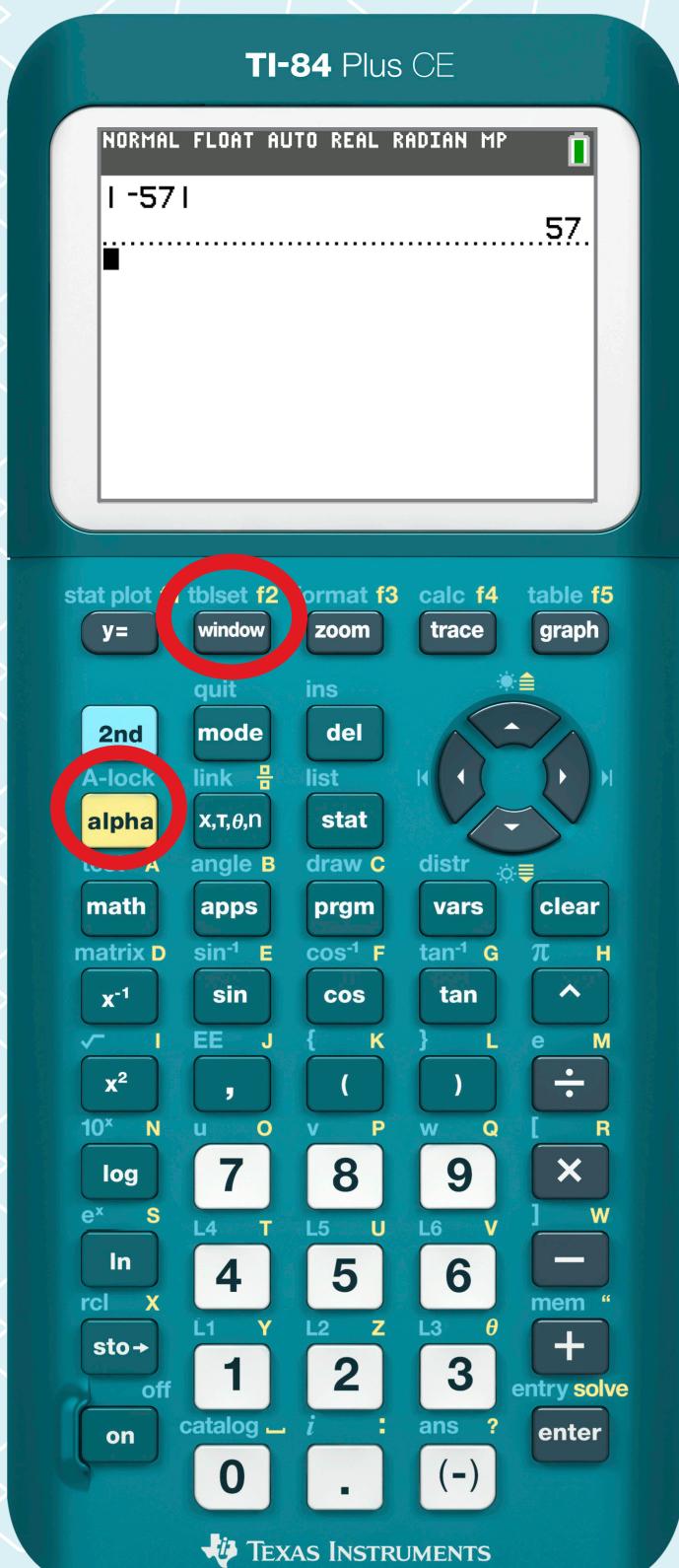


# Absolute Value



A-lock

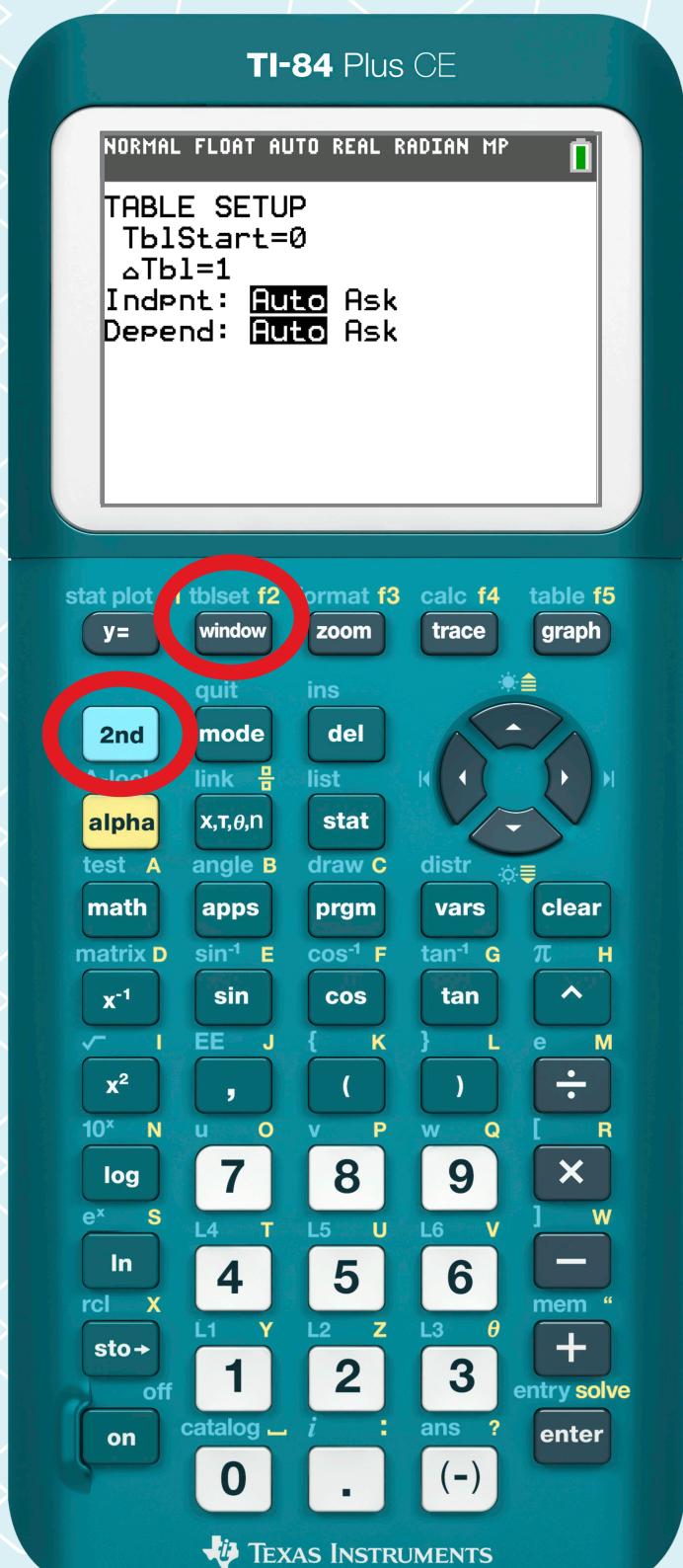
alpha

tblset f2

window

Option 1: abs(

# Adjust Table Values

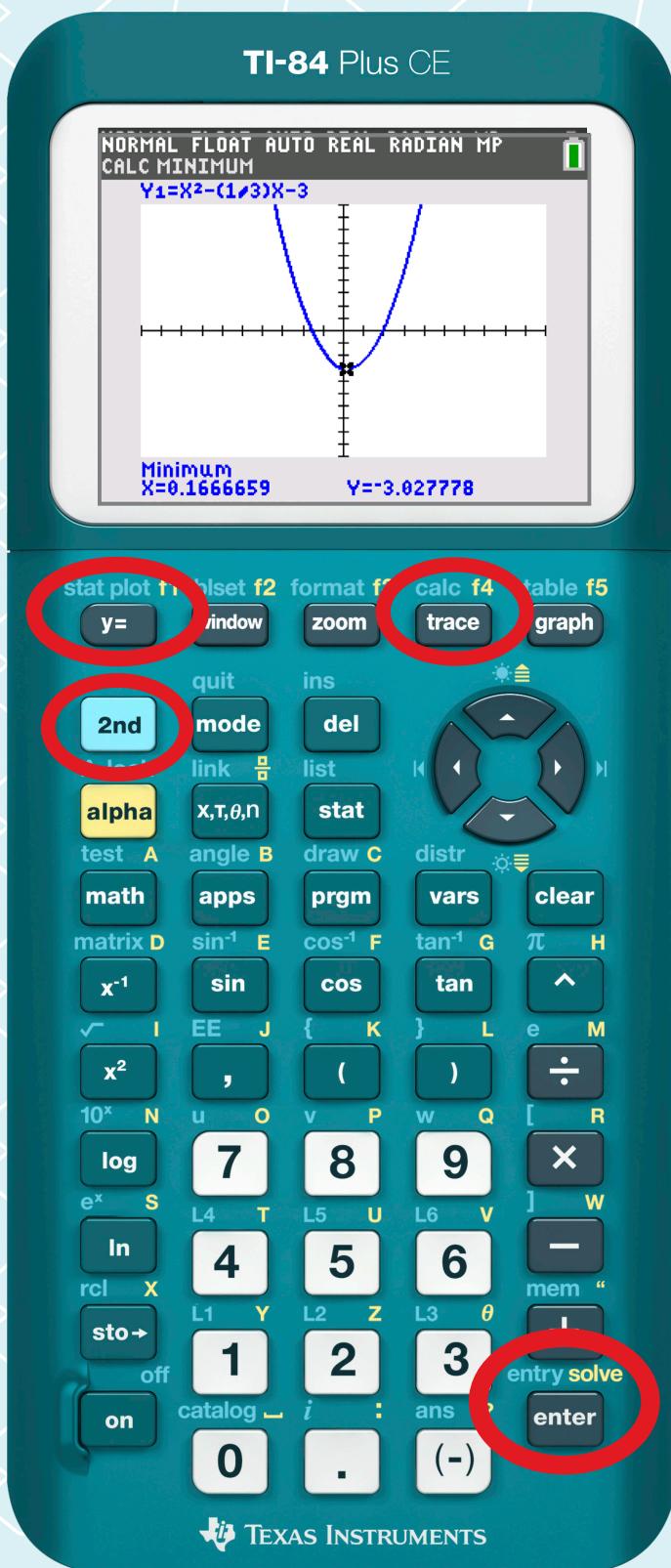


**tblset f2**

**2nd**

**window**

# Finding Vertex (Min.)



stat plot f1

y=

Enter an equation

calc f4

2nd

trace

Option 3: minimum

entry solve

enter

Lower bound?  
Enter number

entry solve

enter

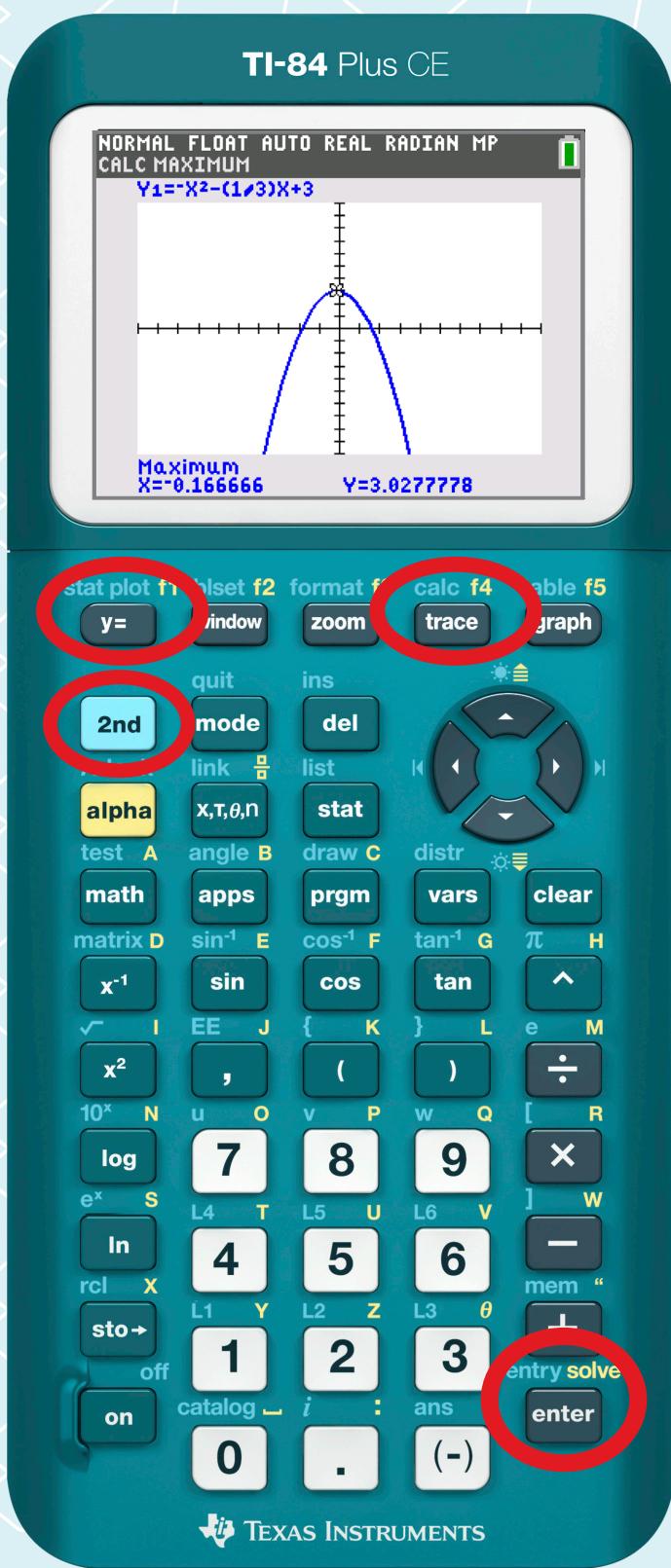
Upper bound?  
Enter number

entry solve

enter

Guess?  
Enter number

# Finding Vertex (Max.)



**stat plot f1**

**y=**

Enter an equation

**calc f4**

**2nd**

**trace**

Option 4: maximum

**entry solve**

**enter**

Lower bound?  
Enter number

**entry solve**

**enter**

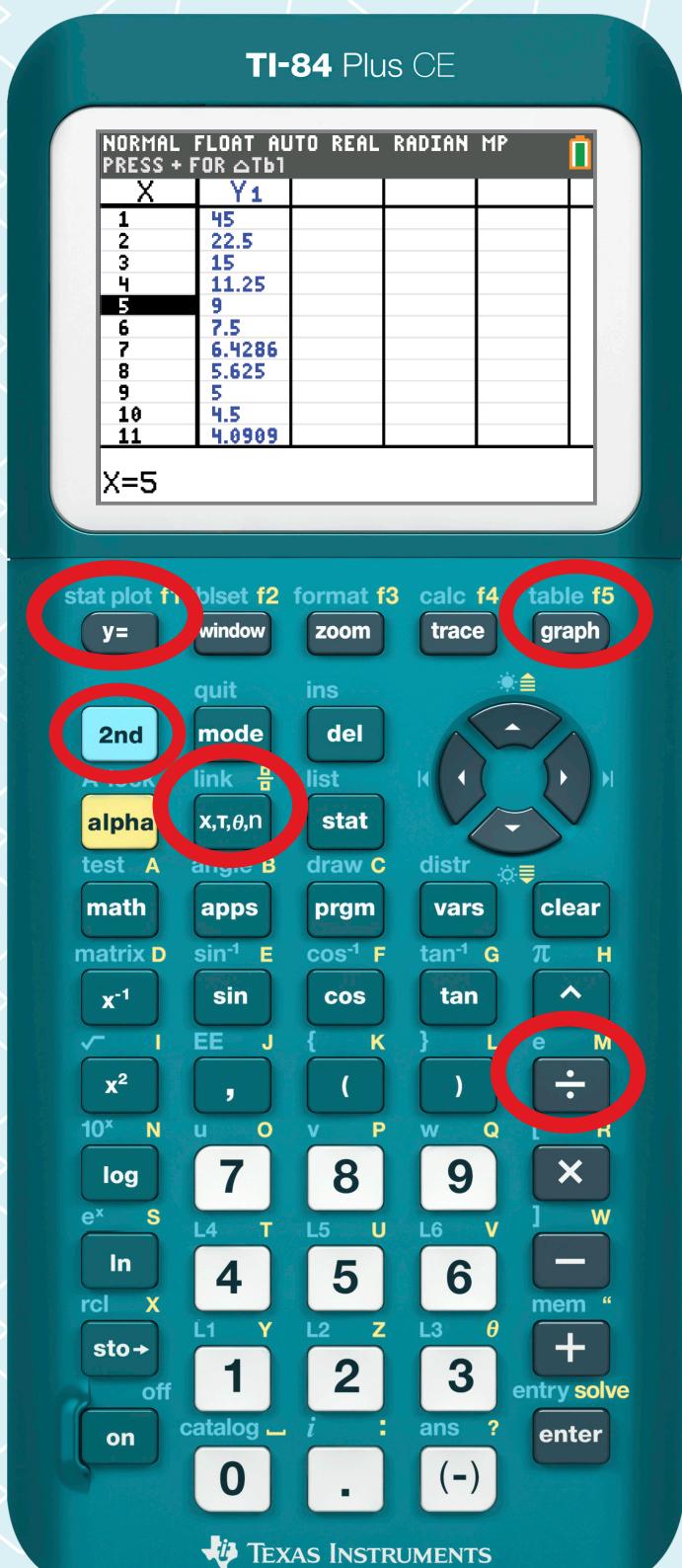
Upper bound?  
Enter number

**entry solve**

**enter**

Guess?  
Enter number

# Finding the Factors



stat plot f1

y=

Enter a number

link

$\frac{\Box}{\Box}$

÷

X,T,θ,n

table f5

2nd

graph

stat plot f1 obset f2 format f3 calc f4 table f5

y=

graph

2nd

mode

link  $\frac{\Box}{\Box}$

x,T,θ,n

list

stat

draw C

distr

matrix D

sin<sup>-1</sup> E

cos<sup>-1</sup> F

tan<sup>-1</sup> G

π H

x<sup>-1</sup>

sin

cos

tan

$\sqrt{x}$

EE J

{ K

)} L

÷ M

x<sup>2</sup>

,

(

) P

10<sup>x</sup> N

u O

v P

w Q

z R

log S

e<sup>x</sup> T

ln U

rcl X

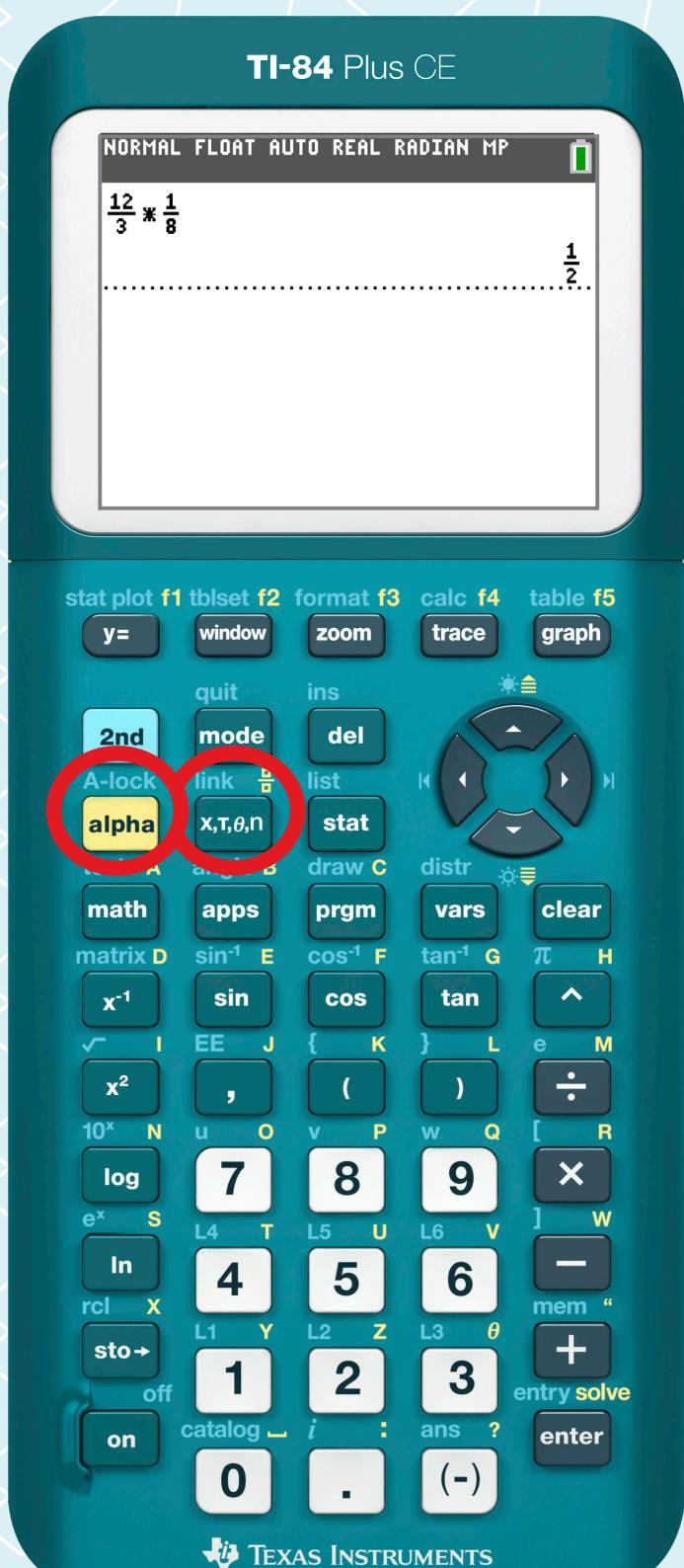
sto→ Y

off Z

on

Texas Instruments

# Typing a Fraction



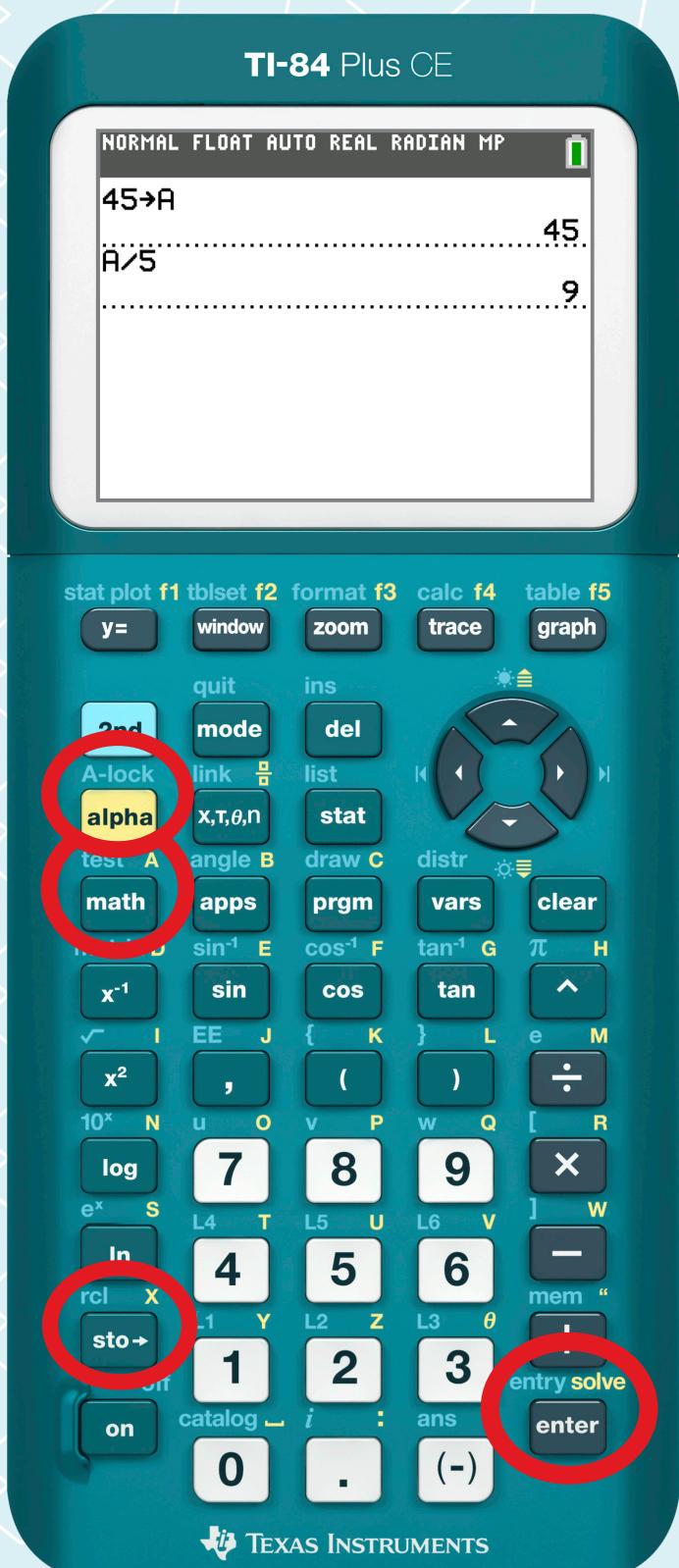
A-lock

alpha

link

X,T, $\theta$ ,n

# Store a Value



Enter a number

rcl X

sto →

Choose a variable  
name A-Z

A-lock

test A

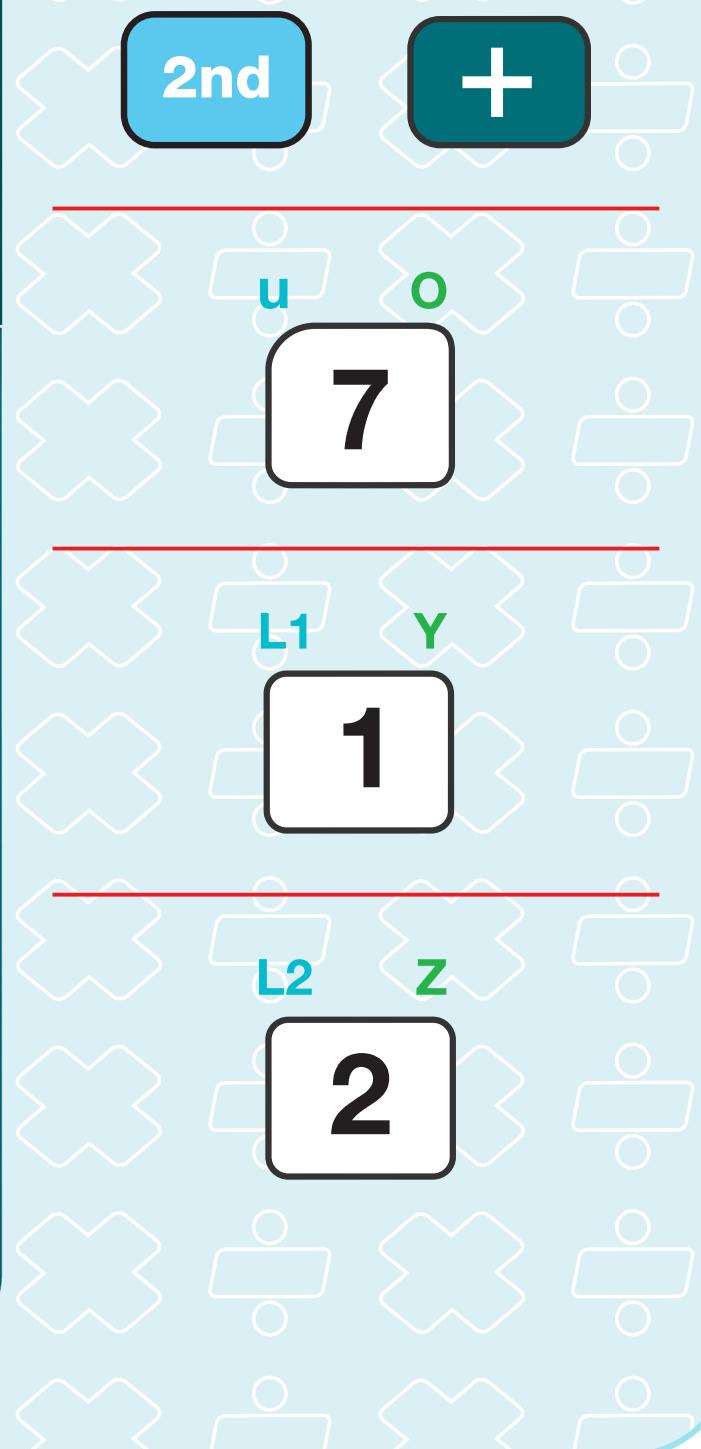
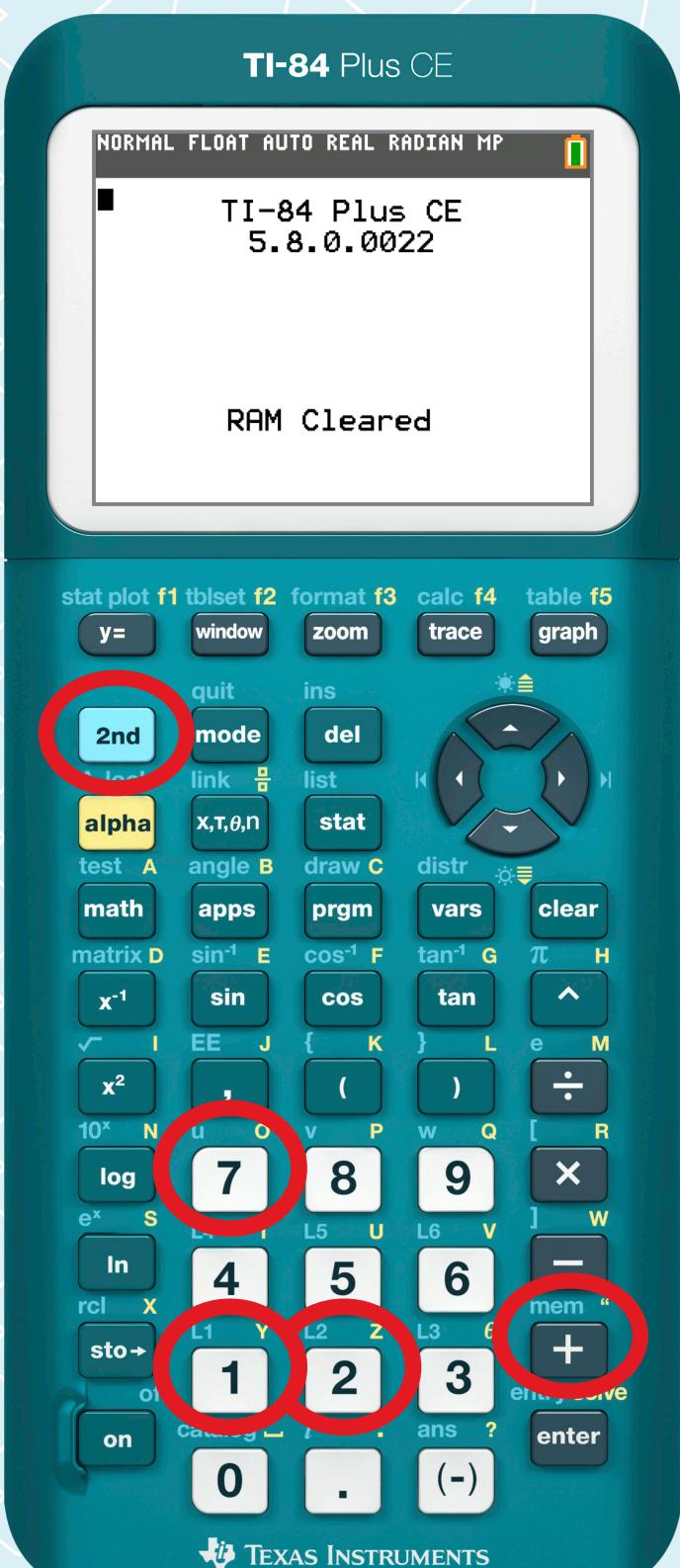
alpha

math

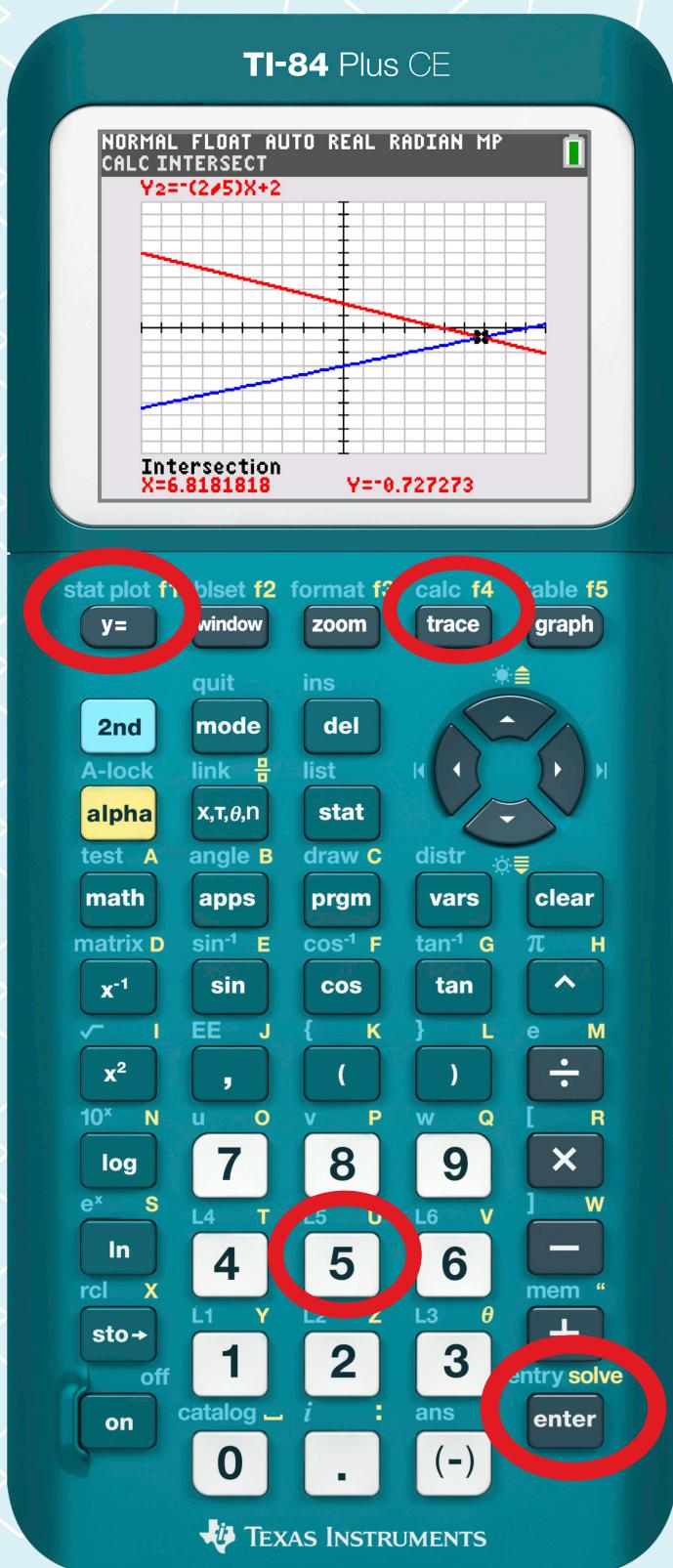
entry solve

enter

# Reset Calculator



# Point of Intersection



**stat plot f1**

**y=**

Type your function into y1= and y2=

**calc f4**

**2nd**

**trace**

**Option 5**

**entry solve**

**enter**

**entry solve**

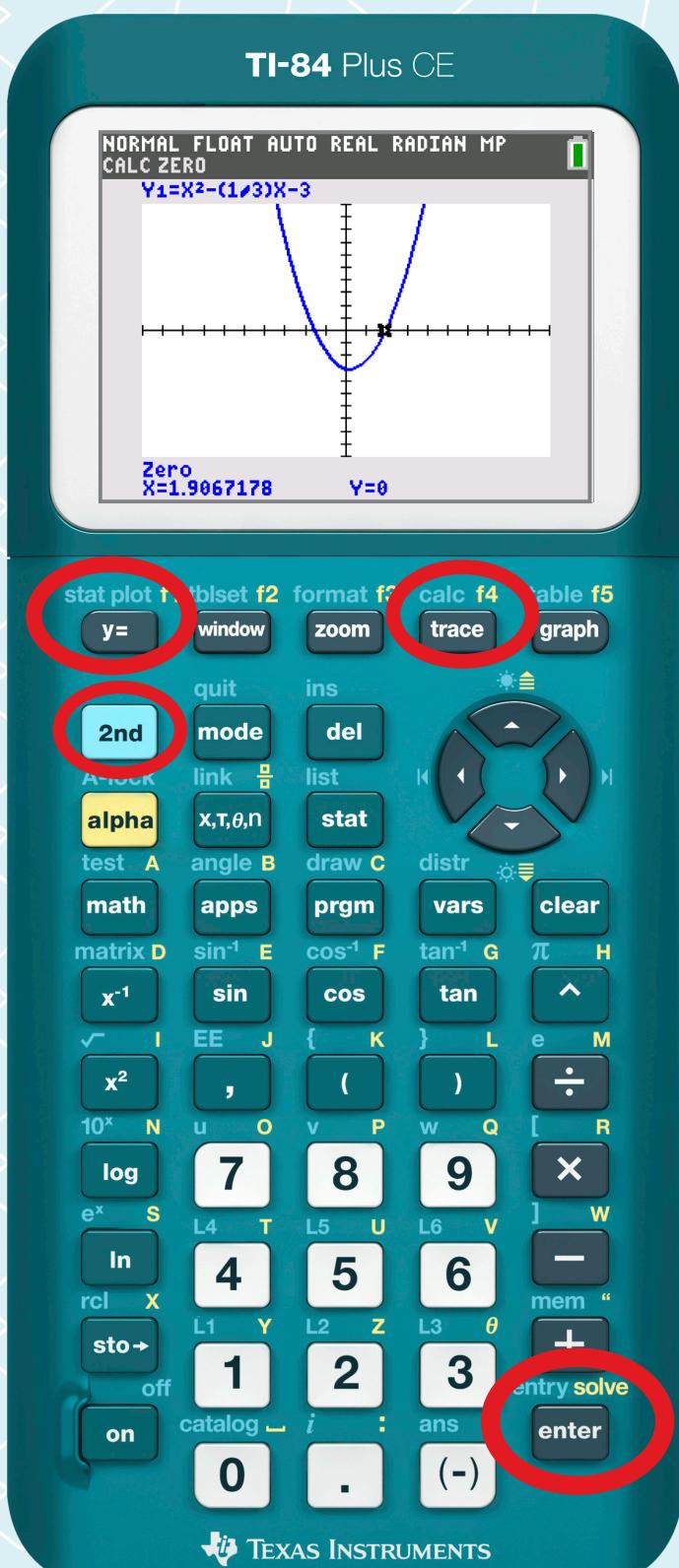
**enter**

**entry solve**

**enter**

**Guess?  
Enter number**

# Finding Zeros



**stat plot f1**

Type  
function  
in  $y_1=$

**calc f4**

**trace**

**Option 2: zero**

**entry solve**

**enter**

Lower bound?  
Enter number

**entry solve**

**enter**

Upper bound?  
Enter number

**entry solve**

**enter**

Guess?  
Enter number