**TI-84 Calculator Instructions**

**To graph a function:**

1. Press Y=.
2. Type in equation.
3. Press GRAPH.
4. Adjust window as needed to see relevant features of function.
   1. Press WINDOW and change the *X*min, *X*max, *Y*min, and *Y*max (leave Xscl and Yscl as 1)

**To calculate an intersection of two functions:**

1. Graph each function, one in Y1 and one in Y2.
2. Press 2ND+TRACE (accessing the CALC feature) and select INTERSECT.
3. Move your cursor close to the point of intersection and press ENTER three times. Your screen should show the coordinates of the intersection.
4. To calculate another intersection, repeat steps 2-3.

**To calculate a zero (*x*-intercept):**

1. Graph the function.
2. Press 2ND+TRACE (accessing the CALC feature) and select ZERO.
3. Move your cursor to the *left* of the *x*-intercept and press ENTER.
4. Move your cursor to the *right* of the *x*-intercept and press ENTER.
5. Press ENTER one more time. Your screen should show the coordinates of the *x*-intercept.
6. To calculate another *x*-intercept, repeat steps 2-5.

**To calculate a maximum or minimum:**

1. Graph the function.
2. Press 2ND+TRACE (accessing the CALC feature) and select MAXIMUM or MINIMUM.
3. Move your cursor to the *left* of the maximum or minimum and press ENTER.
4. Move your cursor to the *right* of the maximumor minimum and press ENTER.
5. Press ENTER one more time. Your screen should show the coordinates of the maximum or minimum.
6. To calculate another maximum or minimum, repeat steps 2-5.

**TI-Nspire Calculator Instructions**

**To graph a function:**

1. Open a New Document (if asked to save an ‘Unsaved Document’ select NO)
2. Click Add Graphs.
3. Either at the top or bottom of your screen you should see . Type your equation here.
   1. To type another function, press Tab, and you should see.
4. Press Enter and you should see the graph.
5. Adjust window as needed to see relevant features of function.
   1. Press Menu, scroll down to Window/Zoom, press Enter and select Window Settings. Here you can change the *X*min, *X*max, *Y*min, and *Y*max (leave Xscl and Yscl as 1).

**To calculate an intersection of two functions:**

1. Graph each function, one inand one in.
2. Press Menu, scroll down to Analyze Graph, press Enter (or click down on the trackpad, and select Intersection.
3. You should see a dashed vertical line where your cursor is. Use the trackpad to move the dashed line to the left of the intersection and press Enter.
4. Use the trackpad to move the dashed line to the right of the intersection and press Enter. The intersection should be shown as a coordinate point on the screen.
   1. To see more decimals, use the trackpad to hover the ‘hand’ over the *x* or *y* coordinate, and press the + button. If there are more decimals to show, each time you press + you should see another decimal.
5. To calculate another intersection, repeat steps 2-4.

**To calculate a zero (*x*-intercept):**

1. Graph the function in .
2. Press Menu, scroll down to Analyze Graph, press Enter (or click down on the trackpad), and select Zero.
3. You should see a dashed vertical line where your cursor is. Use the trackpad to move the dashed line to the left of the *x*-intercept and press Enter.
4. Use the trackpad to move the dashed line to the right of the *x*-intercept and press Enter. The *x*-intercept should be shown as a coordinate point on the screen.
   1. To see more decimals, use the trackpad to hover the ‘hand’ over the *x* or *y* coordinate, and press the + button. If there are more decimals to show, each time you press + you should see another decimal.
5. To calculate another *x*-intercept, repeat steps 2-4.

**To calculate a maximum or minimum:**

1. Graph the function in .
2. Press Menu, scroll down to Analyze Graph, press Enter (or click down on the trackpad), and select Maximum or Minimum.
3. You should see a dashed vertical line where your cursor is. Use the trackpad to move the dashed line to the left of the maximum or minimum and press Enter.
4. Use the trackpad to move the dashed line to the right of the maximum or minimum and press Enter. The maximum or minimum should be shown as a coordinate point on the screen.
   1. To see more decimals, use the trackpad to hover the ‘hand’ over the *x* or *y* coordinate, and press the + button. If there are more decimals to show, each time you press + you should see another decimal.
5. To calculate another maximum or minimum, repeat steps 2-4.