Graphing

Sections 5-1 and 5-2 of this chapter provide basic information you need to know in order to draw a graph. The remaining sections describe more advanced graphing features and functions.

Select the icon in the Main Menu that suits the type of graph you want to draw or the type of table you want to generate.

- **GRPH · TBL** … General function graphing or number table generation
- **CONICS** … Implicit function graphing
  
  (5-1-5 ~ 5-1-6, 5-11-17 ~ 5-11-21)
- **RUN · MAT** … Manual graphing (5-6-1 ~ 5-6-4)
- **DYNA** … Dynamic Graph (5-8-1 ~ 5-8-6)
- **RECUR** … Recursion graphing or number table generation
  
  (5-9-1 ~ 5-9-8)

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5-1 Sample Graphs

How to draw a simple graph (1)

Description
To draw a graph, simply input the applicable function.

Set Up
1. From the Main Menu, enter the GRPH • TBL Mode.

Execution
2. Input the function you want to graph.
   Here you would use the V-Window to specify the range and other parameters of the graph. See 5-2-1.
3. Draw the graph.
Example To graph $y = 3x^2$

**Procedure**

1. **[MENU]** GRPH • TBL
2. **3** $x^2$ EXE
3. **F3** (DRAW) (or EXE)

**Result Screen**

![Graph of $y = 3x^2$]
How to draw a simple graph (2)

Description
You can store up to 20 functions in memory and then select the one you want for graphing.

Set Up
1. From the Main Menu, enter the GRPH • TBL Mode.

Execution
2. Specify the function type and input the function whose graph you want to draw.

You can use the GRPH • TBL Mode to draw a graph for the following types of expressions: rectangular coordinate expression, polar coordinate expression, parametric function, X = constant expression, inequality.

- F3 (TYPE) 1 (Y =) ... rectangular coordinates
- 2 (r =) ... polar coordinates
- 3 (Param) ... parametric function
- 4 (X = c) ... X = constant function
- 5 (INEQUA) 1 (Y >) ... 4 (Y ≤) ... inequality

Repeat this step as many times as required to input all of the functions you want.

Next you should specify which of the functions among those that are stored in memory you want to graph (see 5-3-4). If you do not select specific functions here, the graph operation will draw graphs of all the functions currently stored in memory.

3. Draw the graph.
Example: Input the functions shown below and draw their graphs

\[ Y_1 = 2x^2 - 3, \ r_2 = 3\sin2\theta \]

Procedure

1. `MENU` GRPH•TBL
2. `F3` (TYPE) 1 (Y=) 2 \( x^2 \) \( \rightarrow \) 3 \( \text{EXE} \)
   - `F3` (TYPE) 2 (r=) 3 \( \sin \) 2 \( \text{EXE} \)
3. `F3` (DRAW)

Result Screen
How to draw a simple graph (3)

Description
Use the following procedure to graph the function of a parabola, circle, ellipse, or hyperbola.

Set Up
1. From the Main Menu, enter the CONICS Mode.

Execution
2. Use the cursor ▲▼ keys to specify one of the function type as follows.

<table>
<thead>
<tr>
<th>Graph Type</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parabola</td>
<td>[X = A(Y - K)^2 + H]</td>
</tr>
<tr>
<td></td>
<td>[X = AY^2 + BY + C]</td>
</tr>
<tr>
<td></td>
<td>[Y = A(X - H)^2 + K]</td>
</tr>
<tr>
<td></td>
<td>[Y = AX^2 + BX + C]</td>
</tr>
<tr>
<td>Circle</td>
<td>[(X - H)^2 + (Y - K)^2 = R^2]</td>
</tr>
<tr>
<td></td>
<td>[AX^2 + AY^2 + BX + CY + D = 0]</td>
</tr>
<tr>
<td>Ellipse</td>
<td>[\frac{(X - H)^2}{A^2} + \frac{(Y - K)^2}{B^2} = 1]</td>
</tr>
<tr>
<td>Hyperbola</td>
<td>[\frac{(X - H)^2}{A^2} - \frac{(Y - K)^2}{B^2} = 1]</td>
</tr>
<tr>
<td></td>
<td>[\frac{(Y - K)^2}{A^2} - \frac{(X - H)^2}{B^2} = 1]</td>
</tr>
</tbody>
</table>

3. Input values for the required variables.
4. Graph the function.
Example: Graph the circle \((X-1)^2 + (Y-1)^2 = 2^2\)

Procedure

1. **MENU** CONICS
2. **↓↓↓** **EXE**
3. **1 EXE 1 EXE 2 EXE**
4. **FB** (DRAW)

Result Screen

- Parabola
- Ellipse
- Hyperbola
5-2 Controlling What Appears on a Graph Screen

**V-Window (View Window) Settings**

Use the View Window to specify the range of the \(x\)- and \(y\)-axes, and to set the spacing between the increment on each axis. You should always set the V-Window parameters you want to use before graphing.

- **To make V-Window settings**
  1. From the Main Menu, enter the GRPH•TBL Mode.
  2. Press \(\text{SHIFT} \, \text{F10}\) (V-Window) to display the V-Window setting screen.

   **Rectangular coordinate parameter**
   - \(\text{Xmin} \ldots \) Minimum \(x\)-axis value
   - \(\text{Xmax} \ldots \) Maximum \(x\)-axis value
   - \(\text{Xscale} \ldots \) Spacing of \(x\)-axis increments
   - \(\text{Xdot} \ldots \) Value that corresponds to one \(x\)-axis dot
   - \(\text{Ymin} \ldots \) Minimum \(y\)-axis value
   - \(\text{Ymax} \ldots \) Maximum \(y\)-axis value
   - \(\text{Yscale} \ldots \) Spacing of \(y\)-axis increments

   **Polar coordinate parameter**
   - \(\text{T\_min} \ldots \text{T}, \theta\) minimum values
   - \(\text{T\_max} \ldots \text{T}, \theta\) maximum values
   - \(\text{T\_ptch} \ldots \text{T}, \theta\) pitch

  3. Press \(\text{Shift} \, \text{F10}\) to move the highlighting, and input an appropriate value for each parameter, pressing \(\text{EXE}\) after each.

   - \{\text{INIT}\}/\{\text{TRIG}\}/\{\text{STD}\} … V-Window {initial settings}/ {initial settings using specified angle unit}/ {standardized settings}
   - \{\text{STO}\}/\{\text{RCL}\} … V-Window setting {store}/ {recall}

After settings are the way you want them, press \(\text{EXE}\) or \(\text{SHIFT} \, \text{EXE}\) (QUIT) to exit the V-Window setting screen.*1

*1 Pressing \(\text{EXE}\) without inputting anything while \(\square\) is displayed exits the View Window setting screen.
V-Window Setting Precautions

- Inputting zero for T \( \theta \) pitch causes an error.
- Any illegal input (out of range value, negative sign without a value, etc.) causes an error.
- An error occurs when Xmax is less than Xmin, or Ymax is less than Ymin. When T \( \theta \) max is less than T \( \theta \) min, T \( \theta \) pitch becomes negative.
- You can input expressions (such as 2\( \pi \)) as V-Window parameters.
- When the V-Window setting produces an axis that does not fit on the display, the scale of the axis is indicated on the edge of the display closest to the origin.
- Changing the V-Window settings clears the graph currently on the display and replaces it with the new axes only.
- Changing the Xmin or Xmax value causes the Xdot value to be adjusted automatically.
- Changing the Xdot value causes the Xmax value to be adjusted automatically.
- A polar coordinate (r \( = \)) or parametric graph will appear coarse if the settings you make in the V-Window cause the T, \( \theta \) pitch value to be too large, relative to the differential between the T, \( \theta \) min and T, \( \theta \) max settings. If the settings you make cause the T, \( \theta \) pitch value to be too small relative to the differential between the T, \( \theta \) min and T, \( \theta \) max settings, on the other hand, the graph will take a very long time to draw.
- The following is the input range for V-Window parameters.

\[-9.999999999 \times 10^{97} \text{ to } 9.999999999 \times 10^{97}\]
### Initializing and Standardizing the V-Window

- **To initialize the V-Window**
  1. From the Main Menu, enter the GRPH • TBL Mode.
  2. Press \(\text{SHIFT} \text{ PTN}\) (V-Window).
  3. Press \(\text{F1}\) (INIT) to initialize the V-Window.

\[
\begin{align*}
\text{Xmin} &= -6.3, \quad \text{Xmax} = 6.3, \quad \text{Xscale} = 1, \quad \text{Xdot} = 0.1 \\
\text{Ymin} &= -3.1, \quad \text{Ymax} = 3.1, \quad \text{Yscale} = 1 \\
\theta \min &= 0, \quad \theta \max = 2\pi \text{ (rad)}, \quad \theta \ptch = \frac{2\pi}{60} \text{ (rad)}
\end{align*}
\]

- **To initialize the V-Window in accordance with an angle unit**
  In step 3 of the procedure under “To initialize the V-Window” above, press \(\text{F2}\) (TRIG) to initialize the V-Window in accordance with an angle unit.

\[
\begin{align*}
\text{Xmin} &= -3\pi \text{ (rad)}, \quad \text{Xmax} = 3\pi \text{ (rad)}, \quad \text{Xscale} = \frac{\pi}{2} \text{ (rad)}, \quad \text{Xdot} = \frac{\pi}{21} \text{ (rad)}, \\
\text{Ymin} &= -1.6, \quad \text{Ymax} = 1.6, \quad \text{Yscale} = 0.5
\end{align*}
\]

- **To standardize the V-Window**
  The following are the standard V-Window settings of this calculator.

\[
\begin{align*}
\text{Xmin} &= -10, \quad \text{Xmax} = 10, \quad \text{Xscale} = 1, \quad \text{Xdot} = 0.15873015, \\
\text{Ymin} &= -10, \quad \text{Ymax} = 10, \quad \text{Yscale} = 1, \\
\theta \min &= 0, \quad \theta \max = 2\pi \text{ (rad)}, \quad \theta \ptch = \frac{2\pi}{60} \text{ (rad)}
\end{align*}
\]

In step 3 of the procedure under “To initialize the V-Window” above, press \(\text{F3}\) (STD) to standardize V-Window settings in accordance with the above.

# Initialization and standardization cause \(\theta \min, \theta \max, \theta \ptch\) values to change automatically in accordance with the current angle unit setting as shown below.

- **Gra Mode:**
  \[
  \theta \min = 0, \quad \theta \max = 400, \quad \theta \ptch = 400/60
  \]

- **Deg Mode:**
  \[
  \theta \min = 0, \quad \theta \max = 360, \quad \theta \ptch = 6
  \]
## V-Window Memory

You can store up to six sets of V-Window settings in V-Window memory for recall when you need them.

- **To store V-Window settings**
  1. From the Main Menu, enter the GRPH•TBL Mode.
  2. Press \(\text{SHIFT} \text{OPTN}\) (V-Window) to display the V-Window setting screen, and input the values you want.
  3. Press \(\text{F}4\) (STO) to display the pop-up window.
  4. Press a number key to specify the V-Window memory where you want to save the settings, and then press \(\text{EX}\). Pressing \(1\ \text{EX}\) stores the settings in V-Window Memory 1 (V-Win1).

- **To recall V-Window memory settings**
  1. From the Main Menu, enter the GRPH•TBL Mode.
  2. Press \(\text{SHIFT} \text{OPTN}\) (V-Window) to display the V-Window setting screen.
  3. Press \(\text{F}5\) (RCL) to display the pop-up window.
  4. Press a number key to specify the V-Window memory number for the settings you want to recall, and then press \(\text{EX}\). Pressing \(1\ \text{EX}\) recalls the settings in V-Window Memory 1 (V-Win1).

---

# Storing V-Window settings to a memory that already contains setting data replaces the previous data with the new settings.

# Recalling settings causes the current V-Window settings to be replaced with those recalled from memory.
Specifying the Graph Range

Description
You can define a range (start point, end point) for a function before graphing it.

Set Up
1. From the Main Menu, enter the GRPH • TBL Mode.

Execution
3. Specify the function type and input the function. The following is the syntax for function input.
   - Function \( \text{Function} \)\(^\text{1} \text{ SHIFT} \)\( ( \text{Start Point} \)\( \text{End Point} \)\( \text{SHIFT} \)\( ) \)
4. Draw the graph.
Example

Graph \( y = x^2 + 3x - 2 \) within the range \(-2 \leq x \leq 4\)

Use the following V-Window settings.

- \( X_{\text{min}} = -3, \ X_{\text{max}} = 5, \ X_{\text{scale}} = 1 \)
- \( Y_{\text{min}} = -10, \ Y_{\text{max}} = 30, \ Y_{\text{scale}} = 5 \)

Procedure

1. **Menu** GRPH • TBL
2. **Shift** OPTN (V-Window) \( \text{EXE} 3 \text{ EXE} 1 \text{ EXE} \) 
   \( \text{EXE} 1 \text{ EXE} 0 \text{ EXE} 3 \text{ EXE} 0 \text{ EXE} 5 \text{ EXE} \text{ ESC} \)
3. **F3** (TYPE) 1 \( (Y=) x + 3 \text{ EXE} 2 \text{ EXE} \)
   \( \text{EXE} \)
4. **F3** (DRAW)

Result Screen

You can specify a range when graphing rectangular expressions, polar expressions, parametric functions, and inequalities.
### Zoom

**Description**
This function lets you enlarge and reduce the graph on the screen.

**Set Up**
1. Draw the graph.

**Execution**
2. Specify the zoom type.
   - **F2** (ZOOM) **1** (Box) ... Box zoom
     - Draw a box around a display area, and that area is enlarged to fill the entire screen.
   - **2** (Factor)
   - **3** (In)/ **4** (Out) ... Factor zoom
     - The graph is enlarged or reduced in accordance with the factor you specify, centered on the current pointer location.
   - **5** (Auto) ... Auto zoom
     - V-Window $y$-axis settings are automatically adjusted so the graph fills the screen along the $y$-axis.
   - **6** (Orig) ... Original size
     - Returns the graph to its original size following a zoom operation.
   - **7** (Square) ... Graph correction
     - V-Window $x$-axis values are corrected so they are identical to the $y$-axis values.
   - **8** (Rnd) ... Coordinate rounding
     - Rounds the coordinate values at the current pointer location.
   - **9** (Intg) ... Integer
     - Each dot is given a width of 1, which makes coordinate values integers.
   - **(Pre)** ... Previous
     - V-Window parameters are returned to what they were prior to the last zoom operation.
   - **(QUICK)** ... Quick zoom
     - Redraws the graph in accordance with the settings stored in a selected V-Window memory.

3. Use the cursor keys to move the pointer (**4**) in the center of the screen to the location where you want one corner of the box to be, and then press **EX**.
4. Use the cursor keys to move the pointer. This causes a box to appear on the screen. Move the cursor until the area you want to enlarge is enclosed in the box, and then press **EX** to enlarge it.
Example  Graph \( y = (x + 5)(x + 4)(x + 3) \), and then perform a box zoom. Use the following V-Window settings.

- \( X_{\text{min}} = -8 \), \( X_{\text{max}} = 8 \), \( X_{\text{scale}} = 2 \)
- \( Y_{\text{min}} = -4 \), \( Y_{\text{max}} = 2 \), \( Y_{\text{scale}} = 1 \)

Procedure

1. **MENU**  GRPH • TBL
   - **SHIFT**  **OPTN**  (V-Window)  \( \leftarrow 8 \)  **EXE**  \( \leftarrow 2 \)  **EXE**  **\downarrow**
   - **\leftarrow 4**  **EXE**  \( \leftarrow 2 \)  **EXE**  **1**  **EXE**  **ESC**
   - **F3 (TYPE)**  **1 (Y=)**  **C**  \( x + 5 \)  **C**  \( x + 4 \)  **C**  \( x + 3 \)  **EXE**

2. **F5 (DRAW)**

3. **F2 (ZOOM)**  **3** (Box)

4. **\leftarrow \rightarrow**  **EXE**

5. **\leftarrow \rightarrow** , **\uparrow \downarrow**  **EXE**

Result Screen

- **Result Screen Image**

# You cannot specify the same point for and you cannot specify a straight line for the box zoom box.
Factor Zoom

Description
With factor zoom, you can zoom in or out, centered on the current cursor position.

Set Up
1. Draw the graph.

Execution
2. Press F (ZOOM) 2 (Factor) to open a pop-up window for specifying the x-axis and y-axis zoom factor. Input the values you want and then press EX.
3. Press F (ZOOM) 3 (In) to enlarge the graph, or F (ZOOM) 4 (Out) to reduce it. The graph is enlarged or reduced centered on the current pointer location.
4. Use the cursor keys to move the cursor to the point upon which you want the zoom operation to be centered, and then press EX to zoom.
Example  Enlarge the graphs of the two expressions shown below five times on both the $x$- and $y$-axis to see if they are tangent.

$Y_1 = (x + 4)(x + 1)(x - 3)$,  $Y_2 = 3x + 22$

Use the following V-Window settings.

$X_{\text{min}} = -8$,  $X_{\text{max}} = 8$,  $X_{\text{scale}} = 1$

$Y_{\text{min}} = -30$,  $Y_{\text{max}} = 30$,  $Y_{\text{scale}} = 5$

Procedure

1. [MENU] GRPH • TBL
   
   - 8 EXE 8 EXE 1 EXE $\downarrow$
   
   - 3 0 EXE 3 0 EXE 5 EXE ESC
   
   [F3] (TYPE) 1 (Y=) (x, n, t, θ, φ) + 4 ) (x, n, t, θ, φ) + 1 )
   
   - 3 (x, n, t, θ, φ) + 2 2 EXE

2. [F2] (ZOOM) 2 (Factor) 5 EXE 5 EXE ESC

3. [F2] (ZOOM) 3 (In)

4. $\uparrow$ – $\downarrow$, $\leftarrow$ – $\rightarrow$ EXE

Result Screen

# You can repeat factor zoom to enlarge or reduce a graph even further.
# Turning Function Menu Display On and Off

Press \( \text{CTRL} \; \text{O} \) to toggle display of the menu at the bottom of the screen on and off.

Turning off the function menu display makes it possible to view part of a graph hidden behind it. When you are using the trace function or other functions during which the function menu is normally not displayed, you can turn on the menu display to execute a menu command.

# If a pull-up menu is open when you press \( \text{CTRL} \; \text{O} \) to turn off menu display, the pull-up menu remains on the screen.
■ About the Calc Window

Pressing \[ \text{CTRl} \text{F4} \text{(CAT/CAL)} \] while a graph or number table is on the display opens the Calc Window. You can use the Calc Window to perform calculations with values obtained from graph analysis, or to change the value assigned to variable A in \( Y = AX \) and other expressions and then redraw the graph.

Press \[ \text{ES} \] to close the Calc Window.

# After using the Calc Window to change the value of a variable connected with a graph or table, be sure to always execute \[ \text{Re-G} \] (re-graph) or \[ \text{Re-T} \] (re-calculate table). Doing so ensures that the displayed graph or table is current.

# Calc Window cannot be used in the RUN • MAT Mode, while a program is running, or in combination with Dynamic Graph.

# Calc Window cannot be used in combination with V-Window or the table range setting screen.

# Complex number calculations cannot be performed on the Calc Window.
5-3 Drawing a Graph

You can store up to 20 functions in memory. Functions in memory can be edited, recalled, and graphed.

### Specifying the Graph Type

Before you can store a graph function in memory, you must first specify its graph type.

1. While the Graph function list is on the display, press \( \text{F6}(\triangleright) \text{F3}(\text{TYPE}) \) to display the graph type menu, which contains the following items.
   - \( \{Y=\}/\{r=\}/\{\text{Param}\}/\{X=c\} \) ... \{rectangular coordinate\}/\{polar coordinate\}/\{parametric\}/\{X=constant\}\(^1\) graph
   - \( \{\text{INEQUA}\} \)
     - \( \{Y>\}/\{Y<\}/\{Y\geq\}/\{Y\leq\} \) ... \{Y\(>\)f(x)\}/\{Y\(<\)f(x)\}/\{Y\(\geq\)f(x)\}/\{Y\(\leq\)f(x)\} inequality graph
2. Press the number key that corresponds to the graph type you want to specify.

### Storing Graph Functions

#### To store a rectangular coordinate function \( (Y =) \) \(^2\)

Example

To store the following expression in memory area \( Y1 \) : \( y = 2x^2 - 5 \)

\[
\text{Graph Func} \quad : Y=\ Y1 \ 2x^2-5
\]

- \( \text{F3}(\text{TYPE}) \ 1 \ (Y =) \) (Specifies rectangular coordinate expression.)
- \( 2 \ \text{\{\text{X}\}} \ 2 \ - \ 5 \) (Inputs expression.)
- \( \text{EXE} \) (Stores expression.)

#### To store a polar coordinate function \( (r =) \) \(^2\)

Example

To store the following expression in memory area \( r2 \) : \( r = 5 \sin3\theta \)

\[
\text{Graph Func} \quad : r=\ r2 \ 5\ \text{\{\sin\}} \ 3\ \text{\{\theta\}}
\]

- \( \text{F3}(\text{TYPE}) \ 2 \ (r =) \) (Specifies polar coordinate expression.)
- \( 5 \ \text{\{\sin\}} \ 3 \ \text{\{\theta\}} \) (Inputs expression.)
- \( \text{EXE} \) (Stores expression.)

\(^1\) Attempting to draw a graph for an expression in which \( X \) is input for an \( X = \text{constant} \) expression results in an error.

\(^2\) A function cannot be stored into a memory area that already contains a function of a different type from the one you are trying to store. Select a memory area that contains a function that is the same type as the one you are storing, or delete the function in the memory area to which you are trying to store.
• To store a parametric function  *1
  
  Example: To store the following functions in memory areas Xt3 and Yt3:
  \[ x = 3 \sin T \]
  \[ y = 3 \cos T \]
  
  \[ \text{F3 (TYPE)} \ 3 \text{ (Param) (Specifies parametric expression.)} \]
  \[ 3 \text{ sin } \frac{\pi}{180} \text{ EXE (Inputs and stores } x \text{ expression.)} \]
  \[ 3 \text{ cos } \frac{\pi}{180} \text{ EXE (Inputs and stores } y \text{ expression.)} \]

• To store an \( X = \text{constant} \) expression  *2
  
  Example: To store the following expression in memory area X4:
  \[ X = 3 \]
  
  \[ \text{F3 (TYPE)} \ 4 \text{ (X = c) (Specifies } X = \text{ constant expression.)} \]
  \[ 3 \text{ (Inputs expression.)} \]
  \[ \text{EXE (Stores expression.)} \]
  
  • Inputting \( X, Y, T, r, \) or \( \theta \) for the constant in the above procedures causes an error.

• To store an inequality  *2
  
  Example: To store the following inequality in memory area Y5:
  \[ y > x^2 - 2x - 6 \]
  
  \[ \text{F3 (TYPE)} \ 5 \text{ (INEQUA)} \ 1 \text{ (Y>) (Specifies an inequality.)} \]
  \[ x^2 \rightarrow 2 \text{ (Inputs expression.)} \]
  \[ \text{EXE (Stores expression.)} \]

*1 You will not be able to store the expression in an area that already contains a rectangular coordinate expression, polar coordinate expression, \( X = \text{constant} \) expression or inequality. Select another area to store your expression or delete the existing expression first.

*2 A function cannot be stored into a memory area that already contains a function of a different type from the one you are trying to store. Select a memory area that contains a function that is the same type as the one you are storing, or delete the function in the memory area to which you are trying to store.
## Editing and Deleting Functions

### To edit a function in memory

- **Example**
  - To change the expression in memory area Y1 from $y = 2x^2 - 5$ to $y = 2x^2 - 3$
    - (Displays cursor.)
    - (Changes contents.)
    - (Stores new graph function.)

### To change the type of a function  

1. While the Graph function list is on the display, press or to move the highlighting to the area that contains the function whose type you want to change.
2. Press (TYPE) (CONV).
3. Select the function type you want to change to.

- **Example**
  - To change the function in memory area Y1 from $y = 2x^2 - 3$ to $y < 2x^2 - 3$
    - (Changes the function type to “<”.)

### To delete a function

1. While the Graph function list is on the display, press or to move the highlighting to the area that contains the function you want to delete.
2. Press (DEL) or .
3. Press (Yes) to delete the function for (No) to abort the procedure without deleting anything.

---

*1 The function type can be changed for rectangular coordinate functions and inequalities only.

# Parametric functions come in pairs (Xt and Yt).
When editing a parametric function, clear the graph functions and re-input from the beginning.
### Selecting Functions for Graphing

- To specify the draw/non-draw status of a graph

**Example**

To select the following functions for drawing:

\[ Y_1 = 2x^2 - 5, \quad r_2 = 5 \sin 3\theta \]

Use the following V-Window settings.

- \( X_{\text{min}} = -5, \quad X_{\text{max}} = 5, \quad X_{\text{scale}} = 1 \)
- \( Y_{\text{min}} = -5, \quad Y_{\text{max}} = 5, \quad Y_{\text{scale}} = 1 \)
- \( T_{\theta \text{ min}} = 0, \quad T_{\theta \text{ max}} = \pi, \quad T_{\theta \text{ ptch}} = 2\pi / 60 \)

(Select a memory area that contains a function for which you want to specify non-draw.)

\[ F_1 \] (SEL) (Specifies non-draw.)

\[ F_5 \] (DRAW) or \[ ESC \] (Draws graphs.)

- Each press of \[ F_1 \] (SEL) toggles a graph between draw and non-draw.

- Pressing \[ Ctrl \quad F_5 \] (G↔T) or \[ ESC \] returns to the Graph function list.

- You can use the SET UP screen settings to alter the appearance of the graph screen as shown below.

- **Grid: On**
  This setting causes dots to appear at the grid intersects on the display.

- **Axes: Off**
  This setting clears the axis lines from the display.

- **Label: On**
  This setting displays labels for the \( x \)- and \( y \)-axes.
Graph Memory

Graph memory lets you store up to 20 sets of graph function data and recall it later when you need it.

A single save operation saves the following data in graph memory.

- All graph functions in the currently displayed Graph function list (up to 20)
- Graph types
- Draw/non-draw status
- View Window settings (1 set)

To store graph functions in graph memory
1. Press \(\text{\normalfont F5 (GMEM) 1 (Store)}\) to display the pop-up window.
2. Press a number key to specify the Graph memory where you want to save the graph function, and then press \(\text{EX}\). Pressing \(1 \text{ EX}\) stores the graph function to Graph Memory 1 (G-Mem1).
   - There are 20 graph memories numbered G-Mem1 to G-Mem20.

To recall a graph function
1. Press \(\text{\normalfont F5 (GMEM) 2 (Recall)}\) to display the pop-up window.
2. Press a number key to specify the Graph memory for the function you want to recall, and then press \(\text{EX}\). Pressing \(1 \text{ EX}\) recalls the graph function in Graph Memory 1 (G-Mem1).

# Storing a function in a memory area that already contains a function replaces the existing function with the new one.
# If the data exceeds the calculator’s remaining memory capacity, an error occurs.
# Recalling data from graph memory causes any data currently on the Graph function list to be deleted.
5-4 Storing a Graph in Picture Memory

You can save up to 20 graphic images in picture memory for later recall. You can overdraw the graph on the screen with another graph stored in picture memory.

- **To store a graph in picture memory**
  1. After graphing in GRPH•TBL Mode, press \( \text{F6 (} \rightarrow \text{F1 (PICT) 1 (Store)} \) to display the pop-up window.
  2. Press a number key to specify the Picture memory where you want to save the picture, and then press \( \text{Ex} \). Pressing \( \text{1 Ex} \) stores the picture function to Picture Memory 1 (Pict 1).
  - There are 20 picture memories numbered Pict 1 to Pict 20.

- **To recall a stored graph**
  1. After graphing in GRPH•TBL Mode, press \( \text{F6 (} \rightarrow \text{F1 (PICT) 2 (Recall)} \) to display the pop-up window.
  2. Press a number key to specify the Picture memory for the picture you want to recall, and then press \( \text{Ex} \). Pressing \( \text{1 Ex} \) recalls the picture function in Picture Memory 1 (Pict 1).

# Storing a graphic image in a memory area that already contains a graphic image replaces the existing graphic image with the new one.

# A dual Graph screen or any other type of graph that uses a split screen cannot be saved in picture memory.
5-5 Drawing Two Graphs on the Same Screen

■ Copying the Graph to the Sub-screen

Description
Dual Graph lets you split the screen into two parts. Then you can graph two different functions in each for comparison, or draw a normal size graph on one side and its enlarged version on the other side. This makes Dual Graph a powerful graph analysis tool.

With Dual Graph, the left side of the screen is called the “main screen,” while the right side is called the “sub-screen.”

- **Main Screen**
  The graph in the main screen is actually drawn from a function.

- **Sub-screen**
  The graph on the sub-screen is produced by copying or zooming the main screen graph. You can even make different V-Window settings for the sub-screen and main screen.

Set Up

1. From the Main Menu, enter the GRPH•TBL Mode.
2. On the SET UP screen, select G+G for Dual Screen.
3. Make V-Window settings for the main screen.
   - Press \[ \textbf{F6} \] (RIGHT) to display the sub-graph settings screen. Pressing \[ \textbf{F6} \] (LEFT) returns to the main screen setting screen.

Execution

4. Store the function, and draw the graph in the main screen.
5. Perform the Dual Graph operation you want.
   - \[ \textbf{F4} \] (COPY) ... Duplicates the main screen graph in the sub-screen
   - \[ \textbf{F5} \] (SWAP) ... Swaps the main screen contents and sub-screen contents
Example  \[ y = x(x + 1)(x - 1) \] in the main screen and sub-screen.

Use the following V-Window settings.

(Main Screen)

- \( \text{Xmin} = -2 \)
- \( \text{Xmax} = 2 \)
- \( \text{Xscale} = 0.5 \)
- \( \text{Ymin} = -2 \)
- \( \text{Ymax} = 2 \)
- \( \text{Yscale} = 1 \)

(Sub-screen)

- \( \text{Xmin} = -4 \)
- \( \text{Xmax} = 4 \)
- \( \text{Xscale} = 1 \)
- \( \text{Ymin} = -3 \)
- \( \text{Ymax} = 3 \)
- \( \text{Yscale} = 1 \)

Procedure

1. Press [MENU] \( \text{GRPH} \cdot \text{TBL} \)
2. Press [F3] (SET UP) \( \downarrow \) \( \downarrow \) \( \downarrow \) \( \text{F2} \) (G+G) \( \text{ESC} \)
3. Press [SHIFT] \( \text{OPTN} \) (V-Window) \( \leftarrow \) 2 \( \text{EXE} \) 2 \( \text{EXE} \) 0 \( \rightarrow \) 5 \( \text{EXE} \) \( \downarrow \)
   \( \rightarrow \) 2 \( \text{EXE} \) 2 \( \text{EXE} \) 1 \( \text{EXE} \) \( \downarrow \)
   \( \rightarrow \) F6 (RIGHT) \( \rightarrow \) 4 \( \text{EXE} \) 4 \( \text{EXE} \) 1 \( \text{EXE} \) \( \downarrow \)
   \( \rightarrow \) 3 \( \text{EXE} \) 3 \( \text{EXE} \) 1 \( \text{EXE} \) \( \text{ESC} \)
4. Press F3 (TYPE) 1 (Y=) \( (x, \alpha, \beta) \) \( (x, \alpha, \beta) \) + 1 i \( (x, \alpha, \beta) \) – 1 i \( \text{EXE} \)
   F5 (DRAW)
5. Press F6 (COPY) \( \text{FA} \) (COPY)

Result Screen
Graphing Two Different Functions

Description
Use the following procedure to graph different functions in the main screen and sub-screen.

Set Up
1. From the Main Menu, enter the GRPH • TBL Mode.
2. On the SET UP screen, select G+G for Dual Screen.
3. Make V-Window settings for the main screen.
   - Press \texttt{F6} (RIGHT) to display the sub-graph settings screen. Pressing \texttt{F6} (LEFT) returns to the main screen setting screen.

Execution
4. Store the functions for the main screen and sub-screen.
5. Select the function of the graph that you want to eventually have in the sub-screen.
6. Draw the graph in the main screen.
7. Swap the main screen and sub-screen contents.
8. Return to the function screen.
9. Select the function of the next graph you want in the main screen.
10. Draw the graph in the main screen.
Example Graph \( y = x(x + 1)(x - 1) \) in the main screen, and \( y = 2x^2 - 3 \) in the sub-screen.

Use the following V-Window settings.
(Main Screen)
\[
\begin{align*}
X_{\text{min}} &= -4, & X_{\text{max}} &= 4, & X_{\text{scale}} &= 1 \\
Y_{\text{min}} &= -5, & Y_{\text{max}} &= 5, & Y_{\text{scale}} &= 1
\end{align*}
\]
(Sub-screen)
\[
\begin{align*}
X_{\text{min}} &= -2, & X_{\text{max}} &= 2, & X_{\text{scale}} &= 0.5 \\
Y_{\text{min}} &= -2, & Y_{\text{max}} &= 2, & Y_{\text{scale}} &= 1
\end{align*}
\]

Procedure

1. [MENU] GRPH • TBL
2. [CTRL] F3 (SET UP) \( \downarrow \) \( \downarrow \) F2 (G+G) ESC
3. [SHIFT] OPTN (V-Window) \( \leftarrow \) 4 \( \uparrow \) 4 \( \uparrow \) 1 ESC
   \( \leftarrow \) 5 \( \uparrow \) 5 \( \uparrow \) 1 ESC
   F6 (RIGHT) \( \leftarrow \) 2 \( \uparrow \) 2 \( \uparrow \) 0 \( \downarrow \) 5 ESC
   \( \leftarrow \) 2 \( \uparrow \) 2 \( \uparrow \) 1 ESC ESC
4. F3 (TYPE) 1 (Y=) \( \left\downarrow \right\downarrow \) \( \left\downarrow \right\downarrow + \) 1 \( \left\downarrow \right\downarrow - \) 1 ESC
   \( \downarrow \) 2 \( \left\downarrow \right\downarrow x^2 \) \( \left\downarrow \right\downarrow 3 \) ESC
5. \( \uparrow \uparrow \) F1 (SEL)
6. F5 (DRAW)
7. F6 (\( \rightarrow \)) F5 (SWAP)
8. ESC
9. F1 (SEL)
10. F5 (DRAW)

Result Screen
Using Zoom to Enlarge the Sub-screen

Description
Use the following procedure to enlarge the main screen graph and then move it to the sub-screen.

Set Up
1. From the Main Menu, enter the GRPH•TBL Mode.
2. On the SET UP screen, select G+G for Dual Screen.
3. Make V-Window settings for the main screen.

Execution
4. Input the function and draw the graph in the main screen.
5. Use Zoom to enlarge the graph, and then move it to the sub-screen.
Example: Draw the graph \( y = x(x + 1)(x - 1) \) in the main screen, and then use Box Zoom to enlarge it.

Use the following V-Window settings.
(Main Screen)
\[
X_{\text{min}} = -2, \quad X_{\text{max}} = 2, \quad X_{\text{scale}} = 0.5 \\
Y_{\text{min}} = -2, \quad Y_{\text{max}} = 2, \quad Y_{\text{scale}} = 1
\]

Procedure

1. \( \text{MENU} \) GRPH • TBL
2. \( \text{CTRl} \) \( \text{F}3 \) (SET UP) \( \downarrow \) \( \downarrow \) \( \downarrow \) \( \text{F}2 \) (G+G) \( \text{ESC} \)
3. \( \text{SHIFT} \) \( \text{OPTN} \) (V-Window) \( \leftarrow \) \( \text{EX} \) \( \text{EX} \) \( \text{EX} \) \( 0 \) \( \leftarrow \) \( \text{EX} \) \( \text{EX} \) \( \downarrow \)
   \( \leftarrow \) \( \text{EX} \) \( \text{EX} \) \( \text{EX} \) \( 1 \) \( \text{EX} \) \( \text{ESC} \)
4. \( \text{F}3 \) (TYPE) \( \text{1} \) (Y=) \( \leftarrow \) \( \text{RAT} \) \( \downarrow \) \( \text{RAT} \) \( \downarrow \) \( \text{EX} \) \( \text{EX} \)
5. \( \text{F}2 \) (ZOOM) \( \text{1} \) (BOX)

Result Screen
5-6 Manual Graphing

Rectangular Coordinate Graph

Description
Inputting the Graph command in the RUN・MAT Mode enables drawing of rectangular coordinate graphs.

Set Up
1. From the Main Menu, enter the RUN・MAT Mode.

Execution
3. Input the commands for drawing the rectangular coordinate graph.
4. Input the function.
Example  Graph \( y = 2x^2 + 3x - 4 \)
Use the following V-Window settings.
\( X_{\text{min}} = -5, \quad X_{\text{max}} = 5, \quad X_{\text{scale}} = 2 \)
\( Y_{\text{min}} = -10, \quad Y_{\text{max}} = 10, \quad Y_{\text{scale}} = 2 \)

Procedure

1. \[ \text{MENU} \quad \text{RUN} \cdot \text{MAT} \]
2. \[ \text{SHIFT} \quad \text{OPTN} \quad (\text{V-Window}) \quad \text{EXE} \quad \text{EXE} \quad \text{EXE} \quad \text{EXE} \]
   \[ \text{EXE} \quad \text{EXE} \quad \text{EXE} \quad \text{EXE} \quad \text{EXE} \]
3. \[ \text{OPTN} \quad \text{F6} (\text{\textgreater}) \quad \text{F6} (\text{\textgreater}) \quad \text{F2} \quad (\text{SKTCH}) \quad \text{1} \quad (\text{Cls}) \quad \text{EXE} \]
4. \[ \text{F2} \quad (\text{SKTCH}) \quad \text{4} \quad (\text{GRAPH}) \quad \text{1} \quad (\text{Y=}) \]
5. \[ 2 \quad \text{x} \quad + \quad 3 \quad \text{x} \quad \text{EXE} \]

Result Screen
Integration Graph

Description
Inputting the Graph command in the RUN • MAT Mode enables graphing of functions produced by an integration calculation. The calculation result is shown in the lower left of the display, and the calculation range is blackened in the graph.

Set Up
1. From the Main Menu, enter the RUN • MAT Mode.

Execution
3. Input graph commands for the integration graph.
4. Input the function.
Example

Draw the graph for the integral \( y = \int_{-2}^{1} (x + 2)(x - 1)(x - 3) \, dx \), using 10 as the number of divisions.

Use the following V-Window settings.

\[
\begin{align*}
\text{Xmin} &= -4, \quad \text{Xmax} = 4, \quad \text{Xscale} = 1 \\
\text{Ymin} &= -8, \quad \text{Ymax} = 12, \quad \text{Yscale} = 5
\end{align*}
\]

Procedure

1. \( \text{RUN} \cdot \text{MAT} \)
2. \( \text{OPTN} \) (V-Window) \( \text{EXE} \) 4 \( \text{EXE} \) 1 \( \text{EXE} \) \( \text{EXE} \) 5 \( \text{EXE} \) \( \text{ESC} \)
3. \( \text{OPTN} \) F6 (\( \text{∫ dx} \)) F6 (\( \text{∫ dx} \)) F2 (SKTCH) 1 (Cls) \( \text{EXE} \)
4. \( \text{SKTCH} \) F4 (GRAPH) 2 (\( \text{∫ dx} \))

Result Screen

\[
\begin{align*}
\text{LOWE} &= -2 \\
\text{UPPER} &= 1 \\
\int_{a}^{b} f(x) \, dx &= 15.75
\end{align*}
\]
Drawing Multiple Graphs on the Same Screen

Description
Use the following procedure to assign various values to a variable contained in an expression and overwrite the resulting graphs on the screen.

Set Up
1. From the Main Menu, Enter GRPH • TBL Mode.

Execution
3. Specify the function type and input the function. The following is the syntax for function input.
   Expression containing one variable + ( [ ) variable = value, value, ...
   value ( ] )
4. Draw the graph.
Example

To graph $y = Ax^2 - 3$ as the value of $A$ changes in the sequence 3, 1, -1.

Use the following V-Window settings.

$X_{\text{min}} = -5$, $X_{\text{max}} = 5$, $X_{\text{scale}} = 1$

$Y_{\text{min}} = -10$, $Y_{\text{max}} = 10$, $Y_{\text{scale}} = 2$

Procedure

1. $\text{MENU}$ GRPH • TBL
2. $\text{SHIFT}$ OPTN (V-Window) $\leftarrow$ 5 EXE 5 EXE 1 EXE $\downarrow$
   $\rightarrow$ 1 0 EXE 1 0 EXE 2 EXE ESC
3. $\text{FB}$ (TYPE) 1 $(Y=)$ ALPHA $x^2$ $\rightarrow$ 5 $\downarrow$
   $\text{SHIFT}$ + ( [ ) ALPHA $x$ $\rightarrow$ 1 $\rightarrow$ 3 $\rightarrow$ 1 $\rightarrow$ 1 $\text{SHIFT}$ $\rightarrow$ ( ) EXE
4. $\text{FB}$ (DRAW)

Result Screen

# The value of only one of the variables in the expression can change.
# Any of the following cannot be used for the variable name: $X, Y, r, \theta, T$.
# You cannot assign a variable to the variable inside the function.

# When Simul Graph is turned on, all of the graphs for the specified variable values are drawn simultaneously.
# Overwrite can be used when graphing rectangular expressions, polar expressions, parametric functions, $X = \text{constant functions and inequalities}$.
5-7 Using Tables

Storing a Function and Generating a Number Table

- To store a function
  - Example: To store the function \( y = 3x^2 - 2 \) in memory area Y1

  Use \( \text{and} \) to move the highlighting in the Graph function list to the memory area where you want to store the function. Next, input the function and press \( \text{EX} \) to store it.

- Variable Specifications
  - There are two methods you can use to specify value for the variable \( x \) when generating a numeric table.
    - Table range method
      - With this method, you specify the conditions for the change in value of the variable.
    - List
      - With this method, the data in the list you specify is substituted for the \( x \)-variable to generate a number table.

- To generate a table using a table range
  - Example: To generate a table as the value of variable \( x \) changes from \(-3\) to \(3\), in increments of \(1\)

  \[
  \text{[F8]} \quad \text{(RANG)}
  \]

  The numeric table range defines the conditions under which the value of variable \( x \) changes during function calculation.

  - Start ........ Variable \( x \) start value
  - End ............. Variable \( x \) end value
  - pitch ............ Variable \( x \) value change (interval)

  After specifying the table range, press \( \text{EX} \) to return to the Graph function list.
To generate a table using a list

1. While the Graph function list is on the screen, display the SET UP screen.
2. Highlight Variable and then press \( \text{F2} \) (LIST) to display the pop-up window.
3. Select the list whose values you want to assign for the \( x \)-variable.
   - To select List 6, for example, press \( \text{6} \). This causes the setting of the Variable item of the SET UP screen to change to List 6.
4. After specifying the list you want to use, press \( \text{Esc} \) to return to the previous screen.

   • Note that the \( \{ \text{RANG} \} \) item does not appear when a list name is specified for the Variable item of the SET UP screen.

• Generating a Table

To generate a table of values for the functions stored in memory areas Y1 and Y3 of the Graph function list

Example

Use \( \text{A} \) and \( \text{V} \) to move the highlighting to the function you want to select for table generation and press \( \text{F1} \) (SEL) to select it.

The “=” sign of selected functions is highlighted on the screen. To deselect a function, move the cursor to it and press \( \text{F3} \) (SEL) again.

Press \( \text{F8} \) (TABL) to generate a number table using the functions you selected. The value of variable \( x \) changes according to the range or the contents of the list you specified.

The example screen shown here shows the results based on the contents of List 6 (–3, –2, –1, 0, 1, 2, 3).

Each cell can contain up to six digits, including negative sign.
You can use cursor keys to move the highlighting around the table for the following purposes.

- To display the selected cell’s value at the bottom of the screen, using the calculator’s current number of decimal place, number of significant digit, and exponential display range settings
- To scroll the display and view parts of the table that do not fit in the display
- To display at the top of the screen the scientific function that produced the value in the selected cell (in columns Y1, Y2, etc.)
- To change \( x \) variable values by replacing values in column X

Press \( \text{ES} \) to return to the Graph function list.

- **To generate a differential number table** *1*
  Changing the setting of SET UP screen’s Derivative item to On causes a number table that includes the derivative to be displayed whenever you generate a number table.

Locating the cursor at a differential coefficient displays “\( dy/dx \)” in the top line, which indicates differential.

<table>
<thead>
<tr>
<th>( dy/dx )</th>
<th>( Y_1 )</th>
<th>( Y’_1 )</th>
<th>( Y_2 )</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>25</td>
<td>-13</td>
<td>9</td>
</tr>
<tr>
<td>-2</td>
<td>10</td>
<td>-12</td>
<td>4</td>
</tr>
<tr>
<td>-1</td>
<td>1</td>
<td>-6</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>-2</td>
<td>0</td>
<td>-18</td>
</tr>
</tbody>
</table>

- **Specifying the function type**
  You can specify a function as being one of three types.*2
  - Rectangular coordinate \((Y=)\)
  - Polar coordinate \((r=)\)
  - Parametric \((\text{Param})\)

1. Press \( \text{F3} \) (TYPE) while the function list is on the screen.
2. Press the number key that corresponds to the function type you want to specify.

*1 An error occurs if a graph for which a range is specified or an overwrite graph is included among the graph expressions.

*2 The number table is generated only for the function type specified on the function list (Graph Func). You cannot generate a number table for a mixture of different function types.
**Editing and Deleting Functions**

- **To edit a function**
  - Example: To change the function in memory area Y1 from $y = 3x^2 - 2$ to $y = 3x^2 - 5$
    - Use $\uparrow$ and $\downarrow$ to move the highlighting to the function you want to edit.
    - Use $\leftarrow$ and $\rightarrow$ to move the cursor to the location of the change.
    - The Function Link Feature automatically reflects any changes you make to functions in the GRPH・TBL Mode list, and DYNA Mode list.

- **To delete a function**
  1. Use $\uparrow$ and $\downarrow$ to move the highlighting to the function you want to delete and then press F2 (DEL) or DEL.
  2. Press Y (Yes) to delete the function or  (No) to abort the operation without deleting anything.
### Editing Tables

You can use the table menu to perform any of the following operations once you generate a table.

- Change the values of variable $x$
- Edit (delete, insert, and append) rows
- Delete a table and regenerate table
- Draw a connect type graph
- Draw a plot type graph

While the Table & Graph menu is on the display, press \( \text{F3} \) (TABL) to display the table menu.

- \{EDIT\} ... {edit value of $x$-variable}
- \{DEL·A\} ... {delete table}
- \{Re-T\} ... {regenerate table from function}
- \{G·CON\}/\{G·PLT\} ... {connected type}/{draw plot type} graph draw
- \{R·DEL\}/\{R·INS\}/\{R·ADD\} ... {delete}/{insert}/{add} row

---

#### To change variable values in a table

**Example**

To change the value in Column $x$, Row 3 of the table generated on page 5-7-2 from $-1$ to $-2.5$

- When you change a variable value in Column $x$, all values in the columns to the right are recalculated and displayed.

---

# If you try to replace a value with an illegal operation (such as division by zero), an error occurs and the original value remains unchanged.

# You cannot directly change any values in the other (non-$x$) columns of the table.
- **Row Operations**

- **To delete a row**
  
  Example: To delete Row 2 of the table generated on page 5-7-2

  ![Example](image)

- **To insert a row**
  
  Example: To insert a new row between Rows 1 and 2 in the table generated on page 5-7-2

  ![Example](image)
• To add a row

Example To add a new row below Row 7 in the table generated on page 5-7-2

<table>
<thead>
<tr>
<th>X</th>
<th>Y1</th>
<th>Y2</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>-2</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>10</td>
<td>4</td>
</tr>
</tbody>
</table>

Deleting a Table

1. Display the table and then press F2 (DEL-A).
2. Press G (Yes) to delete the table or E (No) to abort the operation without deleting anything.
• To copy a table to a list

Example To copy the contents of Column 1 into List 1

[OPTn] [F1] (LMEM)

- You can select any row of the column you want to copy.

Input the number of the list you want to copy and then press [EXE].
Drawing a Graph from a Number Table

Description
Use the following procedure to generate a number table and then draw a graph based on the values in the table.

Set Up
1. From the Main Menu, enter the GRPH • TBL Mode.

Execution
3. Store the functions.
4. Specify the table range.
5. Generate the table.
6. Select the graph type and draw it.
   - F4 (G • CON) ... line graph*1
   - F5 (G • PLT) ... plot type graph*2

*1 After drawing the graph, pressing F6 (G ↔ T) or EXIT returns to the function storage screen. To return to the number table screen, press F5 (TABL).

*2 Pressing F6 (↑) F4 (G • PLT) on the function storage screen generates the number table and plots the graph simultaneously.
Example

Store the two functions below, generate a number table, and then draw a line graph. Specify a range of –3 to 3, and a increment of 1.

\[ Y_1 = 3x^2 - 2, \quad Y_2 = x^2 \]

Use the following V-Window settings.

\[ X_{\text{min}} = 0, \quad X_{\text{max}} = 6, \quad X_{\text{scale}} = 1 \]
\[ Y_{\text{min}} = -2, \quad Y_{\text{max}} = 10, \quad Y_{\text{scale}} = 2 \]

Procedure

1. \( \text{Menu} \) GRPH • TBL
2. \( \text{Shift} \) OPTN (V-Window) 0 EXE 6 EXE 1 EXE
   \( \rightarrow \) 2 EXE 1 0 EXE 2 EXE ESC
3. \( \text{F3} \) (TYPE) 1 (Y=) 3 \( x \) \( x^2 \) \( \rightarrow \) 2 EXE
   \( \text{LAT} \) \( x^2 \) EXE
4. \( \text{F6} \) (\( \rightarrow \)) \( \text{F2} \) (RANG) \( \rightarrow \) 3 EXE 3 EXE 1 EXE ESC
5. \( \text{F3} \) (TABL)
6. \( \text{F4} \) (G • CON)

Result Screen

# You can use Trace, Zoom, or Sketch after drawing a graph.
Specifying a Range for Number Table Generation

Description
Use the following procedure to specify a number table range when calculating scatter data from a function.

Set Up
1. From the Main Menu, enter the GRPH•TBL Mode.

Execution
2. Store the functions.
3. Specify the table range.
4. Select the functions for which you want to generate a table.
   - The “=” sign of selected functions is highlighted on the screen.
5. Generate the table.
Example

Store the three functions shown below, and then generate a table for functions Y1 and Y3. Specify a range of –3 to 3, and a increment of 1.

\[ Y_1 = 3x^2 - 2, \quad Y_2 = x + 4, \quad Y_3 = x^2 \]

Procedure

1. \[ \text{MENU} \quad \text{GRPH} \cdot \text{TBL} \]
2. \[ \text{F3 (TYPE) 1 (Y=) 3 \quad \text{LAT} \quad x^2 \quad 2 \quad \text{EXE}} \]
3. \[ \text{LAT} \quad 4 \quad \text{EXE} \]
4. \[ \text{FB (>) F2 (RANG) \quad 3 \quad \text{EXE}} \quad 3 \quad \text{EXE} \quad 1 \quad \text{EXE} \quad \text{ESC} \]
5. \[ \text{FB (TABL)} \]

Result Screen

<table>
<thead>
<tr>
<th>X</th>
<th>Y1</th>
<th>Y3</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>25</td>
<td>9</td>
</tr>
<tr>
<td>-2</td>
<td>10</td>
<td>4</td>
</tr>
<tr>
<td>-1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>-2</td>
<td>0</td>
</tr>
</tbody>
</table>

# You can generate number tables from rectangular coordinate, polar coordinate, and parametric functions.
# You can include derivatives in generated number tables by specifying On for the Derivative item on the SET UP screen.
Simultaneously Displaying a Number Table and Graph

Description
Specifying T+G for Dual Screen on the SET UP makes it possible to display a number table and graph at the same time.

Set Up
1. From the Main Menu, enter the GRPH • TBL Mode.
3. On the SET UP screen, select T+G for Dual Screen.

Execution
4. Input the function.
5. Specify the table range.
6. The number table is displayed in the sub-screen on the right.
7. Specify the graph type and draw the graph.
   F4(G • CON) ... line graph
   F5(G • PLT) ... plot type graph*1

*1 Pressing F6(>) F4(G • PLT) on the function storage screen generates the number table and plots the graph simultaneously.
Example

Store the function $Y_1 = 3x^2 - 2$ and simultaneously display its number table and line graph. Use a table range of $-3$ to $3$ with a increment of $1$.

Use the following V-Window settings.

$X_{\text{min}} = 0$, $X_{\text{max}} = 6$, $X_{\text{scale}} = 1$
$Y_{\text{min}} = -2$, $Y_{\text{max}} = 10$, $Y_{\text{scale}} = 2$

Procedure

1. [MENU] GRPH • TBL
2. [SHIFT] OPTN (V-Window) 0 EXE 6 EXE 1 EXE $\downarrow$
   $\leftarrow$ 2 EXE 1 0 EXE 2 EXE ESC
3. [CTRL] F3 (SET UP) $\downarrow$ $\downarrow$ F1 (T+G) ESC
4. F3 (TYPE) 1 (Y=) 3 (x) $\Rightarrow$ 2 EXE
5. F6 ($\Rightarrow$) F2 (RANG)
   $\leftarrow$ 3 EXE 3 EXE 1 EXE ESC
6. F8 (TABL)
7. F9 (G • CON)

Result Screen

<table>
<thead>
<tr>
<th>X</th>
<th>Y1</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>25</td>
</tr>
<tr>
<td>-2</td>
<td>10</td>
</tr>
<tr>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>-2</td>
</tr>
</tbody>
</table>
Using Graph-Table Linking

Description
With Dual Graph, you can use the following procedure to link the graph and table screens so the pointer on the graph screen jumps to the location of the currently selected table value.

Set Up
1. From the Main Menu, enter the GRPH • TBL Mode.
2. Make the required V-Window settings.
   Display the SET UP screen, select the Dual Screen item, and change its setting to “T+G”.

Execution
3. Input the function of the graph and make the required table range settings.
4. With the number table on the right side of the display, draw the graph on the left side.
   - F4(G • CON) ... connect type graph
   - F5(G • PLT) ... plot type graph
5. Turn on G • Link.
6. Now when you use ◄ and ► to move the highlighting among the cells in the table, the pointer jumps to the corresponding point on the graph screen.
   If there are multiple graphs, pressing ◄ and ► causes the pointer to jump between them.

To turn off G • Link, press ESC or SHIFT ESC (QUIT).
Example

Store the function $Y_1 = 3\log x$ and simultaneously display its number table and plot-type graph. Use a table range of 2 through 9, with an increment of 1.

Use the following V-Window settings.

$X_{\text{min}} = -1, \quad X_{\text{max}} = 10, \quad X_{\text{scale}} = 1$

$Y_{\text{min}} = -1, \quad Y_{\text{max}} = 4, \quad Y_{\text{scale}} = 1$

Procedure

1. $\text{MENU} \ \text{GRPH} \cdot \text{TBL}$
2. $\text{SHIFT} \ \text{OPTN} \ (\text{V-Window}) \rightarrow 1 \ EXE \ 0 \ EXE \ 1 \ EXE \ \downarrow$
   
   $\rightarrow 1 \ EXE \ 4 \ EXE \ 1 \ EXE \ ESC$

   $\text{CTRL} \ F3 \ (\text{SET UP}) \ \downarrow \ \downarrow \ F1 \ (\text{T+G}) \ ESC$

3. $F3 \ (\text{TYPE}) \ 1 \ (Y=) \ 3 \ \log \ \downarrow \ EXE$

   $F6 \ (\uparrow) \ F2 \ (\text{RANG})$

4. $F3 \ (\text{TABL})$

5. $F3 \ (G \cdot \text{PLT})$

6. $\downarrow \ \downarrow, \ \uparrow \ \uparrow$

Result Screen
## 5-8 Dynamic Graphing

### Using Dynamic Graph

**Description**
Dynamic Graph lets you define a range of values for the coefficients in a function, and then observe how a graph is affected by changes in the value of a coefficient. It helps to see how the coefficients and terms that make up a function influence the shape and position of a graph.

### Set Up
1. From the Main Menu, enter the DYNA Mode.

### Execution
3. On the SET UP screen, specify the Dynamic Type.
   - **F1** (Cont) ... Continuous
   - **F2** (Stop) ... Automatic stop after 10 draws
4. Use the cursor keys to select the function type on the built-in function type list.*1
5. Input values for coefficients, and specify which coefficient will be the dynamic variable.*2
6. Specify the start value, end value, and increment.
7. Specify the drawing speed.
   - **F3** (SPEED) **F1** (II) ...... Pause after each draw (Stop & Go)
     - **F2** (>) ....... Half normal speed (Slow)
     - **F3** (>) ....... Normal speed (Normal)
     - **F4** (>>) ...... Twice normal speed (Fast)
8. Draw the Dynamic Graph.

---

*1 The following are the seven built-in function types.
- \( Y = AX + B \)
- \( Y = A(X-B)^2 + C \)
- \( Y = AX^2 + BX + C \)
- \( Y = AX^3 + BX^2 + CX + D \)
- \( Y = Asin(BX+C) \)
- \( Y = Acos(BX+C) \)
- \( Y = Atan(BX+C) \)

After you press **F3** (TYPE) and select the function type you want, you can then input the actual function.

*2 You could also press **F8** here and display the parameter setting menu.

# The message “Too Many Functions” appears when more than one function is selected for Dynamic Graphing.
Example Use Dynamic Graph to graph \( y = A (x - 1)^2 - 1 \), in which the value of coefficient \( A \) changes from 2 through 5 in increments of 1. The Graph is drawn 10 times.

Use the following V-Window settings.
\[
\begin{align*}
X_{\text{min}} &= -6.3, & X_{\text{max}} &= 6.3, & X_{\text{scale}} &= 1 \\
Y_{\text{min}} &= -3.1, & Y_{\text{max}} &= 3.1, & Y_{\text{scale}} &= 1
\end{align*}
\]
(initial defaults)

Procedure

1. [MENU] DYNA
2. [SHIFT] OPTN (V-Window) [F1] (INIT) [ESC]
3. [CTRL] [F3] (SET UP) [F2] (Stop) [ESC]
4. [F6] (>) [F3] (B-IN) [F1] (SEL)
5. [F6] (>) [F4] (VAR) 2 EXE 1 EXE \( \Box \) 1 EXE
6. [F2] (RANG) 2 EXE 5 EXE 1 EXE [ESC]
7. [F3] (SPEED) [F3] (\( \Box \)) [ESC]
8. [F6] (DYNA)

Result Screen

Repeats from ① through ④.
Dynamic Graph Application Examples

Description
You can also use Dynamic Graph to simulate simple physical phenomena.

Set Up
1. From the Main Menu, enter the DYNA Mode.

Execution
3. On the SET UP screen, specify Stop for Dynamic Type and Deg for Angle.
4. Specify Param (parametric function) as the function type, and input a function that contains a dynamic variable.
5. Specify the dynamic coefficient.
6. Specify the start value, end value, and increment.
7. Specify Normal for the draw speed.
8. Start the Dynamic Graph operation.
Example The path over time $T$ off a ball thrown in the air at initial velocity $V$ and an angle of $\theta$ degrees from horizontal can be calculated as follows.

$$X = (V\cos \theta)T, \quad Y = (V\sin \theta)T - \frac{1}{2}gT^2 \quad (g = 9.8\text{m/s}^2)$$

Use Dynamic Graph to plot the path of a ball thrown at an initial velocity of 20 meters per second, at horizontal angles of 30, 45, and 60 degrees (Angle: Deg).

Use the following V-Window settings.

$X_{\text{min}} = -1, \quad X_{\text{max}} = 42, \quad X_{\text{scale}} = 5$

$Y_{\text{min}} = -1, \quad Y_{\text{max}} = 16, \quad Y_{\text{scale}} = 2$

Procedure

1. [MENU] DYNA
2. [SHIFT] OPTN (V-Window) → 1 EXE 4 2 EXE 5 EXE →
3. [CTRL] F3 (SET UP) F2 (Stop)
4. F3 (TYPE) 3 (Param)
5. [F4] (VAR)
6. F2 (RANG) 3 0 EXE 6 0 EXE 1 5 EXE ESC
7. F8 (SPEED) F3 (\theta) ESC
8. F8 (DYNA)

Result Screen

$fi = (20\cos \theta)T, (20\sin \theta)$

$A = 30$

$fi = (20\cos \theta)T, (20\sin \theta)$

$A = 60$
Adjusting the Dynamic Graph Speed

You can use the following procedure to adjust the Dynamic Graph speed while the draw operation is taking place.

1. While a Dynamic Graph draw operation is being performed, press \( \text{AC} \) to change to the speed adjustment menu.

   • \( \text{II} \) ... {Each step of the Dynamic Graph draw operation is performed each time you press \( \text{II} \).}
   • \( \text{G} \)/\( \text{T} \)/\( \text{G} \) ... {slow (1/2 speed)}/(normal (default speed))/fast (double speed)}
   • \( \text{STO} \) ... {stores graph conditions and screen data in Dynamic Graph memory}

2. Press the function key (\( \text{F1} \) to \( \text{F4} \)) that corresponds to the speed you want to change to.

# To clear the speed adjustment menu without changing anything, press \( \text{EX} \).
# Press \( \text{CTR} \text{F3} \) (\( \text{G} \rightarrow \text{T} \)) to return to the graph screen.
Using Dynamic Graph Memory

You can store Dynamic Graph conditions and screen data in Dynamic Graph memory for later recall when you need it. This lets you save time, because you can recall the data and immediately begin a Dynamic Graph draw operation. Note that you can store one set of data in memory at any one time.

The following is all of the data that makes up a set.

- Graph functions (up to 20)
- Dynamic Graph conditions
- SET UP screen settings
- V-Window contents
- Dynamic Graph screen

To save data in Dynamic Graph memory

1. While a Dynamic Graph draw operation is being performed, press AC to change to the speed adjustment menu.
2. Press F5 (STO). In response to the confirmation dialog that appears, press EX (Yes) to save the data.

To recall data from Dynamic Graph memory

1. Display the Dynamic Graph function list.
2. Press F6 (RCL) to recall all the data stored in Dynamic Graph memory.

# If there is already data stored in Dynamic Graph memory, the data save operation replaces it with the new data.

# Data recalled from Dynamic Graph memory replaces the calculator's current graph functions, draw conditions, and screen data. The previous data is lost when it is replaced.
5-9 Graphing a Recursion Formula

### Generating a Number Table from a Recursion Formula

**Description**
You can input up to three of the following types of recursion formulas and generate a number table.

- General term of sequence \(a_n\), composed of \(a_n, n\)
- Linear two-term recursion composed of \(a_{n+1}, a_n, n\)
- Linear three-term recursion composed of \(a_{n+2}, a_{n+1}, a_n, n\)

**Set Up**
1. From the Main Menu, enter the RECUR Mode.

**Execution**
2. Specify the recursion type.
   - \[ (a_n =) \ldots \{\text{general term of sequence } a_n\} \]
   - \[ (a_{n+1} =) \ldots \{\text{linear two-term recursion}\} \]
   - \[ (a_{n+2} =) \ldots \{\text{linear three-term recursion}\} \]
3. Input the recursion formula.
4. Specify the table range. Specify a start point and end point for \(n\). If necessary, specify a value for the initial term, and a pointer start point value if you plan to graph the formula.
5. Display the recursion formula number table.
Example: Generate a number table from recursion between three terms as expressed by $a_{n+2} = a_{n+1} + a_n$, with initial terms of $a_1 = 1, a_2 = 1$ (Fibonacci sequence), as $n$ changes in value from 1 to 6.

Procedure

1. $\text{MENU RECUR}$
2. $\text{F3 (TYPE)} \{3\} (a_{n+2} = )$
3. $\text{F4 (n, a_n ..)} \{3\} (a_{n+1}) + \text{F2 (a_n)} \text{ EX}$
4. $\text{F5 (RANG)} \text{F2 (a_1)} \text{ EX 6 EX 5 EX 1 EX 1 EX EX ESC}$
5. $\text{F6 (TABL)}$

Result Screen

![Result Screen]

# Specifying On for the Σ Display of the SET UP screen causes the sum of each term to be included in the table.
Graphing a Recursion Formula (1)

Description
After generating a number table from a recursion formula, you can graph the values on a line graph or plot type graph.

Set Up
1. From the Main Menu, enter the RECUR Mode.

Execution
3. Specify the recursion formula type and input the formula.
4. Specify the table range, and start and ending values for \( n \). If necessary, specify the initial term value and pointer start point.
5. Display the recursion formula number table.
6. Specify the graph type and draw the graph.

- \( \text{F5}(\text{G • CON}) \) ... line graph
- \( \text{F6}(\text{G • PLT}) \) ... plot type graph
Example

Generate a number table from recursion between two terms as expressed by $a_{n+1} = 2a_n + 1$, with an initial term of $a_1 = 1$, as $n$ changes in value from 1 to 6. Use the table values to draw a line graph.

Use the following V-Window settings.

$X_{\text{min}} = 0, \quad X_{\text{max}} = 6, \quad X_{\text{scale}} = 1$

$Y_{\text{min}} = -15, \quad Y_{\text{max}} = 65, \quad Y_{\text{scale}} = 5$

Procedure

1. [RECUR]
2. [V-Window] [0] [EXE] [1] [EXE] [1] [EXE]
3. [TYPE] 2 $(a_{n+1} =)\ 2 \ [a_n] + 1 \ [EXE]$
4. [RANG] [2] $(a_1)\ [EXE] [1] [EXE] [6] [EXE] [1] [EXE] [SC]
5. [TABL]
6. [G+CON]

Result Screen
Graphing a Recursion Formula (2)

Description
The following describes how to generate a number table from a recursion formula and graph the values while Σ Display is On.

Set Up
1. From the Main Menu, enter the RECUR Mode.
2. On the SET UP screen, specify On for Σ Display.

Execution
4. Specify the recursion formula type and input the recursion formula.
5. Specify the table range, and start and ending values for \( n \). If necessary, specify the initial term value and pointer start point.
6. Display the recursion formula number table.
7. Specify the graph type and draw the graph.
   - \( \text{F5}(\text{G} \cdot \text{CON}) \) \( 1 \) \((a_n) \) ... Line graph with ordinate \( a_n \), abscissa \( n \)
   - \( 2 \) \((Σa_n) \) ... Line graph with ordinate \( Σa_n \), abscissa \( n \)
   - \( \text{F6}(\text{G} \cdot \text{PLT}) \) \( 1 \) \((a_n) \) ... Plot type graph with ordinate \( a_n \), abscissa \( n \)
   - \( 2 \) \((Σa_n) \) ... Plot type graph with ordinate \( Σa_n \), abscissa \( n \)
Example  Generate a number table from recursion between two terms as expressed by \( a_{n+1} = 2a_n + 1 \), with an initial term of \( a_1 = 1 \), as \( n \) changes in value from 1 to 6. Use the table values to draw a plot line graph with ordinate \( \Sigma a_n \), abscissa \( n \).

Use the following V-Window settings.

\[
\begin{align*}
X_{\text{min}} &= 0, & X_{\text{max}} &= 6, & X_{\text{scale}} &= 1 \\
Y_{\text{min}} &= -15, & Y_{\text{max}} &= 65, & Y_{\text{scale}} &= 5
\end{align*}
\]

Procedure

1. \text{MENU} RECUR
2. \text{CTRL} \text{F3 (SET UP)} [F1 (On)] \text{ESC}
3. \text{SHIFT} \text{OPTN} (V-Window) \text{0 EXE 6 EXE 1 EXE}

4. \text{F3 (TYPE)} [2 (a_{n+1} =) ] [2 \text{F2 (a_n)} +] [1 \text{EXE}]
5. \text{F5 (RANG)} \text{F2 (a_1)} [1 \text{EXE 6 EXE 1 EXE ESC}]
6. \text{F6 (TABL)}
7. \text{F6 (G・PLT)} [2 (\Sigma a_n)]

Result Screen
WEB Graph (Convergence, Divergence)

Description

\( y = f(x) \) is graphed by presuming \( a_{n+1} = y, \ a_n = x \) for linear two-term regression \( a_{n+1} = f(a_n) \) composed of \( a_{n+1}, \ a_n \). Next, it can be determined whether the function is convergent or divergent.

Set Up

1. From the Main Menu, enter the RECUR Mode.

Execution

3. Select 2-term recursion as the recursion formula type, and input the formula.
4. Specify the table range, \( n \) start and end points, initial term value, and pointer start point.
5. Display the recursion formula number table.
6. Draw the graph.
7. Press \( \text{ex} \), and the pointer appears at the start point you specified.
   Press \( \text{ex} \) several times.
   If convergence exists, lines that resemble a spider web are drawn on the display.
   Failure of the web lines to appear indicates either divergence or that the graph is outside the boundaries of the display screen. When this happens, change to larger View Window values and try again.
   You can use \( \text{A} \) \( \text{V} \) to select the graph.
Example  To draw the WEB graph for the recursion formula
\[ a_{n+1} = -3(2^n)^2 + 3a_n, \]
\[ b_{n+1} = 3b_n + 0.2, \]
and check for divergence or convergence. Use the following table range and V-Window Settings.

Table Range

\[
\begin{align*}
\text{Start} &= 0, \quad \text{End} = 6, \quad a_0 = 0.01, \quad a_n \text{ Str} = 0.01, \\
\text{b0} &= 0.11, \quad b_n \text{ Str} = 0.11
\end{align*}
\]

V-Window Settings

\[
\begin{align*}
\text{Xmin} &= 0, \quad \text{Xmax} = 1, \quad \text{Xscale} = 1, \\
\text{Ymin} &= 0, \quad \text{Ymax} = 1, \quad \text{Yscale} = 1
\end{align*}
\]

Procedure

1. \text{MENU} \text{ RECUR}
2. \text{SHIFT} \text{ OPTN} \text{ (V-Window)} \text{ 0 EX 1 EX 1 EX} \text{ } \downarrow
   \text{ 0 EX 1 EX 1 EX } \text{ ESC}
3. \text{F3} \text{ (TYPE)} \text{ 2} \text{ } (a_{n+1}=) \text{ } \rightarrow \text{ 3} \text{ F2} (a_n) \text{ } x^2 \text{ } + \text{ 3} \text{ F2} (a_n) \text{ EX}
   \text{ 3} \text{ F3} (b_n) \text{ } + \text{ 0 } \text{ } - \text{ 2 EX}
4. \text{F4} \text{ (RANG)} \text{ } \text{F1} (a_0)
   \text{ 0 EX 6 EX 0 } \cdot \text{ 0 1 EX 0 } \cdot \text{ 1 EX 1 EX } \downarrow
   \text{ 0 } \cdot \text{ 0 } \text{ 1 EX 0 } \cdot \text{ 1 1 EX ESC}
5. \text{F6} \text{ (TABL)}
6. \text{F4} \text{ (WEB)}
7. \text{F1} \text{ (TRACE)} \text{ EX } \text{ EX} \text{ (a_n is convergence)}
   \text{ } \text{ EX ~ EX} \text{ (b_n is divergence)}

Result Screen
5-10 Changing the Appearance of a Graph

Drawing a Line

Description
The sketch function lets you draw points and lines inside of graphs.

Set Up
1. Draw the graph.

Execution
2. Select the sketch function you want to use.*1
   - (SKTCH) (Cls) ... Screen clear
   - (PLOT) (On)/(Off)/(Change)/(Plot) ... Point {On}/(Off)/(Change)/(Plot)
   - (LINE) (F-Line)/(Line) ... (Freehand line)/(Line)
   - (Text) ... Text input
   - (Pen) ... Freehand
   - (Tangnt) ... Tangent line
   - (Normal) ... Line normal to a curve
   - (Invrse) ... Inverse function*2
   - (Circle) ... Circle
   - (Vert) ... Vertical line
   - (Horz) ... Horizontal line

3. Use the cursor keys to move the pointer (¶) to the location where you want to draw, and press [EXE] *3

*1 The above shows the function menu that appears in the GRPH•TBL Mode. Menu items may differ somewhat in other modes.

*2 In the case of an inverse function graph, drawing starts immediately after you select this option.

*3 Some sketch functions require specification of two points. After you press [EXE] to specify the first point, use the cursor keys to move the pointer to the location of the second point and press [EXE].
Example Draw a line that is tangent to point (2, 0) on the graph for
\( y = x (x + 2)(x - 2) \).

Use the following V-Window settings.

- Xmin = –5, Xmax = 5, Xscale = 1
- Ymin = –5, Ymax = 5, Yscale = 1

Procedure

1. **GRPH • TBL**
   - **SHIFT** OPTN (V-Window) → 5 EXE 5 EXE 1 EXE
   - → 5 EXE 5 EXE 1 EXE ESC
   - **F3** (TYPE) 1 (Y=) 1 2 1 2 1 2 1 EXE
   - **F3** (DRAW)

2. **F3** (SKTCH) 6 (Tangnt)

3. **~** 1 EXE

Result Screen

*1 You can draw a tangent line in succession by moving the "\(\theta\)" pointer and pressing **EXE**.
### Inserting Comments

**Description**
You can insert comments anywhere you want in a graph.

**Set Up**
1. Draw the graph.

**Execution**
2. Press \( \text{[F3]} \) (SKTCH) \( \text{[4]} \) (Text), and a pointer appears in the center of the display.
3. Use the cursor keys to move the pointer to the location where you want the text to be, and input the text.

---

# You can input any of the following characters as comment text: A~Z, r, \( \theta \), space, 0~9, ., +, –, \( \times \), \( \div \), (–), EXP, \( \pi \), Ans, ( ), [ ], { }, comma, →, \( x^2 \), \( ^\wedge \), log, ln, \( \sqrt{\ } \), \( ^\sqrt{\ } \), \( 10^\text{\textit{x}} \), \( e^\text{\textit{x}} \), \( \sqrt[3]{\ } \), \( x^{-1} \), sin, cos, tan, \( \tan^{-1} \), \( \cos^{-1} \), \( \sin^{-1} \), \( i \), List, Mat
Example

Insert text into the graph \( y = x(x + 2)(x - 2) \).

Use the following V-Window settings.

\[ \begin{align*}
X_{\text{min}} &= -5, & X_{\text{max}} &= 5, & X_{\text{scale}} &= 1 \\
Y_{\text{min}} &= -5, & Y_{\text{max}} &= 5, & Y_{\text{scale}} &= 1
\end{align*} \]

Procedure

1. \( \text{MENU} \) \text{ GRPH•TBL}  \\
   \( \text{SHIFT} \) \text{ OPTN} (V-Window) \( \rightarrow \) 5 \( \text{EXE} \) 5 \( \text{EXE} \) 1 \( \text{EXE} \)  \( \downarrow \)  \\
   \( \rightarrow \) 5 \( \text{EXE} \) 5 \( \text{EXE} \) 1 \( \text{EXE} \) \( \text{ESC} \)  \\
   \( \text{FB} \) (TYPE) 1 (Y=) 1 0 1 0 1 0 1 2 1 0 1 0 1 0 2 1 \( \text{EXE} \)  \\
   \( \text{FB} \) (DRAW)  \\
2. \( \text{FB} \) (SKTCH) 4 (Text)  \\
3. \( \text{ALPHA} \) \( \to \) (Y) \( \text{SHIFT} \) \( \to \) (=) 1 0 1 0 1 0 1 2 1 0 1 0 1 0 2 1  \\
   \( \text{ESC} \)

Result Screen

[Graph of \( y = x(x + 2)(x - 2) \)]
Freehand Drawing

Description
You can use the pen option for freehand drawing in a graph.

Set Up
1. Draw the graph.

Execution
2. Press $\text{F3}$(SKTCH)$\text{F6}$(Pen), and a pointer appears in the center of the screen.
3. Use the cursor keys to move the pointer to the point from which you want to start drawing, and then press $\text{EX}$.
4. Use the cursor keys to move the pointer. A line is drawn wherever you move the pointer.
   To stop the line, press $\text{EX}$.
   Repeat step 3 and 4 to draw other lines.
   After you are finished drawing, press $\text{ES}$.
Example

Use the pen to draw on the graph \( y = x(x + 2)(x - 2) \).

Use the following V-Window settings.

\[
\begin{align*}
X_{\text{min}} &= -5, & X_{\text{max}} &= 5, & X_{\text{scale}} &= 1 \\
Y_{\text{min}} &= -5, & Y_{\text{max}} &= 5, & Y_{\text{scale}} &= 1
\end{align*}
\]

Procedure

1. \( \text{MENU} \) GRPH • TBL
   \[ \text{SHIFT} \text{ OPTN} (\text{V-Window}) \rightarrow 5 \rightarrow 5 \rightarrow 1 \rightarrow \downarrow \]
   \[ \rightarrow 5 \rightarrow 5 \rightarrow 1 \rightarrow \downarrow \rightarrow \text{ESC} \]
   \[ \text{F3} (\text{TYPE}) \rightarrow 1 (Y=) \}
   \[ \text{F5} (\text{DRAW}) \]

2. \( \text{F3} (\text{SKTCH}) \rightarrow 5 (\text{Pen}) \)

3. \( \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow 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Changing the Graph Background

You can use the set up screen to specify the memory contents of any picture memory area (Pict 1 through Pict 20) as the Background item. When you do, the contents of the corresponding memory area is used as the background of the graph screen.

Example 1  With the circle graph $X^2 + Y^2 = 1$ as the background, use Dynamic Graph to graph $Y = X^2 + A$ as variable $A$ changes value from $-1$ to $1$ in increments of $1$.

Recall the background graph.

$(X^2 + Y^2 = 1)$
Draw the dynamic graph.

\( Y = X^2 - 1 \)

\( \downarrow \uparrow \)

\( Y = X^2 \)

\( \downarrow \uparrow \)

\( Y = X^2 + 1 \)

- See “5-8-1 Dynamic Graphing” for details on using the Dynamic Graph feature.
5-11 Function Analysis

Reading Coordinates on a Graph Line

Description
Trace lets you move a pointer along a graph and read out coordinates on the display.

Set Up
1. Draw the graph.

Execution
2. Press [F1] (TRACE), and a pointer appears in the center of the graph.*1
3. Use [ and ] to move the pointer along the graph to the point at which you want to display the derivative.
   When there are multiple graphs on the display, press [ and ] to move between them along the x-axis of the current pointer location.
4. You can also move the pointer by pressing [UR] to display the pop up window, and then inputting coordinates.
To exit a trace operation, press [ESC].

*1The pointer is not visible on the graph when it is located at point outside the graph display area or when an error no value occurs.
# You can turn off display of the coordinates at the pointer location by specifying “Off” for the “Coord” item on the SET UP screen.
Example

Read coordinates along the graph of the function shown below.

\[ Y_1 = x^2 - 3 \]

Use the following V-Window settings.

\[ X_{\text{min}} = -5, \quad X_{\text{max}} = 5, \quad X_{\text{scale}} = 1 \]
\[ Y_{\text{min}} = -10, \quad Y_{\text{max}} = 10, \quad Y_{\text{scale}} = 2 \]

Procedure

1. \( \text{MENU} \) \( \text{GRPH} \cdot \text{TBL} \)
   
   \( \text{SHIFT} \) \( \text{OPTN} \) (V-Window) \( \bullet \) 5 \( \text{EXE} \) 5 \( \text{EXE} \) 1 \( \text{EXE} \) \( \Downarrow \)
   
   \( \Rightarrow \) 1 0 \( \text{EXE} \) 1 0 \( \text{EXE} \) 2 \( \text{EXE} \) \( \text{ESC} \)

   \( \text{FB} \) (TYPE) 1 (Y=) \( x \) \( \Rightarrow \) \( \text{EXE} \)

   \( \text{FB} \) (DRAW)

2. \( \text{F1} \) (TRACE)

3. \( \Rightarrow - \) \( \Rightarrow - \)

4. \( x, \text{AT} \) \( \Rightarrow \) 1 \( \text{EXE} \)

Result Screen

---

# The following shows how coordinates are displayed for each function type.

- **Polar Coordinate Graph**

- **Parametric Graph**

- **Inequality Graph**
Displaying the Derivative

Description
In addition to using Trace to display coordinates, you can also display the derivative at the current pointer location.

Set Up
1. On the SET UP screen, specify On for Derivative.
2. Draw the graph.

Execution
3. Press \( F_1 \) (TRACE), and the pointer appears at the center of the graph. The current coordinates and the derivative also appear on the display at this time.
4. Use \( \leftarrow \) and \( \rightarrow \) to move the pointer along the graph to the point at which you want to display the derivative.
   When there are multiple graphs on the display, press \( \uparrow \) and \( \downarrow \) to move between them along the \( x \)-axis of the current pointer location.
5. You can also move the pointer by pressing \( LR \) to display the pop up window, and then inputting coordinates.
Example

Read coordinates and derivatives along the graph of the function shown below.

\[ Y_1 = x^2 - 3 \]

Use the following V-Window settings.

\[ \text{Xmin} = -5, \quad \text{Xmax} = 5, \quad \text{Xscale} = 1 \]
\[ \text{Ymin} = -10, \quad \text{Ymax} = 10, \quad \text{Yscale} = 2 \]

Procedure

1. **Menu** | **GRPH • TBL**
   - Press **CTRL** F3 (SET UP) \( \rightarrow \) \( \rightarrow \) \( \rightarrow \) \( \rightarrow \) F1 (On) ESC

2. **Shift OPTN** (V-Window)
   - Press \( \rightarrow \) 5 EXE 5 EXE 1 EXE \( \rightarrow \)
   - F3 (TYPE) 1 (Y=) \( \rightarrow \) \( \rightarrow \) 3 EXE

3. **F1 (DRAW)**

4. **F1 (TRACE)**

5. \( \rightarrow \) \( \rightarrow \)

Result Screen

![Graph with coordinates and derivatives](image)

\[ Y_1 = x^2 - 3 \]

- At \( x = -2 \): \( dY/dx = -5.555 \)
- At \( x = -1 \): \( dY/dx = -2 \)
Graph to Table

Description
You can use trace to read the coordinates of a graph and store them in a number table. You can also use Dual Graph to simultaneously store the graph and number table, making this an important graph analysis tool.

Set Up
1. From the Main Menu, enter the GRPH•TBL Mode.
2. On the SET UP screen, specify GtoT for Dual Screen.

Execution
4. Save the function and draw the graph on the active (left) screen.
5. Activate Trace. When there are multiple graphs on the display, press \(\uparrow\) and \(\downarrow\) to select the graph you want.
6. Use \(\leftarrow\) to move the pointer and press \(\text{EX}\) to store coordinates into the number table. Repeat this step to store as many values as you want.
7. Press \(\text{F6} \) (CHNG) to switch the number table side.
8. From the pop-up window, input the list number you want to save.
Example  
Save in a table the coordinates in the vicinity of the points of intersection at $X = 0$ for the two graphs shown below, and store the table contents in List 1.

$Y_1 = x^2 - 3$, $Y_2 = -x + 2$

Use the following V-Window settings.

$X_{\text{min}} = -5$, $X_{\text{max}} = 5$, $X_{\text{scale}} = 1$
$Y_{\text{min}} = -10$, $Y_{\text{max}} = 10$, $Y_{\text{scale}} = 2$

Procedure

1. [MENU] GRPH • TBL
2. [CTRL] F3 (SET UP) [v] [v] F3 (GtoT) ESC
4. F3 (TYPE) 1 (Y=) [X,2nd] $x^{-2}$ $x^{-3}$ [EXE]
   F3 (DRAW)
5. F1 (TRACE)
6. [←] [←] [EXE] [→] [→] [EXE] ESC
7. F3 (CHNG)
8. OPTN F1 (LMEM) 1 [EXE]

Result Screen

![Graph with coordinates]
■ Coordinate Rounding

Description
This function rounds off coordinate values displayed by Trace.

Set Up
1. Draw the graph.

Execution
2. Press F2 (ZOOM) 8 (Rnd). This causes the V-Window settings to be changed automatically in accordance with the Rnd value.
3. Press F1 (TRACE), and then use the cursor keys to move the pointer along the graph. The coordinates that now appear are rounded.
Example

Use coordinate rounding and display the coordinates in the vicinity of the points of intersection for the two graphs produced by the functions shown below.

\[ Y_1 = x^2 - 3, \quad Y_2 = -x + 2 \]

Use the following V-Window settings.

\[ X_{\text{min}} = -5, \quad X_{\text{max}} = 5, \quad X_{\text{scale}} = 1 \]
\[ Y_{\text{min}} = -10, \quad Y_{\text{max}} = 10, \quad Y_{\text{scale}} = 2 \]

Procedure

1. \( \text{MENU} \) GRPH • TBL
   - \( \text{SHIFT} \) \( \text{PRGM} \) (V-Window) \( \rightarrow \) 5 \( \text{EXE} \) 1 \( \text{EXE} \)
   - \( \rightarrow \) 0 \( \text{EXE} \) 1 \( \text{EXE} \) 2 \( \text{EXE} \) \( \text{ESC} \)
   - F3 (TYPE) 1 (Y=) \( \text{ALPHA} \) \( x^2 \) \( \rightarrow \) 3 \( \text{EXE} \)
   - \( \rightarrow \) \( \text{ALPHA} \) \( x^2 \) \( + \) 2 \( \text{EXE} \)
   - F5 (DRAW)

2. F2 (ZOOM) B (Rnd)

3. F1 (TRACE)

\( \rightarrow \) \( \rightarrow \)

Result Screen
■ Calculating the Root

Description
This feature provides a number of different methods for analyzing graphs.

Set Up
1. Draw the graphs.

Execution
2. Select the analysis function.
   - F4 (G-SLV) 1 (Root) ... Calculation of root
   - 2 (Max) ... Maximum value
   - 3 (Min) ... Minimum value
   - 4 (Y-lcpt) ... y-intercept
   - 5 (Isect) ... Intersection of two graphs
   - 6 (Y-Cal) ... y-coordinate for given x-coordinate
   - 7 (X-Cal) ... x-coordinate for given y-coordinate
   - 8 (∫dx) ... Integral value for a given range

3. When there are multiple graphs on the screen, the selection cursor (■) is located at the lowest numbered graph. Use the cursor keys to move the cursor to the graph you want to select.

4. Press □ to select the graph where the cursor is located and display the value produced by the analysis.
   - When an analysis produces multiple values, press □ to calculate the next value.
   - Pressing □ returns to the previous value.
Example: Draw the graph shown below and calculate the root for Y1.

\[ Y_1 = x(x + 2)(x - 2) \]

Use the following V-Window settings.

- \( X_{\text{min}} = -6.3 \), \( X_{\text{max}} = 6.3 \), \( X_{\text{scale}} = 1 \)
- \( Y_{\text{min}} = -3.1 \), \( Y_{\text{max}} = 3.1 \), \( Y_{\text{scale}} = 1 \) (initial defaults)

**Procedure**

1. Use Menu: GRPH • TBL
   - SHIFT OPTN (V-Window) F1 (INIT) ESC
   - F3 (TYPE) 1 (Y=) \((x+2)(x-2)\) \(x\) \(2\) \(0\) \(2\) \(\text{EXE}\)
   - F5 (DRAW)
2. \( F_4 \) (G-SLV) \(1\) (Root)

**Result Screen**

- When analyzing a single graph, results appear as soon as you select an analysis function in step 2, so step 3 is not necessary.
- The \( y \)-intercept is the point where the graph crosses the \( y \)-axis.
- Root, maximum value, minimum value, and \( y \)-intercept can be calculated for rectangular coordinate graphs and inequality graphs only.
Calculating the Point of Intersection of Two Graphs

Description
Use the following procedure to calculate the point of intersection of two graphs.

Set Up
1. Draw the graphs.

Execution
2. Press [F4] (G-SLV) [F5] (Isect). When there are three or more graphs, the selection cursor ([■]) appears at the lowest numbered graph.
3. Use the cursor keys to move the cursor to the graph you want to select.
4. Press [EX] to select the first graph, which changes the shape of the cursor from [■] to [◆].
5. Use the cursor keys to move the cursor to the second graph.
6. Press [EX] to calculate the point of intersection for the two graphs.
   When an analysis produces multiple values, press [►] to calculate the next value.
   Pressing [◄] returns to the previous value.
Example

Graph the two functions shown below, and determine the point of intersection between Y1 and Y2.

Y1 = x + 1, Y2 = x²

Use the following V-Window settings.

Xmin = –5, Xmax = 5, Xscale = 1
Ymin = –5, Ymax = 5, Yscale = 1

Procedure

1. MENU GRPH • TBL
   EXIT (V-Window) → 5 EXE 5 EXE 1 EXE
   EXIT (V-Window)

   F3 (TYPE) 1 (Y=) EXIT

   F3 (DRAW)

2. F4 (G-SLV) 5 (Isect)

Result Screen

# In the case of two graphs, the point of intersection is calculated immediately after you press F4 5 in step 2.

# You can calculate the point of intersection for rectangular coordinate graphs and inequality graphs only.
Determining the Coordinates for Given Points

Description
The following procedure describes how to determine the $y$-coordinate for a given $x$, and the $x$-coordinate for a given $y$.

Set Up
1. Draw the graph.

Execution
2. Select the function you want to perform. When there are multiple graphs, the selection cursor ($) appears at the lowest numbered graph.

   $\text{F4 (G-SLV) F6 (Y-Cal)}$ ... $y$-coordinate for given $x$

   $\text{F7 (X-Cal)}$ ... $x$-coordinate for given $y$

3. Use $\uparrow\downarrow$ to move the cursor ($) to the graph you want, and then press $\text{EX}$ to select it.

4. Input the given $x$-coordinate value or $y$-coordinate value.
   Press $\text{EX}$ to calculate the corresponding $y$-coordinate value or $x$-coordinate value.
Graph the two functions shown below and then determine the y-coordinate for \( x = 0.5 \) and the x-coordinate for \( y = 2.2 \) on graph Y2.

\[
Y1 = x + 1, \quad Y2 = (x + 2)(x - 2)
\]

Use the following V-Window settings.

- \( X_{\text{min}} = -6.3, \quad X_{\text{max}} = 6.3, \quad X_{\text{scale}} = 1 \)
- \( Y_{\text{min}} = -3.1, \quad Y_{\text{max}} = 3.1, \quad Y_{\text{scale}} = 1 \) (initial defaults)

**Procedure**

1. Set up the graph and table.
   - Press `MODE` > `GRAPH` > `TBL`.
   - Use `SHIFT` > `OPTN` (V-Window) > `F1` (INIT) `EXE`.
   - Use `F3` (TYPE) `1` (Y=) `EXE` to input the functions.
   - Use `F3` (DRAW) to graph.

2. Find the y-coordinate for \( x = 0.5 \) and the x-coordinate for \( y = 2.2 \).
   - Use `F4` (G-SLV) > `2` (Y-Cal).
   - Use `F4` (G-SLV) > `1` (X-Cal).

3. Set the cursor to different coordinates by pressing `^`.

**Result Screen**

- The graph shows the two functions with the specified x and y coordinates.

---

# When there are multiple results for the above procedure, press `>` to calculate the next value. Pressing `<` returns to the previous value.

# Step 3 of the above procedure is skipped when there is only one graph on the display.

# The X-Cal value cannot be obtained for a parametric function graph.

# After obtaining coordinates with the above procedure, you can input different coordinates by first pressing `Y=1`.
Calculating the Integral Value for a Given Range

Description
Use the following procedure to obtain integration values for a given range.

Set Up
1. Draw the graph.

Execution
2. Press \( \text{F4} \) (G-SLV) \( \text{B} \) \( \int \). When there are multiple graphs, this causes the selection cursor (■) to appear at the lowest numbered graph.
3. Use \( \text{C} \) \( \text{C} \) to move the cursor (■) to the graph you want, and then press \( \text{EX} \) to select it.
4. Use \( \text{C} \) to move the lower limit pointer to the location you want, and then press \( \text{EX} \).
   You can also move the pointer by pressing \( \text{LR} \) to display the pop-up window, and then inputting coordinates.
5. Use \( \text{D} \) to move the upper limit pointer to the location you want.
   You can also move the pointer by pressing \( \text{LR} \) to display the pop-up window, and then inputting the upper limit and lower limit values for the integration range.
6. Press \( \text{EX} \) to calculate the integral value.

# When setting the range, make sure that the lower limit is less than the upper limit.
# Integral values can be calculated for rectangular coordinate graphs only.
Example

Graph the function shown below, and then determine the integral value at (–2, 0).

\[ Y_1 = x(x + 2)(x - 2) \]

Use the following V-Window settings.

\[ X_{\text{min}} = -6.3, \quad X_{\text{max}} = 6.3, \quad X_{\text{scale}} = 1 \]
\[ Y_{\text{min}} = -4, \quad Y_{\text{max}} = 4, \quad Y_{\text{scale}} = 1 \]

Procedure

1. [MENU] GRPH • TBL
   - [SHIFT] OPTN (V-Window) [6] [3] [EXE] [6] (Y=) [1] (TYPE) [1] [EXE] [EXE] [EXE]
   - [PAGE] [DRAW] [5]

2. [F3] (G-SLV) [8] (∫dx)
   ...

3. [4] ← [EXE]

4. [5] ← [EXE] (Upper limit; \( x = 0 \))

5. [EXE]

Result Screen
Implicit Function Graph Analysis

You can determine approximations of the following analytical results using implicit function graphs.

- Focus/vertex/eccentricity
- Latus rectum
- Center/radius
- x-/y-intercept
- Directrix/axis of symmetry drawing and analysis
- Asymptote drawing and analysis

After graphing an implicit function, press \( \text{Graph} \) (G-SLV) to display the following graph analysis menus.

• Parabolic Graph Analysis
  - \{Focus\}/\{Vertex\}/\{Length\}/\{e\} ... {focus}/{vertex}/{lactus rectum}/{eccentricity}
  - \{Dirtrx\}/\{Sym\} ... {directrix}/{axis of symmetry}
  - \{X-Icpt\}/\{Y-Icpt\} ... {x-intercept}/{y-intercept}

• Circular Graph Analysis
  - \{Center\}/\{Radius\} ... {center}/{radius}
  - \{X-Icpt\}/\{Y-Icpt\} ... {x-intercept}/{y-intercept}

• Elliptical Graph Analysis
  - \{Focus\}/\{Vertex\}/\{Center\}/\{e\} ... {focus}/{vertex}/{center}/{eccentricity}
  - \{X-Icpt\}/\{Y-Icpt\} ... {x-intercept}/{y-intercept}

• Hyperbolic Graph Analysis
  - \{Focus\}/\{Vertex\}/\{Center\}/\{e\} ... {focus}/{vertex}/{center}/{eccentricity}
  - \{Asympt\} ... {asymptote}
  - \{X-Icpt\}/\{Y-Icpt\} ... {x-intercept}/{y-intercept}

The following examples show how to use the above menus with various types of implicit function graphs.
To calculate the focus, vertex and latus rectum

[G-SLV]-[Focus]/[Vertex]/[Length]

Example To determine the focus, vertex and latus rectum for the parabola
\[ X = (Y - 2)^2 + 3 \]
Use the following V-Window settings.
\[ X_{\text{min}} = -1, \quad X_{\text{max}} = 10, \quad X_{\text{scale}} = 1 \]
\[ Y_{\text{min}} = -5, \quad Y_{\text{max}} = 5, \quad Y_{\text{scale}} = 1 \]

\[ \text{F4} \) (G-SLV)
\[ \text{1} \) (Focus)
(Calculates the focus.)

\[ \text{F4} \) (G-SLV)
\[ \text{3} \) (Vertex)
(Calculates the vertex.)

\[ \text{F4} \) (G-SLV)
\[ \text{5} \) (Length)
(Calculates the latus rectum.)

• When calculating two foci for an ellipse or hyperbolic graph, press \( \rightarrow \) to calculate the second focus. Pressing \( \leftarrow \) returns to the first focus.

• When calculating two vertexes for an ellipse or hyperbolic graph, press \( \rightarrow \) to calculate the second vertex. Pressing \( \leftarrow \) returns to the first vertex.
To calculate the center and radius

Example
To determine the center and radius for the circle
\[(X + 2)^2 + (Y + 1)^2 = 2^2\]

Use the following V-Window settings.
Xmin = –6.3, Xmax = 6.3, Xscale = 1
Ymin = –3.1, Ymax = 3.1, Yscale = 1

\[\text{F4 (G-SLV)}\]
\[\text{1 (Center)}\]
(Calculates the center.)

\[\text{ESC} \]
\[\text{F4 (G-SLV)}\]
\[\text{2 (Radius)}\]
(Calculates the radius.)

To calculate the x- and y-intercepts

Example
To determine the x- and y-intercepts for the hyperbola
\[\frac{(X - 3)^2}{2^2} - \frac{(Y - 1)^2}{2^2} = 1\]

Use the following V-Window settings.
Xmin = –4, Xmax = 8, Xscale = 1
Ymin = –5, Ymax = 5, Yscale = 1

\[\text{F4 (G-SLV)}\]
\[\text{6 (X-Icpt)}\]
(Calculates the x-intercept.)
• Press \( \rightarrow \) to calculate the second set of \( x \)-/\( y \)-intercepts. Pressing \( \leftarrow \) returns to the first set of intercepts.

### To draw and analyze the axis of symmetry and directrix

\[ \text{[G-SLV]}-\text{[Sym]}/\text{[Dirtrx]} \]

#### Example

To draw the axis of symmetry and directrix for the parabola
\[ X = 2(Y - 1)^2 + 1 \]
Use the following V-Window settings.
\[ X_{\text{min}} = -6.3, \quad X_{\text{max}} = 6.3, \quad X_{\text{scale}} = 1 \]
\[ Y_{\text{min}} = -3.1, \quad Y_{\text{max}} = 3.1, \quad Y_{\text{scale}} = 1 \]

\[ \text{F4} \) (G-SLV)
\[ \text{4} \) (Sym)
(Draws the axis of symmetry.)

\[ \text{F4} \) (G-SLV)
\[ \text{2} \) (Dirtrx)
(Draws the directrix.)
To draw and analyze the asymptotes

Example

To draw the asymptotes for the hyperbola

\[
\frac{(X - 1)^2}{2^2} - \frac{(Y - 1)^2}{2^2} = 1
\]

Use the following V-Window settings.

\[
\begin{align*}
X_{\text{min}} &= -6.3, & X_{\text{max}} &= 6.3, & X_{\text{scale}} &= 1 \\
Y_{\text{min}} &= -5, & Y_{\text{max}} &= 5, & Y_{\text{scale}} &= 1
\end{align*}
\]

[F4] (G-SLV)

[4] (Asympt)

(Draws the asymptotes.)

To calculate eccentricity

Example

To determine the eccentricity of the graph for ellipse

\[
\frac{(X - 2)^2}{4^2} + \frac{(Y - 2)^2}{2^2} = 1
\]

Use the following V-Window settings.

\[
\begin{align*}
X_{\text{min}} &= -3, & X_{\text{max}} &= 7, & X_{\text{scale}} &= 1 \\
Y_{\text{min}} &= -1, & Y_{\text{max}} &= 5, & Y_{\text{scale}} &= 1
\end{align*}
\]

[F4] (G-SLV)

[4] (e)

(Calculates eccentricity.)

# Certain V-Window parameters can produce errors in values produced as graph analysis results.
# The message "Not Found" appears on the display when graph analysis is unable to produce a result.
# The following can result in inaccurate analysis results or may even make it impossible to obtain a solution at all.
   — When the solution is tangent to the x-axis.
   — When the solution is a point of tangency between two graphs.