Graphing Calculator Tips and Tricks

Computational Tips and Tricks

• To compute roots higher than square roots

-The easiest way to take the 4th root for example is to raise to the ¼ th power.

• To use the solution from a previous step in a new computation

-If a newer calculator, you can use the arrows to go up to the previous value and hit enter to grab it and insert it into the current computation.

-If an older calculator, you can press "2nd" "ans" and that puts the previous answer into this spot in the new computation.

• To reenter and edit a computation

-If a newer calculator, you can use the arrows to go up to the previous equation and hit enter to grab it and insert it as current computation. Then use the arrows to go back and change what you need. "Del" to delete and "2nd" "ins" to insert may be useful here.

-If an older calculator, you can press "2nd" "entry" and that puts the previous calculation into this spot as the new computation. You can keep hitting "2nd" "entry" to scroll through past computations. Once entered you may use the arrows to go back and change what you need. "Del" to delete and "2nd" "ins" to insert may be useful here.

• To compute function values

-You may simply type the entire function in as a computation with the desired value plugged in.

-You may enter the function into the "y=" list. Then go to the graph and use the "trace" feature. Hit "trace" and type the x value you want and press enter.

-You may enter the function into the "y=" list. Then go to "vars" ""Y-VARS" "Function" and then choose the equation you want to use. Once on the computation screen, this acts like function notation, so you may type y1(5) to plug 5 into equation y1 for example.

<u>Graphing Tips</u>

-To graph, type the equation into the "y=" list and then hit "graph".

-To adjust the window/axes, press "window" and adjust the min and max for x and y.

-To make the screed show a centered graph at the origin press "zoom" "ZStandard"

-If you know what x domain you want, but don;t know how big to set the y values, enter you xMin and xMax into "window" and then choose "zoom", "ZoomFit".

• To Find a zero of a function

-Enter the equation into "y=". Press "graph". Press "2nd" "calc" "zero". Type in an x value left of the zero and hit enter. Type in an x value right of the zero and hit enter. Hit enter again.

• To solve an equation graphically

-Enter the left side of the equation into "y=" "y1". Enter the right side of the equation into "y=" "y2". Press "graph". Press "2nd" "calc" "intersect". Press enter twice. Use the arrows to move the cursor close to the point of intersection you are interested in finding and hit enter again. The x value given is the solution. The y value given is the equivalent value of each side of the equation at that x value.

• To find a relative maximum or minimum value of a function

-Enter the equation into "y=". Press "graph". Press "2nd" "calc" "max"(or "min"). Type in an x value left of the max/min and hit enter. Type in an x value right of the max/min and hit enter. Hit enter again.