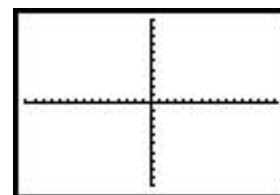


To graph a function:

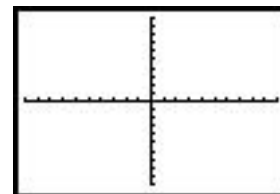
1. The equation must be written in functional notation in “y equals” form. (Y is the dependent variable and X is free to vary.)
2. Hit the $\boxed{Y=}$ key, then enter the righthand side of the equation. (If Plot1, Plot2, or Plot3 is highlighted, you may want to arrow up to the Plot and hit \boxed{ENTER} , then arrow down. This un-selects the plot. Otherwise, you will likely see the scatter plot along with your graph.)
3. To view a table with values that your equation produces, enter $\boxed{2nd} \boxed{TABLE}$. To change the starting value in the table or the increment between X values in the table, enter $\boxed{2nd} \boxed{TBLSET}$. Generally, we keep the “AUTO AUTO” options selected in order to get an automatic table of X and Y values.
4. To graph, you have several options.

You may enter \boxed{WINDOW} , adjust the window (max, min values, and scales), then hit \boxed{GRAPH} ; or, you may choose one of the ZOOM options:

$\boxed{ZOOM} \boxed{5}$ (Zsquare) gives a rectangular window in the same proportion as the actual screen with X values typically ranging from -15 to 15 and Y values ranging from -10 to 10.



$\boxed{ZOOM} \boxed{6}$ (Zstandard) gives a standard window with X values ranging from -10 to 10 and Y values ranging from -10 to 10.



Examples:

Graph the following functions in an appropriate window.

(1) $y = -\frac{3}{4}x + 5$

(2) $y = 2^x$

(3) $y = x^2 - 2x + 3$

(4) $y = x^3$

(5) $y = \frac{1}{x}$

(6) $y = |x + 3|$

Solutions:

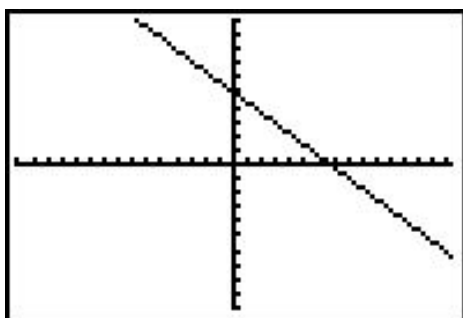
This is how the function display should appear for the 6 functions.

```

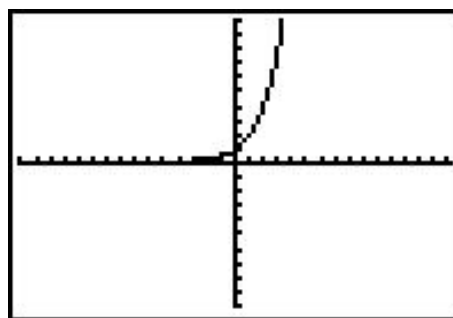
Plot1 Plot2 Plot3
Y1 = -3/4X+5
Y2 = 2^X
Y3 = X^2-2X+3
Y4 = X^3
Y5 = 1/X
Y6 = abs(X+3)
Y7 =
    
```

The graphs of the functions given in #1-6 above should look something like these. (In each case, we're using the "ZSquare" window from the ZOOM menu.):

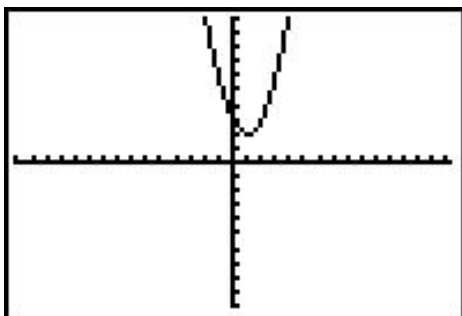
(1) $y = -\frac{3}{4}x + 5$



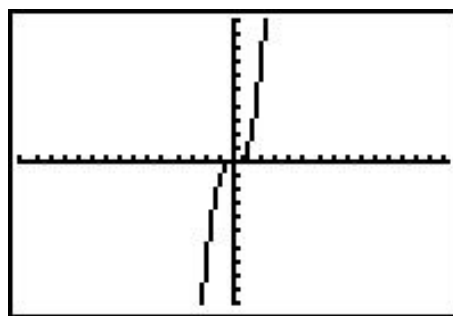
(2) $y = 2^x$



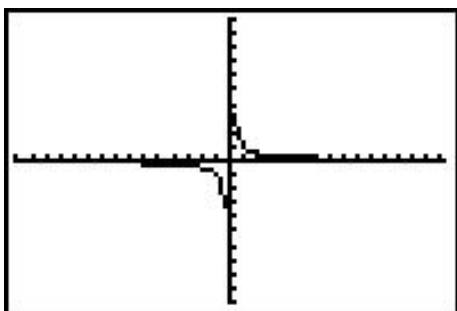
(3) $y = x^2 - 2x + 3$



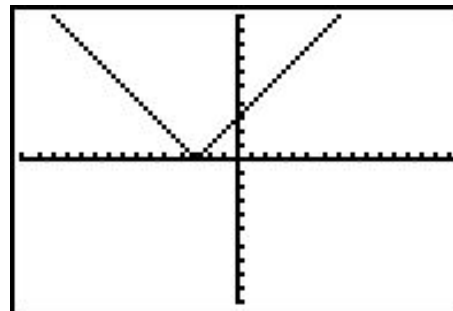
(4) $y = x^3$



(5) $y = \frac{1}{x}$



(6) $y = |x + 3|$ "abs" is in the MATH function key under "NUM"

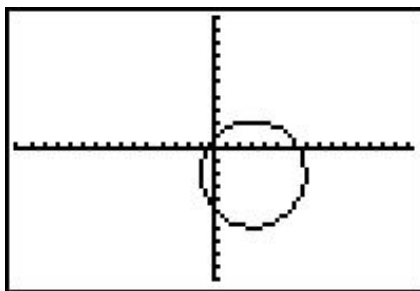


To graph a circle:

1. A circle can be graphed by specifying its center (h, k) and radius, r.
2. Hit $\boxed{2\text{nd}} \boxed{\text{DRAW}} \boxed{9}$: Circle(. Then enter the coordinates of the center and the radius, separated by commas, with a closing parenthesis.
3. Depending on your window settings, the graph may not look like a circle. To make the graph look like a circle, choose the $\boxed{\text{ZOOM}} \boxed{5}$ option before asking for the circle:

$\boxed{\text{ZOOM}} \boxed{5} \boxed{2\text{nd}} \boxed{\text{QUIT}} \boxed{2\text{nd}} \boxed{\text{DRAW}} \boxed{9} \dots$

The graph of the relation given by $(x-3)^2 + (y+2)^2 = 16$ is accomplished with the Circle(3,-2,4) command and should look something like this:



To evaluate a function for a given x value:

Any function stored in the $\boxed{\text{Y=}}$ list can also be evaluated from the computation screen. For example, if $Y_1 = 2X - 1$, you can evaluate the function at $x = -5$.

While in the computation screen, hit $\boxed{\text{VAR}} \boxed{\text{S}}$ then arrow right to Y-VARS, $\boxed{\text{ENTER}}$ (on Function), then $\boxed{\text{ENTER}}$ (on Y1), then type $\boxed{(} \boxed{-5} \boxed{)}$, then $\boxed{\text{ENTER}}$. You should see the answer -11.

Another way is to go to $\boxed{2\text{nd}} \boxed{\text{TBLSET}}$. Select the "ASK" and "AUTO" options. When you go back into $\boxed{2\text{nd}} \boxed{\text{TABLE}}$, the table is blank. You input any X-value, and the calculator will compute the corresponding Y-value using the formula. Pay attention to the column headings in your table.

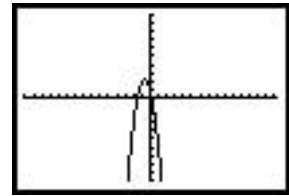
Examples:

(7) If $y = f(x) = -3x^2 - 4x + 1$, find

- (a) $f(-3)$ (b) $f(0)$ (c) $f(1)$ (d) $f(2.5)$

Solutions:

- (a) -14 (b) 1 (c) -6 (d) -27.75

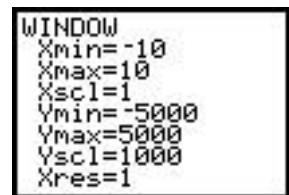
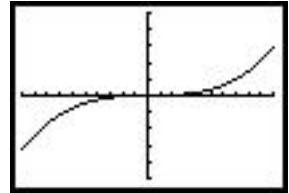


(8) If $y = 3x^3 - 2x^2 + 6x - 1$, find

- (a) $f(-2)$ (b) $f(0)$ (c) $f\left(\frac{2}{3}\right)$ (d) $f(5)$

Solutions:

- (a) -45 (b) -1 (c) 3 (d) 354



To find maximum and minimum values and zeros:

Once a function is graphed, options in the **CALC** menu (under **TRACE**) can be used to locate maximum and minimum values and zeros of the function.

Example: $Y1 = -3x^2 - 4x + 1$

To find the maximum (or local maximum) of the function, have the graph in the viewing window. Then hit **2nd** **CALC** **4** : maximum.

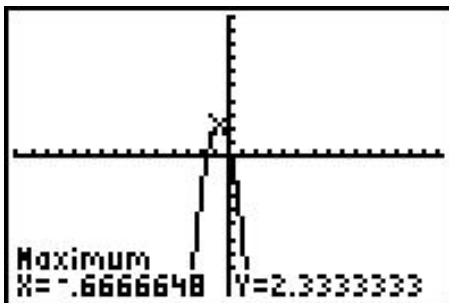
The calculator asks for a left bound. Enter an x-value to the left of the maximum, and then hit **ENTER**.

The calculator then asks for a right bound. Enter an x-value to the right of the maximum, then hit **ENTER**.

The calculator next asks for a guess. Enter an x-value near the maximum and hit **ENTER**. The coordinates for the approximate maximum are given.

TI-83 Graphing Functions & Relations Finding Intersection Points

For the given quadratic function, the maximum value is 2.3333333 . . . or $2\frac{1}{3}$, and it occurs when x is -0.6666648. (Here, the calculator is off a bit; the exact answer is $-\frac{2}{3}$ or $-0.\overline{6}$.)



To find the minimum (local minimum), use option 3 in the CALC menu.

To find the zeros (x-intercepts) of a function, use option 2 in the CALC menu.

You may want to try finding some of these features of the graph of $y = 3x^3 + 6x^2 - 2x + 3$.

To find a point of intersection of two graphs:

Both functions must be entered into $\boxed{Y=}$ (perhaps Y_1 and Y_2). With the graphs in the viewing window, hit $\boxed{2nd}$ \boxed{CALC} $\boxed{5}$: intersect.

Press the up or down arrow until the cursor is on the first graph. \boxed{ENTER} . Press the up or down arrow until the cursor is on the second graph. \boxed{ENTER} Move the cursor near the point of intersection for your "guess". \boxed{ENTER}

The x- and y- coordinates of the point of intersection are then given.

Examples:

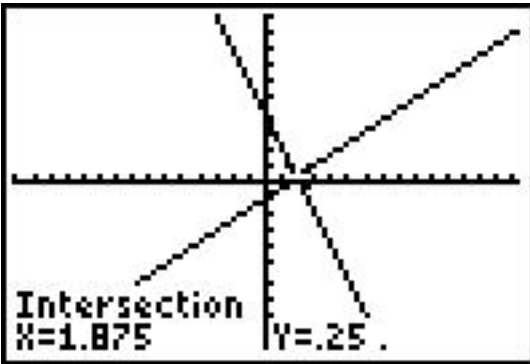
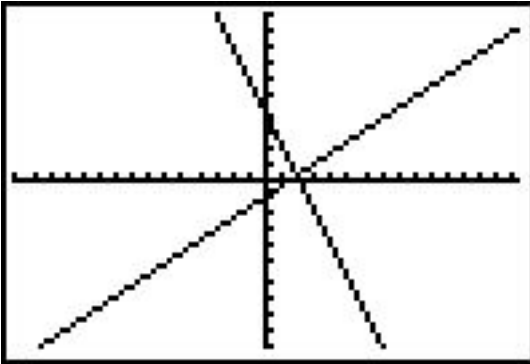
Find the point(s) of intersection for each of the given systems:

(9) $y = -2x + 4$
 $y = \frac{2}{3}x - 1$

(10) $y = -3x^2 - 4x + 1$
 $y = -2x + 1$

Solutions:

(9)



(10)

