

TI-84+ basics

What is it?

- a handheld computer capable of graphing data and functions and doing data collection and analysis (regressions)
- “beaucoup buttons” - plus **2nd** and **ALPHA** modifiers
- programmable - **PRGM**
- “FLASH” - upgradeable OS and expandable with APPS

Turn it **on**: **ON**

Turn it **off**: **2nd** **ON**

Adjust screen **contrast**: **2nd** **▲** and **▼**

Reset: **[MEM]** **2nd** **+** 7: Reset 1: RAM 2: Reset

Establish **Mode** settings: **MODE** (Degree/Radian, type of graph, display # of digits, etc.)

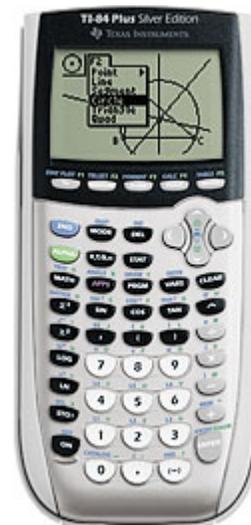
Format graph screen settings: **2nd** **ZOOM** (Axes missing? Coordinates missing?)

Go Home: **[QUIT]** **2nd** **MODE**

Clear the HOME screen: on Home screen press **CLEAR** **CLEAR**

Storing a value in a variable: **STO▶**

Example: store 5 into the variable A: **5** **STO▶** **ALPHA** **MATH** (the letter “A” is on the math key)



All functions in the calculator: **[CATALOG]** **2nd** **0**

Indicators:

Shape of cursor:

block: overwrite

underscore: insert... press **[INS]** **2nd** **DEL** to toggle

up-arrow: **2nd** pressed

inverse-A: **ALPHA** pressed

Worm in upper right: working...

Flasher in upper right: paused (Press **ENTER** to continue)

Enter an expression on HOME screen: type it, then press **ENTER** to evaluate.

The variable Ans always contains the last answer calculated.

Retrieve previous expressions: **[ENTRY]** **2nd** **ENTER**

Editing: use **◀**, **▶**, **DEL**, **[INS]** to edit something

Graphing: Enter functions in the **Y=** Editor,

Press **ZOOM** **6** or **ZOOM** **4** or setup **WINDOW** by hand (*preferred!*)

TRACE examines (x, y) values on graphs

Tables: first TBLSET: **2nd** **WINDOW**,

then TABLE: **2nd** **GRAPH**

Tip: G-T (on Mode screen) displays Graph and Table *simultaneously*.

The big idea:

data collection... entry... “the power of visualization”... analysis... hypothesis...

I. To enter Data:

[STAT] 1:Edit

L1	L2	L3	3
0	13.6	.07356	
30	13.52	.07396	
60	13.45	.07436	
90	13.38	.07476	
120	13.3	.07517	
150	13.23	.07558	
-----	-----	-----	
L3(?) =			

II. to make a Stat Plot:

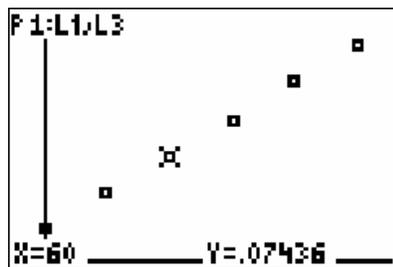
[Stat Plot][2nd][Y=]

[ZOOM] 9: ZoomStat

[TRACE]...

```

[2nd][Y=] Plot2 Plot3
[Off] Off
Type: [ ] [ ] [ ]
      [ ] [ ] [ ]
Xlist:L1
Ylist:L3
Mark: [ ] + .
    
```



III. To graph a function:

[Y=] enter the function

Press [] to erase a function

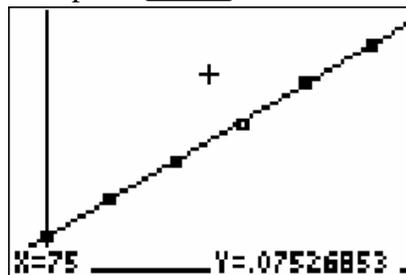
Press [] on the = sign to turn off a function.

Press [] on the “\” symbol to change the style of the graph.

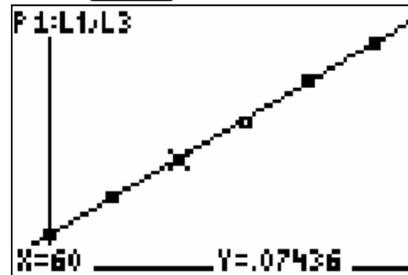
```

[2nd][Y=] Plot2 Plot3
\Y1=.0000134666
667X+.07356
\Y2=[ ]
\Y3=[ ]
\Y4=[ ]
\Y5=[ ]
\Y6=[ ]
    
```

then press [GRAPH]



and [TRACE].



While tracing...

Up and Down arrows move among plots and functions

Left and right arrows move along data or graph

The main applications in the calculator:

HOME the calculation screen. Pressing [Quit] always gets you here.

```
2^50
1.125899907E15
Ans/5000
2.251799814E11
Ans+3^5
2.251799816E11
```

WINDOW for setting up the viewing window for graphing

```
WINDOW
Xmin=10
Xmax=10
Xscl=1
Ymin=-10
Ymax=10
Yscl=1
Xres=1
```

Y= the function editor for entering functions ($y=f(x)$, also polar, sequences, and parametric)

```
Plot1 Plot2 Plot3
Y1 X^2+2X-5
Y2 =
Y3 =
Y4 =
Y5 =
Y6 =
Y7 =
```

GRAPH for viewing the graphs of data and functions

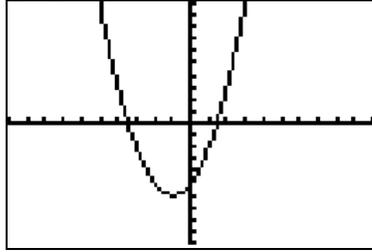


Table for viewing the values of a function in numeric form

X	Y1	
0	-5	
-1	-4	
-2	-1	
-3	0	
1	0	
2	-1	
3	-4	

X=0

Stat Edit... for entering data into lists

L1	L2	L3	1
-----	-----	-----	

L1(1) =

PRGM Editor
Finance...

for writing programs
for TVM solving