Chapter 22 How to use your graphical calculator

Introduction

In the Mathematical Studies for the IB Diploma course, you are expected to use a graphical display calculator (GDC) at all times. It is a vital tool to use while you are learning, as well as during **both** the examinations.

If you learn to use your calculator quickly and efficiently you will find it invaluable. But be careful, not all calculators are the same. If you borrow someone else's, the required key sequences and menus may be different and you will have to relearn some processes. So, always take your own calculator to lessons.

When you choose your graphical calculator you need to make sure that it can:

- draw graphs
- change the scale of the screen
- solve equations numerically
- display matrices
- find a numerical derivative at any point
- give the results of normal distribution, chi-squared tests and correlation coefficients
- find *p*-values.

You are also allowed to use the following Apps:

- finance
- programs to solve simultaneous and quadratic equations
- language programs that translate prompts and error messages.

If you do not have any of the Apps, download them from the website that has been set up by the manufacturer:

Texas Instruments	http://education.ti.com/educationportal/sites/US/productCategory/us_graphing.html
Casio calculators	http://www.casio.com/products/Calculators_%26_Dictionaries/Graphing/

You are **not** allowed to use a calculator that has:

- a QWERTY keyboard (with letter keys like that of a computer keyboard)
- computer algebra systems installed
- Apps that give facts or formulae that you are expected to know.

The processes and key sequences in this chapter will be useful throughout the course. They have been written based on the following models of GDC because these are the ones the authors have, but this is in no way an endorsement of these specific models, and you should use a model of your choice:

- CASIO fx-9750GII
- TEXAS INSTRUMENTS TI-84 Plus Silver Edition. Please note that all instructions also apply to the TI-84 Plus, unless otherwise stated.

The instructions provided in this chapter will be very similar for many of the different models from the same manufacturers. If your model of GDC is not exactly the same as one of those used in this coursebook, you might find that despite some differences in the locations of keys and menus, you can still determine what you need to do. However, you might find that the keys, menus and entire processes are different and you will need to refer to the manufacturer's instruction booklet for support instead. Therefore, it is very important that you don't throw the manufacturer's instruction booklet away or lose it! You will almost definitely need it at some point.

Throughout this chapter, the left-hand column details the key sequences for the TI-84 Plus and the right-hand column details the key sequences for the Casio fx-9750GII. This is the convention used throughout this book for GDC screenshots.



TEXAS



CASIO

22.2 Getting started

A. Setting your calculator to degree mode



TEXAS

METHOD



CASIO

Press the ON button.

ON DUITOII.

1 Turn the calculator on.

2 Access the required

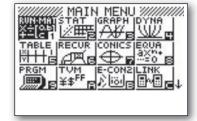
menu.

Press the AC/ON button.

MODE



► (MENU)



▼

▼ (DEGREE)

[ENTER]



2nd MODE (QUIT)

3 Choose the required settings menu to change from radians to degree mode (new GDCs are set to radian by default).

1 (RUN MAT)

SHIFT MENU (SET UP)

▼ ▼ ▼ ▼ F1 (Deg)

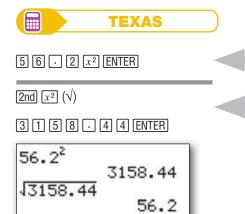
Mode :Comp Frac Result :d/c Func Type :Y= Draw Type :Connect Derivative :On Hngle :Des Complex Mode:Real ↓

I To exit the menu.

EXE

B. The second and third functions of a calculator key

Some GDC keys have more than one function: the function written directly on the key and the function(s) written above it. This means that some keys can 'do' and 'undo' (inverse) the same operation. For example, the key used for the function 'sin' can also be used for the inverse function 'sin-1'. Be aware, not all second or third functions are inverse functions; sometimes they are just different functions. Here we show an example where the x^2 key has the inverse function \sqrt{x} , and where the sin key has the inverse function \sin^{-1} .



METHOD

Calculate 56.2².

2 Calculate $\sqrt{3158.44}$.



5 6 • 2 x^2 EXE

SHIFT x^2 $(\sqrt{})$

3 1 5 8 • 4 4 EXE

56.2² \$3158.44 \$56.2

- **3** Write down the answers appropriately.
 - **1.** 3158.44
 - **2.** 56.2



ENTER

2nd SIN 0 . 5 2 9 9

ENTER

METHOD

- 1 Calculate 3.9 ÷ sin(32)° (a calculation like this might be used in trigonometry to calculate an unknown length).
- 2 Calculate the angle in degrees equivalent to sin(x) = 0.5299192642 (a conversion such as this might be required in a trigonometry question that asks for the size of an unknown angle).



CASIO

3 • 9 ÷ sin 3 2

EXE

SHFT sin 0 • 5 2 9 9

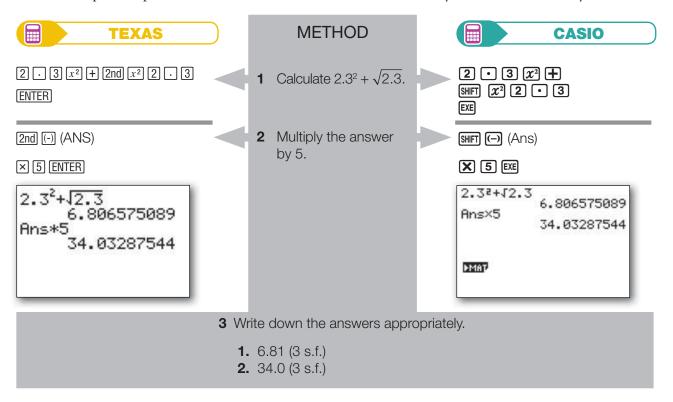
EXE

3 Write down the answer appropriately.

- **1.** 7.36 (3 s.f.)
- 2. 32.0° (3 s.f.)

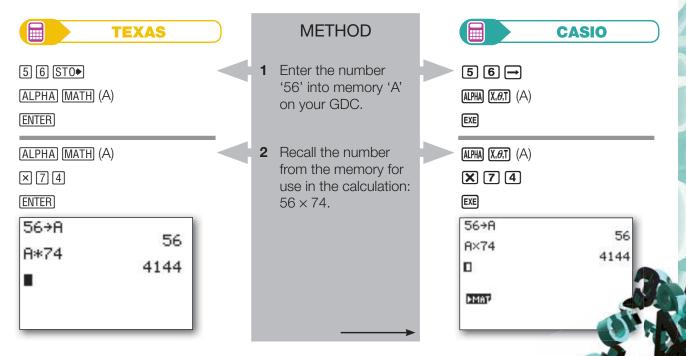
C. The Ans/ANS key

The Ans/ANS key automatically stores the answer to the last calculation you completed (it only works if you have pressed <code>ENTER</code> for TEXAS or <code>EXE</code> for CASIO at the end of the calculation). This means you can simply press this key to use the answer in the next calculation. So, if you have a calculation where you need to apply a function to the answer of the previous part of the calculation, don't delete the answer and rekey it; use the Ans/ANS key instead.

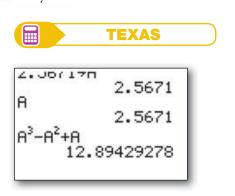


D. Using the GDC memory

GDCs have 26 memories, labelled using the letters of the alphabet. These are an example of a third function of a key, as the letter of the alphabet is printed above the relevant key.



If you are doing a long calculation and using several memories, it is a good idea to write the letter of the memory that you use beside the relevant number.



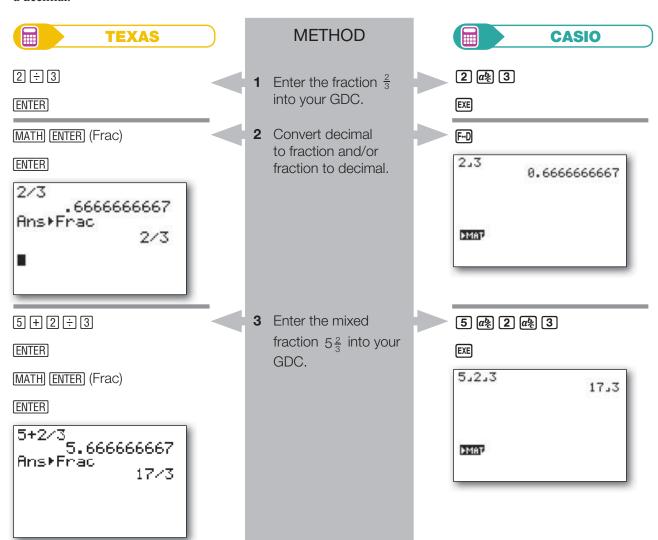
METHOD

Given the calculation: $x^3 - x^2 + x$, where x = 2.5671, you can store x as A, so that the calculation becomes $A^3 - A^2 + A$.



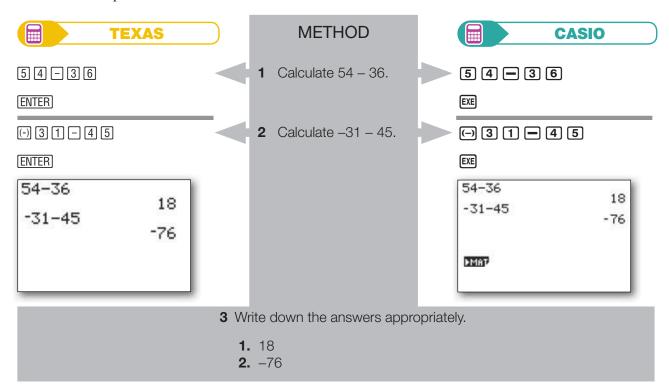
E. Entering fractions

In some calculations it is more accurate to use fractions and to give the answer as a fraction. You can enter a fraction directly into your GDC. You can also convert a decimal answer into a fraction or a fraction into a decimal.



F. The subtract (–) and negative ((–)) keys

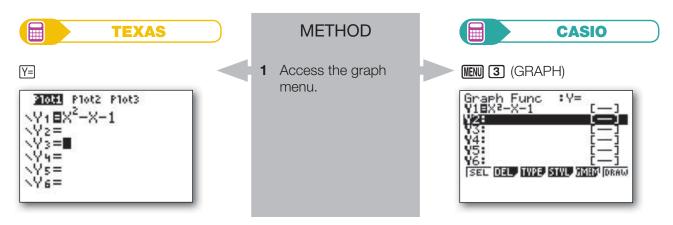
The key (where the '-' symbol is inside a pair of brackets) is used to make a number negative. The key is the subtraction operator.



G. Graphs

(a) Drawing a graph

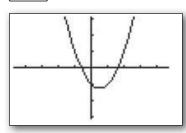
You can use your GDC to plot and draw a graph by entering its equation.





X,T,Θ,n x^2 - X,T,Θ,n - 1

GRAPH



METHOD

2 Enter the equation of the graph you want to plot:

$$y_1 = x^2 - x - 1$$

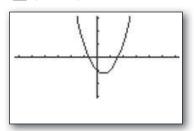


CASIO

$$[X,\theta,T]$$
 x^2 $[X,\theta,T]$ 1

EXE

F6 (DRAW)



(b) Setting a window

You can use the default scale and window set by the manufacturer or you can set up your own window to suit the graph that you are investigating. The best graphs are drawn using a window that you have set yourself but the programmed ones can be a useful starting point. If you plot a graph and you cannot see it on the screen, check the scale and window as this might be the problem.



TEXAS

METHOD



CASIO

1 Plot the graphs of $y = 2^x$ and y = 25 as per section '22.G Graphs'.

WINDOW

WINDOW Xmin=-5 Xmax=8 Xscl=1 Ymin=-1 Ymax=30 Yscl=10 ↓Xres=■

- (-) 5 ENTER (Xmin)
- 8 ENTER (Xmax)
- 1 ENTER (Xsc1)
- (-) 1 ENTER (Ymin)
- 3 0 ENTER (Ymax)
- 1 0 ENTER (Yscl)

2 Set the window so that you can view the x-axis from -5 to 8, and the y-axis from -1 to 30. To fit these axes on your GDC screen, use a scale of 1 for the x-axis and a scale of 10 for the y-axis.

(Note that on the

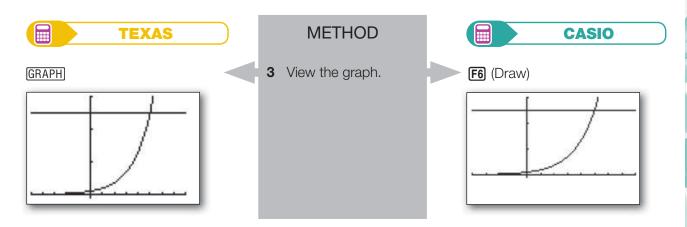
CASIO, you press
F3 from the graph
screen; if you are
on the 'Graph func'
screen where you
enter the equation,
you will need to press

SHIFT F3.)

F3 (V-window)

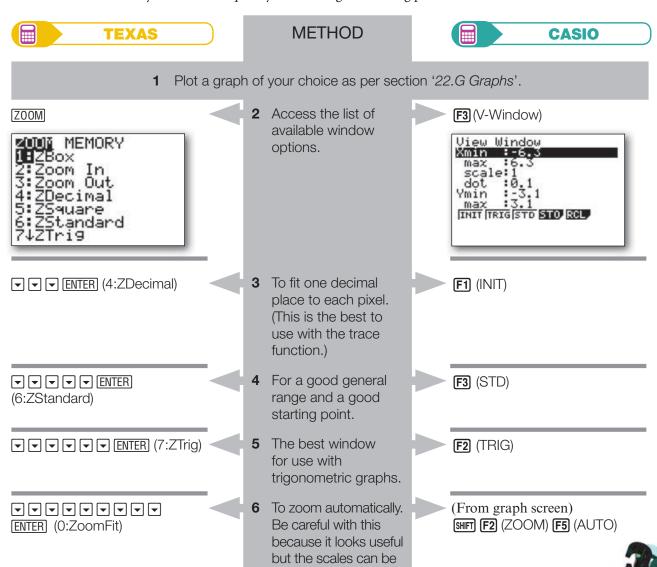
View Window
max :8
scale:1
dot :0.09523809
Ymin :-1
max :30
scale:10

- (-) 5 EXE (Xmin)
- **8 EXE** (max)
- 1 (scale)
- \bigcirc
- (-) 1 EXE (Ymin)
- **3 0 EXE** (max)
- **1 0 EXE** (scale)
- EXE



(c) Windows set by the manufacturer

These are windows that you can access quickly, and make good starting points.

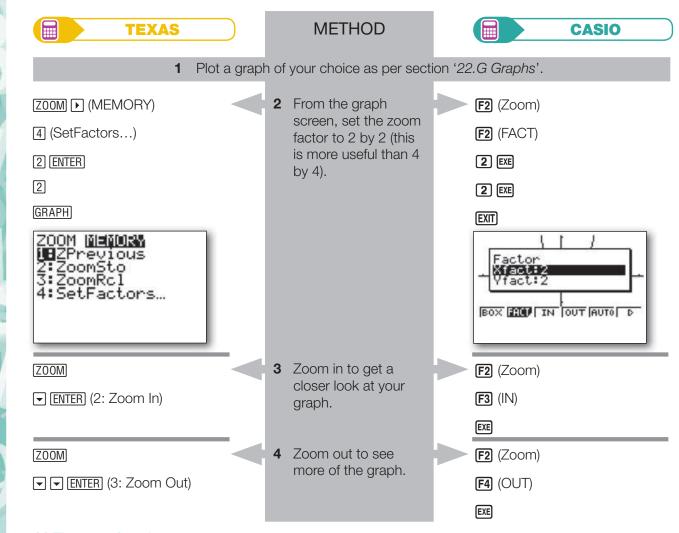


very large.

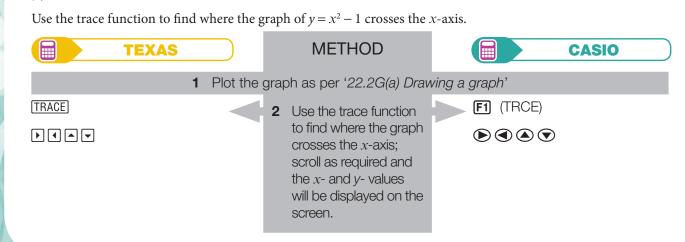
(d) Zooming in

Using ZOOM allows you to:

- zoom in and look at a graph more closely
- zoom out to see more of a graph.



(e) The trace function



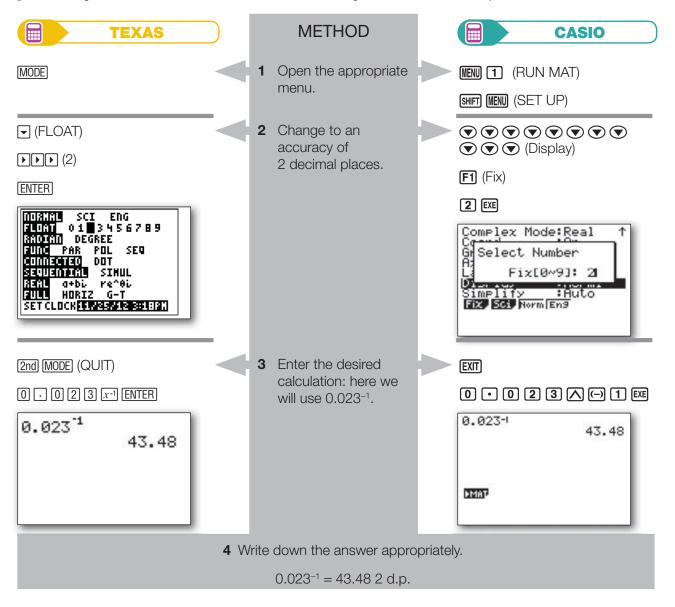
22.3 GDC support by chapter

22.3.1 Chapter 1 Number

1.1 Rounding

You can use your GDC to round answers to a specific number of decimal places. (Note, however, that not every model allows you to round to a specific number of significant figures.)

The model of TEXAS used in this book does not set to 3 s.f.; therefore, it is best to work in equivalent decimal places (using FLOAT), or leave the GDC in its default setting and round the answer yourself.



If you are confident in rounding you can leave your calculator in the default setting. To return to the default setting after you have changed the degree of accuracy, follow step 1 above and then proceed as follows:

TEXAS

▼ (FLOAT) ENTER

NORMAL SCI ENG
FLOAT 0 1 2 3 4 5 6 7 8 9
RADIAN DEGREE
FUNC PAR POL SEQ
CONNECTED DOT
SEQUENTIAL SIMUL
REAL 0+bi re^9i
FULL HORIZ G-T
SETCLOCK11/25/12 3:21PN

METHOD

Return your GDC to the default degree of accuracy setting.



1.2 Answers in standard form

You can set your GDC to give all answers in the form $a \times 10^k$ where $1 \le a < 10$ and k is an integer (i.e. in standard form) to a given number of significant figures. **Be careful**: make sure that you write the answers in the correct mathematical form – not in calculator language!



TEXAS

MODE ▶ (SCI)

ENTER

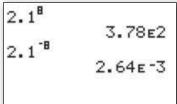
▼ (FLOAT)

))) (2)



2nd MODE (QUIT)

- 2 · 1 ^ 8 ENTER
- 2 · 1 ^ (-) 8 ENTER



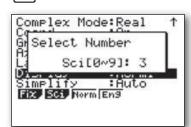
METHOD

- 1 Open the appropriate menu and set to standard form (also known as scientific notation).
- 2 Choose the degree of accuracy to be 3 significant figures. Note that because the TEXAS GDC does not work to significant figures, here we have set it to 2 decimal places instead. You do not have to do this step, you could just round the final answer to 3 s.f. yourself.
- 3 Calculate:
 - (a) 2.1^8
 - (b) 2.1^{-8}



- MENU 1 (RUN MAT)
- SHIFT MENU (SET UP)
- ▼ ▼ ▼ ▼ ▼ ▼▼ ▼ (Display)
- F2 (Sci)
- 3 EXE

EXIT



- 2 1 A 8 EXE
- 2 1 \land 🗀 8 🕮
- 2.1^8 2.1^-8 2.64e-03
- 4 Write down the answers appropriately.
 - (a) 3.78×10^2
 - (b) 2.64×10^{-3}

1.3 Time in hours, minutes and seconds

Converting decimal time to a value given in hours, minutes and seconds is a very useful tool of your GDC.



TEXAS

463.7÷60ENTER

2nd APPS (ANGLE)

4 (DMS)

ENTER

463.7/60 7.728333333 Ans⊧DMS 7°43'42"

METHOD

1 Change 463.7 minutes into hours, minutes and seconds.



CASIO

4 6 3 • 7 ÷ 6 0 EXE

OPTN **F6** (>)

F5 (ANGL)

F5

(or F6 (>) F3 (DMS) EXE)

463.7÷60 7°43'42"

2 Write down the answer appropriately.

463.7 minutes = 7 hours, 43 minutes and 42 seconds

5 6 2nd APPS (ANGLE) 1 (°)

3 1 2nd APPS (ANGLE) 2 (')

[ENTER]

÷ 6 0 ENTER

2nd APPS (ANGLE)

4 (DMS)

ENTER

56°31' 56.51666667 Ans/60 .9419444444 Ans•DMS 0°56'31"

- 3 (a) Change 56 minutes and 31 seconds into a decimal.
 - (b) Divide the answer by 60 to change the answer into hours.
 - (c) Convert to hours, minutes and seconds.

 $\begin{tabular}{ll} \hline \bf 5 & \bf 6 & \tt OPTN & \bf F6 & (>) \\ \hline \end{tabular}$

F5 (ANGL)

F4 (°′′′)

3 1 F4 (°"') EXE

⊕ 6 0 EXE

F5

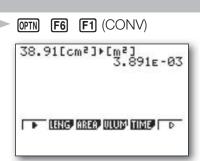
56°31°
8ns÷60
9°56'31°
0
9°56'31°



METHOD



- **4** Write down the answers appropriately.
 - (a) 56.52 minutes (2 d.p.)
 - (b) 0.94 hours (2 d.p.)
 - (c) 0 hours, 56 minutes and 31 seconds.
 - 5 On the CASIO, it is also possible to convert to other units such as area, length, volume, etc.



22.3.2 Chapter 2 Solving equations

2.1 Solving linear equations

(a) using a graph

Solve the equation 2x + 3 = 25



TEXAS

METHOD



CASIO

1 Plot the graphs of y = 2x + 3 and y = 25 as per section '22.2G Graphs'.

2nd TRACE (CALC)

(intersect)

(First curve?) ENTER

(Second curve?) **ENTER**

(Guess?) ▶ ▶ (use cursor to move to point of intersection)

ENTER

2 Find the point where the two lines intersect.

SHIFT F5 (G-SLV)

F5 (ISCT)

3 Write down the answer appropriately.

x = 11

(b) using an equation solver



TEXAS

MATH [0] (0: Solver)*

- (to get onto the correct line)
- [CLEAR]

 $20 \times 1 \cdot 3 \times T, \Theta, n$

- 5 0 0

[ENTER]

ALPHA ENTER (Solve)

20*1.3X-500=0
•X=**1**9.230769230...
bound={-1£99,1...
•left-rt=0

METHOD

- 1 Access the linear equation solver program on your GDC.
- *Please note that on the TI-84 Plus and some operating systems on the Silver Edition it is: MATH ALPHA APPS (B: Solver ...) (Or, MATH until 'B: Solver ...' then ENTER)
- 2 Enter the linear equation, $20 \times 1.3x = 500$, into your GDC and solve.

For the TEXAS GDC you will need to rearrange the equation so that it is equal to zero before you enter it into your GDC:

 $20 \times 1.3x - 500 = 0.$



CASIO

MENU 8 (EQUA)

F3 (Solver)

Equation

Select Type F1:Simultaneous F2:Polynomial F3:Solver

- 2 0 **Χ** 1 3 (Χ,θ,Τ
- SHIFT (=)
- 5 0 0 EXE
- **F6** (Solve)

E4:20×1.3X=500 X=19.23076923 Lft=500 Rat=500

REPT

3 Write down the answer appropriately.

x = 19.2 (3 s.f.)

2.2 Solving pairs of linear equations

(a) using a graph

Solve 2x - y = 5 and x + y = 1 by drawing a graph on your GDC.



TEXAS

METHOD



CASIO

1 Rearrange each equation into the form y = mx + c:

y = 2x - 5 and y = -x + 1



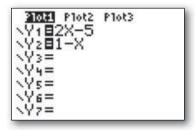
Y=

<u>CLEAR</u> (to remove any existing equations)

[2] $[X,T,\Theta,n]$ [-] [5] [ENTER]

 $1 - X,T,\Theta,n$

ZOOM 4 (Z:Decimal)



2nd TRACE (CALC)

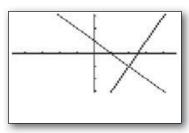
5 (intersect)

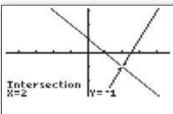
(First curve?) [ENTER]

(Second curve?) ENTER

(Guess?) (use cursor to move to point of intersection)

[ENTER]





METHOD

2 Access the graph menu and enter the equations as per '22.2G Graphs':

Y1 (2x - 5)

Y2 (-x + 1)

- 3 Set to an appropriate window (as per '22.2G (b) Setting a window'), in this case one that shows one decimal place as a pixel, and then plot the graph.
- **4** Find the point where the two lines intersect.



CASIO

MENU 3 (GRAPH)

F2 (Del)

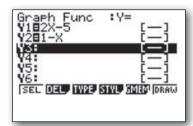
F1 (Yes) (to remove any existing equations)

2 (X,θ,Τ) — 5 EXE

 \blacksquare X,θ,T \blacksquare 1 EXE

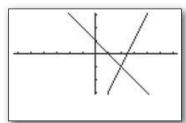
SHIFT F3 (INIT)

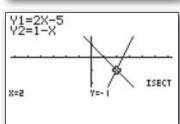
F6 (DRAW)



SHIFT F5 (G-SLV)

F5 (ISCT)





5 Write down the answer appropriately.

$$x = 2, y = -1$$

(b) using an equation solver

Solve 2x - y = 5 and x + y = 1 using a simultaneous equation solver on your GDC.



TEXAS

- APPS ■ until (PlySmlt2) ENTER *
- 2 (SIMULT EQN SOLVER)
- **ENTER** (Equations 2)
- ▼ 2 (Unknowns 2) ENTER



- **GRAPH** (NEXT)
- 2 ENTER (x-coefficient)
- (-) 1 ENTER (y-coefficient)
- [5] [ENTER] (constant)
- 1 ENTER (x-coefficient)
- 1 ENTER (y-coefficient)
- 1 ENTER (constant)



GRAPH (SOLVE)



METHOD

- 1 Access the equation solver for simultaneous equations, and enter the number of unknowns (2).
 - *Please note on the TI-84 Plus and some Silver Editions, the PlySmlt2 function is accessed by: APPS

 9, or APPS until
 '9:PlySmlt2' ENTER.
- 2 Enter the coefficient of x, the coefficient of y, and the constant for each equation.

3 Solve.

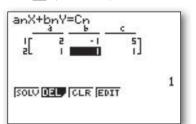


CASIO

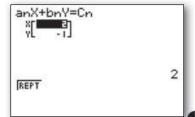
- MENU (8) (EQUA)
- (F1) (Simultaneous)
- **F1** (2 unknowns)



- **2 EXE**] (x-coefficient)
- **1 EXE** (*y*-coefficient)
- **5 EXE** (constant)
- **1 EXE** (x-coefficient)
- 1 EXE (y-coefficient)
- 1 EXE (constant)



F1 (SOLVE)



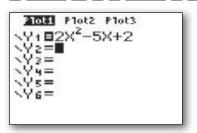
- 4 Write down the answers appropriately.
 - x = 2 and y = -1

2.3 Solving quadratic equations

(a) using a graph

Solve $2x^2 - 5x + 2 = 0$ by drawing a graph on your GDC.

TEXAS



ZOOM 4 (ZDecimal)

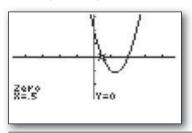
2nd TRACE 2 (ZERO)

(Move cursor to the left of the zero you need) [ENTER]

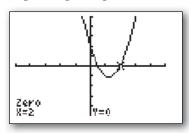
(Move cursor to the right) **ENTER**

(Move cursor to approximately the correct place)

[ENTER] (Guess?)



Repeat as per step 3 above.



METHOD

Plot the graph of $2x^2 - 5x + 2 = 0$ as per the methods in '22.2G Graphs'.

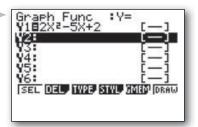
2 Set the window so that each decimal place is represented by a pixel, as per '22.2G (b) Setting a window'.

3 The solutions are where the graph crosses the *x*-axis. To find the first solution ...

4 To find the next solution ...



CASIO



2 $[X,\theta,T]$ $[x^2]$ - 5 $[X,\theta,T]$ + 2

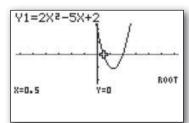
SHIFT F3 (V-Window)

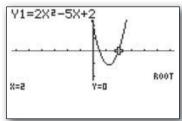
[INIT] **EXIT**

[DRAW]

SHIFT F5 (G-SOLV)

F1 (ROOT)





5 Write down the answer appropriately.

$$x = 0.5 \text{ or } x = 2$$

(b) using an equation solver

Solve $2x^2 - 5x + 2 = 0$ using a quadratic equation solver on your GDC.



TEXAS

- [APPS] → until (PlySmlt2) [ENTER] *
- 1 (POLY ROOT FINDER)
- 2 (ORDER 2)

[ENTER]



- **GRAPH** (NEXT)
- 2 ENTER
- (-) [5] ENTER
- 2 ENTER

```
a2 x2+a1 x+a0=0
a2 = 2
a1 = -5
a0 = 2
```

GRAPH (SOLVE)



METHOD

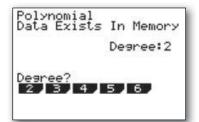
- Access the equation solver for quadratic equations. *Please note on the TI-84 Plus and some Silver Editions, the PlySmlt2 function is accessed by APPS until 9:PlySmlt2 ENTER.
- **2** Enter the coefficient of x^2 , the coefficient of x, and the constant.

3 Solve.

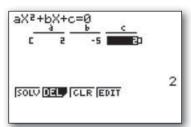


CASIO

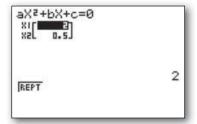
- MENU 8 (EQUA)
- (F2) (Polynomial)
- F1 (2 Degree)



- 2 EXE
- **5** EXE
- 2 EXE



F1 (SOLV)



4 Write down the answer appropriately.

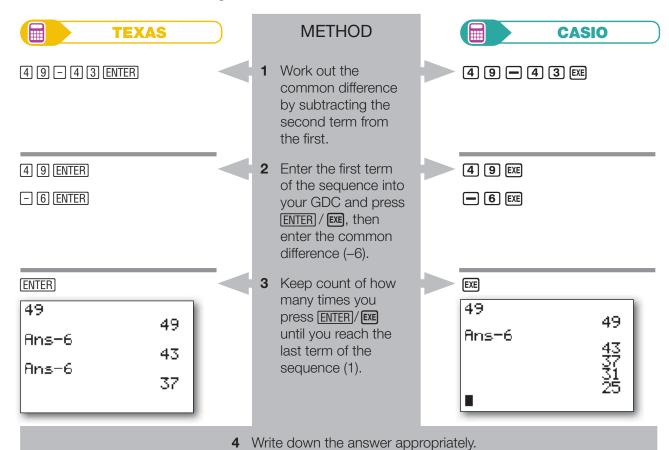
$$x = 0.5 \text{ or } x = 2$$

22.3.3 Chapter 3 Arithmetic and geometric series and sequences

3.1 Finding the number of terms in an arithmetic sequence

(a) using the recursion mode to enter the common difference repeatedly

Find the number of terms in the sequence 49, 43, 37, ..., 1



There are 9 terms in the sequence.

(b) using the linear equation solver

Find the number of terms in the sequence 49, 43, 37, ..., 1

	-	
	ш	
v	سس	_

TEXAS

METHOD



CASIO

1 Use the formula for the general term of an arithmetic sequence, $u_n = u_1 + (n-1)d$, and substitute in the known values, for example: $1 = 49 + (n-1) \times (-6)$

2 Rearrange the formula so that it is equal to zero:

$$6(n-1)-48=0$$

MATH **0** *

(Or MATH until '0: Solver')

CLEAR

 $6 (X,T,\Theta,n-1)-48$

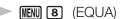
ENTER

1

[ALPHA] [ENTER] (SOLVE)

Access the linear equation solver on your GDC and enter the equation from (2). *Please note on the TI-84 and some Silver Editions, this is MATH ALPHA APPS (B: Solver), (Or MATH ▼, until 'B: Solver' then ENTER).

4 Enter the 'target' value of 1 and solve.



F3 (Solver)

6 (X,θ,T - 1) - 4 8 SHFT • 0

EXE

1 EXE

F6 (SOLV)

Eq:6(X-1)=48 X=9 Lft=48 Rst=48

REPT

5 Write down the answer appropriately.

There are 9 terms in the sequence.

3.2 Finding the sum of an arithmetic series using the 'sum' and 'seg' functions

The GDC has a function called 'seq' that can calculate the terms in an arithmetic series when given the first term, the common difference and the formula for the *n*th term. GDCs also have a function that can calculate the sum of an arithmetic series, this is called 'sum'. You can use the 'sum' and 'seq' functions together to find the sum of a series.

This is not a substitute for using the correct formulae but does allow you to quickly check your answer and to calculate sums to different numbers of terms.

Calculate the sum of the arithmetic series with the formula for the *n*th term of $u_n = 2x + 1$, when n = 15, u = 3 and d = 2

TEXAS

2nd STAT (LIST)

▶ (MATH)

[5] (sum)

2nd STAT (LIST)

(OPS)

5 (seq)

 $2 X,T,\Theta,n + 1 (Expr)$

ENTER*

 X,T,Θ,n (Variable)

[ENTER]

1 (Start)

[ENTER]

1 [5] (End)

ENTER

1 (Step)

ENTER (until see answer)

sum(seq(2X+1,X,≯

METHOD

1 Access the 'sum' function first.

(Your GDC screen should just have the text 'sum' on it with a flashing cursor; your GDC will sum whatever you type in place of the cursor.)

- 2 Now you need to tell your GDC about the sequence you want to sum. Access the 'seq' function...
- 3 ... and enter the parameters that allow your GDC to generate the sequence and then activate the 'sum' function:
- the variable (x)
- the starting position is term 1, so enter 1
- number of terms (15)
- the increase in position from term to term (1).
- *Please note that if you get an error you should replace ENTER with ...



CASIO

MENU 1 (RUNMAT)

OPTN F1 (LIST)

F6 (>) **F6** (>) **F1** (Sum)

POPTN F1 (LIST)

F5 (Seq)

2 X,θ,T + 1 •

Χ,θ,Τ •

1 ,

1 5 ,

1

EXE

Sum Seq(2X+1,X,1,15,1

255

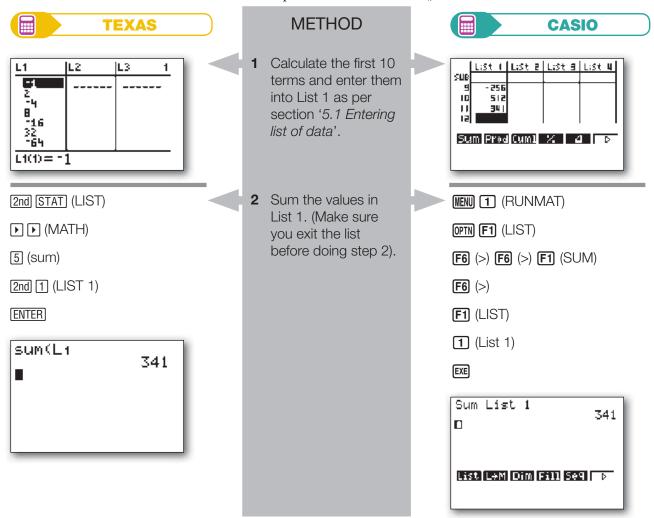
List Lam Dim Fill Seq D

4 Write down the answer appropriately.

 $S_n = 255$

3.3 Finding the sum of a geometric series using the list function

Calculate the sum of the first ten terms in the sequence with the formula $u_n = -1 \times -2^{n-1}$.

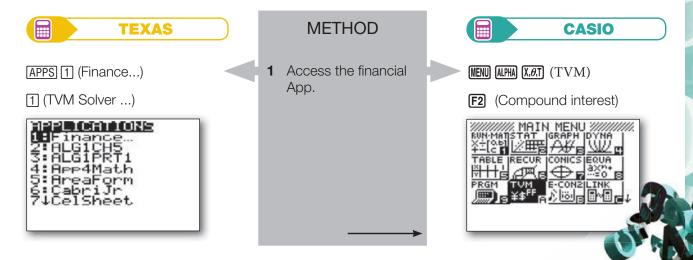


22.3.4 Chapter 4 Financial mathematics

4.1 The financial App, TVM

This is the financial App allowed by the IB. It is built into the CASIO calculator and *some* TEXAS models. If it is not on your GDC you can download it from the TI website.

Siva invests 15,000 INR at a rate of 4.3% per annum. How long does it take for his investment to double?





VARS INTUM Solver... 2: tom_Pmt 3: tom_IX 4: tom_PV 5: tom_N 6: tom_FV 7-InPV(

until N, then

[ALPHA] [ENTER] (SOLVE)



•N=16.46384368 1%=4.3 PV=-15000 PMT=0 FV=30000 P/Y=1 C/Y=1 PMT:|■NU BEGIN

METHOD

2 Enter the parameters appropriate for your example. (We want to calculate N so we can enter any placeholder value for N.)

N = number of time periods.

1% = rate of interest given (4.3)

PV = Present Value. (-15000 as investments are negative)

PMT = extra payments to the account (0)

FV = Final Value (30000)

P/Y = number of interest payments made to the account each year (1)

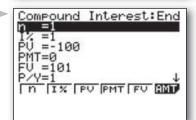
C/Y = number of compounding periods each year (1)

3 Select the value you want to calculate (in this example it is N).

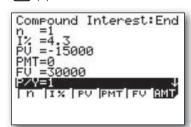


CASIO

Financial(1/2)
F1:Simple Interest
F2:Compound Interest
F3:Cash Flow
F4:Amortization
F5:Conversion
F6:Next Pase



F1 (n)







METHOD



CASIO

4 Write down the answer appropriately.

N = 16.46... Siva's investment will not double until year 17.

22.3.5 Chapter 5 Classification and display of data

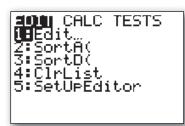
5.1 Entering lists of data

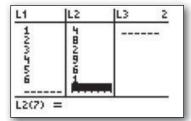


TEXAS

STAT

1 (Edit...)





STAT 4 (CIrList)

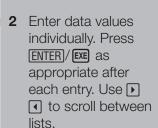
2nd 1 (L_1)

[ENTER]

CirList Li,Lz

METHOD

1 Access the statistics menu.

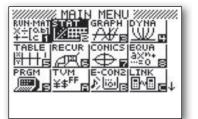


3 To delete a list, for example List 1 (L₁).



CASIO

MENU 2 (STAT)



Li:	st	1	LiSt	5	LiSt	3	LiSt	4
2	-	1		2				
3		3		5				

(Make sure the cursor is in the list you want to delete, e.g. List 1.)

F6 (>)

F4 (DEL A)

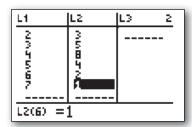
F1 (Yes)



5.2 Drawing a histogram



TEXAS



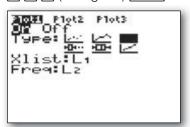
2nd Y= (STAT PLOTS)

[ENTER] (1: Plot 1 ... off)



ENTER (ON)

► (histogram) ENTER



- ▼ (Xlist); 2nd 1 (L₁)
- ▼ (Freq); 2nd 2 (L₂)

GRAPH

WINDOW

- 0 ENTER (Xmin)
- 1 0 ENTER (Xmax)
- 1 ENTER (Xsc1)

METHOD

1 Enter your data into a list as per the instructions in section '5.1 Entering lists of data':

List 1: 1, 2, 3, 4, 5, 6, 7

List 2: 2, 3, 5, 8, 4, 2, 1

(If there is already data stored in lists, you might need to delete it.)

2 Access the graph menu and set to histogram.



F1 (GRPH)

GPH1 GPH2 GPH3 SE

- F6 (SET)
- (Graph Type)
- **F6** (>)
- F1 (Hist)



CASIO

SET

LiSt I LiSt 2 LiSt 3 LiSt 4

- 3 Make sure that you have the correct data set as Xlist (variable), e.g. List 1, and Frequency, e.g. List 2.
- 4 Display the histogram and set the window so that you can view your histogram appropriately.
- ▼ (Xlist); F1 (LIST) 1 EXE
- (Frequency);
- F2 (LIST) 2 EXE

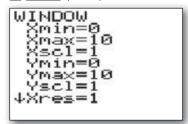
EXIT EXIT

- F1 (GRPH)
- **F1** (GPH1)
- (initial point)

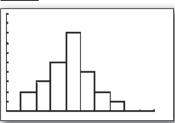


0 ENTER (Ymin)

- 1 0 ENTER (Ymax)
- 1 ENTER (Ysc1)



GRAPH*



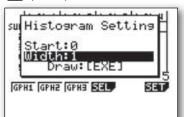
* If the graph does not plot, clear graphs in Y=.

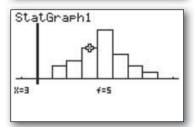
METHOD

CASIO

- (width of bar)
- EXE

EXE (Draw)





TRACE

▶ / (as often as required)

5 Find the frequency value of a bar using trace.

SHIFT **F1** (TRCE)

(as often as required)

5.3 Drawing a box and whisker diagram



TEXAS

METHOD



CASIO

1 Enter your data into a list as per the instructions in section '5.1 Entering lists of data'. Use:

List 1: 1, 2, 3, 4, 5

List 2: 2, 3, 5, 8, 4

(If there is already data stored in lists, you might need to delete it.)

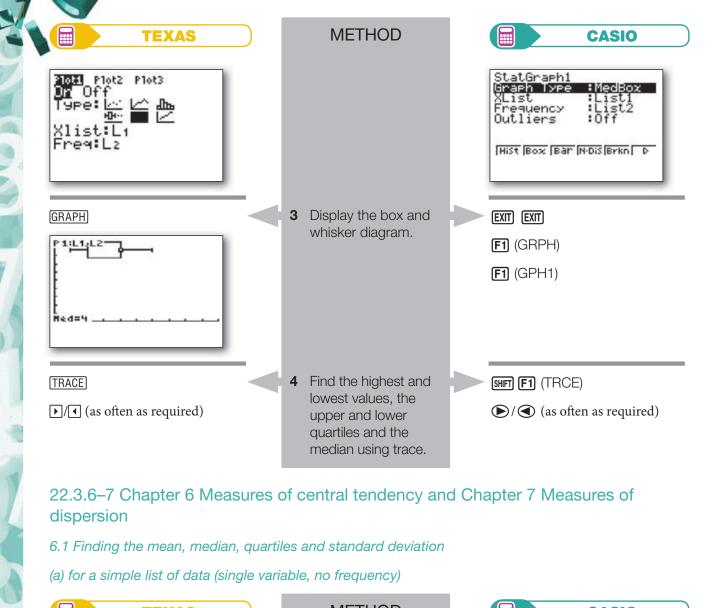
2nd Y= (STAT PLOT)

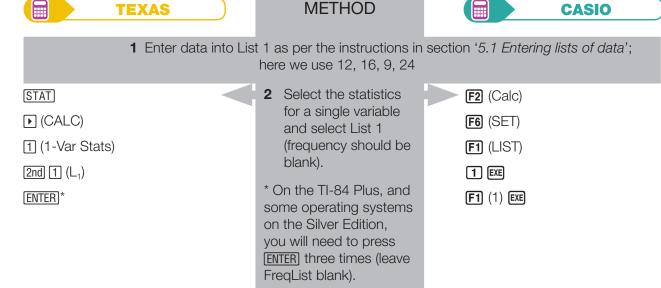
ENTER (1: Plot 1 ... off)

ENTER] (ON)

[ENTER]

- 2 Access the graph menu and set to box and whisker diagram. (Make sure you have the correct data as Xlist (variable), e.g. List 1, and Frequency, e.g. List 2.
- **F1** (GRPH)
- **F6** (SET)
- (Graph Type)
- **F6** (>)
- F2 (Box)







EDIT MINE TESTS

IN1-Var Stats
2:2-Var Stats
3:Med-Med
4:LinRe9(ax+b)
5:QuadRe9
6:CubicRe9
7-4QuartRe9

1-Var Stats x=15.25 x=61 x=61 x=1057 s=6.5 x=5.629165125 ↓n=4

minX=9 Q1=10.5 Med=14 03=20 maxX=24

To find values of:

 σ_x (the standard

n (the number of

Q1 (lower quartile)

Q3 (upper quartile)

scroll as required.

Med (median)

 \overline{x} (the mean)

deviation)

entries)

- **METHOD**

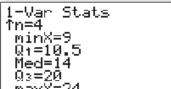
CASIO

F1 (1 Var)

LIST

1-Variable \bar{X} = 15.25 \bar{X} = 61 \bar{X} = 1057 \bar{X} = 5.62916512 \bar{X} = 6.5 4

1-Variable n =4 ተ minX = 4 minX = 9 Q1 = 10 Med = 14 Q3 = 20 M1nx =9 Q1 =10.5 Med =14 Q3 =20 MaxX =24 4

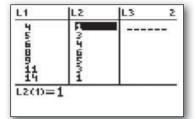


 $\blacksquare \ \ \, \boxed{}$

(b) for grouped data (single variable with frequency)



TEXAS



METHOD

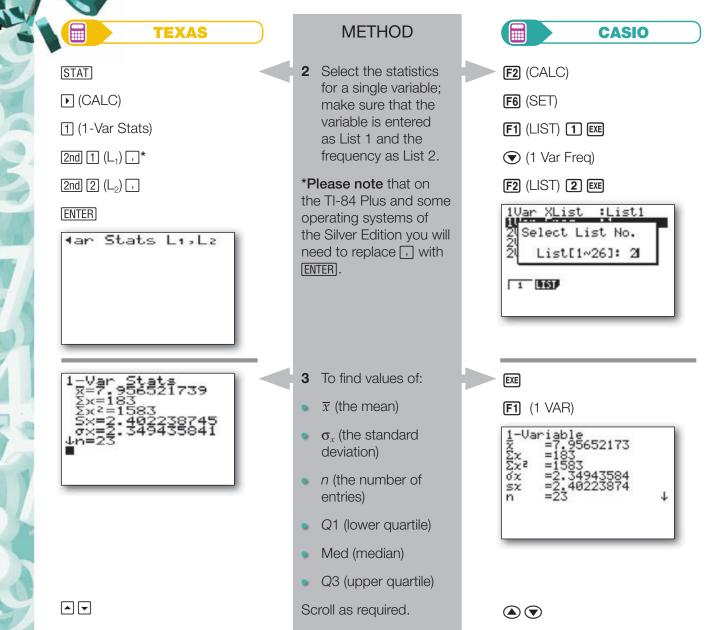
Enter the variable into List 1 and the frequency into List 2, as per the instructions in section '5.1 Entering lists of data'; here we use:

x	Freq
4	1
5	3
6	4
8	6
9	5
11	3
14	1



CASIO

UB	1 1	.;St 2	LiSt 3	LiSt 4
	ų l	I		
3	6	ų		



Be careful! You are expected to use the σ_x value as the standard deviation even though this is not the symbol used elsewhere for the *sample* standard deviation. On GDCs, s_x represents the standard deviation of the population, so you do not have to look at that value.

22.3.8-10 Chapters 8-10 (Topic 3: Logic, sets and probability)

Your calculator is useful for general calculations and for working with fractions, but not for any specific techniques in this topic.

22.3.11 Chapter 11 The normal distribution

11.1 Finding the area under a normal distribution curve

(a) using a graph



TEXAS

METHOD



CASIO

1 Make sure you know the parameters of your normal distribution N (μ , σ^2). Make sure you know what the lower and upper bounds are. For this example:

 $X \sim N (0, 1^2)$ so $\mu = 0$, $\sigma = 1$, Upper = 1.4, Lower = -1E+99

2nd VARS (DISTR)

(2: normal cdf) (do not press enter yet)

● Color DRAW 1: normaledf(3: invNorm(4: invT(5: tedf(6: tcdf(7↓X²edf(

▶ (DRAW)



1 (ShadeNorm)

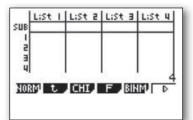
2 Select the normal distribution statistics for drawing a normal distribution curve.

MENU 2 (STATS)

F5 (DIST)

F1 (NORM)

F2 (Ncd)

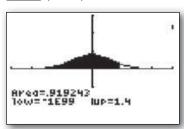




3 Enter the parameters and draw the graph.



- (-) 1 2nd , (EE) 9 9
- , *
- 1.4,
- ① , (mean)
- 1 (standard deviation)
- **ENTER** (Draw)



METHOD

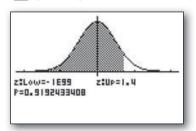
* Please note on the TI-84 Plus, and some operating systems on the Silver Edition, replace , with ENTER (except when selecting EE).



CASIO

(Make sure 'Data' is set to variable.)

- F2 (Var)
- **▼** (-) 1 EXP 9 9 EXE
- 1 4 EXE
- 1 EXE (standard deviation)
- **O EXE** (mean)
- •
- **F6** (DRAW)



4 Write down the answer appropriately.

p = 0.919 (3 s.f.)

(b) without a graph



TEXAS

METHOD



CASIO

In this example, $X \sim N(5, 1.6^2)$, the lower bound is 6 and the upper bound is 8.

- 2nd VARS (DISTR)
- 2 (normal cdf)



- **1** Select the normal distribution statistics.
- MENU 2 (STATS)
 - **F5** (DIST)
 - F1 (NORM)
 - F2 (Ncd)



- IEAAS
- 6,*
- 8,
- 5,
- 1.6
- **ENTER**



METHOD

- 2 Enter the parameters.
- * Please note on the TI-84 Plus, and some operating systems on the Silver Edition, replace , with ENTER.

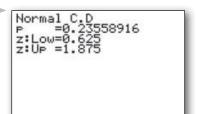
Write down the appropriate answer.p = 0.236 (3 s.f.)



CASIO

(Make sure 'Data' is set to variable.)

- F2 (Var)
- **▼ 6 EXE**
- 8 EXE
- 1 6 EXE
- 5 EXE
- EXE



11.2 Inverse normal calculations



TEXAS

2nd VARS (DISTR)

3 (invNorm)



METHOD

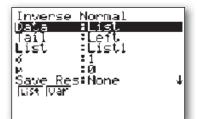
Select the inverse normal distribution from the statistics menu.



CASIO

MENU 2 (STATS)

- F5 (DIST)
- F1 (NORM)
- F3 (InvN)





- 0 . 5 5 ,* (area)
- ① , (mean)
- 1 (standard deviation)

ENTER

METHOD

- 2 Enter the parameters. In this example: the data is a variable and we have a left tail; area is 0.55, standard deviation is 1 and mean is 0.
- * Please note on the TI-84 Plus, and some operating systems on the Silver Edition, replace , with ENTER.

3 Write down the appropriate answer.

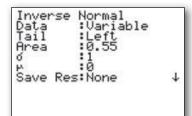
For
$$X \sim (0,1)$$
,
P $(X \le a) = 0.55$

a = 0.126 (3 s.f.)

CASIO

- F2 (VAR)
- ▼ (Tail)
- F1 (LEFT)
- (Area)
- 0 5 5 EXE
- 1 EXE (standard deviation)
- (mean)

EXE EXE

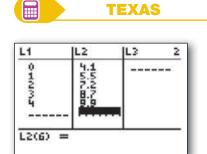


Inverse Normal xInv=0.12566134



22.3.12 Chapter 12 Correlation

12.1 Drawing a scatter diagram of bivariate data



METHOD

1 Enter your data into lists as per '5.1 Entering lists of data'.
Make sure you enter

the independent x-variable in List 1 and the dependent y-variable in List 2.



CASIO

SUB	63		4.1	-	+	_
2			5.5	ľ.		
4	8	3	8.7	Į,	L	



2nd Y= (STAT PLOT)

1 ENTER

ENTER (ON)

▼ (Type)

ENTER (highlight the scatter graph, the first icon)

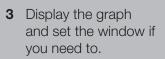
ightharpoonup 2nd 1 (L₁) ENTER

 $[2nd] [2] (L_2) [ENTER]$



METHOD

2 Select a scatter diagram from the graph menu and make sure that 'Xlist' is your list of x-variables (L₁) and 'Ylist' is your list of y-variables (L₂).



CASIO

MENU 2 (STATS)

F1 (GRPH)

F6 (SET)

(Graph Type)

F1 (Scat)

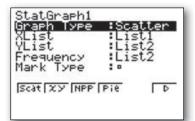
(XList)

F1 (LIST)

1 EXE (L_1)

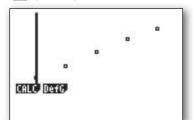
F1 (LIST)

2 EXE (L_2)



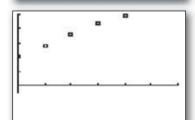
EXIT

F1 (GPH1)



GRAPH

WINDOW ↑Xmax=6 Xsc1=1 Ymin=-1 Ymax=10 Ysc1=■ Xres=1 △X=.0638297872...



12.2 Finding the product moment correlation coefficient and the equation of the regression line y on x



TEXAS

METHOD



CASIO

1 Enter your data into lists as per step (1) in '12.1 Drawing a scatter diagram of bivariate data'.

2nd 0 (CATALOG)

- ▼ scroll down to
- 'DiagnosticOn' [ENTER] [ENTER]



2 Set up your calculator appropriately.

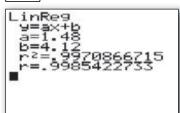
Plot a scatter graph as per steps (2) and (3) in '12.1 Drawing a scatter diagram of bivariate data'

STAT

- ► (CALC)
- 4 (LinReg (ax + b))
- [2nd] [1] (L_1)
- , *

2nd 2 (L₂)

ENTER



- 3 Access the linear regression function on your GDC. Make sure that Xlist is your list of *x*-variables (List 1) and Ylist is your list of *y*-variables (List 2).
- * Please note on the TI-84 Plus, and some operating systems on the Silver Edition, replace , with ENTER, CLEAR the FreqList, and press ENTER three times after 2nd 2 (L₂).

(With the scatter diagram on the screen.)

- F1 (CALC)
- **F2** (X)
- **F1** (ax + b)

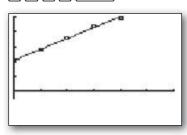
(Using **F2** (*X*) assumed that the scatter graph was linear. You can also test for curves.)

```
LinearRes(ax+b)
a =1.46645955
b =4.15454978
r =0.99814179
r²=0.99628703
MSe=0.01536012
y=ax+b
COPY [DRAW]
```



 $Y=1 \cdot 48 X,T,\Theta,n+$

4 . 1 2 GRAPH



METHOD

- **4** Display the regression line.
- 5 Write down the information appropriately. Note that *a* and *b* will vary according to GDCs. CASIO:

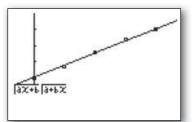
y = 1.47x + 4.15 (3s.f.) TEXAS:

y = 1.48x + 4.12 (3s.f.)



CASIO

F6 (DRAW)



22.3.13 Chapter 13 Chi-squared hypothesis testing

13.1 The χ^2 test for independence

This is broken down into two parts: entering the data into a matrix (steps 1–3) and calculating the χ^2 statistic (steps 4–6).



TEXAS

▶ ► (EDIT)

3 • 3 ENTER

0.3

 $[2nd][x^{-1}](MATRIX)$

1 (Matrix A) (You can select other blank matrices.)

MATRIX[A] 3 × ■

METHOD

- Access the matrix menu and select a matrix (some GDCs might have one already entered so you can delete the data in this matrix, or select a different matrix).
- 2 Enter the number of rows and the number of columns. In this example, we use the following data:

	BH	BrH	BIH
BE	5	7	12
BrE	15	10	2
GE	3	4	5

There are 3 rows of data and 3 columns of data.



CASIO

MENU 1 (RUN MAT)

F1 (MAT)

EXE (Matrix A) (You can select other blank matrices.)

3 EXE

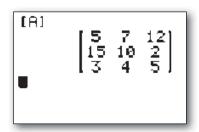
3 EXE





- 5 ENTER 7 ENTER
- 1 2 ENTER 1 5 ENTER
- 1 0 ENTER
- [2] [ENTER] [3] [ENTER]
- 4 ENTER 5 ENTER

2nd MODE (QUIT)



[STAT]

(TESTS)

[ALPHA] [PRGM] (C: χ^2 -test)

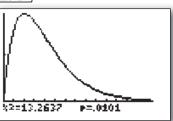
(or scroll $\overline{\ }$ until you reach 'C: χ^2 test' and then [ENTER])

EDIT CALC MISSIS
B12-PropZInt...
B1x2-Test...
D:x2GOF-Test...
E:2-SampFTest...
F:LinRegTTest...
G:LinRegTInt...
H:ANOVA(

XZ-Test Observed:[A] Expected:[B] Calculate Draw

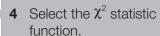
▼ • (DRAW)

ENTER



METHOD

3 Enter the observed data.



- Confirm that observed data is in matrix A. Matrix B will fill automatically (you can change the degree of accuracy as required).
- **6a** Draw the graph or go to step 6b.



CASIO

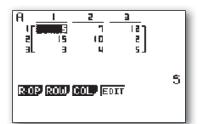
5 EXE 7 EXE

1 2 EXE 1 5 EXE

1 0 EXE 2 EXE

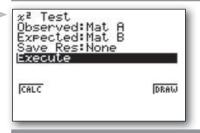
3 EXE 4 EXE 5 EXE

EXIT EXIT

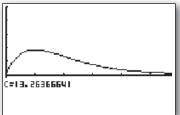


- MENU 2 (STAT)
- F3 (TEST)
- F3 (CHI)
- **F2** (2WAY)

xª Test Ubserved: Mat H Expected: Mat B Save Res: None Execute



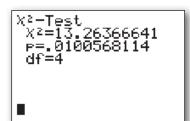
- ▼ ▼ (Execute)
- **F6** (DRAW)
- **F1** (CH1)





▼ (CALCULATE)

ENTER



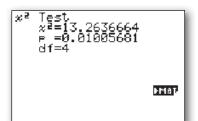
METHOD

6b Get the statistics as a list on screen.



CASIO

Press **EXE** immediately after doing point 4.



13.2 Viewing the contents of a matrix

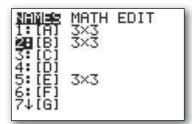


TEXAS

2nd x^{-1} (MATRIX)

2 (B)

ENTER



[B] [[8.8 8.0 7.2] [9.9 9.0 8.1] [4.4 4.0 3.6]]

METHOD

Access the matrix menu and view matrix B.



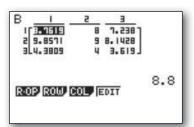
CASIO

MENU 1 (RUN MAT)

F1 (MAT)

▼ (Mat B)

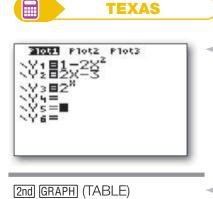
EXE

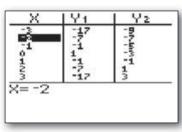


677

22.3.14 Chapter 14 Equation of a line in two dimensions

14.1 Accessing the table of coordinates from a plotted graph

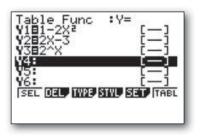




METHOD

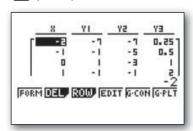
- 1 Plot the graphs of your equation(s) as per '22.2G Graphs' but stop **before** you draw the graph.
- 2 Select the table of coordinates.





MENU 5 (TABLE)

F6 (TABL)



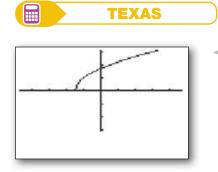
22.3.15–16 Chapter 15 Trigonometry and Chapter 16 Geometry of three-dimensional solids

Your calculator is useful for finding the values of the sine, tangent and cosine for a given angle, and the inverses, sin⁻¹, cos⁻¹ and tan⁻¹. Remember to make sure that your GDC is A**LWAYS** set in **degree mode**.

22.3.17 Chapter 17 Functions and graphs

17.1 Finding the range for a given domain

Find the range for $f(x) = \sqrt{(3+2x)}$, $x \ge -1.5$.

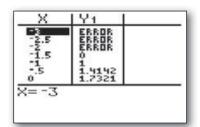


METHOD

Draw the graph as per '22.2G (a) Drawing a graph'.





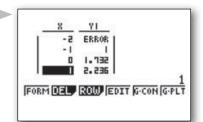


METHOD

2 Access the table of coordinates as per '14.1 Accessing the table of coordinates from a plotted graph'. Use this table to work out the range.



CASIO



3 Write down the answer appropriately.

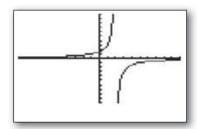
The range is $f(x) \ge 0$

17.2 Finding the vertical asymptote

Find the vertical asymptote of the graph $y = \frac{3}{2-x}$.



TEXAS



٧1

ERROR

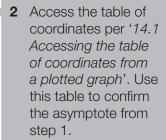
1.5

X=1

METHOD

Draw the graph as per '22.2G (a) Drawing a graph'.

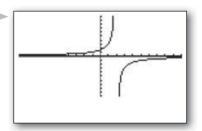
> Find the asymptote by looking for the break in the graph along the x-axis. In this example, we can see a break at x = 2.

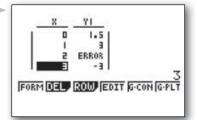


The error message confirms that the vertical asymptote occurs when x = 2.



CASIO

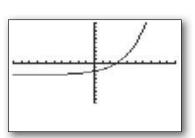


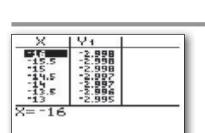


17.3 Finding the horizontal asymptote

Find the horizontal asymptote of the graph $y = 1.5^x - 3$.







METHOD

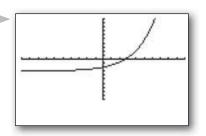
1 Draw the graph as per '22.2G (a) Drawing a graph'.

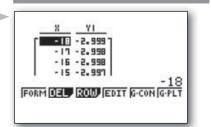
Find the asymptote by looking for what value of *y* the graph approaches.

2 Access the table of coordinates as per '14.1 Accessing the table of coordinates from a plotted graph'. Scroll through the table to confirm the asymptote from step 1.

You can see that the value of Y_1 approaches -3. This confirms that the asymptote is y = -3.







22.3.18 Chapter 18 Linear and quadratic models

18.1 Using a graph to find the vertex and line of symmetry of a parabola

Find the vertex and line of symmetry of the graph $y = 7 - 5x - 2x^2$



METHOD



1 Draw the graph as per '22.2G (a) Drawing a graph'.



2nd TRACE (CALC)

4 (maximum)

Move the cursor to the left of the vertex:

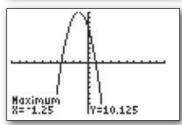
[ENTER] (confirm left bound).

Move cursor to the right of the vertex:

ENTER (confirm right bound).

Move cursor over the vertex: [ENTER] (confirm position of vertex).





3 (minimum)

METHOD

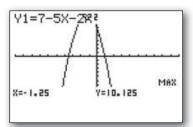
2 Decide if the graph has a minimum or a maximum and select appropriately. In this example, the parabola has a maximum.



CASIO

SHIFT F5 (G-Solv)

F2 (MAX)



To find the minimum, you would do as above but select 'minimum' instead of 'maximum'.

F3 (minimum)

3 Write down the answer appropriately.

The vertex is at (-1.25, 10.125) and the line of symmetry is x = -1.25

18.2 Finding the zeros (roots) of a quadratic equation using a graph

Solve $y = 7 - 5x - 2x^2$.



TEXAS

METHOD



CASIO

1 Draw the graph as per '22.2G (a) Drawing a graph'.



METHOD

2 Use the appropriate

tool to find the first

zero (the left-most

arm of the curve that

crosses the x-axis).

CASIO

SHIFT F5 (G-Solv)

Y1=7-5X-2X3

F1 (ROOT)

2nd TRACE (CALC)

2 (zero)

Move the cursor to the left of the zero:

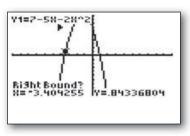
[ENTER]

Move cursor to the right of the zero:

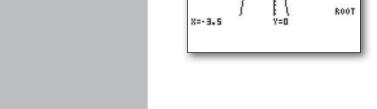
[ENTER]

Move cursor over the zero:

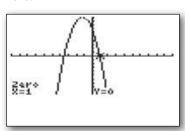
[ENTER]



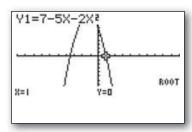
3 Find the second zero.



Repeat as per step (2) for second zero.



F6 (>) for the second zero.



4 Write down the answer appropriately.

$$x = -3.5$$
 or $x = 1$.

18.3 Using the statistics menu to find an equation

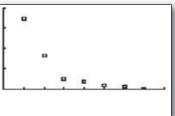
You might have a set of data plotted on a graph and want to find the equation of the curve or line without having to use the methods learned in Chapter 14. You can use the statistics menu to find the equation of different curves, or of a line.



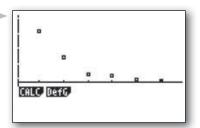
TEXAS

METHOD

CASIO



1 Draw a scatter diagram as per '12.1 Drawing a scatter diagram of bivariate data'.





STAT

► (CALC)

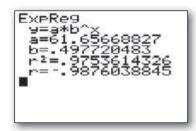
① (ExpReg)



(Make sure the Xlist and Ylist are the correct lists according to where you entered the data in step 1, e.g. Xlist should be the x-variable in L_1 and Ylist should be the y-variable in L_2)

▼ (CALCULATE)

[ENTER]



METHOD

2 Look at the shape of the graph to decide what type of graph it is (linear, parabola, hyperbola, exponential). In this example, the shape of the graph suggests it is an exponential graph: $y = a \times b^x$. Select this type of graph from the list.



CASIO

- F1 (CALC)
- **F6** (>)
- F3 (EXP)
- **F2** (ab^x)

```
ExpRes(a·b^x)
a =73.2267653
b =0.47152261
r =-0.9891428
r=0.97840351
MSe=0.01765677
y=a·b^x
```

22.3.19 Chapter 19 Exponential and polynomial functions

19.1 Solving growth and decay problems

Growth and decay problems often involve finding the variable when it is the exponent, e.g. $y = a \times b^x$. In many cases you will have a value of y and want to know what value of x gives this value of y, e.g. if y = 10, you would get the equation $10 = a \times b^x$, where the values of a and b are known. A simple way to solve an equation involving x in the exponent is to plot the exponential graph $(y = a \times b^x)$ and the line of the target value of y, e.g. y = 10. At the point where the line intersects with the exponential curve, you will find the value of x that makes the equation $10 = a \times b^x$ true. This is the solution to the equation.

Solve $0.3 \times 1.7^x = 35$.



TEXAS

METHOD

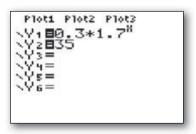


CASIO

The value of x that makes this equation true can be found at the point of intersection between the two graphs:

 $y = 0.3 \times 1.7^x$ and y = 35.





2nd TRACE (CALC)

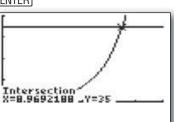
[5] (intersect)

(First curve?) ENTER

(Second curve?) [ENTER]

(Guess?) **\)** (use cursor to move to point of intersection)

[ENTER]



METHOD

1 Plot the graphs as per '22.2G (a)

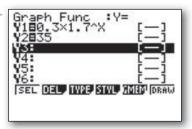
Drawing a graph'.

Adjust the window as required.

2 Find the point of intersection of the line with the exponential equation.

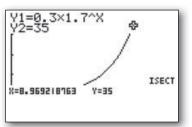


CASIO



SHIFT F5 (G-Solv)

F5 (ISCT)



3 Write down the answer appropriately.

$$x = 9.00 (3 \text{ s.f.})$$

19.2 Solving unfamiliar equations

Your GDC can be particularly useful when you have equations whose graph would be quite complicated to plot by hand. Examples of such graphs are those where the variable is the exponent, e.g. $y = 1 - 2^x$. Other more complicated equations include those in the form $y = \sqrt{(2+x)}$, where the variable is inside a root function.

(a) using a graph

Solve
$$1 - 2^x = \sqrt{(2 + x)}$$
.



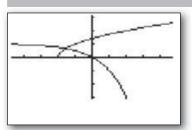
TEXAS

METHOD

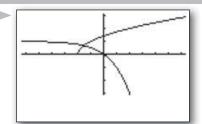


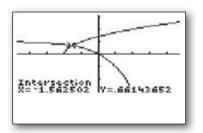
CASIO

Draw the equation each side of the '=' sign as a separate graph and find the point of intersection. At this point, the value of x makes both equations true such that $1 - 2^x = \sqrt{(2 + x)}$.



1 Draw each graph as per '22.2G (a) Drawing a graph'.



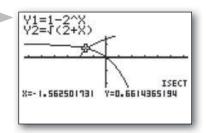


METHOD

2 Find the point of intersection as per step (2) in '19.1 Solving growth and decay problems'.



CASIO



3 Write down the appropriate answer.

$$x = -1.56$$
 (3 s.f.)

(b) using an equation solver

Solve
$$1 - 2^x = \sqrt{(2 + x)}$$
.



TEXAS

MATH [0] * (0: Solver...)

(You will need to rearrange the equal to equal zero.)

 $[2nd]x^2(\sqrt{\ })[2]+[X,T,\Theta,n])$

 $-(1-2^{X,T,\Theta,n})$

[ALPHA] [ENTER] (Solve)

METHOD

- 1 Use the equation solver and key in the equation.
- * Please note on the TI-84 Plus, and some OS on other Silver Editions, it is: MATH ALPHA APPS (B: Solver...) or MATH vuntil 'B: Solver' ENTER.



CASIO

MENU 8 (EQUA)

F3 (Solver)

SHIFT $x^2(\sqrt{})$ (2 + x,θ,T EXE

F6 (SOLV)

2 Write down the appropriate answer.

x = 14.5.

19.3 Solving polynomial equations

(a) using a graph

Use the methods as per section '18.2 Finding the zeros (roots) of a quadratic equation using a graph', repeating the methods to find all the roots as required.

(b) using an equation solver

Use the methods as per section '2.3 (b) Solving quadratic equations using an equation solver', but in step 1 you would enter the appropriate order/degree to suit the polynomial that you have. So, if you wanted to solve a cubic equation, the order/degree would be '3'; if you wanted to solve a quadratic equation, the order/degree would be '2' and so on. In step 2, you enter the appropriate coefficients in decreasing order/degree of x terms. So, for a cubic graph you would enter the coefficient of the x^3 term first, then the coefficient of the x^2 term, then the coefficient of the x term and finally the constant.

685

22.3.20 Chapter 20 Introduction to differential calculus

- 20.1 Finding the numerical value of the derivative $\left(\frac{dy}{dx}\right)$
- (a) using a graph



TEXAS

(Not required)



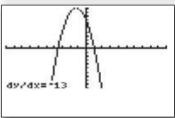
2nd TRACE (CALC)

 $\boxed{6} \left(\frac{\mathrm{d}y}{\mathrm{d}x} \right)$

2

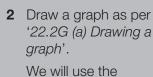
ENTER





METHOD

1 Set up your calculator appropriately.



We will use the following graph in this example:

$$y = 7 - 5x - 2x^2$$

3 Select the tangent tool and choose an *x*-coordinate from which it can be drawn. In this example we will use x = 2.



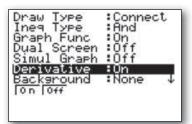
CASIO

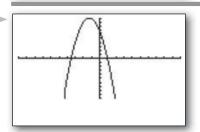
MENU 3 (GRAPH)

SHIFT MENU (SET UP)

▼ ▼ ▼ ▼ (Derivative)

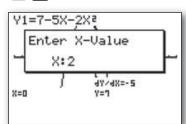
F1 (ON)





SHIFT F1 (TRACE)

2 EXE



(b) using the table



TEXAS

The table function does not give values of the derivative at a point on this calculator.

METHOD

- 1 Access the table menu and enter the equation whose derivative you want to find. In this example we will use $y = 7 - 5x - 2x^2$
- 2 Use the table to read off the x-coordinate, y-coordinate and value of $\frac{dy}{dx}$ (y'1), at each point.

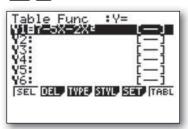


CASIO

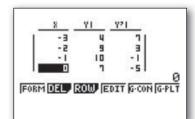
MENU 5 (TABLE)



 $[X,\theta,T]$ x^2



F6 (TABL)



20.2 Finding the equation of the tangent at a point



TEXAS

(Not possible)

METHOD

1 Set up your calculator appropriately.



CASIO

MENU 3 (GRAPH)

SHIFT MENU (SET UP)

F1 (ON)

Draw Type :Connect
Ineq Type :And
Graph Func :On
Dual Screen :Off
Simul Graph :Off
Derivative :On
Background :None ↓

2 Draw a graph as per '22.2G (a) Drawing a graph'. We will use the following graph in this example:

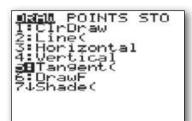
$$y = 7 - 5x - 2x^2$$

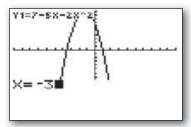


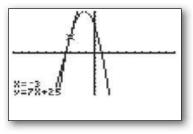
2nd PRGM (Draw)

(Tangent)

(-) [3] ENTER



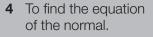




There is no program for finding the equation of the normal on this calculator.

METHOD

3 Once you have the graph on screen, select the tangent function and enter the value of x at the coordinate of choice. This will give you the tangent and tell you its equation.



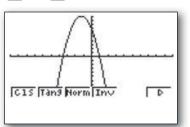


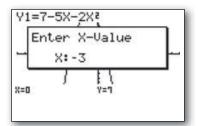
CASIO

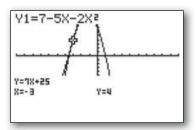
SHIFT F4 (Sketch)

F2 (Tang)

(-) **3** EXE







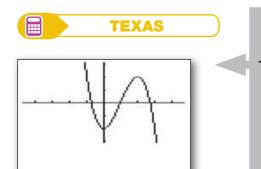
- Repeat as per steps (2) and (3) above but replace:
- F2 (Tang) with:
- F3 (Norm)
- (-) **3** EXE

22.3.21 Chapter 21 Stationary points and optimisation

21.1 Finding increasing and decreasing functions

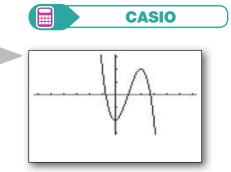
Describe the function $f(x) = 3x^2 - x^2 - 2$ in terms of when it is increasing and decreasing.

(a) using a graph



METHOD

Plot the graph as per '22.2G (a) Drawing a graph'.



2 Look at the graph and determine for what values of x:

- the gradient is negative, f'(x) < 0; this is where the function is decreasing
- the gradient is positive, f'(x) > 0; this is where the function is increasing
- the gradient is zero, f'(x) = 0; this is a stationary point.

3 Write down the answer appropriately.

The function is decreasing when x < 0.

The function is increasing when 0 < x < 2.

The function is decreasing when x > 2.



The table function does not give values of the derivative at a point.

METHOD

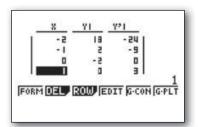
1 Access the table of values as per the instructions in '20.1 (b) Finding the numerical value of the derivative $\left(\frac{dy}{dx}\right)$ using a table'.

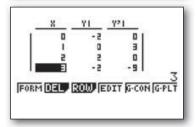


CASIO

MENU 5 (TABLE)

F6 (TABL)





If Y'1 is negative, the function is decreasing.

If Y'1 is positive, the function is increasing.

2 Write down the answer appropriately. When x < 0 the function is decreasing. When 0 < x < 2 the function is increasing. When x = 3, the function is decreasing.

21.2 Finding local maximum and minimum points

Find the local maximum and minimum points of the graph $y = 3x^2 - x^2 - 2$.



TEXAS

METHOD



CASIO

1 Draw a graph as per '22.2G (a) Drawing a graph'.

2nd TRACE (CALC)

[3] (minimum)

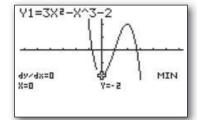
Move the cursor to the left of vertex: [ENTER] (confirm left bound)

Move cursor to the right of vertex: <a>[ENTER] (confirm right bound)

2 Use the appropriate tool to locate the minimum.

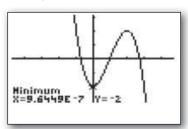
F3 (MIN)

SHIFT F5 (G-Solv)





Move cursor over the vertex: ENTER (confirm position of vertex)



In this example, x = 0 even though the GDC has actually given a value very close to zero.

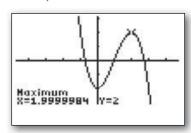
2nd TRACE (CALC)

4 (maximum)

Move the cursor to the left of the vertex ENTER (confirm left bound).

Move cursor to the right of the vertex [ENTER] (confirm right bound).

Move cursor over the vertex ENTER (confirm position of vertex).



METHOD

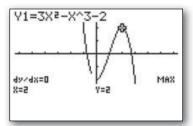


CASIO

3 Use the appropriate tool to locate the maximum.



F2 (MAX)



4 Write down the answer appropriately.

The local minimum is x = 0 and the local maximum is x = 2.