

To Generate a Table of Values:



Enter equation

Set up table by using TABLE key

F2 [TBLSET]

ΔTbl is the change in the x values

View table by using F1 [TABLE]

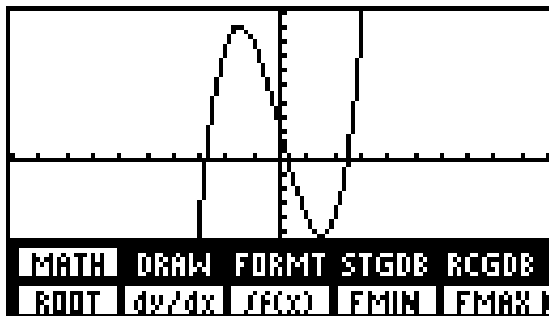
X	Y1	
-5	8	
-4	ERROR	
-3	-8	
-2	-4	
-1	-2.66667	
0	-2	

x = -5

TBLSET SELECT X Y

To Find Special Points on a Graph:

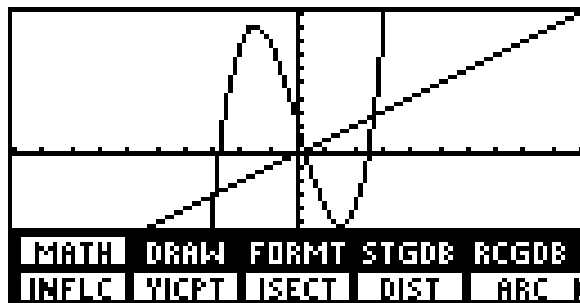
x-intercepts: [GRAPH]; [MORE]
 F1 [MATH]
 F1 [ROOT]
 move left of intercept, ENTER
 move right of intercept, ENTER
 move back close to intercept, ENTER



minimum: [GRAPH]; [MORE]
 F1 [MATH];
 F4 [FMIN]
 move left of minimum, ENTER
 move right of minimum, ENTER
 move back close to minimum, ENTER

maximum: same as minimum, only use F5 [FMAX]

intersection: enter equations for Y1 and Y2
 [GRAPH]; [MORE]
 F1 [MATH]; [MORE]
 F3 [ISECT]
 move close to intersection point
 ENTER
 ENTER
 ENTER



Using Calculator Programs:

PRGM; F1 NAMES will list the names of programs on your calculator.
MORE will continue the list

AMORT: calculates the monthly payment for a loan with compound interest

ANNUITY: calculates or solves for payment with either Future Value or Present Value of an annuity

BALANCE: calculates the balance in an account with compound interest

COMPOUND: will solve for either Balance, Principal, or Time with compound interest

DISTANCE: calculates the distance and midpoint between two points

EVALUATE: evaluates the function in Y1 for any x value entered

LINES: calculates the slope and y-intercept for two entered points or a point and a slope

QUADFUN: calculates the vertex and roots (x-intercepts or solutions) for a quadratic equation

Select the program you want to run and then ENTER

Sharing Calculator Data and Programs:

Connect cable firmly to both calculators

Both people: **y** x-VAR [LINK]

Person that needs the data: F2 RECV

Person that has the data to send: F1 SEND; F2 PRGM; F3 ALL+ ; F1 XMIT

To Return to the Home Screen:

y EXIT [QUIT]

Scatter Diagrams

A. Clear Previous Data

1. Press 2nd [+] ...
2. F2 [EDIT]
3. Up arrow to highlight xStat
4. CLEAR, ENTER
5. Up arrow to highlight yStat
6. CLEAR, ENTER

xStat	yStat	fStat	1
-----	-----	-----	
xStat = █			
{	}	NAMES	" OPS

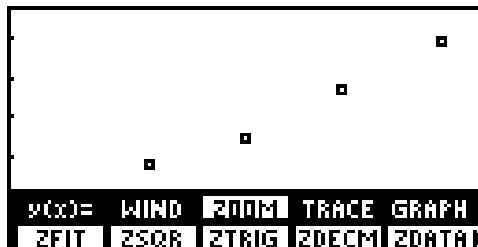
B. Enter Data

Enter the x values in the 1st column, the y values in the second

C. Draw a Scatter Diagram of the data:

1. EXIT
2. Press 2nd [+] ...
3. F3 PLOT
4. F1 PLOT1
5. ENTER
6. EXIT, EXIT
7. GRAPH
8. F3 ZOOM
9. MORE
10. F5 ZDATA
11. EXIT

STAT PLOTS			
1:Plot1...On			
xStat	yStat		█
2:Plot2...Off			
xStat	yStat		█
3:Plot3...Off			
xStat	yStat		█
PLT1	PLT2	PLT3	PTOn
			PTOff



D. When finished, turn STAT PLOT OFF

1. Press y [+] [STAT]
 2. F3 PLOT
 3. F5: Ploff
- Press []

E. Calculate the Regression equation

1. Press 2nd [+] ...
2. F1 [CALC]; F3 [LinR]
3. 2nd CUSTOM; MORE, MORE, F4 [STAT]
4. arrow down to xStat and ENTER
5. type a comma (,)
6. repeat 2nd CUSTOM; MORE, MORE, F4 [STAT]
7. arrow down to yStat and ENTER
8. ENTER
9. The model is $y = a + bx$ or $bx + a$

LinR xStat, yStat █