Basic Calculator Keystroke Guide

Words in **BOLD** are calculator keys

6/20/07

TI-83+/83/84+/84

BASIC SETUP	**MODE** All values down the left-hand side should be highlighted. To return to the 'home' screen at any time **2nd** **MODE**
To enter a rational expression	**(** numerator **)** / **(** denominator **)**
To raise a value (or variable) to a power (exponents)	For x^2 value x^2 For others value **^** power
To change a decimal to a fraction	**MATH** **ENTER** **ENTER**
To find or enter the absolute value	**MATH** ► **ENTER** value or expression **)**
To store a value for x	value **STO** **X,T,θ** **ENTER**
To store a value for a variable other than x	value **STO** **ALPHA** choose variable from GREEN letters above keys **ENTER**
To access π	**2nd** **^**
To graph an equation	**Y=** enter the equation **GRAPH**
To change the viewing window for a graph	**WINDOW** enter values and desired scales
"Friendly windows"	This (or any multiple of x values) will give all x integer values.
To trace along a graph (an equation must be entered)	**TRACE** ► ◄ as desired
To access the VALUE/EVAL feature (an equation must be entered)	**2nd** **TRACE** **ENTER** value **ENTER** NOTE: Your x value must be within your viewing window. This process may be repeated by entering a new x-value.
To find the intersection of 2 graphs (2 equations must be entered)	**2nd TRACE** scroll to INTERSECT **ENTER** Adjust window if necessary to see the intersection. Using ► ◄ move cursor to approximate intersection **ENTER** **ENTER** **ENTER** NOTE: Your x value must be within your viewing window.
To solve an equation by graphing (2 equations must be entered)	Enter left-hand side of equation in $y1$; right-hand side in $y2$ Graph and locate the point(s) of intersection.
To find the x-intercept(s) (an equation must be entered)	**2nd** **TRACE** scroll to ZERO **ENTER** Enter a numerical value that lies to the LEFT of the point. **ENTER** and then a numerical value that lies to the RIGHT of the point. **ENTER** **ENTER**
To change a decimal value obtained in a graph to a fraction	**2nd** **MODE** **X,T,θ,n** (for y **ALPHA 1**) **MATH** **ENTER** **ENTER**
To access a TABLE (one or more equations must be entered)	**2nd GRAPH**
To adjust a TABLE (one or more equations must be entered)	**2nd WINDOW** Set start value (usually 0) and increment (usually 1). AUTO should be highlighted for both Indpnt and Depend

To find $\sqrt{\ }$	**2nd** x^2 value Note: You will need to enter **)** when needed.
To find $\sqrt[3]{\ }$	**MATH** scroll to $\sqrt[3]{\ }$ **ENTER** value Note: You will need to enter **)** when needed.
To find other roots ($\sqrt[x]{y}$)	root **MATH** scroll to $\sqrt[x]{\ }$ value Note: You will need to enter **( )** when needed.
To find the maximum (minimum) point (an equation must be entered.)	**2nd** **TRACE** scroll to MAXIMUM (MINIMUM) **ENTER** Move cursor to LEFT of the point (the cursor may move up or down the graph) **ENTER** Move cursor to RIGHT of the point (the cursor may move up or down the graph) **ENTER** **ENTER**
To solve inequalities in 2 variables (shading)	enter function into $y1$ ◄ all the way to the left of $y1$ for $f(x) >$ **ENTER** **ENTER** **GRAPH** for $f(x) <$ **ENTER** **ENTER** **ENTER** **GRAPH** Repeat if solving a system of inequalities OR enter each function into $y\#$, select each style, then graph
To evaluate a function	an equation must be entered for $Y_\#$ **VARS** ► Y-VARS **ENTER** $Y_\#$ **ENTER** **(** value **)** **ENTER** OR Use the Value feature from the graph
To access i	**2nd** •