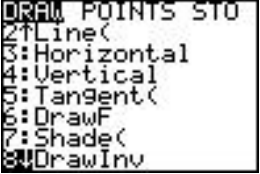

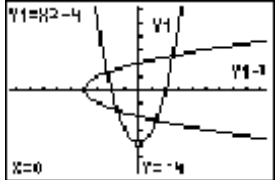
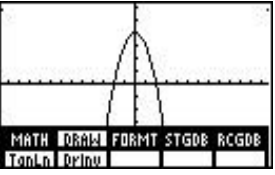

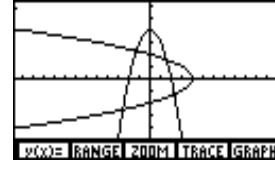

	TI-82	TI-83+	TI-85	TI-86
<p>Tracing a Graph As the cursor traces the path of the graph, the x and y coordinates of each point will be displayed at the bottom.</p>	<p>After the graph is displayed press [TRACE] and arrow left or right to trace.</p> 	<p>After the graph is displayed press [TRACE] and arrow left or right to trace.</p> 	<p>After the graph is displayed press [F4] to access TRACE, arrow left or right to trace.</p> 	<p>After the graph is displayed press [F4] to access TRACE, 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>Press [2nd], <TABLE>.</p> 	<p>Not available.</p>	<p>Press [TABLE], [F1] to access 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>Press [2nd], <CALC>.</p> 	<p>Press [GRAPH], [MORE], [F1] to access MATH. Press [MORE] to see more options displayed on the bottom line.</p>  	<p>Press [GRAPH], [MORE],[F1] to access MATH menu. Press [MORE] to see more options displayed on the bottom line.</p>  

	TI-82	TI-83+	TI-85	TI-86
<p>Calculating the Function Value for x while in the Graph Screen</p> <p>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>  	<p>Press [2nd], <CALC>, 1:value. Enter a value for x and press [ENTER].</p>  	<p>Press [MORE], [MORE], [F1] to access EVAL. Enter a value for x and press [ENTER].</p>  	<p>Press [MORE], [MORE], [F1] to access EVAL. Enter a value for x and press [ENTER].</p>  

	TI-82	TI-83+	TI-85	TI-86
<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>After graph is displayed, press [2nd], <CALC>, 2:Zero. When you see Left Bound? move the cursor to the left of the x-intercept of the graph and press [ENTER]. You will then see Right Bound? Move the cursor to the right of the x-intercept and press [ENTER]. When you see Guess? press [ENTER]. The zero will be displayed at the bottom. If several zeros exist, the procedure should be repeated for each one. Notice the marker that appears on the screen when the bounds are set.</p>   	<p>After graph is displayed, press [MORE], [F1] to access MATH, [F3] to access ROOT. You will not be asked for bounds. Press [ENTER] and the root closest to your cursor will be calculated and displayed at the bottom.</p>  	<p>After graph is displayed, press [MORE], [F1] to access MATH, [F1] to access ROOT. When you see Left Bound? move the cursor to the left of the x-intercept of the graph and press [ENTER]. You will then see Right Bound? Move the cursor to the right of the x-intercept, press [ENTER]. When you see Guess? press [ENTER]. The zero will be displayed at the bottom. If several zeros exist, repeat the procedure. Notice the marker that appears on the screen when the bounds are set.</p>   

	TI-82	TI-83+	TI-85	TI-86
<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>Directions are the same as for the TI-82, except the prompts will be Left Bound?, Right Bound? When asked for a Guess? the closer you move the cursor to the min or max point, the more accurate your answer will be.</p>	<p>After the graph is displayed, press [MORE], [F1] to access MATH, [MORE], [F1] to access FMIN or [F2] to access FMAX. No prompts will be given. Press [ENTER], minimum or maximum will be displayed at the bottom.</p>	<p>After the graph is displayed, press [MORE], [F1] to access MATH, [F4] to access FMIN or [F5] to access FMAX. Left Bound? Right bound? prompts will be given. Answer may be approximated.</p>
			 <p>Answer may be approximated, as in the screen above where the minimum value should be (3,-2).</p>	 <p>In the screen above the minimum was exact because the cursor was taken closer to the minimum value when Guess? appeared.</p>

	TI-82	TI-83+	TI-85	TI-86
<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>   	<p>Directions are the same as the TI-82.</p>    <p>If you wish to convert the intersection point to a fraction, press [2nd] <QUIT>, [MATH], 1:<Frac>, [ENTER] to change the x value. Then press [VARS], arrow right to Y-VARS, 1:Function, 1:Y1, [MATH], 1<Frac>, [ENTER].</p> 	<p>After the graph is displayed, press [MORE], [F1] to access MATH, [MORE], [F5] to access ISECT. Press [ENTER] twice. The intersection point closest to the cursor will be found, no prompts are given. If there is more than one intersection point repeat the procedure.</p>  	<p>After the graph is displayed, press [MORE], [F1] to access MATH, [MORE], [F3] to access ISECT. Prompts for First Curve?, Second Curve? and Guess? are given. The coordinates of the intersection point will be displayed. If there is more than one intersection point repeat the procedure.</p>  

	TI-82	TI-83+	TI-85	TI-86
<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>After graph is displayed, press [2nd], <DRAW>, 8:DrawInv, [VAR], right arrow to Y-VARS, 1:Function, 1:Y1, [ENTER]. You can not trace a graph obtained through the DRAW menu, but you can trace the original function.</p>   	<p>After the graph is displayed, press [MORE], [F2] to access DRAW, [MORE], [MORE], [MORE], [F2] to access DrInv, press [2nd], [ALPHA], [0], to access y, press [1]. DrInv y1 should be displayed. Press [ENTER] to display graph.</p>   	<p>After the graph is displayed, press [MORE], [F2] to access DRAW, [MORE], [MORE], [MORE], [F3] to access DrInv, press [2nd], [ALPHA], [0], to access y, press [1]. DrInv y1 should be displayed. Press [ENTER] to display graph.</p>  <p>The graph of the function will remain on the screen and the inverse will also be drawn. You can not trace a graph obtained through the DRAW menu, but you can trace the original function.</p> 