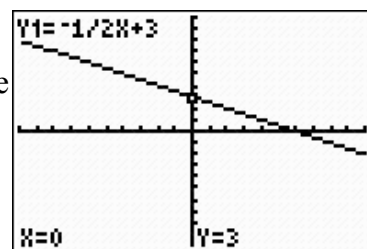


Graphing Tidbits

Both **Classic Mode** and **MathPrint Mode**

1. To find the y -intercept:

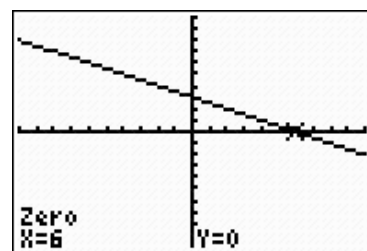
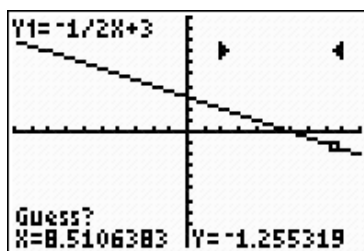
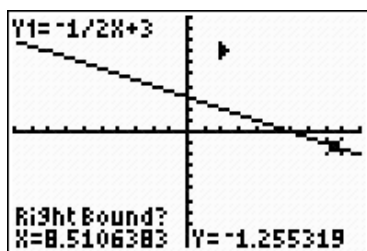
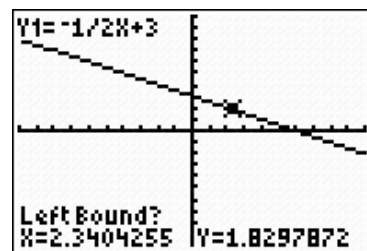
Hit the **TRACE** button. The spider will always start on the y -axis, showing the y -intercept.



2. To find the x -intercept:

Hit **2nd TRACE** button, **#2 ZERO** (called the "Root Key") allows you to find the x -intercept(s).

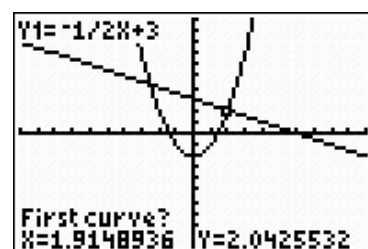
When asked for the *Left Bound*, move the cursor to the left of the intercept. Hitting **ENTER** will place a marker on the screen. For the *Right Bound*, move to the right of the intercept. Hit **ENTER** twice.

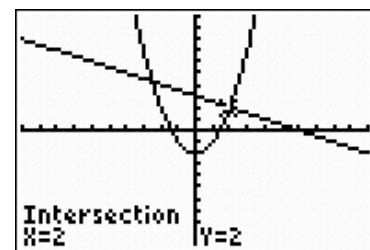
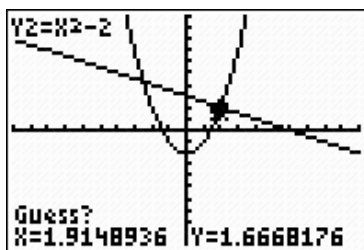
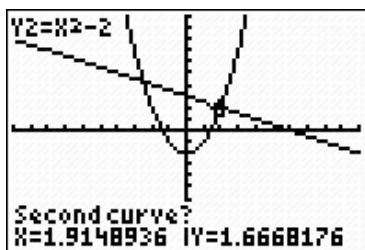


3. To find where the graphs intersect:

Hit **2nd TRACE** button, **#5 INTERSECT**.

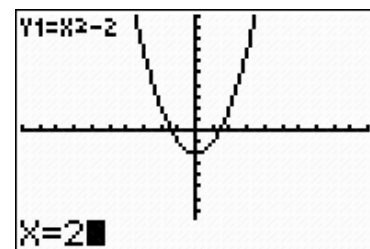
When asked for the First Curve, move the cursor near the point of intersection you wish to find. Simply hit **ENTER** three times.





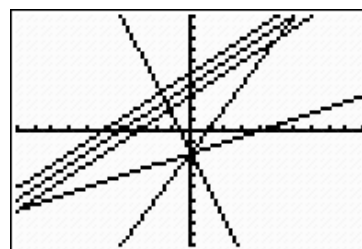
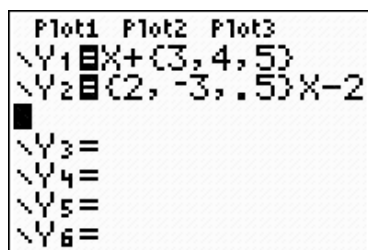
4. To find a specific value while tracing:

When tracing a graph, you may not be able to find the specific value that you desire by moving the arrow keys. To find your specific value while tracing, simply type the x -value that you are looking for and hit **ENTER**. The cursor will automatically move to that point and yield the y -value, if the x -value is within the viewing window. If your needed x -value is outside of the viewing window, adjust the window as to contain the needed x -value.



5. To enter multiple graphs quickly:

Lists can be used to enter several equations with similar coefficients or constants. Be sure to use French curly braces and not the parentheses. For example, $Y1 = x + \{3, 4, 5\}$ will plot $y = x + 3$, $y = x + 4$, and $y = x + 5$.



Finding Your Way Around TABLE of CONTENTS

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