

TI-83/84 Graphing Calculator

Functions & Graphing

Graph a function

- 1) Enter equation using $Y=$
- 2) \square Graph

Adjust window

- 1) \square Window
- 2) Adjust by entering values in x min/max and y min/max

Zoom

- 1) \square ZOOM
- 2) \square : Standard
• 10x10 window
- 3) \square : Fit
• calculator picks window for you

Vertex

- 1) Graph using $Y=$
- 2) \square \square Trace
- 3) \square : Max or \square : Min
- 4) Left bound, \square
• arrow until cursor is on the left
- 5) Right bound, \square
• arrow until cursor is on the right
- 6) Guess \square

y-intercept

- 1) \square \square Trace
- 2) \square : Value
- 3) $x = \square$

Value Table

\square \square Graph

x-intercepts

- 1) Graph using $Y=$
- 2) \square \square Trace
- 3) \square : Zero
- 4) Left bound, \square
- 5) Right bound, \square
* Make sure the y -value switched signs
- 6) Guess \square

Plug any x-value into equation

- 1) Enter equation using $Y=$
- 2) \square \square Trace
- 3) \square : Value
- 4) $x = \underline{\hspace{1cm}}$
 \square

Miscellaneous

Operations

- x : $\square, \square, \square, \square, \square$
- x^2 : \square
- $\sqrt{\hspace{1cm}}$: \square \square x^2
- x^3 : \square \square \square
- $\sqrt[3]{\hspace{1cm}}$: \square \square \square
- Any exponent: \square
- π : \square \square \square
- $|a|$: \square \square \square \square
- Convert to fraction:
 \square \square \square \square

Entries

- Insert: \square \square
- Delete: \square
- Repeat: \square \square

Type with letters

\square \square Alpha

Made \square Mode

- Float: Rounds decimals
- Angle measure: Radian $\frac{1}{3}$ Degree

Clear Memory

- \square \square \square
- \square : Clear entries \square
• clears all entries on main screen
- \square : Clear all lists \square
• clears all lists in stat menu
- \square : Reset \square x2 All
• resets calculator to factory settings

Lists

- To make a list:
 \square , \square : Edit,
type in entries
- To select a list:
 \square \square \square ,
select list
number desired

Regression

- \square \square \square Calc
- \square : Linear regression
• minimum 2 points
- \square : Quadratic regression
• minimum 3 points
- \square : Cubic regression
• minimum 4 points