

## Algebra 1 TI-84 Tips & Tricks

- On the TI-84 all the blue functions above keys can be accessed by first clicking the blue **2<sup>nd</sup>** button and green functions above keys can be accessed by first clicking the green **alpha** button
- To make **Exponents** click the **^** (above the  $\div$  symbol). A shortcut for squaring is the **x<sup>2</sup>** button above the **log** button on left side of calculator
- **2<sup>nd</sup>** and **mode** to Quit and return to the HomeScreen. Sometimes the **clear** button below the scroll arrows will also work.
- To make an Absolute Value symbol click the green **alpha** button then **window** button. Press **enter**. You should see | |
- To make a fraction press **alpha** and the key next to it **x,T, $\theta$ .n** or press **alpha** then **y=** then press **enter**. This is really useful for reducing fractions (slopes must be reduced before putting into slope-intercept form  $y=mx+b$ )

- **Questions with One variable**

Put the question in  $y_1=$

Put each answer one by one in  $y_2=$

Check the table **2<sup>nd</sup> graph**

If all the values in the  $Y_1$  and  $Y_2$  match, the answer is correct

Example 1:

4 The expression  $-2(x^2 - 2x + 1) + (3x^2 + 3x - 5)$  is equivalent to

(1)  $x^2 + x - 4$

(3)  $x^2 + 7x - 4$

(2)  $x^2 - x - 7$

(4)  $x^2 + 7x - 7$

- **Finding intersection with graphing**

Isolate the y by moving all the x's and numbers to other side of equal sign

Put these equations into  $y_1=$  and  $y_2=$

Click **2<sup>nd</sup> trace** then chose **5: intersect** and hit **enter**

Use the scrolling arrows to move close to the intersection on **First curve** then click **enter**

Now move close to the intersection on **Second Curve** and click **enter**

Now the calculator says **Guess?** Hit **enter**.

The calculator will say **Intersection** and displays the x and y values

Example 2:

$$\begin{aligned}2x + 2y &= 16 \\3x - y &= 4\end{aligned}$$

Example 3:

$$\begin{aligned}y &= x^2 - 3x - 6 \\y &= x - 1\end{aligned}$$

- **Finding intersection with table**

Isolate the y by moving all the x's and numbers to other side of equal sign

Put these equations into  $y_1=$  and  $y_2=$

Check the table **2<sup>nd</sup> graph**

For whatever value of x, both the  $Y_1$  and  $Y_2$  match, that will be the answer

Try it with Example 3 above. When  $x=-1$ , the  $Y_1$  and  $Y_2$  are both -2 so the point (-1,-2) is one intersection. When  $x=5$ , the  $Y_1$  and  $Y_2$  are both 4 so (5,4) is another intersection.

**Note:** *If two equations have the same number in front of the x (slope) and different y-intercepts, they will be parallel so there will be **no solution** because parallel lines never intersect.*

- **Finding Solutions, Roots, Zeroes, and X-Intercepts**

Solutions, roots, zeroes, and x-intercepts all mean the same thing: they want you to find where a function crosses the x-axis (where y is zero hence why it is called "zeroes".)

Isolate the y by moving all the x's and numbers to other side of equal sign

Put the equation into  $y_1=$

Click **2<sup>nd</sup> trace** then chose **2: zero** and hit **enter**

Move the cursor to the **left** (above) of the place where it crosses the x-axis **Left Bound** and hit **enter**. Move cursor to the **right** (below), hit

**enter.** Calculator asks **Guess?** Hit **enter.** Below the graph, the display will show the x and y coordinates. **The Y should be 0.**

Example 4:

Which ordered pair below is *not* a solution to

$$f(x) = x^2 - 3x + 4?$$

- 1) (0,4)
- 2) (1.5,1.75)
- 3) (5,14)
- 4) (-1,6)

Example 5:

If  $4x^2 - 100 = 0$ , the roots of the equation are

- 1) -25 and 25
- 2) -25, only
- 3) -5 and 5
- 4) -5, only

- **Finding Minimums and Maximums**

Put the equation into  $y_1=$

Click **2<sup>nd</sup> trace** then choose either **3: minimum** (for lowest point) or **4: maximum** (for highest point) then hit **enter**

The graph appears, move the cursor **Left Bound, enter, Right Bound, enter.** Calculator asks **Guess?** Hit **enter.** Below the graph, the display will show the x and y coordinates.

Example 6:

What is the *minimum* value of the function

$$y = |x + 3| - 2?$$

- 1) -2
- 2) 2
- 3) 3
- 4) -3

**Example 7:**

Let  $h(t) = -16t^2 + 64t + 80$  represent the height of an object above the ground after  $t$  seconds.

Determine the number of seconds it takes to achieve its maximum height. Justify your answer.

- **Graphing Inequalities**

Isolate the  $y$  by moving  $x$ 's and numbers to the right side of the inequality symbol

Click **apps** button. Scroll down and select **Inequalz** then **enter**

Click **y=**. Scroll to the left until the box blinks. Hit **enter**.

Scroll to **Y** use your cursor to find the inequality symbol that matches the equation. Scroll to **OK** and hit **enter**

**Scroll right** and enter the equation

**Scroll down** and do the same if there is a second equation

Select **graph**

**Example 8:**

$$3y + 2x \leq 15$$

$$y - x > 1$$

**Note:** To exit the Inequality app, go back to **apps**, click **Inequalz**, **2: Quit Inequality Graphing**, **enter**.

- **Changing Windows in Graphing**

Sometimes you will be given a question that involves graph that is outside the domain and range on the default graph ( $x$  and  $y$  both go from  $-10$  to  $10$ .)

Click on **window**

**Xmin** enter smallest  $x$  value

**Xmax** enter largest  $x$  value

**Ymin** enter smallest  $y$  value

**Ymax** enter largest  $y$  value

Then **Graph**

### Example 9: Graph the following

An Air Force pilot is flying at a cruising altitude of 9000 feet and is forced to eject from her aircraft. The function  $h(t) = -16t^2 + 128t + 9000$  models the height, in feet, of the pilot above the ground, where  $t$  is the time, in seconds, after she is ejected from the aircraft.

**Note:** to reset the graph back to the default click **zoom, 6, enter**

- **Statistics**

Click on **stat** then **1: Edit** and **enter**

You will enter each value under **L1** column and hit enter after each value

Click on **stat** then Scroll to **Calc** and select **1: 1-Var Stats**

**List** should have L1 next to it

**FreqList** should have nothing next to it

Scroll to **Calculate** and hit **enter**

$\bar{x}$  is the mean (average)

$S_x$  is Sample standard deviation

$\sigma_x$  is Population standard deviation

**n=** is the number of data points. (Make sure that matches how many were in the question.)

**minx=** is the smallest value

$Q_1$  is the lower quartile

**Med** is the median

$Q_3$  is the upper quartile

**maxX** is the highest value

### Example 10:

The following table shows the heights, in inches, of the players on the opening-night roster of the 2015-2016 New York Knicks.

84	80	87	75	77	79	80	74	76	80	80	82	82
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The population standard deviation of these data is approximately

1) 3.5

3) 79.7

2) 13

4) 80

**Note:** To clear the values in the L1 column, scroll up so your cursor is on **L1**, hit **clear**, scroll down. That should clear all the data points.

- **Correlation Coefficients**

\*The correlation coefficient will not appear unless you turn Stat Diagnostics On

Click **mode**

Scroll down to **Stat Diagnostics**

Scroll to **On** then hit **enter**

Then **Clear**

To enter data from a question, go to **stat, 1: Edit, enter**

Enter all the x values under the **L1** column and the y values under **L2** (If you are unsure, time is always an x value.)

Click on **stat**, scroll to **Calc**. Under **Calc**, scroll down to **4: LinReg (ax+b)**, hit **enter**. You should see **Xlist: L1, YList: L2**, and nothing next to the rest. Scroll down click **Calculate** and **enter**

The Correlation Coefficient is the **r** value (ignore **r<sup>2</sup>**)

**Example 11:**

The table below shows the amount of money a popular movie earned, in millions of dollars, during its first six weeks in theaters.

<b>Week (x)</b>	1	2	3	4	5	6
<b>Dollars Earned, in Millions (y)</b>	185	150	90	50	25	5

Write the linear regression equation for this data set, rounding all values to the *nearest hundredth*.

State the correlation coefficient to the *nearest hundredth*.

- **Solving systems of equations using The Matrix**

**2nd**  $x^{-1}$  This will take you into the Matrix

Click on **1** and scroll to **Edit**

Put in the number of rows x columns then **Enter**

(2x3 if you have 2 equations with 2 unknowns)

Now you are in the Matrix. Enter each number from the coefficients in the equations, hit enter each time until all the rows and columns are filled

**2nd Mode** (Quit the Matrix)

**2nd**  $x^{-1}$  to reenter the Matrix

Scroll to **Math**, then scroll down to **B** ↓ **rref(**

Hit **enter**

**2nd**  $x^{-1}$  to reenter the Matrix

Select the Matrix you were working on (for example 1: **[A]**)

**Enter**

Now you will see **rref([A]**

**Enter**

You will see a matrix like this one:

$$\begin{array}{ccc} 1 & 0 & -4 \\ 0 & 1 & 1 \end{array}$$

The first row is saying the  $x=-4$  and the second row is saying  $y=1$ .

Example 12:

$$2x + 3y = -5$$

$$-4x - 9y = 7$$