TI-89

TI-92 Plus

Guidebook

for Advanced Mathematics
Software Version 2.0

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- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

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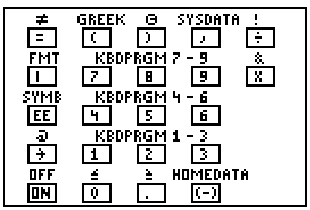
TI-89 Shortcut Keys

General

[◆] [APPS]	List of Flash applications
[2nd] [◫]	Toggle between last two chosen applications or split screens
[◆] [−], [◆] [+]	Lighten or darken contrast
[◆] [ENTER]	Calculate approximate answer
[◆] [▲], [◆] [▼]	Move cursor to top or bottom (in editors)
[⇧] [▲], [⇧] [▼]	Scroll tall objects in history
[⇧] [◀], [⇧] [▶]	Highlight left or right from cursor
[2nd] [▲], [2nd] [▼]	Page up or page down (in editors)
[2nd] [◀], [2nd] [▶]	Move cursor far left or far right

On-screen Keyboard Map ([◆] [EE])

Press [ESC] to exit the map.



The keyboard map displays shortcuts that are not marked on the keyboard. As shown below, press [◆] and then the applicable key.

[◆] [=]	≠
[◆] [(]	Access Greek letters (see next column)
[◆] [)]	◙ (comment)
[◆] [,]	Copy graph coordinates to sysdata
[◆] [÷]	! (factorial)
[◆] [|]	Display FORMATS dialog box
[◆] 1 – [◆] 9	Run programs kbdprgm1() through kbdprgm9()
[◆] [×]	& (append)
[◆] [EE]	On-screen keyboard map
[◆] [STO▸]	@
[◆] [ON]	Turn off unit so that it returns to current application the next time you turn it on
[◆] [0] (zero)	≤
[◆] [.]	≥
[◆] [(-)]	Copy graph coordinates to Home screen history

Alpha Rules

[alpha]	Type one lowercase letter
[⇧]	Type one uppercase letter
[2nd] [a-lock]	Lowercase alpha lock
[⇧] [alpha]	Uppercase alpha lock
[alpha]	Exit alpha lock

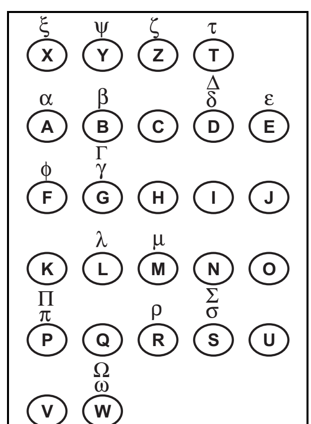
3D Graphing

[▲], [▼], [◀], [▶]	Animate graph
[+], [−]	Change animation speed
X, Y, Z	View along axis
[0]	Return to original view
[|]	Change graph format style
[×]	Expanded/normal view

Greek Letters

[◆] [(]	To access the Greek character set
[◆] [(] [alpha] + letter	To access lowercase Greek letters. Example: [◆] [(] [alpha] [W] displays ω
[◆] [(] [⇧] + letter	To access uppercase Greek letters. Example: [◆] [(] [⇧] [W] displays Ω

If you press a key combination that does not access a Greek letter, you get the normal letter for that key.



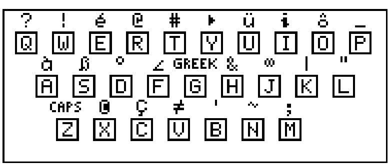
TI-92 Plus Shortcut Keys

General

[◆] [APPS]	List of Flash applications
[2nd] [⇆]	Toggle between last two chosen applications or split screens
[◆] D	Copy graph coordinates to sysdata
[◆] F	Display FORMATS dialog box
[◆] H	Copy graph coordinates to Home screen history
[◆] N	Create new variable
[◆] O	Open existing variable
[◆] S	Save copy as
[◆] [−], [◆] [+]	Lighten or darken contrast
[◆] [ENTER]	Calculate approximate answer
[◆] [ON]	Turn off unit so that it returns to current application the next time you turn it on
[◆] 1 – [◆] 9	Run programs kbdprgm1() through kbdprgm9()

On-screen Keyboard Map ([◆] [KEY])

Press [ESC] to exit the map.



See the table below for shortcuts that are not marked on the TI-92 Plus keyboard. See the next column for accent marks and Greek letters.

[2nd] Q	?
[2nd] W	! (factorial)
[2nd] R	@
[2nd] T	# (indirection)
[2nd] H	& (append)
[2nd] X	© (comment)
[◆] [=]	≠
[◆] [0] (zero)	≤
[◆] [.]	≥

Editing

[◆] ↑	Move cursor to top
[◆] ↓	Move cursor to bottom
[2nd] ←	Move cursor to far left
[2nd] →	Move cursor to far right
[✋] ↑, [✋] ↓	Scroll tall objects in history
[2nd] ↑, [2nd] ↓	Page up and page down
[◆] X	Cut
[◆] C	Copy
[◆] V	Paste

3D Graphing

↑, ↓, ←, →	Animate graph
[+], [−]	Change animation speed
X, Y, Z	View along axis
[0] (zero)	Return to original view
F	Change graph format style
[×]	Expanded/normal view

Accent Marks

[2nd] A + letter	à, è, ì, ò, ù, À, È, Ì, Ò, Ù
[2nd] C + letter	ç, Ç
[2nd] E + letter	á, é, í, ó, ú, ý, Á, É, Í, Ó, Ú, Ý
[2nd] N + letter	ã, ñ, õ, Ã, Ñ, Õ
[2nd] O + letter	â, ê, î, ô, û, Â, Ê, Î, Ô, Û
[2nd] U + letter	ä, ë, ï, ö, ü, ÿ, Ä, Ë, Ï, Ö, Ü

Greek Letters

[2nd] G	To access the Greek character set
[2nd] G + letter	To access lowercase Greek letters. Example: [2nd] G W displays ω
[2nd] G [⇧] + letter	To access uppercase Greek letters. Example: [2nd] G [⇧] W displays Ω

If you press a key combination that does not access a Greek letter, you get the normal letter for that key.

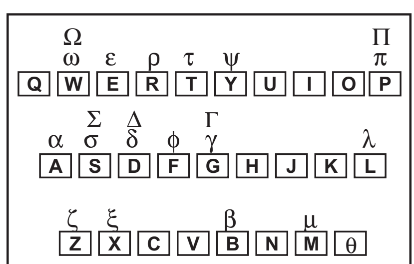


Table of Contents

This guidebook describes how to use the TI-89 / TI-92 Plus. The table of contents can help you locate "getting started" information as well as detailed information about the TI-89 / TI-92 Plus features. Appendix A provides one convenient location to find details about every TI-89 / TI-92 Plus function and instruction.

Chapter 3: Symbolic Manipulation

Chapter 4: Constants and Measurement Units

Chapter 5: Additional Home Screen Topics

Chapter 6: Basic Function Graphing

Chapter 7: Parametric Graphing

Chapter 8: Polar Graphing

Chapter 9: Sequence Graphing

Chapter 10: 3D Graphing

Chapter 11: Differential Equation Graphing

Appendix B: Reference Information

Appendix C: Service and Warranty Information

Appendix D: Programmer's Guide

Flash Applications

Applications

Flash functionality enables the ability to download different applications to a TI-89 / TI-92 Plus calculator from the enclosed CD-ROM, the TI web site, or from another calculator.

Before downloading new applications to a TI-89 / TI-92 Plus, please read and accept the license agreement on the TI-89 / TI-92 Plus Applications CD-ROM.

Hardware/Software Requirements

Before installing Flash applications, you will need:

- A computer with a CD-ROM drive and a serial port.
- TI™ Connect or TI-GRAPH LINK™ software and a TI-GRAPH LINK cable. If you need the TI Connect/ TI-GRAPH LINK software or a TI-GRAPH LINK cable, check the TI web site at **education.ti.com**.

Hardware Setup for the Computer

To set up:

1. Insert the small end of the TI-GRAPH LINK cable into the port at the bottom of the TI-89 or the top of the TI-92 Plus.
2. Connect the other end to the computer's serial port using a 25-to-9 pin adapter if necessary.

Installing a Flash Application from the CD-ROM

Note: *For further information about transmitting applications to and from your computer using TI Connect, refer to the TI Connect online help.*

To install an application:

1. Insert the TI-89 / TI-92 Plus Applications CD-ROM into the computer's CD-ROM drive.
2. From the computer, start the TI-GRAPH LINK software.
3. From the Link menu, click Send Flash Software ▶ Applications and Certificates.
4. Locate the Flash application on the CD-ROM and double-click. The Flash application is copied to the calculator.

Running a Flash Application

To run an application:

1. On the TI-89 / TI-92 Plus, press [◆] [APPS] to display the FLASH APPLICATIONS menu.
2. Use the cursor keys ⊙⊙ to highlight the application and press [ENTER].

Transferring a Flash Application from another TI-89 / TI-92 Plus

Note: This guidebook uses TI-89 screen shots.

Do not attempt to transfer an application if a low-battery message appears on either the receiving or sending calculator.

1. Connect the calculators with the calculator-to-calculator cable that came with the TI-89 / TI-92 Plus.
2. On the sending calculator:
   a. Press [2nd] [VAR-LINK]
   b. Press:
      TI-89: [2nd] [F7]
      TI-92 Plus: [F7]
   c. Highlight the Flash application and press [F4] (a ✓ is displayed to the left of the selected item)
3. On the receiving calculator:
   a. Press [2nd] [VAR-LINK]
   b. Press [F3]
   c. Select: 2:Receive
   d. Press [ENTER]
4. On the sending calculator:
   a. Press [F3]
   b. Select: 1:Send to TI-89/92 Plus
   c. Press [ENTER]

Backing up a Flash Application

Note: For further information about transmitting applications to and from your computer using TI Connect, refer to the TI Connect online help.

To back up an application to the computer:

1. On the calculator, press:
   TI-89: [HOME]
   TI-92 Plus: [◆] [HOME]
2. From the computer, start the TI-GRAPH LINK software
3. From the Link menu, click Receive Flash Software
4. Select one or more Flash applications and click add
5. Click ok
6. Save the application to the computer and record this information for future reference.

Deleting a Flash Application

Note: To select all Flash applications, use the [F5] All menu.

To delete a Flash application from the calculator:

1. Press [2nd] [VAR-LINK] to display the VAR-LINK screen
2. Press:
   TI-89: [2nd] [F7]
   TI-92 Plus: [F7]
3. Highlight the Flash application and press [F4] (a ✓is displayed to the left of the selected item)
4. Press [F1] and choose 1:Delete
   — or —
   Press [←] (a confirmation message appears)
5. Press [ENTER] to confirm the deletion.

Keystroke Differences

There are certain differences in keystrokes using the TI-89 / TI-92 Plus for various operations. The following table shows the keystrokes for major commands for the two calculators.

FUNCTION	TI-89	TI-92 Plus
LETTERS		
One lowercase letter (a-s, u, v, w)	alpha A-S, U-W	A-S, U-W
One lowercase letter (t, x, y, z)	T, X, Y, Z	T, X, Y, Z
Several lowercase letters	2nd [a-lock]	
End several lowercase letters	alpha	
Several uppercase letters	↑ [a-lock]	2nd [CAPS]
End several uppercase letters	alpha	2nd [CAPS]
FUNCTION KEYS		
F6	2nd [F6]	F6
F7	2nd [F7]	F7
F8	2nd [F8]	F8
NAVIGATION		
Scroll tall objects up or down in history	↑ ⬆, ↑ ⬇	✋ ⬆, ✋ ⬇
Move cursor far left or far right on entry line	2nd ⬅, 2nd ➡	2nd ⬅, 2nd ➡
Diagonal movement	⬆ and ⬅ ⬆ and ➡ ⬇ and ⬅ ⬇ and ➡	↗ ↘ ↙ ↖
FUNCTIONS		
Display Home screen	HOME	◆ [HOME]
Cut	◆ [CUT]	◆ X
Copy	◆ [COPY]	◆ C
Paste	◆ [PASTE]	◆ V
Catalog	CATALOG	2nd [CATALOG]
Display Units dialog box	2nd [UNITS]	◆ [UNITS]
Sin	2nd [SIN]	SIN
Cos	2nd [COS]	COS
Tan	2nd [TAN]	TAN
LN	2nd [LN]	LN
e^x	◆ [e^x]	2nd [e^x]
EE	EE	2nd [EE]

FUNCTION	TI-89	TI-92 Plus
SYMBOLS		
▶ (Conversion triangle)	[2nd] [▶]	[2nd] [▶]
_ (Underscore)	[◆] [_]	[2nd] [_]
θ (Theta)	[◆] [θ]	[θ]
| ("With")	[|]	[2nd] [|]
' (Prime)	[2nd] [′]	[2nd] [′]
° (Degree)	[2nd] [°]	[2nd] [°]
∠ (Angle)	[2nd] [∠]	[2nd] [∠]
Σ (Sigma)	[CATALOG] Σ (	[2nd] [Σ]
x^{-1} (Reciprocal)	[CATALOG] ^-1	[2nd] [x^{-1}]
Space	[alpha][␣]	Space bar
HIDDEN SHORTCUTS		
Place data in sysdata variable	[◆] [,]	[◆] D
Greek characters	[◆] [(] [alpha] or [◆] [(] [↑]	[◆] G or [◆]G [↑]
Keyboard map	[◆] [EE]	[◆] [KEY]
Place data in Home screen history	[◆] [(-)]	[◆] H
Grave (à, è, ì, ò, ù)	[2nd] [CHAR] 5	[2nd] A a, e, i, o, u
Cedilla (ç)	[2nd] [CHAR] 5 6	[2nd] C c
Acute (á, é, í, ó, ú, ý)	[2nd] [CHAR] 5	[2nd] E a, e, i, o, u, y
Tilde (ã, ñ, õ)	[2nd] [CHAR] 5 6	[2nd] N a, n, o
Caret (â, ê, î, ô, û)	[2nd] [CHAR] 5	[2nd] O a, e, i, o, u
Umlaut (ä, ë, ï, ö, ü, ÿ)	[2nd] [CHAR] 5	[2nd] U a, e, i, o, u, y
? (Question mark)	[2nd] [CHAR] 3	[2nd] Q
β (Beta)	[2nd] [CHAR] 5 6	[2nd] S
# (Indirection)	[2nd] [CHAR] 3	[2nd] T
& (Append)	[◆] [×] (times)	[2nd] H
@ (Arbitrary)	[◆] [STO▶]	[2nd] R
≠ (Not equal to symbol)	[◆] [=]	[2nd] V
! (Factorial)	[◆] [÷]	[2nd] W
Comment (Circle-C)	[◆] [)] ©	[2nd] X ©
New	[F1] 3	[◆] N
Open	[F1] 1	[◆] O
Save copy as	[F1] 2	[◆] S
Format dialog box	[◆] [|]	[◆] F

What's New?

Introducing Advanced Mathematics Software Version 2.0

TI developed the Advanced Mathematics Software Version 2.0 to enable downloadable calculator software applications for the TI-89 and TI-92 Plus.

For details, refer to:
Chapter 21 and 22

Advanced Mathematics Software Version 2.0 is an infrastructure enhancement of the current Advanced Mathematics Software Version 1.xx. It has all the features of Version 1.xx. The improved infrastructure enables multiple downloadable calculator software applications, language localization. This enhancement also provides your new TI-89 / TI-92 Plus with maximum reapportionment of the over 702-KB Flash memory between user data archive and calculator software applications.

All previous TI-89 and TI-92 Plus Modules can be upgraded to Version 2.0. However, on some TI-89 and all TI-92 Plus Module units, the user data archive can only occupy a maximum of 384-KB of the over 702-KB Flash memory shared with calculator software applications.

You can download Advanced Mathematics Software Version 2.0 to your computer from the TI web site at **education.ti.com**, then transfer it to your TI-89 / TI-92 Plus using the TI™ Connect or TI GRAPH LINK™ software and a TI-GRAPH LINK cable. The Advanced Mathematics Software is free from the TI web site at **education.ti.com**.

Language Localization

The TI-89 / TI-92 Plus can be localized into other languages. These free applications translate prompts, error messages, and most functions into one of several languages.

For details, refer to:
Chapter 1

Improved User Interface

The improved user interface allows folder collapse/expand and expands the CATALOG menu to include application functions and user-defined functions.

Upgradability with Flash ROM

The TI-89 / TI-92 Plus uses Flash technology, which lets you upgrade future software versions without buying a new calculator.

For details, refer to:
Chapter 22

As new functionality becomes available, you can electronically upgrade your TI-89 / TI-92 Plus. Future software versions include maintenance upgrades that will be released free of charge, as well as new applications and major future upgrades that will be available for purchase from the TI web site.

To download upgrades from the TI web site, you must have an Internet-connected computer, TI™ Connect or TI-GRAPH LINK™ software, and a TI-GRAPH LINK cable. You can also transfer the product software (operating system) and Flash applications from one TI-89 / TI-92 Plus to another using a unit-to-unit cable, provided that the receiving calculator is also licensed to run that software.

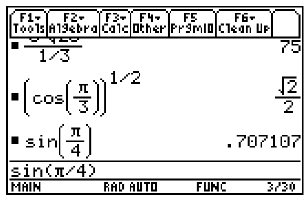
Custom Menu

New to the TI-92 Plus is the custom menu feature that lets you create your own toolbar menu. A custom menu can contain any available function, instruction, or set of characters. The TI-92 Plus has a default custom menu that you can modify or redefine.

Getting Started

1

This chapter helps you to get started using the TI-89 / TI-92 Plus quickly. This chapter takes you through several examples to introduce you to some of the principal operating and graphing functions of the TI-89 / TI-92 Plus.



After setting up your TI-89 / TI-92 Plus and completing these examples, please read Chapter 2: Operating the Calculator. You then will be prepared to advance to the detailed information provided in the remaining chapters in this guidebook.

Getting the TI-89 Ready to Use

The TI-89 comes with four AAA batteries. This chapter describes how to install these batteries. It also describes how to turn the unit on for the first time, set the display contrast, select a language, and view the Home screen for both the TI-89 and the TI-92 Plus.

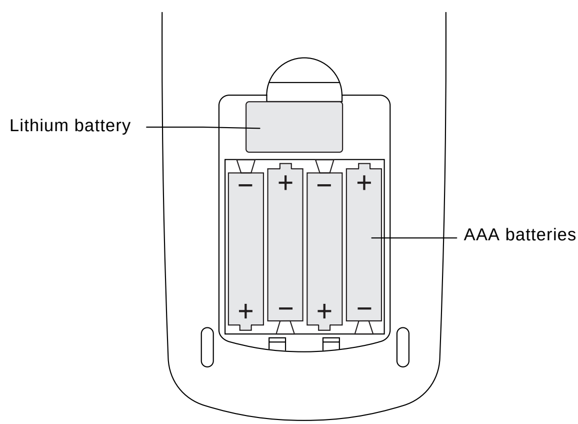
Installing the AAA Batteries

To install the four AAA batteries:

1. Place the TI-89 face down on a soft cloth to prevent scratching the display face.
2. On the back of the calculator, depress the battery cover latch. Lift and remove the battery cover.
3. Remove the batteries from the package and install them in the battery compartment. Arrange the batteries according to the polarity (+ and −) diagram in the battery compartment.
4. Replace the battery cover by inserting the two prongs into the two slots at the bottom of the battery compartment, and then push the cover until the latch snaps closed.

Important: *When replacing batteries in the future, ensure that the TI-89 is turned off by pressing* [2nd] [OFF].

To replace the batteries without losing any information stored in memory, follow the directions in Appendix C.



Getting the TI-92 Plus Ready to Use

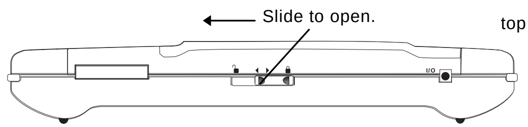
The TI-92 Plus comes with four AA batteries. This chapter describes how to install these batteries. It also describes how to turn the unit on for the first time, set the display contrast, select a language, and view the Home screen for both the TI-92 Plus and the TI-89.

Installing the AA Batteries

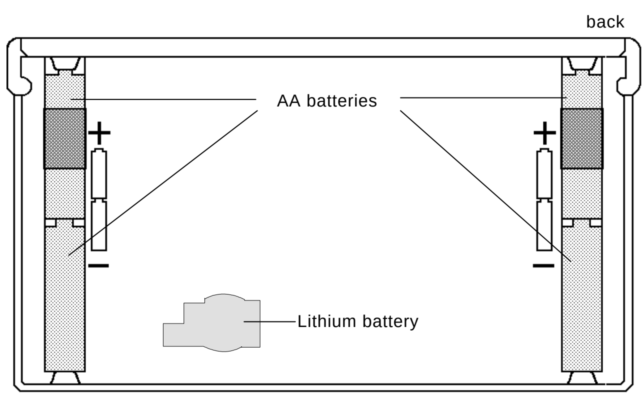
Important: *When replacing batteries in the future, ensure that the TI-92 Plus is turned off by pressing* [2nd] [OFF].

To install the four AA alkaline batteries:

1. Holding the TI-92 Plus unit upright, slide the latch on the top of the unit to the left unlocked position; slide the rear cover down about one-eighth inch and remove it from the main unit.



2. Place the TI-92 Plus face down on a soft cloth to prevent scratching the display face.
3. Install the four AA batteries. Be sure to position the batteries according to the diagram inside the unit. The positive (+) terminal of each battery should point toward the top of the unit.



4. Replace the rear cover and slide the latch on the top of the unit to the right locked position to lock the cover back in place.

Setting the Contrast and Selecting a Language

Turning the Unit on and Adjusting the Display Contrast

After you install the batteries in your TI-89 / TI-92 Plus, press [ON]. It is possible that the display contrast may be too dark or too dim to see anything.

To adjust the display to your satisfaction, hold down [◆] (diamond symbol inside a green border) and momentarily press [−] (minus key) to lighten the display. Hold down [◆] and momentarily press [+] (plus key) to darken the display.

You will see a screen that lists several languages. The list of languages on your calculator may vary from this example.

Languages on the TI-89 / TI-92 Plus

Languages other than English are available as Flash applications. English is part of the product software (base code). You may keep as many or as few alternate languages on your calculator as you want (subject to memory limitation) and switch between them easily. During the process, you will be given an opportunity to choose additional languages to keep or delete. You may also add or delete language applications through the VAR-LINK screen.

Important Information About the Language Process

The TI-89 / TI-92 Plus can be localized into one of several languages. Localizing means that all menu names, dialog boxes, error messages, etc., will display in the language of your choice.

The TI-89 / TI-92 Plus can be localized into only one language at a time; however, you can keep additional languages on the unit and switch the language at any time.

The initial localization of the TI-89 / TI-92 Plus occurs in three phases:

- **Phase I -** Select the language in which you would like to localize the TI-89 / TI-92 Plus. Future online instructions will appear in the selected language.
- **Phase II -** Read the instructional message that appears in the language you selected in Phase I.
- **Phase III -** The TI-89 / TI-92 Plus is localized into the language you selected in Phase I. You can now select one or more language applications that you would like to keep on the calculator (in case you want to switch to another language later). You can always reload one or more language applications later, if necessary. The calculator will then automatically delete the unselected languages.

***Note:** English cannot be deleted and remains available in the product software (base code).*

Localizing the TI-89 / TI-92 Plus

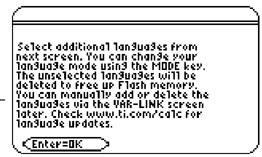
1. Press the cursor keys (▼ or ▲) to move the pointer to the language in which you would like to set your TI-89 / TI-92 Plus. (The list of languages on your calculator may vary from this example.)

__Note:__ Until you complete the localization process, the Select a Language dialog box will reappear when you turn the unit on.

2. Press [ENTER] to set the TI-89 / TI-92 Plus into the selected language. (Pressing [ESC] halts the localization process and displays the Home screen.)

3. Read the message that appears and then press [ENTER].

The message displays in the language you previously selected.



4. Press the cursor keys (▼ or ▲) to move the pointer and then press [F1] to select each additional language that you would like to keep.
   — or —
   Press [F2] to select and keep *all* of the language applications.

You cannot uncheck English or the language you selected in step 1.

Pressing [F1] toggles the ✓ on and off.

5. Press [ENTER] to complete the localization process. Additional selected languages, if any, are retained in memory and unselected languages are deleted to free up Flash memory. (Pressing [ESC] halts the localization process and displays the Home screen.)

If additional language applications remain on your TI-89 / TI-92 Plus, you can change the localization language via Page 3 ([F3]) of the Mode dialog box. See “Setting Modes” in Chapter 2 for information on how to use the Mode dialog box. You can add or delete language and other Flash applications via the VAR-LINK screen. See “Transmitting Variables, Flash Applications, and Folders” in Chapter 22.

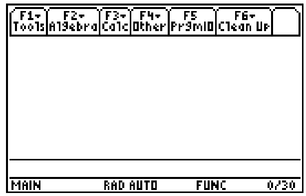
Language applications are available on the enclosed CD and from the Texas Instruments web site. For up-to-date information about Flash applications, including additional language applications, check the Texas Instruments web site at:

education.ti.com

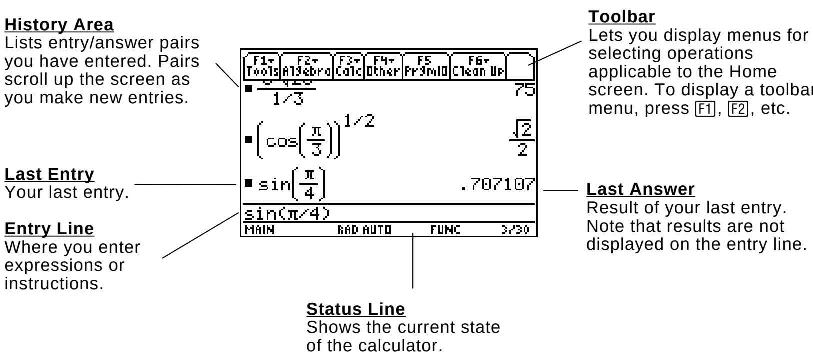
About the Home Screen

After you select a language, a blank Home screen is displayed.

The Home screen lets you execute instructions, evaluate expressions, and view results.

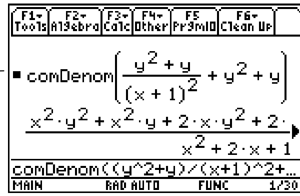


The following example contains previously entered data and describes the main parts of the Home screen. Entry/answer pairs in the history area are displayed in “pretty print.” Pretty print displays expressions in the same form in which they are written on the board or in textbooks.



The following example shows an answer that is not on the same line as the expression. Note that the answer is longer than the screen width. An arrow (▶) indicates the answer is continued. The entry line contains ellipsis (…). Ellipsis indicates the entry is longer than the screen width.

Last Entry
"Pretty print" is ON. Exponents, roots, fractions, etc., are displayed in the same form in which they are traditionally written.



Answer Continues
Highlight the answer and press ▶ to scroll right and view the rest of it. Note that the answer is not on the same line as the expression.

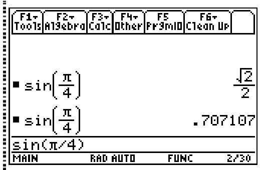
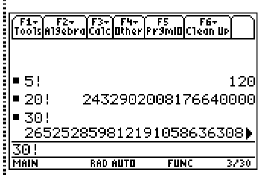
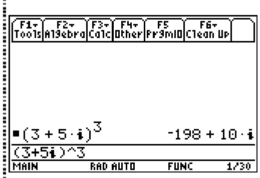
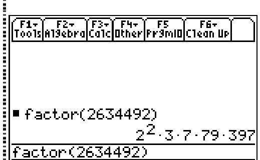
Expression Continues
Press ▶ to scroll right and view the rest of the entry. Press [2nd] ◀ or [2nd] ▶ to go to the beginning or end of the entry line.

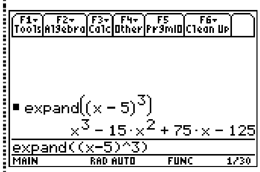
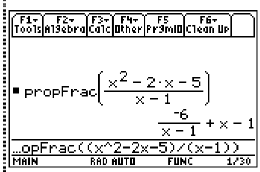
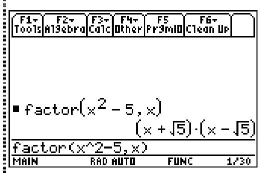
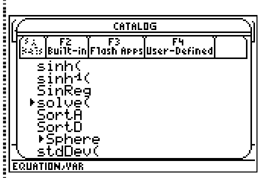
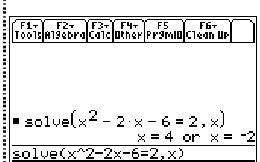
Turning the TI-89 / TI-92 Plus Off

When you want to turn the TI-89 / TI-92 Plus off, press [2nd] [OFF]. (Note: [OFF] is the second function of the [ON] key.)

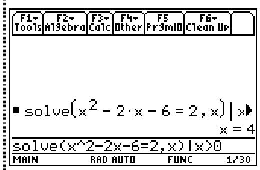
Performing Computations

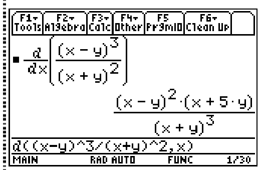
This section provides several examples for you to perform that demonstrate some of the computational features of the TI-89 / TI-92 Plus. The history area in each screen was cleared by pressing [F1] and selecting 8:Clear Home, before performing each example, to illustrate only the results of the example's keystrokes.

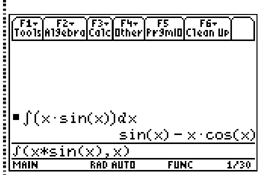
Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
Showing Computations			
1. Compute sin(π/4) and display the result in symbolic and numeric format. *To clear the history area of previous calculations, press* [F1] *and select* 8:Clear Home.	[2nd] [SIN] [2nd] [π] [÷] 4 [)] [ENTER] [◆] [ENTER]	[SIN] [2nd] [π] [÷] 4 [)] [ENTER] [◆] [ENTER]	
Finding the Factorial of Numbers			
1. Compute the factorial of several numbers to see how the TI-89 / TI-92 Plus handles very large integers. *To get the factorial operator (!), press* [2nd] [MATH], *select* 7:Probability, *and then select* 1:!.	5 [2nd] [MATH] 7 1 [ENTER] 2 0 [2nd] [MATH] 7 1 [ENTER] 3 0 [2nd] [MATH] 7 1 [ENTER]	5 [2nd] W [ENTER] 2 0 [2nd] W [ENTER] 3 0 [2nd] W [ENTER]	
Expanding Complex Numbers			
1. Compute $(3+5i)^3$ to see how the TI-89 / TI-92 Plus handles computations involving complex numbers.	[(] 3 [+] 5 [2nd] [*i*] [)] [^] 3 [ENTER]	[(] 3 [+] 5 [2nd] [*i*] [)] [^] 3 [ENTER]	
Finding Prime Factors			
1. Compute the factors of the rational number 2634492. *You can enter "factor" on the entry line by typing* FACTOR *on the keyboard, or by pressing* [F2] *and selecting* 2:factor(. 2. (*Optional*) Enter other numbers on your own.	[F2] 2 2 6 3 4 4 9 2 [)] [ENTER]	[F2] 2 2 6 3 4 4 9 2 [)] [ENTER]	

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
Expanding Expressions			
1. Expand the expression $(x-5)^3$. *You can enter "expand" on the entry line by typing* EXPAND *on the keyboard, or by pressing* [F2] *and selecting* 3:expand(. 2. (*Optional*) Enter other expressions on your own.	[F2] 3 [(] X [−] 5 [)] [^] 3 [)] [ENTER]	[F2] 3 [(] X [−] 5 [)] [^] 3 [)] [ENTER]	
Reducing Expressions			
1. Reduce the expression $(x^2-2x-5)/(x-1)$ to its simplest form. *You can enter "propFrac" on the entry line by typing* PROPFRAC *on the keyboard, or by pressing* [F2] *and selecting* 7:propFrac(.	[F2] 7 [(] X [^] 2 [−] 2 X [−] 5 [)] [÷] [(] X [−] 1 [)] [)] [ENTER]	[F2] 7 [(] X [^] 2 [−] 2 X [−] 5 [)] [÷] [(] X [−] 1 [)] [)] [ENTER]	
Factoring Polynomials			
1. Factor the polynomial (x^2-5) with respect to x. *You can enter "factor" on the entry line by typing* FACTOR *on the keyboard or by pressing* [F2] *and selecting* 2:factor(.	[F2] 2 X [^] 2 [−] 5 [,] X [)] [ENTER]	[F2] 2 X [^] 2 [−] 5 [,] X [)] [ENTER]	
Solving Equations			
1. Solve the equation $x^2-2x-6=2$ with respect to x. *You can enter "solve(" on the entry line by selecting* "solve(" *from the Catalog menu, by typing* SOLVE(*on the keyboard, or by pressing* [F2] *and selecting* 1:solve(. *The status line area shows the required syntax for the marked item in the Catalog menu.*	[F2] 1 X [^] 2 [−] 2 X [−] 6 [=] 2 [,] X [)] [ENTER]	[F2] 1 X [^] 2 [−] 2 X [−] 6 [=] 2 [,] X [)] [ENTER]	 

<table>
<tr><th>Steps</th><th>TI-89 Keystrokes</th><th>TI-92 Plus Keystrokes</th><th>Display</th></tr>
<tr><td>Solving Equations with a Domain Constraint</td><td></td><td></td><td></td></tr>
<tr><td>1. Solve the equation $x^2- 2x- 6=2$ with respect to x where x is greater than zero.

The “with” (I) operator provides domain constraint.
TI-89: [I]
TI-92 Plus: [2nd] [I]</td><td>[F2] 1
X [^] 2 [-] 2 X [-] 6
[=] 2 [,] X [)]
[I] X
[2nd] [>] 0
[ENTER]</td><td>[F2] 1
X [^] 2 [-] 2 X [-] 6
[=] 2 [,] X [)]
[2nd] [I] X
[2nd] [>] 0
[ENTER]</td><td></td></tr>
<tr><td>Finding the Derivative of Functions</td><td></td><td></td><td></td></tr>
<tr><td>1. Find the derivative of $(x- y)^3/(x+y)^2$ with respect to x.

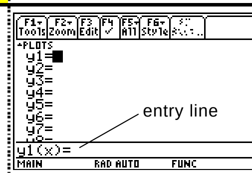
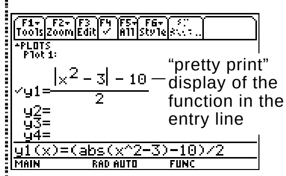
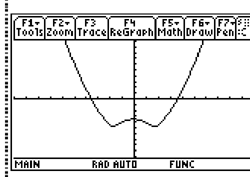
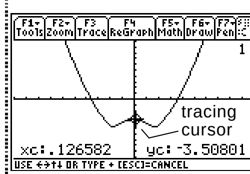
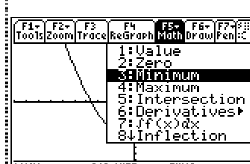
This example illustrates using the calculus differentiation function and how the function is displayed in “pretty print” in the history area.</td><td>[2nd] [d] [(] X [-] Y
[)] [^] 3 [÷] [(] X [+]
Y [)] [^] 2 [,] X [)]
[ENTER]</td><td>[2nd] [d] [(] X [-] Y
[)] [^] 3 [÷] [(] X [+]
Y [)] [^] 2 [,] X [)]
[ENTER]</td><td></td></tr>
<tr><td>Finding the Integral of Functions</td><td></td><td></td><td></td></tr>
<tr><td>1. Find the integral of $x* \sin(x)$ with respect to x.

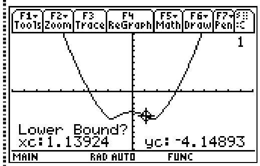
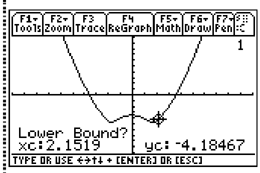
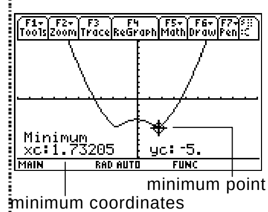
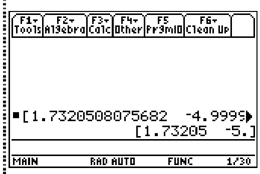
This example illustrates using the calculus integration function.</td><td>[2nd] [∫] X [×]
[2nd] [SIN] X [)] [,]
X [)] [ENTER]</td><td>[2nd] [∫] X [×]
[SIN] X [)] [,]
X [)] [ENTER]</td><td></td></tr>
</table>

Graphing a Function

The example in this section demonstrates some of the graphing capabilities of the TI-89 / TI-92 Plus. It illustrates how to graph a function using the Y= Editor. You will learn how to enter a function, produce a graph of the function, trace a curve, find a minimum point, and transfer the minimum coordinates to the Home screen.

Explore the graphing capabilities of the TI-89 / TI-92 Plus by graphing the function $y=(|x^2-3|-10)/2$.

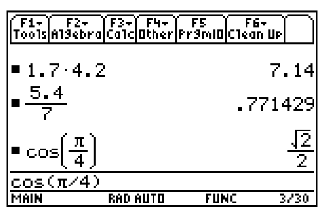
Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the Y= Editor.	[◆] [Y=]	[◆] [Y=]	
2. Enter the function $(abs(x^2-3)-10)/2$.	[(] [CATALOG] A [ENTER] X [^] 2 [−] 3 [)] [−] 1 0 [)] [÷] 2 [ENTER]	[(] [2nd] [CATALOG] A [ENTER] X [^] 2 [−] 3 [)] [−] 1 0 [)] [÷] 2 [ENTER]	
3. Display the graph of the function. *Select* 6:ZoomStd *by pressing* 6 *or by moving the cursor to* 6:ZoomStd *and pressing* [ENTER].	[F2] 6	[F2] 6	
4. Turn on Trace. *The tracing cursor, and the x and y coordinates are displayed.*	[F3]	[F3]	
5. Open the MATH menu and select 3:Minimum.	[F5] [↓] [↓] [ENTER]	[F5] [↓] [↓] [ENTER]	

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
6. Set the lower bound. *Press ▶ (right cursor) to move the tracing cursor until the lower bound for x is just to the left of the minimum node before pressing* [ENTER] *the second time.*	▶ . . . ▶ [ENTER]	▶ . . . ▶ [ENTER]	
7. Set the upper bound. *Press ▶ (right cursor) to move the tracing cursor until the upper bound for x is just to the right of the minimum node.*	▶ . . . ▶	▶ . . . ▶	
8. Find the minimum point on the graph between the lower and upper bounds.	[ENTER]	[ENTER]	
9. Transfer the result to the Home screen, and then display the Home screen. *Shortcuts for copying graph coordinates to Home screen history:* ***TI-89:*** ◆ [(-)] ***TI-92 Plus:*** ◆ H	◆ [(-)] [HOME]	◆ H ◆ [HOME]	

Operating the Calculator

2

This chapter gives a general overview of the TI-89 / TI-92 Plus and describes its basic operations. By becoming familiar with the information in this chapter, you can use the TI-89 / TI-92 Plus to solve problems more effectively.



The Home screen is the most commonly used application on the TI-89 / TI-92 Plus. You can use the Home screen to perform a wide variety of mathematical operations.

Turning the TI-89 / TI-92 Plus On and Off

You can turn the TI-89 / TI-92 Plus on and off manually by using the [ON] and [2nd] [OFF] (or [◆] [OFF]) keys. To prolong battery life, the APD™ (Automatic Power Down™) feature lets the TI-89 / TI-92 Plus turn itself off automatically.

Turning the TI-89 / TI-92 Plus On

Press [ON].

- If you turned the unit off by pressing [2nd] [OFF], the TI-89 / TI-92 Plus returns to the Home screen.
- If you turned the unit off by pressing [◆] [OFF] or if the unit turned itself off through APD, the TI-89 / TI-92 Plus returns to whichever application you used last.

Turning the TI-89 / TI-92 Plus Off

Note: [OFF] *is the second function of the* [ON] *key.*

You can use either of the following keys to turn off the TI-89 / TI-92 Plus.

Press:	Description
[2nd] [OFF] (press [2nd] and then press [OFF])	Settings and memory contents are retained by the Constant Memory™ feature. However: • You cannot use [2nd] [OFF] if an error message is displayed. • When you turn the TI-89 / TI-92 Plus on again, it always displays the Home screen (regardless of the last application you used).
[◆] [OFF] (press [◆] and then press [OFF])	Similar to [2nd] [OFF] except: • You can use [◆] [OFF] if an error message is displayed. • When you turn the TI-89 / TI-92 Plus on again, it will be exactly as you left it.

APD (Automatic Power Down)

After several minutes without any activity, the TI-89 / TI-92 Plus turns itself off automatically. This feature is called APD.

When you press [ON], the TI-89 / TI-92 Plus will be exactly as you left it.

- The display, cursor, and any error conditions are exactly as you left them.
- All settings and memory contents are retained.

APD does not occur if a calculation or program is in progress, unless the program is paused.

Batteries

The TI-89 uses four AAA alkaline batteries and a back-up lithium battery. The TI-92 Plus uses four AA alkaline batteries and also has a back-up lithium battery. To replace the batteries in either calculator without losing any information stored in memory, follow the directions in Appendix C.

Setting the Display Contrast

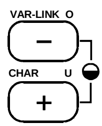
The brightness and contrast of the display depend on room lighting, battery freshness, viewing angle, and the adjustment of the display contrast. The contrast setting is retained in memory when the TI-89 / TI-92 Plus is turned off.

Adjusting the Display Contrast

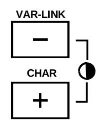
You can adjust the display contrast to suit your viewing angle and lighting conditions.

To:	Press and hold both:
Decrease (lighten) the contrast	[◆] and [−]
Increase (darken) the contrast	[◆] and [+]

TI-89 contrast keys



TI-92 Plus contrast keys



If you press and hold [◆] [−] or [◆] [+] too long, the display may go completely black or blank. To make finer adjustments, hold [◆] and then tap [−] or [+].

When to Replace Batteries

Tip: The display may be very dark after you change batteries. Use [◆] [−] to lighten the display.

As the batteries get low, the display begins to dim (especially during calculations) and you must increase the contrast. If you have to increase the contrast frequently, replace the four alkaline batteries.

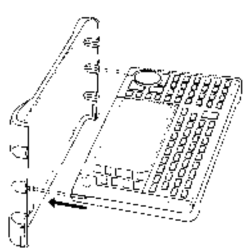
The status line along the bottom of the display also gives battery information.

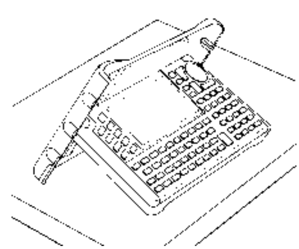
Indicator in status line	Description
BATT	Batteries are low.
BATT (reverse video)	Replace batteries as soon as possible.

Using the TI-92 Plus Cover as a Stand

When using the TI-92 Plus on a desk or table top, you can use the snap-on cover to prop up the unit at one of three angles. This may make it easier to view the display under various lighting conditions.

***Note:** Slide the tabs at the top-sides of the TI-92 Plus into the slots in the cover.*





The TI-89 Keyboard

Use this section to familiarize yourself with the various keys on the TI-89 keyboard. Most keys can perform two or more functions, depending on whether you first press a modifier key.

Overview of Some Important Keys

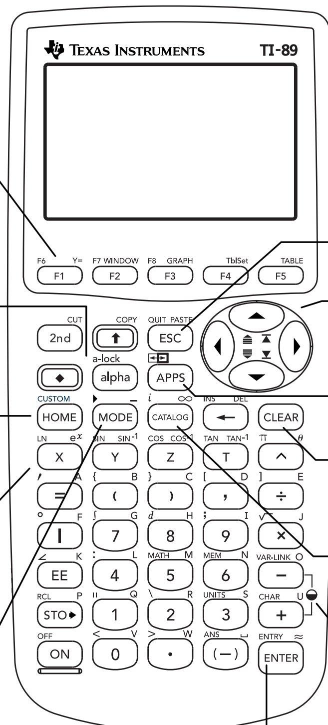
[F1] through [2nd] [F8] function keys let you select toolbar menus. Used with [◆], you can also select applications (page 39).

[2nd], [◆], [↑], and [alpha] modify the action of other keys (page 18).

[HOME] displays the Home screen, where you perform most calculations.

X, Y, and Z are often used in symbolic calculations.

[MODE] lets you view and change mode settings that determine how numbers and graphs are interpreted, calculated, and displayed (page 40).



[ESC] cancels a menu or dialog box.

←, →, ↑, and ↓ move the cursor.

[APPS] lets you select an application (page 38).

[CLEAR] erases the entry line. Also used to delete an entry/answer pair in the history area.

[CATALOG] lets you select from a list of functions and instructions (page 44).

Adjust the contrast by pressing [◆] [–] (lighten) or [◆] [+] (darken).

[ENTER] evaluates an expression, executes an instruction, selects a menu item, etc.

You can use [◆] [ENTER] to display an approximate numerical result.

Moving the Cursor

To move the cursor in a particular direction, press the appropriate cursor key (←, →, ↑, or ↓).

Some TI-89 applications also let you press:

- [2nd] ← or [2nd] → to move to the beginning or end of a line.
- [2nd] ↑ or [2nd] ↓ to move up or down one screen at a time.
- [◆] ↑ or [◆] ↓ to move to the top or bottom of a page.
- ↑ and ←, ↑ and →, ↓ and ←, or ↓ and → to move diagonally. (Press the indicated cursor keys simultaneously.)

The TI-92 Plus Keyboard

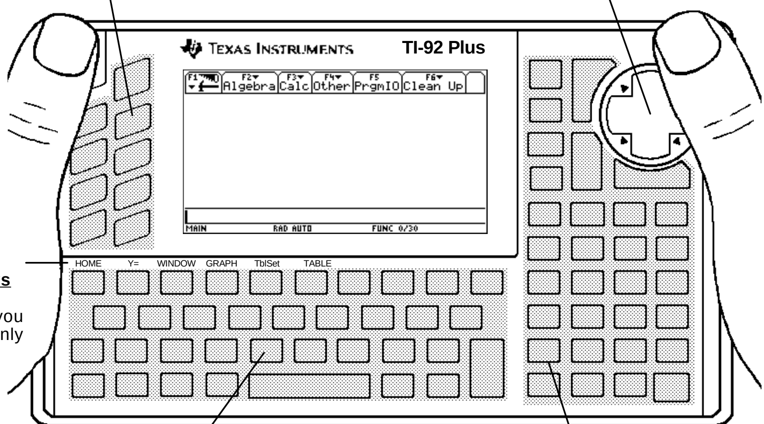
With the TI-92 Plus's easy-to-hold shape and keyboard layout, you can quickly access any area of the keyboard even when you are holding the unit with two hands.

Keyboard Areas

The keyboard is divided into several areas of related keys.

Function Keys
Access the toolbar menus displayed across the top of the screen.

Cursor Pad
Moves the display cursor in up to 8 directions, depending on the application.



Application Shortcut Keys
Used with the [♦] key to let you select commonly used applications.

QWERTY Keyboard
Enters text characters just as you would on a typewriter.

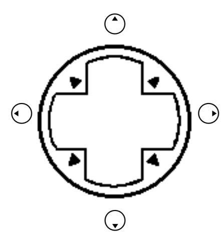
Calculator Keypad
Performs a variety of math and scientific operations.

Cursor Pad

To move the cursor, press the applicable edge of the cursor pad. This guidebook uses key symbols such as ← and → to indicate which side of the cursor pad to press.

For example, press → to move the cursor to the right.

Note: The diagonal directions (↖, etc.) are used only for geometry and graphing applications.



Modifier Keys

Modifier Keys

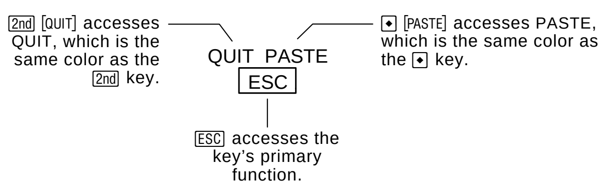
Note: For information about using [↑] and [alpha], refer to "Entering Alphabetic Characters" on page 21.

Modifier	Description
[2nd] (second)	Accesses the second function of the next key you press. On the keyboard, these are printed in the same color as the [2nd] key.
[◆] (diamond)	Activates keys that select certain applications (page 39), menu items, and other operations from the keyboard. On the keyboard, these are printed in the same color as the [◆] key.
[↑] (shift)	Types an uppercase character for the next letter key you press. [↑] is also used with ▶ and ◀ to highlight characters in the entry line for editing purposes.
[alpha] (TI-89 only)	Used to type alphabetic letters, including a space character. On the keyboard, these are printed in the same color as the [alpha] key.
[hand] (hand) (TI-92 Plus only)	Used with the cursor pad to manipulate geometric objects. [hand] is also used for drawing on a graph.

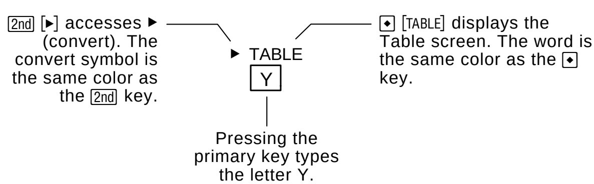
Examples of [2nd] and [◆] Modifiers

The [ESC] key is one of several keys that can perform three operations, depending on whether you first press [2nd] or [◆].

The following TI-89 example shows using the [2nd] or [◆] modifier key with the [ESC] key.



The following TI-92 Plus example shows using the [2nd] or [◆] modifier key with the Y alphabetic key.



Some keys perform only one additional operation, which may require either [2nd] or [◆], depending on the color in which the operation is printed on the keyboard and where it is positioned above the key.

CUT
[2nd]

On the TI-89, [◆] [CUT] accesses CUT, which is the same color as the [◆] key.

When you press a modifier such as [2nd] or [◆], a 2ND or ◆ indicator appears in the status line at the bottom of the display. If you press a modifier by accident, press it again (or press [ESC]) to cancel its effect.

Other Important Keys You Need to Be Familiar With

__Note:__ Some keystrokes differ between the TI-89 and the TI-92 Plus. See the Keystroke Differences table in the front of this guidebook for a complete list.

Key	Description
[◆] [Y=]	Displays the Y= Editor (Chapter 6).
[◆] [WINDOW]	Displays the Window Editor (Chapter 6).
[◆] [GRAPH]	Displays the Graph screen (Chapter 6).
[◆] [TblSet]	Sets parameters for the Table screen (Chapter 13).
[◆] [TABLE]	Displays the Table screen (Chapter 13).
TI-89: [◆] [CUT] [◆] [COPY] [◆] [PASTE] **TI-92 Plus:** [◆] X (cut) [◆] C (copy) [◆] V (paste)	These keys let you edit entered information by performing a cut, copy, or paste operation.
[2nd] [⊞]	Switches the active side in a split screen (Chapter 14).
[2nd] [CUSTOM]	Toggles the custom menu on and off (page 37).
[2nd] [▶]	Converts measurement units (Chapter 4).
TI-89: [◆] [_] **TI-92 Plus:** [2nd] [_]	Designates a measurement unit (Chapter 4).
[⇐]	Deletes the character to the left of the cursor (backspaces).
[2nd] [INS]	Toggles between insert and overtype mode for entering information (page 33).
[◆] [DEL]	Deletes the character to the right of the cursor.

Important Keys (continued)

Key	Description
TI-89: [I] **TI-92 Plus:** [2nd] [I]	Enters the "with" operator, which is used in symbolic calculations (Chapter 3).
[2nd] [∫], [2nd] [*d*]	Performs integrations and derivatives (Chapter 3).
[2nd] [∠]	Designates an angle in polar, cylindrical, and spherical coordinates.
[2nd] [MATH]	Displays the MATH menu.
[2nd] [MEM]	Displays the MEMORY screen (Chapter 21).
[2nd] [VAR-LINK]	Displays the VAR-LINK screen for managing variables and Flash applications (Chapter 21).
[2nd] [RCL]	Recalls the contents of a variable (page 48).
TI-89: [2nd] [UNITS] **TI-92 Plus:** [♦] [UNITS]	Displays the UNITS dialog box (Chapter 4).
[2nd] [CHAR]	Displays the CHAR menu, which lets you select Greek letters, international accented characters, etc. (Chapter 18).
[2nd] [ANS], [2nd] [ENTRY]	Recalls the previous entry and the last answer, respectively (page 49).

Entering Alphabetic Characters

Alphabetic characters are used in expressions such as x^2+y^2, to enter variable names (page 47), and in the Text Editor (Chapter 18).

Entering a Letter Character on the TI-89

The letters x, y, z, and t are commonly used in algebraic expressions. So that you can type them quickly, these letters are primary keys on the TI-89 keyboard.

[X] [Y] [Z] [T]

Other letters are available as the [alpha] function of another key, similar to the [2nd] and [◆] modifiers described in the previous section. For example:

[2nd] [′] types ′, which is the same color as the [2nd] key.

[alpha] [A] types an A, which is the same color as the [alpha] key.

′ A
[=]

Typing Alphabetic Characters on the TI-89 / TI-92 Plus

Note: *On the TI-89, you do not need [alpha] or alpha-lock to type x, y, z, or t. But you must use [↑] or uppercase ALPHA-lock for X, Y, Z, or T.*

Note: *On the TI-89, alpha-lock is always turned off when you change applications, such as going from the Text Editor to the Home screen.*

To:	On the TI-89, press:	On the TI-92 Plus, press:
Type a single lowercase alpha character.	[alpha] and then the letter key (status line shows)	the letter key
Type a single uppercase alpha character.	[↑] and then the letter key (status line shows ⬆)	[↑] and then the letter key (status line shows ⬆)
Type a space.	[alpha] [␣] (alpha function of the [(-)] key)	spacebar
Turn on lowercase alpha-lock.	[2nd] [a-lock] (status line shows)	(no action needed)
Turn on uppercase ALPHA-lock.	[↑] [a-lock] (status line shows)	[2nd] [CAPS]
Turn off alpha-lock.	[alpha] (turns off upper- and lowercase lock)	[2nd] [CAPS] (turns off uppercase lock)

Typing Alphabetic Characters … (continued)

On the TI-89, while either type of alpha-lock is on:

- To type a period, comma, or other character that is the primary function of a key, you must turn alpha-lock off.
- To type a second function character such as [2nd] [{], you do not need to turn alpha-lock off. After you type the character, alpha-lock remains on.

Automatic Alpha-Lock in TI-89 Dialog Boxes

There are certain times when you do not need to press [alpha] or [2nd] [a-lock] to type alphabetic characters on the TI-89. Automatic alpha-lock is turned on whenever a dialog box is first displayed. The automatic alpha-lock feature applies to these dialog boxes:

Dialog box	Alpha-lock
Catalog dialog box	All commands are listed in alphabetical order. Press a letter to go to the first command that begins with that letter. See page 44 for more information.
Units dialog box	In each unit category, type the first letter of a unit or constant. See Chapter 4 for more information.
Dialog boxes with entry fields	These include, but are not limited to: Create New Folder, Rename, and Save Copy As. See page 35 for more information about dialog boxes.

***Note:** To type a number, press [alpha] to turn alpha-lock off. Press [alpha] or [2nd] [a-lock] to resume typing letters.*

Alpha-lock is **not** turned on in dialog boxes that require numeric-only entries. The dialog boxes that accept only numeric entries are: Resize Matrix, Zoom Factors, and Table Setup.

For Special Characters

Use the [2nd] [CHAR] menu to select from a variety of special characters. For more information, refer to “Entering Special Characters” in Chapter 18.

Home Screen

When you first turn on your TI-89 / TI-92 Plus, the Home screen is displayed. The Home screen lets you execute instructions, evaluate expressions, and view results.

Displaying the Home Screen

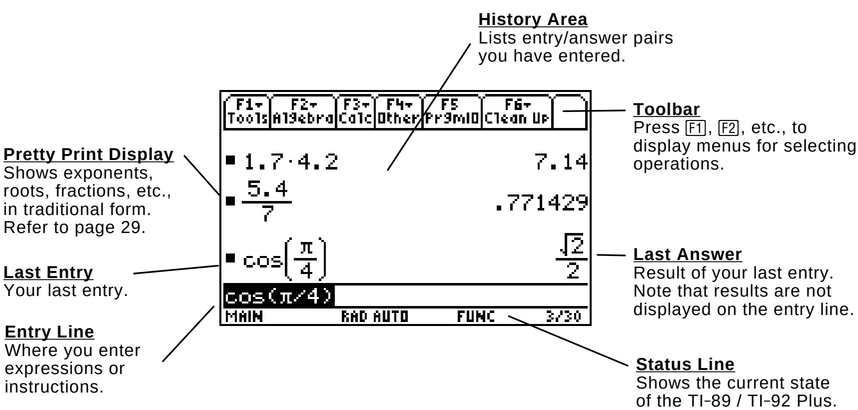
When you turn on the TI-89 / TI-92 Plus after it has been turned off with [2nd] [OFF], the display always shows the Home screen. (If the TI-89 / TI-92 Plus turned itself off through APD™, the display shows the previous screen, which may or may not have been the Home screen.)

To display the Home screen at any time:

- Press:
  TI-89: [HOME]
  TI-92 Plus: [♦] [HOME]
  — or —
- Press [2nd] [QUIT]
  — or —
- Press:
  TI-89: [APPS] [alpha] A
  TI-92 Plus: [APPS] A

Parts of the Home Screen

The following example gives a brief description of the main parts of the Home screen.



History Area

The history area shows up to eight previous entry/answer pairs (depending on the complexity and height of the displayed expressions). When the display is filled, information scrolls off the top of the screen. You can use the history area to:

- Review previous entries and answers. You can use the cursor to view entries and answers that have scrolled off the screen.
- Recall or auto-paste a previous entry or answer onto the entry line so that you can re-use or edit it. Refer to pages 50 and 52.

Scrolling through the History Area

Normally, the cursor is in the entry line. However, you can move the cursor into the history area.

To:	Do this:
View entries or answers that have scrolled off the screen	1. From the entry line, press ↑ to highlight the last answer. 2. Continue using ↑ to move the cursor from answer to entry, up through the history area.
Go to the oldest or newest history pair	If the cursor is in the history area, press [◆] ↑ or [◆] ↓, respectively.
View an entry or answer that is too long for one line (▶ is at end of line)	Move the cursor to the entry or answer. Use ← and → to scroll left and right (or [2nd] ← and [2nd] → to go to the beginning or end), respectively.
Return the cursor to the entry line	Press [ESC], or press ↓ until the cursor is back on the entry line.

***Note:** For an example of viewing a long answer, refer to page 28.*

History Information on the Status Line

Use the history indicator on the status line for information about the entry/answer pairs. For example:

If the cursor is on the entry line:

- Total number of pairs that are currently saved.
- Maximum number of pairs that can be saved.

8/30

If the cursor is in the history area:

- Pair number of the highlighted entry or answer.
- Total number of pairs that are currently saved.

By default, the last 30 entry/answer pairs are saved. If the history area is full when you make a new entry (indicated by 30/30), the new entry/answer pair is saved and the oldest pair is deleted. The history indicator does not change.

Modifying the History Area

To:	Do this:
Change the number of pairs that can be saved	Press [F1] and select 9:Format, or press **TI-89:** [◆] [|] **TI-92 Plus:** [◆] F. Then press →, use ↑ or ↓ to highlight the new number, and press [ENTER] twice.
Clear the history area and delete all saved pairs	Press [F1] and select 8:Clear Home, or enter **ClrHome** on the entry line.
Delete a particular entry/answer pair	Move the cursor to either the entry or answer. Press [←] or [CLEAR].

Entering Numbers

The keypad lets you enter positive and negative numbers for your calculations. You can also enter numbers in scientific notation.

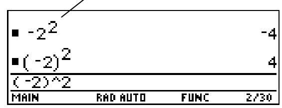
Entering a Negative Number

1. Press the negation key [(-)]. (Do not use the subtraction key [-].)
2. Type the number.

To see how the TI-89 / TI-92 Plus evaluates a negation in relation to other functions, refer to the Equation Operating System (EOS™) hierarchy in Appendix B. For example, it is important to know that functions such as x^2 are evaluated before negation.

Use [(] and [)] to include parentheses if you have any doubt about how a negation will be evaluated.

Evaluated as $^{-}(2^2)$



Important: *Use [-] for subtraction and use [(-)] for negation.*

If you use [-] instead of [(-)] (or vice versa), you may get an error message or you may get unexpected results. For example:

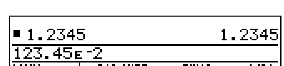
- 9 [×] [(-)] 7 = $^{-}63$
  — but —
  9 [×] [-] 7 displays an error message.
- 6 [-] 2 = 4
  — but —
  6 [(-)] 2 = $^{-}12$ since it is interpreted as 6($^{-}2$), implied multiplication.
- [(-)] 2 [+] 4 = 2
  — but —
  [-] 2 [+] 4 subtracts 2 from the previous answer and then adds 4.

Entering a Number in Scientific Notation

1. Type the part of the number that precedes the exponent. This value can be an expression.
2. Press:
   TI-89: [EE]
   TI-92 Plus: [2nd] [EE]
   E appears in the display.
3. Type the exponent as an integer with up to 3 digits. You can use a negative exponent.

Entering a number in scientific notation does not cause the answers to be displayed in scientific or engineering notation.

The display format is determined by the mode settings (pages 29 through 31) and the magnitude of the number.



Represents 123.45×10^{-2}

Entering Expressions and Instructions

You perform a calculation by evaluating an expression. You initiate an action by executing the appropriate instruction. Expressions are calculated and results are displayed according to the mode settings described on page 29.

Definitions

Note: ***Appendix A describes all of the TI-89 / TI-92 Plus built-in functions and instructions.***

*Note: This guidebook uses the word **command** as a generic reference to both functions and instructions.*

Expression — Consists of numbers, variables, operators, functions, and their arguments that evaluate to a single answer. For example: $\pi r^2 + 3$.

- Enter an expression in the same order that it normally is written.
- In most places where you are required to enter a value, you can enter an expression.

Operator — Performs an operation such as +, −, ∗, ^.

- Operators require an argument before and after the operator. For example: 4+5 and 5^2.

Function — Returns a value.

- Functions require one or more arguments (enclosed in parentheses) after the function. For example: √(5) and **min**(5,8).

Instruction — Initiates an action.

- Instructions cannot be used in expressions.
- Some instructions do not require an argument. For example: **ClrHome**.
- Some require one or more arguments. For example: **Circle** 0,0,5.

For instructions, do not put the arguments in parentheses.

Implied Multiplication

The TI-89 / TI-92 Plus recognizes implied multiplication, provided it does not conflict with a reserved notation.

	If you enter:	The TI-89 / TI-92 Plus interprets it as:
Valid	2π	2∗ π
	4 sin(46)	4∗ sin(46)
	5(1+2) or (1+2)5	5∗ (1+2) or (1+2)∗ 5
	[1,2]a	[a 2a]
	2(a)	2∗ a
Invalid	xy	Single variable named xy
	a(2)	Function call
	a[1,2]	Matrix index to element a[1,2]

Parentheses

Expressions are evaluated according to the Equation Operating System (EOS™) hierarchy described in Appendix B. To change the order of evaluation or just to ensure that an expression is evaluated in the order you require, use parentheses.

Calculations inside a pair of parentheses are completed first. For example, in 4(1+2), EOS first evaluates (1+2) and then multiplies the answer by 4.

Entering an Expression

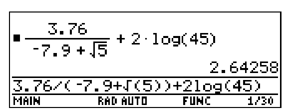
Type the expression, and then press [ENTER] to evaluate it. To enter a function or instruction name on the entry line, you can:

- Press its key, if available. For example, press **TI-89:** [2nd] [SIN] or **TI-92 Plus:** [SIN].
  — or —
- Select it from a menu, if available. For example, select 2:abs from the Number submenu of the MATH menu.
  — or —
- Type the name letter-by-letter from the keyboard. (On the TI-89, use [alpha] and [2nd] [a-lock] to type letters.) You can use any mixture of uppercase or lowercase letters. For example, type **sin(** or **Sin(**.

Example

Calculate 3.76 ÷ (⁻7.9 + √5) + 2 log 45.

Type the function name in this example.

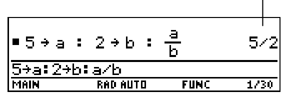
On the TI-89:	On the TI-92 Plus:	Display
3 . 7 6 [÷] [(] [(-)] 7 . 9 [+] [2nd] [√]	3 . 7 6 [÷] [(] [(-)] 7 . 9 [+] [2nd] [√]	3.76/(⁻7.9+√([2nd] [√] inserts √(because its argument must be in parentheses.
5 [)] [)]	5 [)] [)]	3.76/(⁻7.9+√(5)) Use [)] once to close √(5) and again to close (⁻7.9 + √5).
[+] 2 [2nd] [a-lock] L O G [alpha] [(] 4 5 [)]	[+] 2 L O G [(] 4 5 [)]	3.76/(⁻7.9+√(5))+2log(45) **log** requires ( ) around its argument.
[ENTER]	[ENTER]	

Note:** You can also select* **log** *by using* ***TI-89: [CATALOG] ***TI-92 Plus:*** [2nd] [CATALOG] *(page 44).*

Entering Multiple Expressions on a Line

To enter more than one expression or instruction at a time, separate them with a colon by pressing [2nd] [:].

Displays last result only.

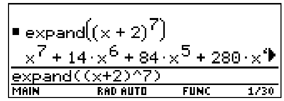


→ is displayed when you press [STO▸] to store a value to a variable.

If an Entry or Answer Is Too Long for One Line

In the history area, if both the entry and its answer cannot be displayed on one line, the answer is displayed on the next line.

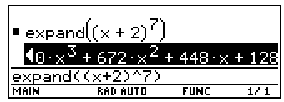
If an entry or answer is too long to fit on one line, ► is displayed at the end of the line.



To view the entire entry or answer:

1. Press ⓐ to move the cursor from the entry line up into the history area. This highlights the last answer.
2. As necessary, use ⓐ and ⓥ to highlight the entry or answer you want to view. For example, ⓐ moves from answer to entry, up through the history area.
3. Use ⓑ and ⓐ or [2nd] ⓑ and [2nd] ⓐ to scroll right and left.
4. To return to the entry line, press [ESC].

Note: When you scroll to the right, ◄ is displayed at the beginning of the line.



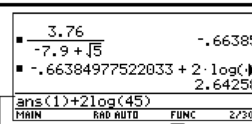
Continuing a Calculation

When you press [ENTER] to evaluate an expression, the TI-89 / TI-92 Plus leaves the expression on the entry line and highlights it. You can continue to use the last answer or enter a new expression.

If you press:	The TI-89 / TI-92 Plus:
[+], [−], [×], [÷], [^], or [STO►]	Replaces the entry line with the variable ans(1), which lets you use the last answer as the beginning of another expression.
Any other key	Erases the entry line and begins a new entry.

Example

Calculate 3.76 ÷ (⁻7.9 + √5). Then add 2 log 45 to the result.

On the TI-89:	On the TI-92 Plus:	Display
3.76 [÷] [(] [(-)] 7.9 [+] [2nd] [√] 5 [)] [)] [ENTER] [+] 2 [2nd] [a-lock] L O G [alpha] [(] 45 [)] [ENTER]	3.76 [÷] [(] [(-)] 7.9 [+] [2nd] [√] 5 [)] [)] [ENTER] [+] 2 LOG [(] 45 [)] [ENTER]	When you press [+], the entry line is replaced with the variable ans(1), which contains the last answer.

Stopping a Calculation

When a calculation is in progress, BUSY appears on the right end of the status line. To stop the calculation, press [ON].

There may be a delay before the "break" message is displayed.

Press [ESC] to return to the current application.

Formats of Displayed Results

A result may be calculated and displayed in any of several formats. This section describes the TI-89 / TI-92 Plus modes and their settings that affect the display formats. To check or change your current mode settings, refer to page 40.

Pretty Print Mode

By default, Pretty Print = ON. Exponents, roots, fractions, etc., are displayed in the same form in which they are traditionally written. You can use [MODE] to turn pretty print off and on.

Pretty Print ON	Pretty Print OFF
$\pi^2, \frac{\pi}{2}, \sqrt{\frac{x-3}{2}}$	π^2, π/2, √((x−3)/2)

The entry line does not show an expression in pretty print. If pretty print is turned on, the history area will show both the entry and its result in pretty print after you press [ENTER].

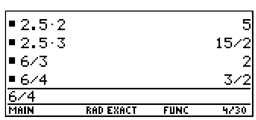
Exact/Approx Mode

By default, Exact/Approx = AUTO. You can use [MODE] to select from three settings.

Because AUTO is a combination of the other two settings, you should be familiar with all three settings.

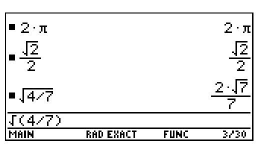
***Note:** By retaining fractional and symbolic forms, EXACT reduces rounding errors that could be introduced by intermediate results in chained calculations.*

EXACT — Any result that is not a whole number is displayed in a fractional or symbolic form (1/2, π, $\sqrt{2}$, etc.).



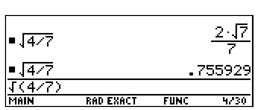
Shows whole-number results.

Shows simplified fractional results.



Shows symbolic π.

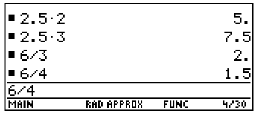
Shows symbolic form of roots that cannot be evaluated to a whole number.



Press [◆] [ENTER] to temporarily override the EXACT setting and display a floating-point result.

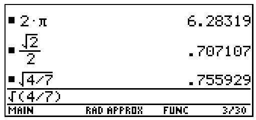
Exact/Approx (continued)

APPROXIMATE — All numeric results, where possible, are displayed in floating-point (decimal) form.



Fractional results are evaluated numerically.

Note: Results are rounded to the precision of the TI-89 / TI-92 Plus and displayed according to current mode settings.

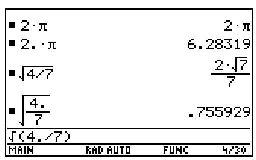


Symbolic forms, where possible, are evaluated numerically.

Because undefined variables cannot be evaluated, they are treated algebraically. For example, if the variable r is undefined, $\pi r^2 = 3.14159 \cdot r^2$.

AUTO — Uses the EXACT form where possible, but uses the APPROXIMATE form when your entry contains a decimal point. Also, certain functions may display APPROXIMATE results even if your entry does not contain a decimal point.

***Tip:** To retain an EXACT form, use fractions instead of decimals. For example, use 3/2 instead of 1.5.*



A decimal in the entry forces a floating-point result.

The following chart compares the three settings.

Entry	Exact Result	Approximate Result	Auto Result
8/4	2	2.	2
8/6	4/3	1.33333	4/3
8.5∗3	51/2	25.5	25.5
√(2)/2	$\frac{\sqrt{2}}{2}$	.707107	$\frac{\sqrt{2}}{2}$
π∗2	2·π	6.28319	2·π
π∗2.	2·π	6.28319	6.28319

A decimal in the entry forces a floating-point result in AUTO.

***Tip:** To evaluate an entry in APPROXIMATE form, regardless of the current setting, press ◆ ENTER.*

Display Digits Mode

By default, Display Digits = FLOAT 6, which means that results are rounded to a maximum of six digits. You can use [MODE] to select different settings. The settings apply to all exponential formats.

Internally, the TI-89 / TI-92 Plus calculates and retains all decimal results with up to 14 significant digits (although a maximum of 12 are displayed).

Note: *Regardless of the Display Digits setting, the full value is used for internal floating-point calculations to ensure maximum accuracy.*

Note: *A result is automatically shown in scientific notation if its magnitude cannot be displayed in the selected number of digits.*

Setting	Example		Description
FIX (0 – 12)	123. 123.5 123.46 123.457	(FIX 0) (FIX 1) (FIX 2) (FIX 3)	Results are rounded to the selected number of decimal places.
FLOAT	123.456789012		Number of decimal places varies, depending on the result.
FLOAT (1 – 12)	1.E 2 1.2E 2 123. 123.5 123.46 123.457	(FLOAT 1) (FLOAT 2) (FLOAT 3) (FLOAT 4) (FLOAT 5) (FLOAT 6)	Results are rounded to the total number of selected digits.

Exponential Format Mode

By default, Exponential Format = NORMAL. You can use [MODE] to select from three settings.

Note: *In the history area, a number in an entry is displayed in SCIENTIFIC if its absolute value is less than .001.*

Setting	Example	Description
NORMAL	12345.6	If a result cannot be displayed in the number of digits specified by the Display Digits mode, the TI-89 / TI-92 Plus switches from NORMAL to SCIENTIFIC for that result only.
SCIENTIFIC	1.23456E 4	1.23456×10^4 Exponent (power of 10). Always 1 digit to the left of the decimal point.
ENGINEERING	12.3456E 3	12.3456×10^3 Exponent is a multiple of 3. May have 1, 2, or 3 digits to the left of the decimal point.

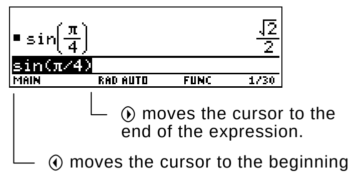
Editing an Expression in the Entry Line

Knowing how to edit an entry can be a real time-saver. If you make an error while typing an expression, it's often easier to correct the mistake than to retype the entire expression.

Removing the Highlight from the Previous Entry

After you press [ENTER] to evaluate an expression, the TI-89 / TI-92 Plus leaves that expression on the entry line and highlights it. To edit the expression, you must first remove the highlight; otherwise, you may clear the expression accidentally by typing over it.

To remove the highlight, move the cursor toward the side of the expression you want to edit.



Moving the Cursor

After removing the highlight, move the cursor to the applicable position within the expression.

Note: *If you accidentally press ↑ instead of ← or →, the cursor moves up into the history area. Press [ESC] or press ↓ until the cursor returns to the entry line.*

To move the cursor:	Press:	
Left or right within an expression.	← or →	Hold the pad to repeat the movement.
To the beginning of the expression.	[2nd] ←	
To the end of the expression.	[2nd] →	

Deleting a Character

To delete:	Press:	
The character to the left of the cursor.	[⇐]	Hold [⇐] to delete multiple characters.
The character to the right of the cursor.	[◆] [⇐]	
All characters to the right of the cursor.	[CLEAR] (once only)	If there are no characters to the right of the cursor, [CLEAR] erases the entire entry line.

Clearing the Entry Line

To clear the entry line, press:

- [CLEAR] if the cursor is at the beginning or end of the entry line.
  — or —
- [CLEAR] [CLEAR] if the cursor is not at the beginning or end of the entry line. The first press deletes all characters to the right of the cursor, and the second clears the entry line.

Inserting or Overtyping a Character

The TI-89 / TI-92 Plus has both an insert and an overtype mode. By default, the TI-89 / TI-92 Plus is in the insert mode. To toggle between the insert and overtype modes, press [2nd] [INS].

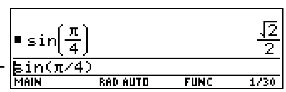
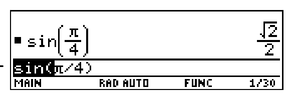
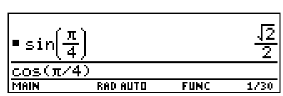
Tip: Look at the cursor to see if you're in insert or overtype mode.

If the TI-89 / TI-92 Plus is in:	The next character you type:
Insert mode Thin cursor between characters	Will be inserted at the cursor.
Overtype mode Cursor highlights a character	Will replace the highlighted character.

Replacing or Deleting Multiple Characters

First, highlight the applicable characters. Then, replace or delete all the highlighted characters.

Tip: When you highlight characters to replace, remember that some function keys automatically add an open parenthesis.

To:	Do this:
Highlight multiple characters	1. Move the cursor to either side of the characters you want to highlight.  To replace **sin(** with **cos(**, place the cursor beside **sin**. 2. Hold [↑] and press ◀ or ▶ to highlight characters left or right of the cursor.  Hold [↑] and press ▶ ▶ ▶ ▶.
Replace the highlighted characters — or — Delete the highlighted characters	Type the new characters.  Press [←].

Menus

To leave the keyboard uncluttered, the TI-89 / TI-92 Plus uses menus to access many operations. This section gives an overview of how to select an item from any menu. Specific menus are described in the appropriate chapters of this guidebook.

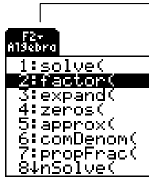
Displaying a Menu

Press:	To display:
[F1], [F2], etc.	A toolbar menu — Drops down from the toolbar at the top of most application screens. Lets you select operations useful for that application.
[APPS]	APPLICATIONS menu — Lets you select from a list of applications. Refer to page 38.
[2nd] [CHAR]	CHAR menu — Lets you select from categories of special characters (Greek, math, etc.).
[2nd] [MATH]	MATH menu — Lets you select from categories of math operations.
TI-89: [CATALOG] **TI-92 Plus:** [2nd] [CATALOG]	CATALOG menu — Lets you select from a complete, alphabetic list of the TI-89 / TI-92 Plus's built-in functions and instructions. Also lets you select user-defined functions or Flash application functions (if any have been defined or loaded).
[2nd] [CUSTOM]	CUSTOM menu — Lets you access a menu that you can customize to list any available function, instruction, or character. The TI-89 / TI-92 Plus includes a default custom menu, which you can modify or redefine. Refer to page 37 and to Chapter 17.

Selecting an Item from a Menu

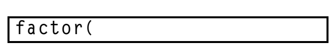
To select an item from the displayed menu, either:

- Press the number or letter shown to the left of that item. For a letter on the TI-89, press [alpha] and then a letter key.
  — or —
- Use the cursor pad ⊙ and ⊙ to highlight the item, and then press [ENTER]. (Note that pressing ⊙ from the first item moves the highlight to the last item, and vice versa.)



▾ indicates that a menu will drop down from the toolbar when you press [F2].

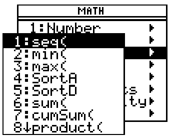
To select **factor**, press 2 or ⊙ [ENTER]. This closes the menu and inserts the function at the cursor location.

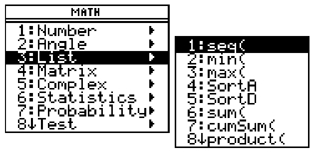


Items Ending with ▶ (Submenus)

If you select a menu item ending with ▶, a submenu is displayed. You then select an item from the submenu.

Note: *Because of limited screen size, the TI-89 overlaps these menus as:*





For example, **List** displays a submenu that lets you select a specific List function.

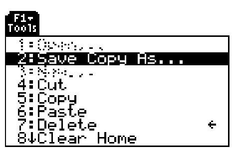
↓ indicates that you can use the cursor pad to scroll down for additional items.

For items that have a submenu, you can use the cursor pad as described below.

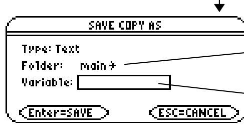
- To display the submenu for the highlighted item, press ▶. (This is the same as selecting that item.)
- To cancel the submenu without making a selection, press ◀. (This is the same as pressing [ESC].)
- To wrap to the last menu item directly from the first menu item, press ▲. To wrap to the first menu item directly from the last menu item, press ▼.

Items Containing "..." (Dialog Boxes)

If you select a menu item containing ". . ." (ellipsis marks), a dialog box is displayed for you to enter additional information.



For example, **Save Copy As ...** displays a dialog box that prompts you to select a folder name and type a variable name.



→ indicates that you can press ▶ to display and select from a menu.

An input box indicates that you must type a value. (Alpha-lock is automatically turned on for the TI-89. See page 22.)

After typing in an input box such as Variable, you must press [ENTER] twice to save the information and close the dialog box.

Canceling a Menu

To cancel the current menu without making a selection, press [ESC]. Depending on whether any submenus are displayed, you may need to press [ESC] several times to cancel all displayed menus.

Moving from One Toolbar Menu to Another

To move from one toolbar menu to another without making a selection, either:

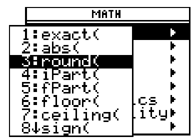
- Press the key ([F1], [F2], etc.) for the other toolbar menu.
  — or —
- Use the cursor pad to move to the next (press ▶) or previous (press ◀) toolbar menu. Pressing ▶ from the last menu moves to the first menu, and vice versa.

When using ▶, be sure that an item with a submenu is not highlighted. If so, ▶ displays that item's submenu instead of moving to the next toolbar menu.

Example: Selecting a Menu Item

Round the value of π to three decimal places. Starting from a clear entry line on the Home screen:

1. Press [2nd] [MATH] to display the MATH menu.
2. Press 1 to display the Number submenu. (Or press [ENTER] since the first item is automatically highlighted.)



3. Press 3 to select **round**. (Or press ▼ ▼ and [ENTER].)
4. Press [2nd] [π] [,] 3 [)] and then [ENTER] to evaluate the expression.

Selecting the function in Step 3 automatically typed **round(** on the entry line.

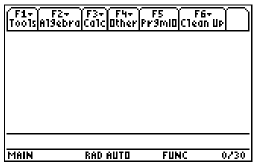
Using the Custom Menu

The TI-89 / TI-92 Plus has a custom menu that you can turn on and off at any time. You can use the default custom menu or create your own as described in Chapter 17: Programming.

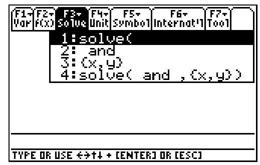
Turning the Custom Menu On and Off

When you turn on the custom menu, it replaces the normal toolbar menu. When you turn it off, the normal menu returns. For example, from the Home screen's normal toolbar menu, press [2nd] [CUSTOM] to toggle the custom menu on and off.

Note: You can also turn the custom menu on and off by entering **CustmOn** *or* **CustmOff** *in the entry line and pressing* [ENTER].



[2nd] [CUSTOM]



Home screen normal toolbar menu

Custom menu

Unless the menu has been modified, the default custom menu appears.

Tip: A custom menu can give you quick access to commonly used items. Chapter 17 shows you how to create custom menus for the items you use most often.

Menu	Function
[F1] Var	Common variable names.
[F2] f(x)	Function names such as f(x), g(x), and f(x,y).
[F3] Solve	Items related to solving equations.
[F4] Unit	Common units such as _m, _ft, and _l.
[F5] Symbol	Symbols such as #, ?, and ~.
Internat'l **TI-89:** [2nd] [F6] **TI-92 Plus:** [F6]	Commonly accented characters such as è, é,and ê.
Tool **TI-89:** [2nd] [F7] **TI-92 Plus:** [F7]	**ClrHome**, **NewProb**, and **CustmOff**.

Restoring the Default Custom Menu

If a custom menu other than the default is displayed and you want to restore the default:

Note: The previous custom menu is erased. If that menu was created with a program (Chapter 17), it can be recreated later by running the program again.

1. From the Home screen, use [2nd] [CUSTOM] to turn off the custom menu and display the Home screen's normal toolbar menu.
2. Display the Clean Up toolbar menu, and select 3:Restore custom default.
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]
   This pastes the commands used to create the default menu into the entry line.

3. Press [ENTER] to execute the commands and restore the default.

Selecting an Application

The TI-89 / TI-92 Plus has different applications that let you solve and explore a variety of problems. You can select an application from a menu, or you can access commonly used applications directly from the keyboard.

From the APPLICATIONS Menu

Note: *To cancel the menu without making a selection, press* [ESC].

1. Press [APPS] to display a menu that lists the applications.
2. Select an application. Either:
   - Use the cursor pad ▼ or ▲ to highlight the application and then press [ENTER].

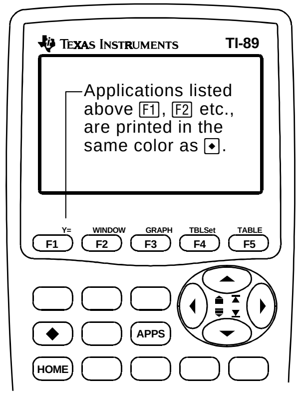
     — or —
   - Press the number or letter for that application.

Application:	Lets you:
FlashApps	Display a list of Flash applications, if any.
Y= Editor	Define, edit, and select functions or equations for graphing (Chapters 6 – 11).
Window Editor	Set window dimensions for viewing a graph (Chapter 6).
Graph	Display graphs (Chapter 6).
Table	Display a table of variable values that correspond to an entered function (Chapter 13).
Data/Matrix Editor	Enter and edit lists, data, and matrices. You can perform statistical calculations and graph statistical plots (Chapters 15 and 16).
Program Editor	Enter and edit programs and functions (Chapter 17).
Text Editor	Enter and edit a text session (Chapter 18).
Numeric Solver	Enter an expression or equation, define values for all but one variable, and then solve for the unknown variable (Chapter 19).
Home	Enter expressions and instructions, and perform calculations.

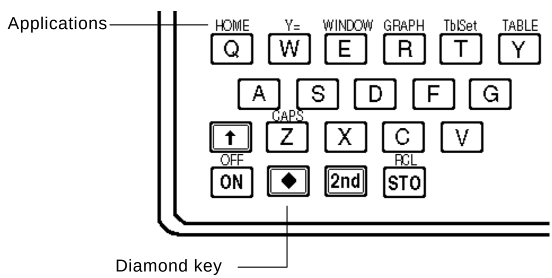
From the Keyboard

You can access commonly used applications from the keyboard. On the TI-89 for example, ◆ [Y=] is the same as pressing ◆ and then F1. This guidebook uses the notation ◆ [Y=], similar to the notation used in second functions.

Application:	Press:
Home	**TI-89:** HOME **TI-92 Plus:** ◆ [HOME]
Y= Editor	◆ [Y=]
Window Editor	◆ [WINDOW]
Graph	◆ [GRAPH]
Table Setup	◆ [TblSet]
Table Screen	◆ [TABLE]



On the TI-92 Plus, applications are listed above the QWERTY keys.

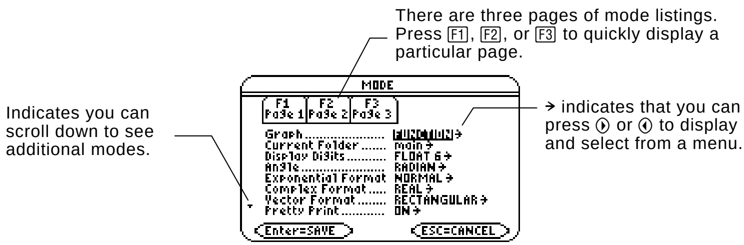


Setting Modes

Modes control how numbers and graphs are displayed and interpreted. Mode settings are retained by the Constant Memory™ feature when the TI-89 / TI-92 Plus is turned off. All numbers, including elements of matrices and lists, are displayed according to the current mode settings.

Checking Mode Settings

Press [MODE] to display the MODE dialog box, which lists the modes and their current settings.



Note: Modes that are not currently valid are dimmed. For example, on Page 2, Split 2 App is not valid when Split Screen = FULL. When you scroll through the list, the cursor skips dimmed settings.

Changing Mode Settings

From the MODE dialog box:

1. Highlight the mode setting you want to change. Use ▼ or ▲ (with [F1], [F2], or [F3]) to scroll through the list.
2. Press ▶ or ◀ to display a menu that lists the valid settings. The current setting is highlighted.
3. Select the applicable setting. Either:
   - Use ▼ or ▲ to highlight the setting and press [ENTER].
     — or —
   - Press the number or letter for that setting.
4. Change other mode settings, if necessary.
5. When you finish all your changes, press [ENTER] to save the changes and exit the dialog box.

Tip: *To cancel a menu and return to the MODE dialog box without making a selection, press* [ESC].

Important: If you press [ESC] instead of [ENTER] to exit the MODE dialog box, any mode changes you made will be canceled.

Overview of the Modes

Note: *For detailed information about a particular mode, look in the applicable section of this guidebook.*

Mode	Description
Graph	Type of graphs to plot: FUNCTION, PARAMETRIC, POLAR, SEQUENCE, 3D, or DE.
Current Folder	Folder used to store and recall variables. Unless you have created additional folders, only the MAIN folder is available. Refer to “Using Folders to Store Independent Sets of Variables” in Chapter 5.
Display Digits	Maximum number of digits (FLOAT) or fixed number of decimal places (FIX) displayed in a floating-point result. Regardless of the setting, the total number of displayed digits in a floating-point result cannot exceed 12. Refer to page 31.
Angle	Units in which angle values are interpreted and displayed: RADIAN or DEGREE.
Exponential Format	Notation used to display results: NORMAL, SCIENTIFIC, or ENGINEERING. Refer to page 31.
Complex Format	Format used to display complex results, if any: REAL (complex results are not displayed unless you use a complex entry), RECTANGULAR, or POLAR.
Vector Format	Format used to display 2- and 3-element vectors: RECTANGULAR, CYLINDRICAL, or SPHERICAL.
Pretty Print	Turns the pretty print display feature OFF or ON. Refer to page 29.
Split Screen	Splits the screen into two parts and specifies how the parts are arranged: FULL (no split screen), TOP-BOTTOM, or LEFT-RIGHT. Refer to Chapter 14.
Split 1 App	Application in the top or left side of a split screen. If you are not using a split screen, this is the current application.
Split 2 App	Application in the bottom or right side of a split screen. This is active only for a split screen.
Number of Graphs	For a split screen, lets you set up both sides of the screen to display independent sets of graphs.
Graph 2	If Number of Graphs = 2, selects the type of graph in the Split 2 part of the screen. Refer to Chapter 12.
Split Screen Ratio	Proportional sizes of the two parts of a split screen: 1:1, 1:2, or 2:1. (TI-92 Plus only)
Exact/Approx	Calculates expressions and displays results in numeric form or in rational/symbolic form: AUTO, EXACT, or APPROXIMATE. Refer to page 29.

Modes (continued)

Mode	Description
Base	Lets you perform calculations by entering numbers in decimal (DEC), hexadecimal (HEX), or binary (BIN) form.
Unit System	Lets you enter a unit for values in an expression, such as 6_m * 4_m or 23_m/_s * 10_s, convert values from one unit to another within the same category, and create your own user-defined units.
Custom Units	Lets you select custom defaults. The mode is dimmed until you select Unit System, 3:CUSTOM.
Language	Lets you localize the TI-89 / TI-92 Plus into one of several languages, depending on which language Flash applications are installed.

Using the Clean Up Menu to Start a New Problem

On the Home screen, the Clean Up toolbar menu lets you start a new calculation from a cleared state without resetting the TI-89 / TI-92 Plus's memory.

Clean Up Toolbar Menu

From the Home screen, display the Clean Up menu by pressing:

TI-89: [2nd] [F6]
TI-92 Plus: [F6]

Menu Item	Description
Clear a–z	Clears (deletes) all single-character variable names in the current folder, unless the variables are locked or archived. You will be prompted to press [ENTER] to confirm the action. Single-character variable names are often used in symbolic calculations such as: solve($a\cdot x^2+b\cdot x+c=0$,x) If any of the variables have already been assigned a value, your calculation may produce misleading results. To prevent this, you can select 1:Clear a–z before beginning the calculation.
NewProb	Places **NewProb** in the entry line. You must then press [ENTER] to execute the command. **NewProb** performs a variety of operations that let you begin a new problem from a cleared state without resetting the memory: • Clears all single-character variable names in the current folder (same as 1:Clear a–z), unless the variables are locked or archived. • Turns off all functions and stat plots (**FnOff** and **PlotsOff**) in the current graphing mode. • Performs **ClrDraw**, **ClrErr**, **ClrGraph**, **ClrHome**, **ClrIO**, and **ClrTable**.
Restore custom default	If a custom menu other than the default is in effect, this lets you restore the default. Refer to page 37.

***Tip:** When defining a variable that you want to retain, use more than one character in the name. This prevents it from being deleted inadvertently by* 1:Clear a–z*.*

***Note:** For information about checking and resetting memory or other system defaults, refer to Chapter 21.*

Using the Catalog Dialog Box

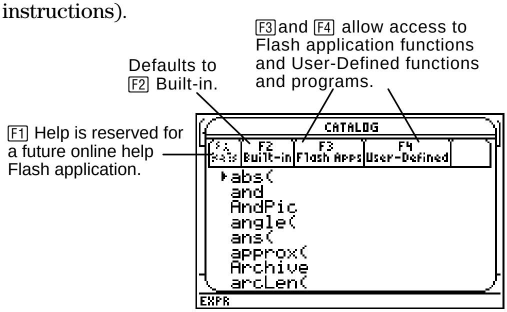
The CATALOG provides a way to access any built-in TI-89 / TI-92 Plus command (functions and instructions) from one convenient list. In addition, the CATALOG dialog box lets you select functions used in Flash applications or user-defined functions (if any have been loaded or defined).

Displaying the CATALOG

To display the CATALOG dialog box, press:

TI-89: [CATALOG]
TI-92 Plus: [2nd] [CATALOG]

The CATALOG defaults to [F2] Built-in, which displays an alphabetic list of all pre-installed TI-89 / TI-92 Plus commands (functions and instructions).



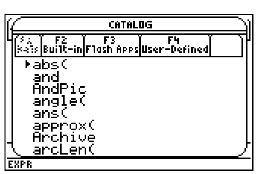
Note: Options that are not currently valid are dimmed. For example, [F1] Help is reserved for a future online help Flash application. [F3] Flash Apps is dimmed if you have not installed a Flash application. [F4] User-Defined is dimmed if you have not created a function or a program.

Selecting a Built-in Command from the CATALOG

When you select a command, its name is inserted in the entry line at the cursor location. Therefore, you should position the cursor as necessary before selecting the command.

1. Press:
   TI-89: [CATALOG]
   TI-92 Plus: [2nd] [CATALOG]
2. Press [F2] Built-in.

__Note:__ The first time you display the Built-in list, it starts at the top of the list. The next time you display the list, it starts at the same place you left it.



- Commands are listed in alphabetical order. Commands that do not start with a letter (+, %, √, Σ, etc.) are at the end of the list.
- To exit the CATALOG without selecting a command, press [ESC].

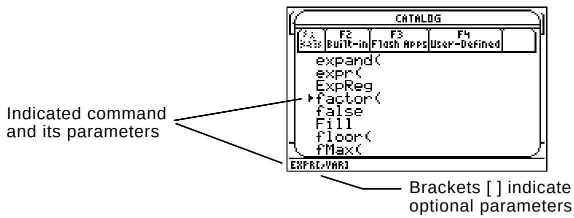
3. Move the ▶ indicator to the command, and press [ENTER].

To move the ▶ indicator:	Press or type:
One command at a time	↓ or ↑
One page at a time	[2nd] ↓ or [2nd] ↑
To the first command that begins with a specified letter	The letter key. (On the TI-89, do **not** press [alpha] first. If you do, you need to press [alpha] or [2nd] [a-lock] again before you can type a letter.)

***Tip:** From the top of the list, press ↑ to move to the bottom. From the bottom, press ↓ to move to the top.*

Information about Parameters

For the command indicated by ▶, the status line shows the required and optional parameters, if any, and their type.



***Note:** For details about the parameters, refer to that command's description in Appendix A.*

From the example above, the syntax for **factor** is:

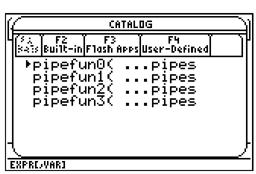
factor(*expression*)	required
— or —	
factor(*expression,variable*)	optional

Selecting a Flash Application Function

A Flash application may contain one or more functions. When you select a function, its name is inserted in the entry line at the cursor location. Therefore, you should position the cursor as necessary before selecting the function.

1. Press:
   TI-89: [CATALOG]
   TI-92 Plus: [2nd] [CATALOG]

2. Press [F3] Flash Apps. (This option is dimmed if no Flash applications are installed in the TI-89 / TI-92 Plus.)



- The list is alphabetized by function name. The left column lists functions. The right column lists the Flash application that contains the function.
- Information about a function is displayed in the status line.
- To exit without selecting a function, press [ESC].

3. Move the ▶ indicator to the function, and press [ENTER].

To move the ▶ indicator:	Press or type:
One function at a time	⊽ or ⊼
One page at a time	[2nd] ⊽ or [2nd] ⊼
To the first function that begins with a specified letter	The letter key. (On the TI-89, do **not** press [alpha] first. If you do, you need to press [alpha] or [2nd] [a-lock] again before you can type a letter.)

Selecting a User-Defined Function or Program

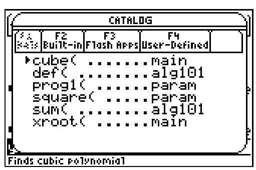
You can create your own functions or programs and then use [F4] User-Defined to access them. For instructions on how to create functions, see "Creating and Evaluating User-Defined Functions" in Chapter 5, and "Overview of Entering a Function" in Chapter 17. See Chapter 17 for instructions on how to create and run a program.

When you select a function or program, its name is inserted in the entry line at the cursor location. Therefore, you should position the cursor as necessary before selecting the function or program.

1. Press:
   TI-89: [CATALOG]
   TI-92 Plus: [2nd] [CATALOG]

2. Press [F4] User-Defined. (This option is dimmed if you have not defined a function or created a program.)

__Note:__ Use the VAR-LINK screen to manage variables, folders, and Flash applications. See Chapter 21.



- The list is alphabetized by function / program name. The left column lists functions and programs. The right column lists the folder that contains the function or program.
- If the function or program's first line is a comment, the comment text is displayed in the status line.
- To exit without selecting a function or program, press [ESC].

3. Move the ▶ indicator to the function or program, and press [ENTER].

To move the ▶ indicator:	Press or type:
One function or program at a time	⊽ or ⊼
One page at a time	[2nd] ⊽ or [2nd] ⊼
To the first function or program that begins with a specified letter	The letter key. (On the TI-89, do **not** press [alpha] first. If you do, you need to press [alpha] or [2nd] [a-lock] again before you can type a letter.)

Storing and Recalling Variable Values

When you store a value, you store it as a named variable. You can then use the name instead of the value in expressions. When the TI-89 / TI-92 Plus encounters the name in an expression, it substitutes the variable's stored value.

Rules for Variable Names

A variable name:

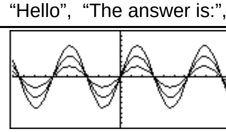
- Can use 1 to 8 characters consisting of letters and digits. This includes Greek letters (but not π), accented letters, and international letters. Do not include spaces.
  - The first character cannot be a digit.
- Can use uppercase or lowercase letters. The names AB22, Ab22, aB22, and ab22 all refer to the same variable.
- Cannot be the same as a name that is preassigned by the TI-89 / TI-92 Plus. Preassigned names include:
  - Built-in functions (such as **abs**) and instructions (such as **LineVert**). Refer to Appendix A.
  - System variables (such as xmin and xmax, which are used to store graph-related values). Refer to Appendix B for a list.

Examples

Variable	Description
myvar	OK
a	OK
Log	Not OK, name is preassigned to the **log** function.
Log1	OK
3rdTotal	Not OK, starts with a digit.
circumfer	Not OK, more than 8 characters.

Data Types

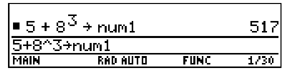
You can save any TI-89 / TI-92 Plus data type as a variable. For a list of data types, refer to **getType()** in Appendix A. Some examples are:

Data Types	Examples
Expressions	2.54, 1.25E6, 2π, xmin/10, 2+3i, $(x-2)^2$, $\sqrt{2}/2$
Lists	{2 4 6 8}, {1 1 2}
Matrices	[1 0 0], $\begin{bmatrix} 1 & 0 & 0 \\ 3 & 4 & 6 \end{bmatrix}$
Character strings	"Hello", "The answer is:", "xmin/10"
Pictures	
Functions	myfunc(arg), ellipse(x,y,r1,r2)

Storing a Value in a Variable

Note: *TI-89 users should use* [alpha] *as necessary when typing variable names.*

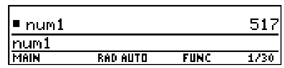
1. Enter the value you want to store, which can be an expression.
2. Press [STO▸]. The store symbol (→) is displayed.
3. Type the variable name.
4. Press [ENTER].



To store to a variable temporarily, you can use the “with” operator. Refer to “Substituting Values and Setting Constraints” in Chapter 3.

Displaying a Variable

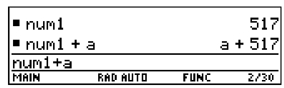
1. Type the variable name.
2. Press [ENTER] .



If the variable is undefined, the variable name is shown in the result.

Note: *Refer to Chapter 3 for information about symbolic manipulation.*

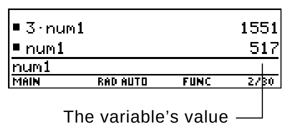
In this example, the variable a is undefined. Therefore, it is used as a symbolic variable.



Using a Variable in an Expression

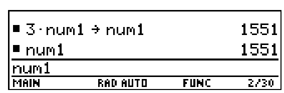
Tip: *To view a list of existing variable names, use* [2nd] [VAR-LINK] *as described in Chapter 21.*

1. Type the variable name into the expression.
2. Press [ENTER] to evaluate the expression.



The variable’s value did not change.

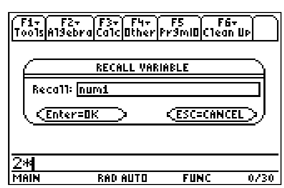
If you want the result to replace the variable’s previous value, you must store the result.



Recalling a Variable’s Value

In some cases, you may want to use a variable’s actual value in an expression instead of the variable name.

1. Press [2nd] [RCL] to display a dialog box.
2. Type the variable name.
3. Press [ENTER] twice.



In this example, the value stored in num1 will be inserted at the cursor position in the entry line.

Reusing a Previous Entry or the Last Answer

You can reuse a previous entry by reexecuting the entry “as is” or by editing the entry and then reexecuting it. You can also reuse the last calculated answer by inserting it into a new expression.

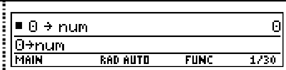
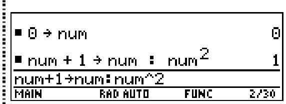
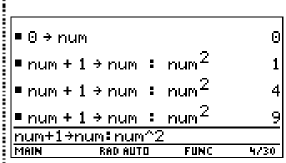
Reusing the Expression on the Entry Line

When you press [ENTER] to evaluate an expression, the TI-89 / TI-92 Plus leaves that expression on the entry line and highlights it. You can type over the entry, or you can reuse it as necessary.

For example, using a variable, find the square of 1, 2, 3, etc.

As shown below, set the initial variable value and then enter the variable expression. Next, reenter to increment the variable and calculate the square.

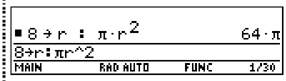
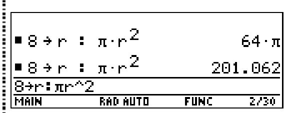
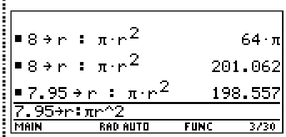
***Tip:** Reexecuting an entry “as is” is useful for iterative calculations that involve variables.*

On the TI-89:	On the TI-92 Plus:	Display
0 [STO▸] [2nd] [a-lock] N U M [ENTER]	0 [STO▸] N U M [ENTER]	
N U M [alpha] [+] 1 [STO▸] [2nd] [a-lock] N U M [2nd] [:] N U M [^] 2 [ENTER]	N U M [+] 1 [STO▸] N U M [2nd] [:] N U M [^] 2 [ENTER]	
[ENTER] [ENTER]	[ENTER] [ENTER]	

__Tip:__ Editing an entry lets you make minor changes without retyping the entire entry.

Using the equation A=πr², use trial and error to find the radius of a circle that covers 200 square centimeters.

The example below uses 8 as the first guess and then displays the answer in its approximate floating-point form. You can edit and reexecute using 7.95 and continue until the answer is as accurate as you want.

On the TI-89:	On the TI-92 Plus:	Display
8 [STO▶] [alpha] R [2nd] [:] [2nd] [π] [alpha] R [^] 2 [ENTER]	8 [STO▶] R [2nd] [:] [2nd] [π] R [^] 2 [ENTER]	
[◆] [ENTER]	[◆] [ENTER]	
[◀] [◆] [DEL] 7 . 9 5 [ENTER]	[◀] [◆] [DEL] 7 . 9 5 [ENTER]	

__Note:__ When the entry contains a decimal point, the result is automatically displayed in floating-point.

Recalling a Previous Entry

You can recall any previous entry that is stored in the history area, even if the entry has scrolled off the top of the screen. The recalled entry *replaces* whatever is currently shown on the entry line. You can then reexecute or edit the recalled entry.

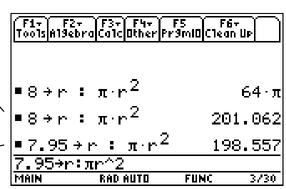
__Note:__ You can also use the __entry__ function to recall any previous entry. Refer to __entry()__ in Appendix A.

To recall:	Press:	Effect:
The last entry (if you've changed the entry line)	[2nd] [ENTRY] once	If the last entry is still shown on the entry line, this recalls the entry prior to that.
Previous entries	[2nd] [ENTRY] repeatedly	Each press recalls the entry prior to the one shown on the entry line.

For example:

If the entry line contains the last entry, [2nd] [ENTRY] recalls this entry.

If the entry line is edited or cleared, [2nd] [ENTRY] recalls this entry.



Recalling the Last Answer

Each time you evaluate an expression, the TI-89 / TI-92 Plus stores the answer to the variable ans(1). To insert this variable in the entry line, press 2nd [ANS].

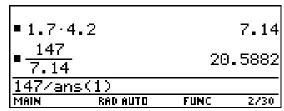
For example, calculate the area of a garden plot that is 1.7 meters by 4.2 meters. Then calculate the yield per square meter if the plot produces a total of 147 tomatoes.

1. Find the area.

   1.7 × 4.2 ENTER

2. Find the yield.

   147 ÷ 2nd [ANS] ENTER



Variable ans(1) is inserted, and its value is used in the calculation.

Note: *Refer to* ***ans()*** *in Appendix A.*

Just as ans(1) always contains the last answer, ans(2), ans(3), etc., also contain previous answers. For example, ans(2) contains the next-to-last answer.

Auto-Pasting an Entry or Answer from the History Area

You can select any entry or answer from the history area and “auto-paste” a duplicate of it on the entry line. This lets you insert a previous entry or answer into a new expression without having to retype the previous information.

Why Use Auto-Paste

The effect of using auto-paste is similar to [2nd] [ENTRY] and [2nd] [ANS] as described in the previous section, but there are differences.

For entries:

Pasting lets you:	[2nd] [ENTRY] lets you:
Insert any previous entry into the entry line.	*Replace* the contents of the entry line with any previous entry.

Note: *You can also paste information by using the [F1] toolbar menu. Refer to “Cutting, Copying, and Pasting Information” in Chapter 5.*

For answers:

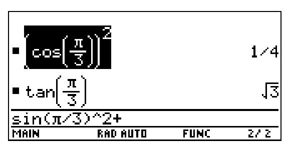
Pasting lets you:	[2nd] [ANS] lets you:
Insert the displayed value of *any previous answer* into the entry line.	Insert the variable ans(1), which contains *the last answer only*. Each time you enter a calculation, ans(1) is updated to the latest answer.

Auto-Pasting an Entry or Answer

Tip: *To cancel auto-paste and return to the entry line, press [ESC].*

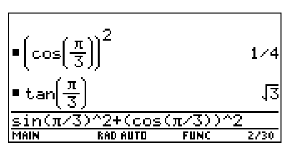
Tip: *To view an entry or answer too long for one line (indicated by ▶ at the end of the line), use ⓑ and ⓐ or [2nd] ⓑ and [2nd] ⓐ.*

1. On the entry line, place the cursor where you want to insert the entry or answer.
2. Press ⊙ to move the cursor up into the history area. This highlights the last answer.
3. Use ⊙ and ⊙ to highlight the entry or answer to auto-paste.
   - ⊙ moves from answer to entry up through the history area.
   - You can use ⊙ to highlight items that have scrolled off the screen.



4. Press [ENTER].

   The highlighted item is inserted in the entry line.

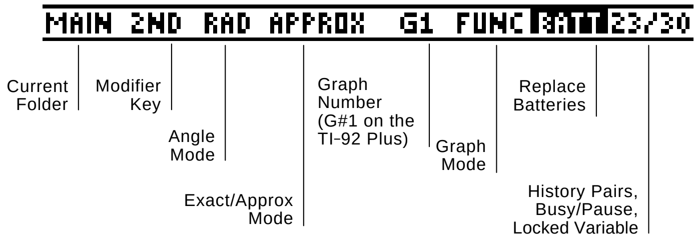


This pastes the entire entry or answer. If you need only a part of the entry or answer, edit the entry line to delete the unwanted parts.

Status Line Indicators in the Display

The status line is displayed at the bottom of all application screens. It shows information about the current state of the TI-89 / TI-92 Plus, including several important mode settings.

Status Line Indicators



Indicator	Meaning
Current Folder	Shows the name of the current folder. Refer to "Using Folders to Store Independent Sets of Variables" in Chapter 5. MAIN is the default folder that is set up automatically when you use the TI-89 / TI-92 Plus.
Modifier Key	Shows which modifier key is in effect, as described below.
2nd	[2nd] — will use the second function of the next key you press.
◆	[◆] — will use the diamond feature of the next key you press.
(TI-89)	[alpha] — will type the lowercase letter for the next key you press.
(TI-89)	[2nd] [a-lock] — lowercase alpha-lock is on. Until you turn this off, will type the lowercase letter for each key you press. To cancel alpha-lock, press [alpha].
(TI-89)	[↑] [alpha] — uppercase ALPHA-lock is on. Until you turn this off, will type the uppercase letter for each key you press. To cancel ALPHA-lock, press [alpha].
↑	[↑] — will type the uppercase letter for the next key you press. On the TI-89, you can use [↑] to type a letter without having to use [alpha].
Angle Mode	Shows the units in which angle values are interpreted and displayed. To change the Angle mode, use the [MODE] key.
RAD	Radians
DEG	Degrees

Note: *To cancel [2nd], [◆], [alpha], or [↑], press the same key again or press a different modifier key.*

Note: *If the next key you press does not have a diamond feature or an associated letter, the key performs its normal operation.*

Status Line (continued)

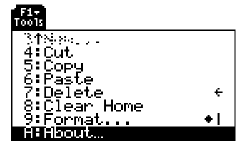
Indicator	Meaning
Exact/ Approx Mode	Shows how answers are calculated and displayed. Refer to page 29. To change the Exact/Approx mode, use the [MODE] key.
AUTO	Auto
EXACT	Exact
APPROX	Approximate
Graph Number	If the screen is split to show two independent graphs, this indicates which graph is active — GR1 or GR2. (Displays G#1 or G#2 on the TI-92 Plus.)
Graph Mode	Indicates the type of graphs that can be plotted. To change the Graph mode, use the [MODE] key.
FUNC	y(x) functions
PAR	x(t) and y(t) parametric equations
POL	r(θ) polar equations
SEQ	u(n) sequences
3D	z(x,y) 3D equations
DE	y'(t) differential equations
Battery	Displayed only when the batteries are getting low. If BATT is shown with a black background, change the batteries as soon as possible.
History Pairs, Busy/Pause, Archived	The information shown in this part of the status line depends on the application you are using.
23/30	Displayed on the Home screen to show the number of entry/answer pairs in the history area. Refer to page 24.
BUSY	A calculation or graph is in progress.
PAUSE	You paused a graph or program.
	The variable opened in the current editor (Data/Matrix Editor, Program Editor, or Text Editor) is locked or archived and cannot be modified.

Finding the Software Version and ID Number

In some situations, you may need to find out information about your TI-89 / TI-92 Plus, particularly the software version and the unit's ID number.

Displaying the "About" Screen

From the Home screen, press [F1] and then select A:About.



Your screen will be different than the one shown to the right.

Press [ENTER] or [ESC] to close the screen.

When Do You Need this Information?

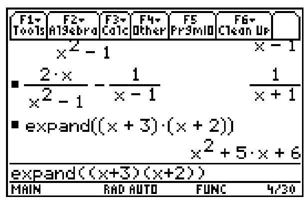
The information on the About screen is intended for situations such as:

- If you obtain new or upgraded software for your TI-89 / TI-92 Plus, you may need to provide your current software version and/or the ID number of your unit.
- If you have difficulties with your TI-89 / TI-92 Plus and need to contact technical support, knowing the software version may make it easier to diagnose the problem.

Symbolic Manipulation

3

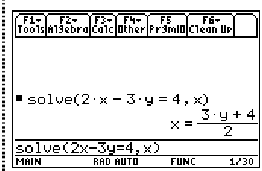
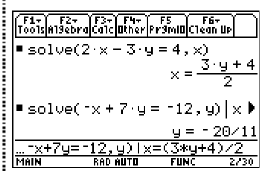
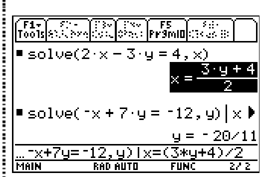
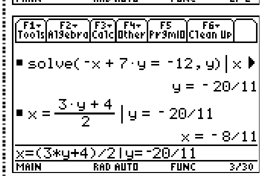
This chapter is an overview of the fundamentals of using symbolic manipulation to perform algebraic or calculus operations.



You can easily perform symbolic calculations from the Home screen.

Preview of Symbolic Manipulation

Solve the system of equations $2x - 3y = 4$ and $^-x + 7y = {}^-12$. Solve the first equation so that x is expressed in terms of y. Substitute the expression for x into the second equation, and solve for the value of y. Then substitute the y value back into the first equation to solve for the value of x.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the Home screen and clear the entry line. Solve the equation $2x - 3y = 4$ for x. [F2] 1 selects **solve(** *from the* Algebra *menu. You can also type* **solve(** *directly from the keyboard or select it from the* Catalog*.*	[HOME] [CLEAR] [CLEAR] [F2] 1 2 X [−] 3 Y [=] 4 [,] X [)] [ENTER]	[♦] [HOME] [CLEAR] [CLEAR] [F2] 1 2 X [−] 3 Y [=] 4 [,] X [)] [ENTER]	
2. Begin to solve the equation $^-x + 7y = {}^-12$ for y, but do not press [ENTER] yet.	[F2] 1 [(-)] X [+] 7 Y [=] [(-)] 1 2 [,] Y [)]	[F2] 1 [(-)] X [+] 7 Y [=] [(-)] 1 2 [,] Y [)]	
3. Use the "with" operator to substitute the expression for x that was calculated from the first equation. This gives the value of y. *The "with" operator is displayed as* **|** *on the screen.* *Use the auto-paste feature to highlight the last answer in the history area and paste it to the entry line.*	[|] [⬆] [ENTER] [ENTER]	[2nd] [|] [⬆] [ENTER] [ENTER]	
4. Highlight the equation for x in the history area.	[⬆] [⬆] [⬆]	[⬆] [⬆] [⬆]	
5. Auto-paste the highlighted expression to the entry line. Then substitute the value of y that was calculated from the second equation. The solution is: $x = {}^-8/11$ and $y = {}^-20/11$	[ENTER] [|] [⬆] [ENTER] [ENTER]	[ENTER] [2nd] [|] [⬆] [ENTER] [ENTER]	

This example is a demonstration of symbolic manipulation. A one-step function is available for solving systems of equations. (See page 73.)

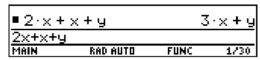
Using Undefined or Defined Variables

When performing algebraic or calculus operations, it is important that you understand the effect of using undefined and defined variables. Otherwise, you may get a number for a result instead of the algebraic expression that you anticipated.

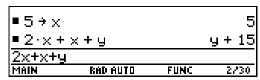
How Undefined and Defined Variables Are Treated

When you enter an expression that contains a variable, the TI-89 / TI-92 Plus treats the variable in one of two ways.

- If the variable is undefined, it is treated as an algebraic symbol.



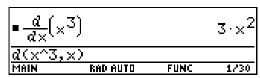
- If the variable is defined (even if defined as 0), its value replaces the variable.



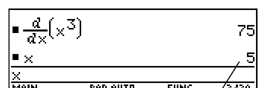
__Tip:__ When defining a variable, it's a good practice to use more than one character in the name. Leave one-character names undefined for symbolic calculations.

To see why this is important, suppose you want to find the first derivative of x^3 with respect to x.

- If x is undefined, the result is in the form you probably expected.



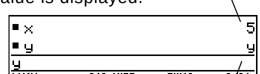
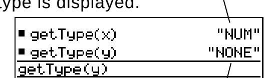
- If x is defined, the result may be in a form you did not expect.



Unless you knew that 5 had been stored to x previously, the answer 75 could be misleading.

Determining If a Variable Is Undefined

__Note:__ Use [2nd] [VAR-LINK] to view a list of defined variables, as described in Chapter 21.

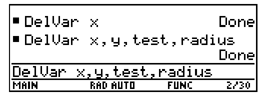
Method:	**Example:**
Enter the variable name.	If defined, the variable's value is displayed.  If undefined, the variable name is displayed.
Use the **getType** function.	If defined, the variable's type is displayed.  If undefined, "NONE" is displayed.

Deleting a Defined Variable

You can “undefine” a defined variable by deleting it.

<table>
<tr><th>To delete:</th><th>Do this:</th></tr>
<tr><td>One or more specified variables</td><td>

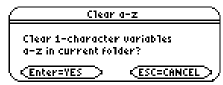
Use the **DelVar** function.



You can also delete variables by using the VAR-LINK screen ([2nd] [VAR-LINK]) as described in Chapter 21.

</td></tr>
<tr><td>All one-letter variables (a – z) in the current folder</td><td>

From the Home screen Clean Up menu, select 1:Clear a-z. You will be prompted to press [ENTER] to confirm the deletion.



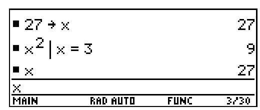
</td></tr>
</table>

Note: *For information about folders, refer to Chapter 5.*

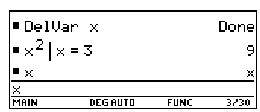
Temporarily Overriding a Variable

By using the “with” operator (|), you can:

- Temporarily override a variable’s defined value.



- Temporarily define a value for an undefined variable.



Note: *For more information about the* **|** *operator, refer to page 67.*

To type the “with” operator (|), press:

TI-89: [|]

TI-92 Plus: [2nd] [|]

Using Exact, Approximate, and Auto Modes

The Exact/Approx mode settings, which are described briefly in Chapter 2, directly affect the precision and accuracy with which the TI-89 / TI-92 Plus calculates a result. This section describes these mode settings as they relate to symbolic manipulation.

EXACT Setting

When Exact/Approx = EXACT, the TI-89 / TI-92 Plus uses exact rational arithmetic with up to 614 digits in the numerator and 614 digits in the denominator. The EXACT setting:

- Transforms irrational numbers to standard forms as much as possible without approximating them. For example, $\sqrt{12}$ transforms to $2\sqrt{3}$ and ln(1000) transforms to 3 ln(10).
- Converts floating-point numbers to rational numbers. For example, 0.25 transforms to 1/4.

The functions **solve**, **cSolve**, **zeros**, **cZeros**, **factor**, ∫, **fMin**, and **fMax** use only exact symbolic algorithms. These functions do not compute approximate solutions in the EXACT setting.

- Some equations, such as $2^{-x} = x$, have solutions that cannot all be finitely represented in terms of the functions and operators on the TI-89 / TI-92 Plus.
- With this kind of equation, EXACT will not compute approximate solutions. For example, $2^{-x} = x$ has an approximate solution $x \approx 0.641186$, but it is not displayed in the EXACT setting.

Advantages	Disadvantages
Results are exact.	As you use more complicated rational numbers and irrational constants, calculations can: • Use more memory, which may exhaust the memory before a solution is completed. • Take more computing time. • Produce bulky results that are harder to comprehend than a floating-point number.

APPROXIMATE Setting

When Exact/Approx = APPROXIMATE, the TI-89 / TI-92 Plus converts rational numbers and irrational constants to floating-point. However, there are exceptions:

- Certain built-in functions that expect one of their arguments to be an integer will convert that number to an integer if possible. For example: ***d***(y(x), x, 2.0) transforms to ***d***(y(x), x, 2).
- Whole-number floating-point exponents are converted to integers. For example: $x^{2.0}$ transforms to x^2 even in the APPROXIMATE setting.

Functions such as **solve** and ∫ (integrate) can use both exact symbolic and approximate numeric techniques. These functions skip all or some of their exact symbolic techniques in the APPROXIMATE setting.

Advantages	Disadvantages
If exact results are not needed, this might save time and/or use less memory than the EXACT setting.	Results with undefined variables or functions often exhibit incomplete cancellation. For example, a coefficient that should be 0 might be displayed as a small magnitude such as 1.23457E-11.
Approximate results are sometimes more compact and comprehensible than exact results.	Symbolic operations such as limits and integration are less likely to give satisfying results in the APPROXIMATE setting.
If you do not plan to use symbolic computations, approximate results are similar to familiar, traditional numeric calculators.	Approximate results are sometimes less compact and comprehensible than exact results. For example, you may prefer to see 1/7 instead of .142857.

AUTO Setting

When Exact/Approx = AUTO, the TI-89 / TI-92 Plus uses exact rational arithmetic wherever all of the operands are rational numbers. Otherwise, floating-point arithmetic is used after converting any rational operands to floating-point. In other words, floating-point is "infectious." For example:

1/2 – 1/3 transforms to 1/6
but
0.5 – 1/3 transforms to .16666666666667

This floating-point infection does not leap over barriers such as undefined variables or between elements of lists or matrices. For example:

(1/2 - 1/3) x + (0.5 – 1/3) y transforms to x/6 + .16666666666667 y
and
{1/2 - 1/3, 0.5 – 1/3} transforms to {1/6, .16666666666667}

In the AUTO setting, functions such as **solve** determine as many solutions as possible exactly, and then use approximate numerical methods if necessary to determine additional solutions. Similarly, ∫ (integrate) uses approximate numerical methods if appropriate where exact symbolic methods fail.

Advantages	Disadvantages
You see exact results when practical, and approximate numeric results when exact results are impractical. You can often control the format of a result by choosing to enter some coefficients as either rational or floating-point numbers.	If you are interested only in exact results, some time may be wasted seeking approximate results. If you are interested only in approximate results, some time may be wasted seeking exact results. Moreover, you might exhaust the memory seeking those exact results.

Automatic Simplification

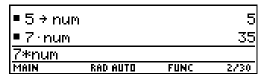
When you type an expression on the entry line and press [ENTER], the TI-89 / TI-92 Plus automatically simplifies the expression according to its default simplification rules.

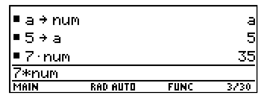
Default Simplification Rules

All of the following rules are applied automatically. You do not see intermediate results.

- If a variable has a defined value, that value replaces the variable.

  If the variable is defined in terms of another variable, the variable is replaced with its “lowest level” value (called infinite lookup).



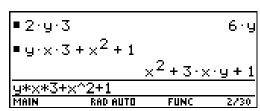


Note: *For information about folders, refer to Chapter 5.*

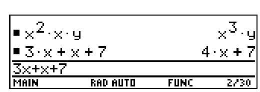
  Default simplification does not modify variables that use path names to indicate a folder. For example, x+class\x does not simplify to 2x.

Note: *Refer to “Delayed Simplification for Certain Built-In Functions” on page 66.*

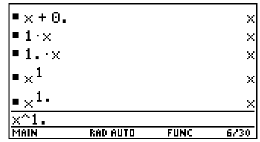
- For functions:
  - The arguments are simplified. (Some built-in functions delay simplification of some of their arguments.)
  - If the function is a built-in or user-defined function, the function definition is applied to the simplified arguments. Then the functional form is replaced with this result.
- Numeric subexpressions are combined.
- Products and sums are sorted into order.



  Products and sums involving undefined variables are sorted according to the first letter of the variable name.
  - Undefined variables r through z are assumed to be true variables, and are placed in alphabetical order at the beginning of a sum.
  - Undefined variables a through q are assumed to represent constants, and are placed in alphabetical order at the end of a sum (but before numbers).
- Similar factors and similar terms are collected.

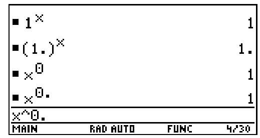


- Identities involving zeros and ones are exploited.

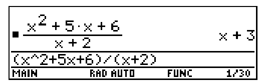


This floating-point number causes numeric results to be shown as floating-point.

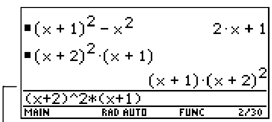
If a floating-point whole number is entered as an exponent, it is treated as an integer (and does not produce a floating-point result).



- Polynomial greatest common divisors are canceled.

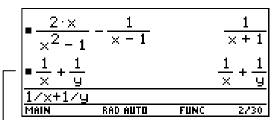


- Polynomials are expanded unless no key cancellation can occur.



No key cancellation

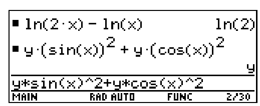
- Common denominators are formed unless no key cancellation can occur.



No key cancellation

- Functional identities are exploited. For example:

  $\ln(2x) = \ln(2) + \ln(x)$
  and
  $\sin(x)^2 + \cos(x)^2 = 1$



How Long Is the Simplification Process?

Depending on the complexity of an entry, result, or intermediate expression, it can take a long time to expand an expression and cancel common divisors as necessary for simplification.

To interrupt a simplification process that is taking too long, press [ON]. You can then try simplifying only a portion of the expression. (Auto-paste the entire expression on the entry line, and then delete the unwanted parts.)

Delayed Simplification for Certain Built-In Functions

Usually, variables are automatically simplified to their lowest possible level before they are passed to a function. For certain functions, however, complete simplification is delayed until after the function is performed.

Functions that Use Delayed Simplification

Functions that use delayed simplification have a required *var* argument that performs the function with respect to a variable. These functions have at least two arguments with the general form:

function(*expression*, *var* [, ...])

Note: *Not all functions that use a var argument use delayed simplification.*

For example: **solve**(x^2− x− 2=0,x)
d (x^2− x− 2,x)
∫(x^2− x− 2,x)
limit(x^2 − x− 2,x,5)

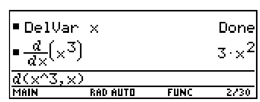
For a function that uses delayed simplification:

1. The *var* variable is simplified to the lowest level at which it remains a variable (even if it could be further simplified to a non-variable value).
2. The function is performed using the variable.
3. If *var* can be further simplified, that value is then substituted into the result.

Note: *You may or may not want to define a numeric value for var, depending on the situation.*

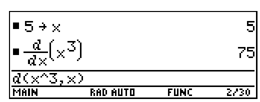
For example:

x cannot be simplified.

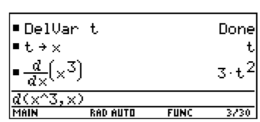


Note: *The example to the right finds the derivative of x^3 at x=5. If x^3 was initially simplified to 75, you would find the derivative of 75, which is not what you want.*

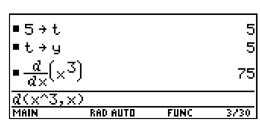
x is not simplified. The function uses x^3, and then substitutes 5 for x.



x is simplified to t. The function uses t^3.



x is simplified to t. The function uses t^3, and then substitutes 5 for t.



Substituting Values and Setting Constraints

The “with” operator (|) lets you temporarily substitute values into an expression or specify domain constraints.

Typing the “With” Operator

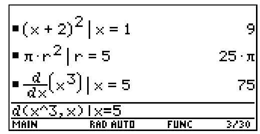
To type the “with” operator (|), press:

TI-89: [|]

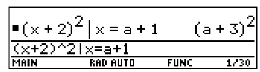
TI-92 Plus: [2nd] [|]

Substituting for a Variable

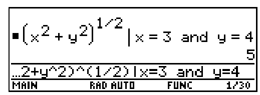
For every occurrence of a specified variable, you can substitute a numeric value or an expression.



First derivative of x–^{3} at x = 5

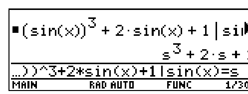


To substitute for multiple variables at the same time, use the Boolean **and** operator.



Substituting for a Simple Expression

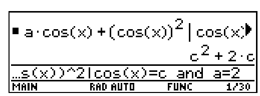
For every occurrence of a simple expression, you can substitute a variable, numeric value, or another expression.



Substituting s for sin(x) shows that the expression is a polynomial in terms of sin(x).

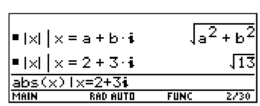
Note: acos(x) *is different from* a*cos(x)*.*

By replacing a commonly used (or long) term, you can display results in a more compact form.



Substituting Complex Values

You can substitute complex values just as you would for other values.



Note: *For an overview of complex numbers, refer to Appendix B.*

Tip: *To get the complex* ***i****, press* [2nd] [*i*]*. Do not simply type the letter i on the keyboard.*

All undefined variables are treated as real numbers in symbolic calculations. To perform complex symbolic analysis, you must define a complex variable. For example:

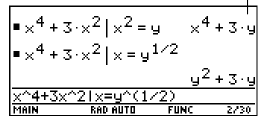
x+y***i***→ z

Then you can use z as a complex variable. You can also use z_. For more information see the _ (underscore) topic in Appendix A.

Be Aware of the Limitations of Substitutions

- Substitution occurs only where there is an *exact* match for the substitution.

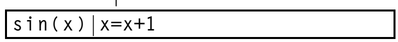
Only x^2 was replaced, not x^4.



Define the substitution in simpler terms for a more complete substitution.

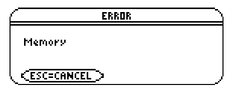
- Infinite recursions can occur when you define a substitution variable in terms of itself.

Substitutes sin(x+1), sin(x+1+1), sin(x+1+1+1), etc.

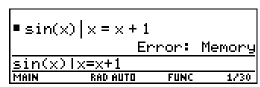


When you enter a substitution that causes an infinite recursion:

– An error message is displayed.



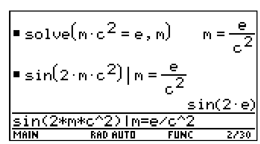
– When you press [ESC], an error is shown in the history area.



- Internally, an expression is sorted according to the automatic simplification rules. Therefore, products and sums may not match the order in which you entered them.

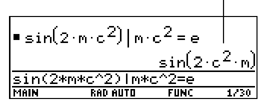
***Tip:** Use the **solve** function to help determine the single-variable substitution.*

– As a general rule, you should substitute for a single variable.



– Substituting for more general expressions (either m • c² =e or c² • m=e) may not work as you anticipate.

No match for substitution



Specifying Domain Constraints

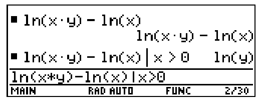
Many identities and transformations are valid for only a particular domain. For example:

ln(x∗ y) = ln(x) + ln(y)	only if x and/or y is not negative
$\sin^{-1}(\sin(\theta)) = \theta$	only if $\theta \geq {}^{-}\pi/2$ and $\theta \leq \pi/2$ radians

Use the "with" operator to specify the domain constraint.

Tip: *Enter* ln(x∗ y) *instead of* ln(xy)*; otherwise, xy is interpreted as a single variable named xy.*

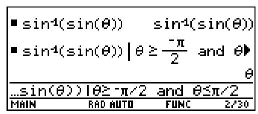
Because ln(x∗y) = ln(x) + ln(y) is not always valid, the logarithms are not combined.



With a constraint, the identity is valid and the expression is simplified.

Tip: For ≥ or ≤, press [◆] [>] *or* [◆] [<]*. You can also use* [2nd] [MATH] 8 *or* [2nd] [CHAR] 2 *to select them from a menu.*

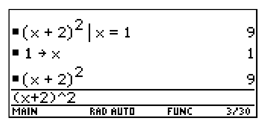
Because $\sin^{-1}(\sin(\theta)) = \theta$ is not always valid, the expression is not simplified.



With a constraint, the expression can be simplified.

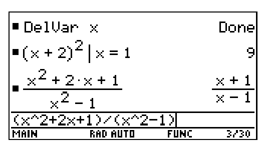
Using Substitutions vs. Defining a Variable

In many cases, you can achieve the same effect as a substitution by defining the variable.



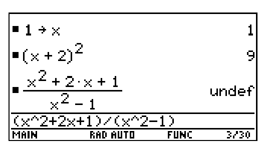
However, substitution is preferable for most cases because the variable is defined only for the current calculation and does not accidentally affect later calculations.

Substituting x=1 does not affect the next calculation.



Caution: After x is defined, it can affect all calculations that involve x (until you delete x).

Storing 1→x affects the subsequent calculations.



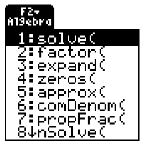
Overview of the Algebra Menu

You can use the [F2] **Algebra** toolbar menu to select the most commonly used algebraic functions.

The Algebra Menu

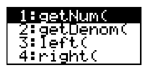
__Note:__ For a complete description of each function and its syntax, refer to Appendix A.

From the Home screen, press [F2] to display:



This menu is also available from the MATH menu. Press [2nd] [MATH] and then select 9:Algebra.

Menu Item	Description
solve	Solves an expression for a specified variable. This returns real solutions only, regardless of the Complex Format mode setting. Displays answers with "and" and "or" connecting solutions. (For complex solutions, select A:Complex from the Algebra menu.)
factor	Factors an expression with respect to all its variables or with respect to only a specified variable.
expand	Expands an expression with respect to all its variables or with respect to only a specified variable.
zeros	Determines the values of a specified variable that make an expression equal to zero. Displays in a list.
approx	Evaluates an expression using floating-point arithmetic, where possible. This is equivalent to using [MODE] to set Exact/Approx = APPROXIMATE (or using [◆] [ENTER] to evaluate an expression).
comDenom	Calculates a common denominator for all terms in an expression and transforms the expression into a reduced ratio of a numerator and denominator.
propFrac	Returns an expression as a proper fraction expression.
nSolve	Calculates a single solution for an equation as a floating-point number (as opposed to **solve**, which may display several solutions in a rational or symbolic form).

Menu Item	Description	
Trig	Displays the submenu: 	
	tExpand	Expands trig expressions with angle sums and multiple angles.
	tCollect	Collects the products of integer powers of trig functions into angle sums and multiple angles. **tCollect** is the opposite of **tExpand**.
Complex	Displays the submenu:  These are the same as **solve**, **factor**, and **zeros**; but they also compute complex results.	
Extract	Displays the submenu: 	
	getNum	Applies **comDenom** and then returns the resulting numerator.
	getDenom	Applies **comDenom** and then returns the resulting denominator.
	left	Returns the left-hand side of an equation or inequality.
	right	Returns the right-hand side of an equation or inequality.

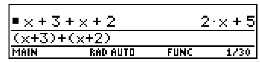
Note: *The* **left** *and* **right** *functions are also used to return a specified number of elements or characters from the left or right side of a list or character string.*

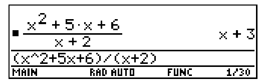
Common Algebraic Operations

This section gives examples for some of the functions available from the [F2] **Algebra** toolbar menu. For complete information about any function, refer to Appendix A. Some algebraic operations do not require a special function.

Adding or Dividing Polynomials

You can add or divide polynomials directly, without using a special function.





Factoring and Expanding Polynomials

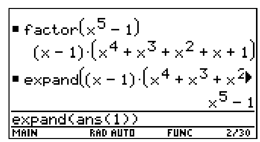
Use the **factor** ([F2] 2) and **expand** ([F2] 3) functions.

factor(*expression* [,*var*])
└ for factoring with respect to a variable

expand(*expression* [,*var*])
└ for partial expansion with respect to a variable

Factor $x^5 - 1$. Then expand the result.

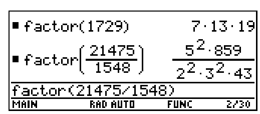
Notice that **factor** and **expand** perform opposite operations.



Finding Prime Factors of a Number

The **factor** ([F2] 2) function lets you do more than simply factor an algebraic polynomial.

You can find prime factors of a rational number (either an integer or a ratio of integers).

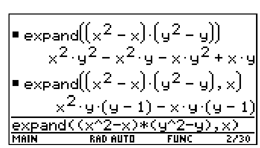


Finding Partial Expansions

With the **expand** ([F2] 3) function's optional *var* value, you can do a partial expansion that collects similar powers of a variable.

Do a full expansion of $(x^2 - x)(y^2 - y)$ with respect to all variables.

Then do a partial expansion with respect to x.

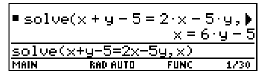


Solving an Equation

Use the **solve** ([F2] 1) function to solve an equation for a specified variable.

solve(*equation*, *var*)

Solve x + y − 5 = 2x − 5y for x.



Notice that **solve** displays only the final result.

To see intermediate results, you can manually solve the equation step-by-step.

Note: An operation such as [−] 2 [X] subtracts 2x from both sides.

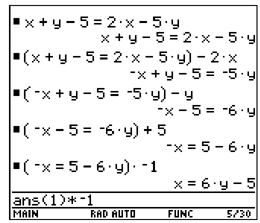
x [+] y [−] 5 [=] 2x [−] 5y

[−] 2 x

[−] y

[+] 5

[×] [(-)] 1



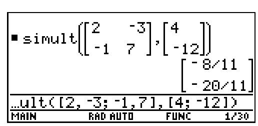
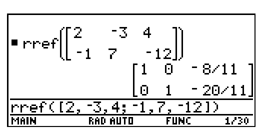
Solving a System of Linear Equations

Consider a set of two equations with two unknowns:

2x − 3y = 4
⁻x + 7y = ⁻12

To solve this system of equations, use any of the following methods.

Note: The **simult** and **rref** matrix functions are not on the [F2] Algebra menu. Use [2nd] [MATH] 4 or the Catalog.

Method	Example
Use the **solve** function for a one-step solution.	**solve(**2x−3y=4 and ⁻x+7y=⁻12,{x,y}**)**
Use the **solve** function with substitution (|) for step-by-step manipulation.	Refer to the preview at the beginning of this chapter, which solved for x = ⁻8/11 and y = ⁻20/11.
Use the **simult** function with a matrix.	Enter the coefficients as a matrix and the results as a constant column matrix. 
Use the **rref** function with a matrix.	Enter the coefficients as an augmented matrix. 

Finding the Zeros of an Expression

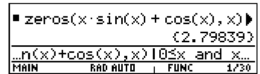
Use the **zeros** (F2 4) function.

zeros(*expression*, *var*)

Tip: *For ≥ or ≤, type ◆ [>] or ◆ [<]. You can also use 2nd [MATH] 8 or 2nd [CHAR] 2 to select them from a menu.*

Use the expression x ∗ sin(x) + cos(x).

Find the zeros with respect to x in the interval 0 ≤ x and x ≤ 3.



Use the "with" operator to specify the interval.

Finding Proper Fractions and Common Denominators

Use the **propFrac** (F2 7) and **comDenom** (F2 6) functions.

propFrac(*rational expression* [,*var*])

for proper fractions with respect to a variable

comDenom(*expression* [,*var*])

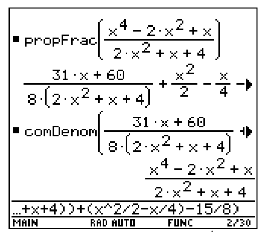
for common denominators that collect similar powers of this variable

Note: *You can use* **comDenom** *with an expression, list, or matrix.*

Find a proper fraction for the expression $(x^4 - 2x^2 + x) / (2x^2 + x + 4)$.

Then transform the answer into a ratio of a fully expanded numerator and a fully expanded denominator.

Notice that **propFrac** and **comDenom** perform opposite operations.



If you do this example on your TI-89 / TI-92 Plus, the **propFrac** function scrolls off the top of the screen.

In this example:

- $\dfrac{31\,x + 60}{8}$ is the remainder of $x^4 - 2x^2 + x$ divided by $2x^2 + x + 4$.
- $\dfrac{x^2}{2} - \dfrac{x}{4} - 15/8$ is the quotient.

Overview of the Calc Menu

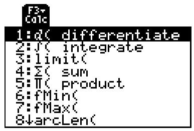
You can use the [F3] **Calc** toolbar menu to select commonly used calculus functions.

The Calc Menu

Note: *For a complete description of each function and its syntax, refer to Appendix A.*

Note: *The d symbol for differentiate is a special symbol. It is not the same as typing* the letter D *on the keyboard. Use* [F3] 1 *or* [2nd] [d].

From the Home screen, press [F3] to display:



This menu is also available from the MATH menu. Press [2nd] [MATH] and then select A:Calculus.

Menu Item	Description
d differentiate	Differentiates an expression with respect to a specified variable.
∫ integrate	Integrates an expression with respect to a specified variable.
limit	Calculates the limit of an expression with respect to a specified variable.
Σ sum	Evaluates an expression at discrete variable values within a range and then calculates the sum.
Π product	Evaluates an expression at discrete variable values within a range and then calculates the product.
fMin	Finds candidate values of a specified variable that minimize an expression.
fMax	Finds candidate values of a specified variable that maximize an expression.
arcLen	Returns the arc length of an expression with respect to a specified variable.
taylor	Calculates a Taylor polynomial approximation to an expression with respect to a specified variable.
nDeriv	Calculates the numerical derivative of an expression with respect to a specified variable.
nInt	Calculates an integral as a floating-point number using quadrature (an approximation using weighted sums of integrand values).
deSolve	Symbolically solves many 1st and 2nd order differential equations, with or without initial conditions.

Common Calculus Operations

This section gives examples for some of the functions available from the [F3] **Calc** toolbar menu. For complete information about any calculus function, refer to Appendix A.

Integrating and Differentiating

Use the ∫ integrate ([F3] 2) and ***d*** differentiate ([F3] 1) functions.

∫ (*expression*, *var* [,*low*] [,*up*])

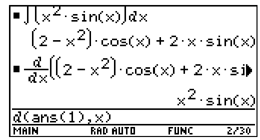
lets you specify limits or a constant of integration

d (*expression*, *var* [,*order*])

Note: *You can integrate an expression only; you can differentiate an expression, list, or matrix.*

Integrate $x^2 * \sin(x)$ with respect to x.

Differentiate the answer with respect to x.



To get *d*, use [F3] 1 or [2nd] [*d*]. Do not simply type the letter D on the keyboard.

Finding a Limit

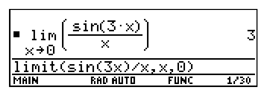
Use the **limit** ([F3] 3) function.

limit(*expression*, *var*, *point* [,*direction*])*

negative = from left
positive = from right
omitted or 0 = both

Note: *You can find a limit for an expression, list, or matrix.*

Find the limit of sin(3x) / x as x approaches 0.



Finding a Taylor Polynomial

Use the **taylor** ([F3] 9) function.

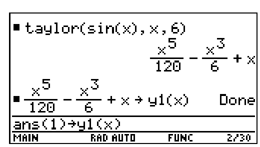
taylor(*expression*, *var*, *order* [,*point*])

if omitted, expansion point is 0

Important: *Degree-mode scaling by π/180 may cause calculus application results to appear in a different form.*

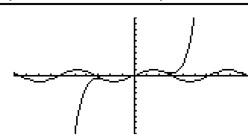
Find a 6th order Taylor polynomial for sin(x) with respect to x.

Store the answer as a user-defined function named y1(x).



Then graph sin(x) and the Taylor polynomial.

`Graph sin(x):Graph y1(x)`



User-Defined Functions and Symbolic Manipulation

You can use a user-defined function as an argument for the TI-89 / TI-92 Plus's built-in algebra and calculus functions.

For Information about Creating a User-Defined Function

Refer to:

- "Creating and Evaluating User-Defined Functions" in Chapter 5.
- "Graphing a Function Defined on the Home Screen" and "Graphing a Piecewise Defined Function" in Chapter 12.
- "Overview of Entering a Function" in Chapter 17.

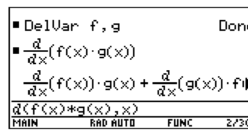
Undefined Functions

You can use functions such as f(x), g(t), r(θ), etc., that have not been assigned a definition. These "undefined" functions yield symbolic results. For example:

***Tip:** To select **d** from the* Calc *toolbar menu, press* [F3] 1 *(or press* [2nd] [d] *on the keyboard).*

Use **DelVar** to ensure that f(x) and g(x) are not defined.

Then find the derivative of f(x)∗ g(x) with respect to x.



Single-Statement Functions

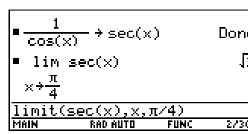
You can use user-defined functions consisting of a single expression. For example:

- Use [STO▸] to create a user-defined secant function, where:

$$\sec(x) = \frac{1}{\cos(x)}$$

Then find the limit of sec(x) as x approaches π/4.

***Tip:** To select **limit** from the* Calc *toolbar menu, press* [F3] 3.



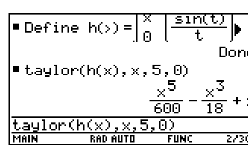
- Use **Define** to create a user-defined function h(x), where:

$$h(x)=\int_0^x \sin(t) / t$$

Then find a 5th order Taylor polynomial for h(x) with respect to x.

***Tip:** To select ∫ from the* Calc *toolbar menu, press* [F3] 2 *(or press* [2nd] [∫] *on the keyboard). To select **taylor**, press* [F3] 9.

Define h(x)= ∫(sin(t)/t,t,0,x).

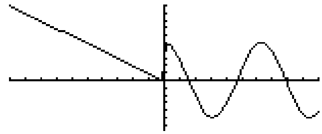


Multi-Statement vs. Single-Statement Functions

Multi-statement user-defined functions should be used as an argument for numeric functions (such as **nDeriv** and **nInt**) only.

In some cases, you may be able to create an equivalent single-statement function. For example, consider a piecewise function with two pieces.

When:	Use expression:
x < 0	⁻x
x ≥ 0	5 cos(x)

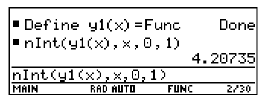


Tip: You can use your computer keyboard to type lengthy text and then use TI-GRAPH LINK to send it to the TI-89 / TI 92-Plus. See Chapter 18 for more information.

- If you were to create a multi-statement user-defined function with the form:

```
Func
  If x<0 Then
  Return ⁻x
Else
  Return 5cos(x)
EndIf
EndFunc
```

Define y1(x)=Func:If x<0 Then: ... :EndFunc



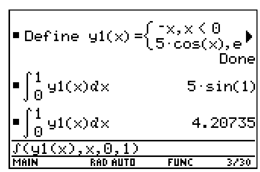
Tip: To select **nInt** *from the* Calc *toolbar menu, press* [F3] B:nInt.

Then numerically integrate y1(x) with respect to x.

- Create an equivalent single-statement user-defined function.

Define y1(x)=when(x<0,⁻x, 5cos(x))

Use the TI-89 / TI-92 Plus's built-in **when** function.



Tip: To select ∫ *from the* Calc *toolbar menu, press* [F3] 2 *(or press* [2nd] [∫] *on the keyboard).*

Then integrate y1(x) with respect to x.

Press [◆] [ENTER] for a floating-point result.

If You Get an Out-of-Memory Error

The TI-89 / TI-92 Plus stores intermediate results in memory and then deletes them when the calculation is complete. Depending on the complexity of the calculation, the TI-89 / TI-92 Plus may run out of memory before a result can be calculated.

Freeing Up Memory

- Delete unneeded variables and/or Flash applications, particularly large-sized ones.
  - Use [2nd] [VAR-LINK] as described in Chapter 21 to view and delete variables and/or Flash applications.
- On the Home screen:
  - Clear the history area ([F1] 8) or delete unneeded history pairs.
  - You can also use [F1] 9 to reduce the number of history pairs that will be saved.
- Use [MODE] to set Exact/Approx = APPROXIMATE. (For results that have a large number of digits, this uses less memory than AUTO or EXACT. For results that have only a few digits, this uses more memory.)

Simplifying Problems

- Split the problem into parts.
  - Split **solve**(a∗ b=0,*var*) into **solve**(a=0,*var*) and **solve**(b=0,*var*). Solve each part and combine the results.
- If several undefined variables occur only in a certain combination, replace that combination with a single variable.
  - If m and c occur only as $m*c^2$, substitute e for $m*c^2$.
  - In the expression $\frac{(a+b)^2 + \sqrt{(a+b)^2}}{1-(a+b)^2}$, substitute c for (a+b) and use $\frac{c^2+\sqrt{c^2}}{1-c^2}$. In the solution, replace c with (a+b).
- For expressions combined over a common denominator, replace sums in denominators with unique new undefined variables.
  - In the expression $\frac{x}{\sqrt{a^2+b^2}+c} + \frac{y}{\sqrt{a^2+b^2}+c}$, substitute d for $\sqrt{a^2+b^2}+c$ and use $\frac{x}{d}+\frac{y}{d}$. In the solution, replace d with $\sqrt{a^2+b^2}+c$.
- Substitute known numeric values for undefined variables at an earlier stage, particularly if they are simple integers or fractions.
- Reformulate a problem to avoid fractional powers.
- Omit relatively small terms to find an approximation.

Special Constants Used in Symbolic Manipulation

The result of a calculation may include one of the special constants described in this section. In some cases, you may also need to enter a constant as part of your entry.

true, false

These indicate the result of an identity or a Boolean expression.

x=x is true for any value of x.

5<3 is false.

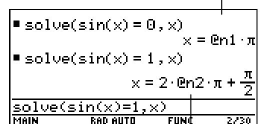
@n1 ... @n255

This notation indicates an “arbitrary integer” that represents any integer.

For @, press:
TI-89: [◆] [STO▶]
TI-92 Plus: [2nd] R

When an arbitrary integer occurs multiple times in the same session, each occurrence is numbered consecutively. After it reaches 255, arbitrary integer consecutive numbering restarts at @n0. Use Clean Up 2:NewProb to reset to @n1.

A solution is at every integer multiple of π.



Both @n1 and @n2 represent any arbitrary integer, but this notation identifies separate arbitrary integers.

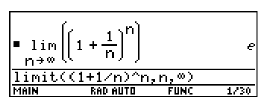
∞, *e*

∞ represents infinity, and *e* represents the constant 2.71828... (base of the natural logarithms).

For ∞, press:
TI-89: [◆] [∞]
TI-92 Plus: [2nd] [∞]

For e, press:
TI-89: [◆] [e^x]
TI-92 Plus: [2nd] [e^x]

These constants are often used in entries as well as results.



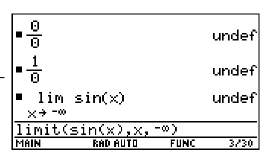
undef

This indicates that the result is undefined.

Mathematically undefined

±∞ (undetermined sign)

Non-unique limit



Constants and Measurement Units

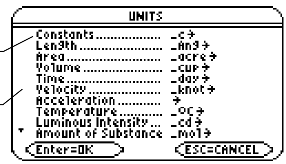
4

The UNITS dialog box lets you select the available constants or units from different categories.

__Note:__ Constant and unit names always begin with an underscore _.

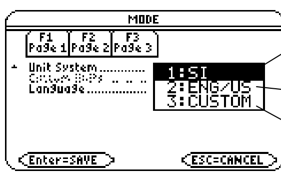
This category lists constant values.

Remaining categories list available units.



Page 3 ([F3]) of the MODE dialog box lets you select from three systems of measurement to specify the default units for displayed results.

*__Note:__ You can also use **getUnits()** to get a list of the default units or **setUnits()** to set the default units. Refer to Appendix A.*



International system of measurements (metric or MKS) – meters, kilograms, etc.

English system – feet, pounds, etc.

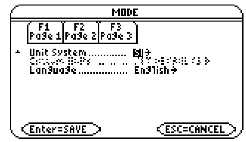
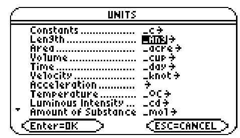
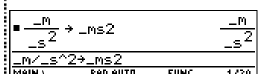
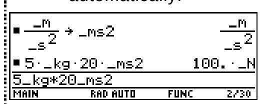
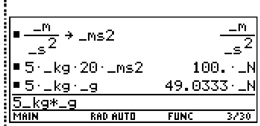
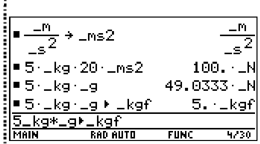
Lets you select the units you want to use.

By using the unit features, you can:

- Enter a unit for values in an expression, such as 6_m ∗ 4_m or 23_m/_s ∗ 10_s. The result is displayed in the selected default units.
- Convert values from one unit to another within the same category.
- Create your own user-defined units. These can be a combination of existing units or unique "standalone" units.

Preview of Constants and Measurement Units

Using the equation f = m∗a, calculate the force when m = 5 kilograms and a = 20 meters/second². What is the force when a = 9.8 meters/second². (This is the acceleration due to gravity, which is a constant named _g). Convert the result from newtons to kilograms of force.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box, Page 3. For Unit System mode, select SI for the metric system of measurements. *Results are displayed according to these default units.*	[MODE] [F3] → 1 [ENTER]	[MODE] [F3] → 1 [ENTER]	
2. Create an acceleration unit for meters/second² named _ms2. *The UNITS dialog box lets you select units from an alphabetical list of categories. You can use* [2nd] ↓ *and* [2nd] ↑ *to scroll one page at a time through the categories.* *Now, instead of re-entering _m/_s² each time you need it, you can use _ms2.* *Also, you can now use the UNITS dialog box to select _ms2 from the* Acceleration *category.*	[2nd] [UNITS] ↓ → M [ENTER] [÷] [2nd] [UNITS] ↓ ↓ ↓ → S [ENTER] [^] 2 [STO▶] [◆] [_] [2nd] [a-lock] M S [alpha] 2 [ENTER]	[◆] [UNITS] ↓ → M [ENTER] [÷] [◆] [UNITS] ↓ ↓ ↓ → S [ENTER] [^] 2 [STO▶] [2nd] [_] M S 2 [ENTER]	  If you use the UNITS dialog box to select a unit, the _ is entered automatically.
3. Calculate the force when m = 5 kilograms (_kg) and a = 20 meters/second² (_ms2). *If you know the abbreviation for a unit, you can type it from the keyboard.*	5 [◆] [_] [2nd] [a-lock] K G [alpha] [×] 2 0 [◆] [_] [2nd] [a-lock] M S [alpha] 2 [ENTER]	5 [2nd] [_] K G [×] 2 0 [2nd] [_] M S 2 [ENTER]	
4. Using the same m, calculate the force for an acceleration due to gravity (the constant _g). *For _g, you can use the pre-defined constant available from the UNITS dialog box or you can type _g.*	5 [◆] [_] [2nd] [a-lock] K G [alpha] [×] [2nd] [UNITS] → [alpha] G [ENTER] [ENTER]	5 [2nd] [_] K G [×] [◆] [UNITS] → G [ENTER] [ENTER]	
5. Convert to kilograms of force (_kgf). [2nd] [▶] *displays the* ▶ *conversion operator.*	→ [2nd] [▶] [◆] [_] [2nd] [a-lock] K G F [alpha] [ENTER]	→ [2nd] [▶] [2nd] [_] K G F [ENTER]	

Entering Constants or Units

You can use a menu to select from a list of available constants and units, or you can type them directly from the keyboard.

From a Menu

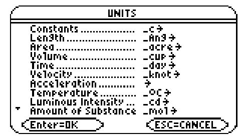
The following shows how to select a unit, but you can use the same general procedure to select a constant.

From the Home screen:

1. Type the value or expression.

   6.3

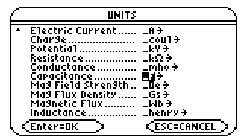
2. Display the UNITS dialog box. Press:
   TI-89: [2nd] [UNITS]
   TI-92 Plus: [◆] [UNITS]



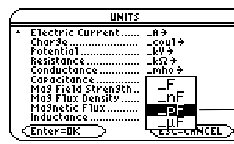
Tip: Use [2nd] ⊖ and [2nd] ⊕ to scroll one page at a time through the categories.

Note: If you created a user-defined unit for an existing category (page 88), it is listed in the menu.

3. Use ⊖ and ⊕ to move the cursor to the applicable category.



4. To select the highlighted (default) unit, press [ENTER].
   – or –
   To select a different unit from the category, press ⊙. Then highlight the applicable unit, and press [ENTER].



You can also move the cursor by typing the first letter of a unit.

The selected unit is placed in the entry line. Constant and unit names always begin with an underscore (_).

6.3_pF

From the Keyboard

If you know the abbreviation that the TI-89 / TI-92 Plus uses for a particular constant or unit (refer to the list that begins on page 89), you can type it directly from the keyboard. For example:

256_m

Note: You can type units in either uppercase or lowercase characters.

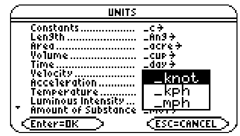
The first character must be an underscore (_). For _, press:
TI-89: [◆] [_]
TI-92 Plus: [2nd] [_]

- A space or a multiplication symbol (∗) before the underscore is optional. For example, 256_m, 256 _m, and 256∗_m are equivalent.
  – However, if you are adding units to a variable, you must put a space or ∗ before the underscore. For example, x_m is treated as a variable, not as x with a unit.

Combining Multiple Units

You may need to combine two or more units from different categories.

For example, suppose you want to enter a velocity in meters per second. In the UNITS dialog box, however, the Velocity category does not contain this unit.



Tip: *Create a user-defined unit (page 88) for frequently used combinations.*

You can enter meters per second by combining _m and _s from the Length and Time categories, respectively.

```
3∗9.8_m/_s
```

Combine the units _m and _s. There is no pre-defined _m/_s unit.

Using Parentheses with Units in a Calculation

In a calculation, you may need to use parentheses ( ) to group a value and its units so that they are evaluated properly. This is particularly true for division problems. For example:

Tip: *If you have any doubt about how a value and its units will be evaluated, group them within parentheses ( ).*

To calculate:	Enter:
$\frac{100\_m}{2\_s}$	`100_m/(2_s)` $\quad 50.\cdot\frac{\_m}{\_s}$ You must use parentheses for (2_s). This is important for division. If you omit the parentheses, you will get unexpected units. For example: `100_m/2_s` $\quad$ `50.•_m•_s`

Here's why you get unexpected units if you do not use parentheses. In a calculation, a unit is treated similar to a variable. For example:

100_m is treated as 100∗ _m
and
2_s is treated as 2∗ _s

Without parentheses, the entry is calculated as:

$$100*\_m / 2*\_s = \frac{100*\_m}{2} *\_s = 50.\cdot\_m\cdot\_s$$

Converting from One Unit to Another

You can convert from one unit to another in the same category, including any user-defined units (page 88).

For All Units Except Temperature

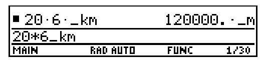
If you use a unit in a calculation, it is converted and displayed automatically in the current default unit for that category, unless you use the ▸ conversion operator as described later. The following examples assume that your default units are set to the SI system of metric units (page 87).

Note: *For a list of pre-defined units, see page 89.*

Tip: *From the UNITS dialog box, you can select available units from a menu.*

To multiply 20 times 6 kilometers.

20∗6_km



Shown in the default unit for Length, (_m in SI system).

If you want to convert to a unit other than the default, use the ▸ conversion operator.

expression_unit1 ▸ *_unit2*

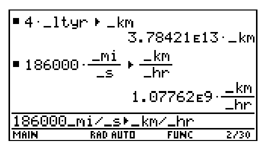
For ▸, press [2nd] [▸].

To convert 4 light years to kilometers:

4_ltyr ▸ _km

To convert 186000 miles/second to kilometers/hour:

186000_mi/_s ▸ _km/_hr



If an expression uses a combination of units, you can specify a conversion for some of the units only. Any units for which you do not specify a conversion will be displayed according to your defaults.

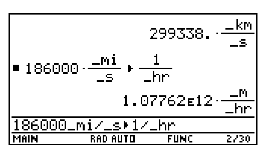
To convert 186000 miles/second from miles to kilometers:

186000_mi/_s ▸ _km

To convert 186000 miles/second from seconds to hours:

186000_mi/_s ▸ 1/_hr

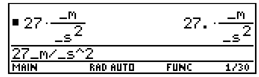
Because a Time conversion is not specified, it is shown in its default unit (_s in this example).



Because a Length conversion is not specified, it is shown in its default unit (_m in this example).

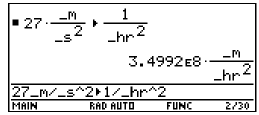
To enter meters per second squared:

27_m/_s^2



To convert meters per second squared from seconds to hours:

27_m/_s^2 ▸1/_hr^2



For Temperature Values

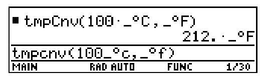
To convert a temperature value, you must use **tmpCnv()** instead of the ▸ operator.

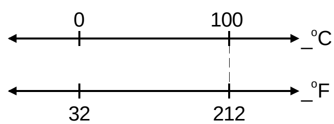
tmpCnv(*expression_°tempUnit1*, _°*tempUnit2*)

For °, press 2nd [°].

For example, to convert 100_°C to _°F:

tmpCnv(100_°c, _°f)





For Temperature Ranges

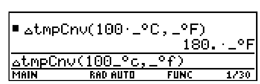
For Δ, press:
TI-89: ◆ (↑ [D]
TI-92 Plus: 2nd G ↑ D

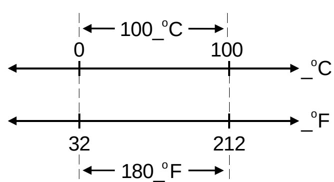
To convert a temperature range (the difference between two temperature values), use Δ**tmpCnv()**.

Δ**tmpCnv**(*expression_°tempUnit1*, _°*tempUnit2*)

For example, to convert a 100_°C range to its equivalent range in _°F:

ΔtmpCnv(100_°c, _°f)





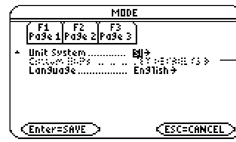
Setting the Default Units for Displayed Results

All results involving units are displayed in the default unit for that category. For example, if the default unit for Length is _m, any length result is displayed in meters (even if you entered _km or _ft in the calculation).

If You're Using the SI or ENG/US System

The SI and ENG/US systems of measurement (set from Page 3 of the MODE screen) use built-in default units, which you cannot change.

To find the default units for these systems, refer to page 89.

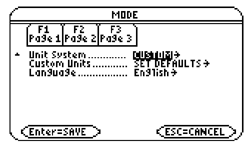


If Unit System=SI or ENG/US, the Custom Units item is dimmed. You cannot set a default for individual categories.

Setting Custom Defaults

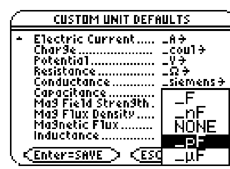
To set custom defaults:

1. Press [MODE] [F3] ▶ 3 to set Unit System = CUSTOM.
2. Press ▼ to highlight SET DEFAULTS.
3. Press ▶ to display the CUSTOM UNIT DEFAULTS dialog box.
4. For each category, you can highlight its default, press ▶, and select a unit from the list.
5. Press [ENTER] twice to save your changes and exit the MODE screen.



Note: *You can also use* **setUnits()** *or* **getUnits()** *to set or return information about default units. Refer to Appendix A.*

Tip: *When the CUSTOM UNIT DEFAULTS dialog box first appears, it shows the current default units.*



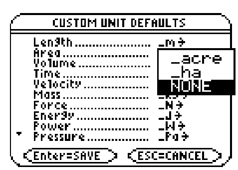
You can also move the cursor by typing the first letter of a unit.

What is the NONE Default?

Many categories let you select NONE as the default unit.

This means that results in that category are displayed in the default units of its components.

For example, Area = Length^2, so Length is the component of Area.



Note: *NONE is not available for base categories such as Length and Mass that have no components.*

- If the defaults are Area = _acre and Length = _m (meters), area results are shown with _acre units.
- If you set Area = NONE, area results are shown with _m^2 units.

Creating Your Own User-Defined Units

In any category, you can expand the list of available units by defining a new unit in terms of one or more pre-defined units. You can also use “standalone” units.

Why Use Your Own Units?

Some example reasons to create a unit are:

- You want to enter length values in dekameters. Define 10_m as a new unit named _dm.
- Instead of entering _m/_s^2 as an acceleration unit, you define that combination of units as a single unit named _ms2.
- You want to calculate how many times someone blinks. You can use _blinks as a valid unit without defining it. This “standalone” unit is treated similar to a variable that is not defined. For instance, 3_blinks is treated the same as 3a.

Note: *If you create a user-defined unit for an existing category, you can select it from the UNITS dialog box menu. But you cannot use* [MODE] *to select the unit as a default for displayed results.*

Rules for User-Defined Unit Names

The naming rules for units are similar to variables.

- Can have up to 8 characters.

  First character must be an underscore. For _, press:
  TI-89: [◆] [_]
  TI-92 Plus: [2nd] [_]
- Second character can be any valid variable name character except _ or a digit. For example, _9f is not valid.
- Remaining characters (up to 6) can be any valid variable name character except an underscore.

Defining a Unit

Define a unit the same way you store to a variable.

definition → *_newUnit*

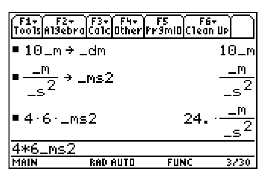
For →, press [STO▸].

For example, to define a dekameter unit:

10_m → _dm

To define an acceleration unit:

_m/_s^2 → _ms2



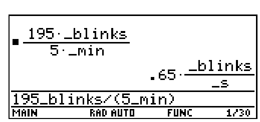
Assuming unit defaults for Length and Time are set to _m and _s.

Note: *User-defined units are displayed in lowercase characters, regardless of the case you use to define them.*

Note: *User-defined units such as _dm are stored as variables. You can delete them the same as you would any variable.*

To calculate 195 blinks in 5 minutes as _blinks/_min:

195_blinks/(5_min)



Assuming unit default for Time is set to _s.

List of Pre-Defined Constants and Units

This section lists the pre-defined constants and units by category. You can select any of these from the UNITS dialog box. If you use [MODE] to set default units, note that categories with only one defined unit are not listed.

Defaults for SI and ENG/US

The SI and ENG/US systems of measurement use built-in default units. In this section, the built-in defaults are indicated by (SI) and (ENG/US). In some categories, both systems use the same default.

For a description of the NONE default, refer to page 87. Notice that some categories do not have default units.

Constants

Note: *The TI-89 / TI-92 Plus simplifies unit expressions and displays results according to your default units. Therefore, constant values displayed on your screen may appear different from the values in this table.*

Tip: *For Greek characters, refer to Shortcut Keys (inside front and back covers).*

_c	speed of light	2.99792458E8_m/_s
_Cc	coulomb constant	8.9875517873682E9_N•_m²/_coul²
_g	acceleration of gravity	9.80665_m/_s²
_Gc	gravitational constant	6.67259E⁻11_m³/_kg/_s²
_h	Planck's constant	6.6260755E⁻34_J•_s
_k	Boltzmann's constant	1.380658E⁻23_J/_°K
_Me	electron rest mass	9.1093897E⁻31_kg
_Mn	neutron rest mass	1.6749286E⁻27_kg
_Mp	proton rest mass	1.6726231E⁻27_kg
_Na	Avogadro's number	6.0221367E23 /_mol
_q	electron charge	1.60217733E⁻19_coul
_Rb	Bohr radius	5.29177249E⁻11_m
_Rc	molar gas constant	8.31451_J/_mol/_°K
_Rdb	Rydberg constant	10973731.53413 /_m
_Vm	molar volume	2.241409E⁻2_m³/_mol
_ε0	permittivity of a vacuum	8.8541878176204E⁻12_F/_m
_σ	Stefan-Boltzmann constant	5.6705119E⁻8_W/_m²/_°K⁴
_φ0	magnetic flux quantum	2.0678346161E⁻15_Wb
_μ0	permeability of a vacuum	1.2566370614359E⁻6_N/_A²
_μb	Bohr magneton	9.2740154E⁻24_J•_m²/_Wb

Length

_Ang	angstrom
_au	astronomical unit
_cm	centimeter
_fath	fathom
_fm	fermi
_ft	foot (ENG/US)
_in	inch
_km	kilometer
_ltyr	light year
_m	meter (SI)
_mi	mile
_mil	1/1000 inch
_mm	millimeter
_Nmi	nautical mile
_pc	parsec
_rod	rod
_yd	yard
_μ	micron
_Å	angstrom

Area

_acre	acre
_ha	hectare

NONE (SI) (ENG/US)

Volume	_cup........ cup	_ml.......... milliliter
	_floz........ fluid ounce	_pt........... pint
	_flozUK .. British fluid ounce	_qt........... quart
	_gal......... gallon	_tbsp....... tablespoon
	_galUK.... British gallon	_tsp......... teaspoon
	_l............. liter	NONE (SI) (ENG/US)
Time	_day........ day	_s............ second (SI) (ENG/US)
	_hr........... hour	_week..... week
	_min........ minute	_yr........... year
	_ms......... millisecond	_µs.......... microsecond
	_ns.......... nanosecond	
Velocity	_knot...... knot	_mph....... miles per hour
	_kph........ kilometers per hour	NONE (SI) (ENG/US)
Acceleration	no pre-defined units	
Temperature	_°C.......... °Celsius	_°K.......... °Kelvin
	For °, press [2nd] [°].	_°R.......... °Rankine
	_°F.......... °Fahrenheit	(no default)
Luminous Intensity	_cd.......... candela	
	(no default)	
Amount of Substance	_mol........ mole	
	(no default)	
Mass	_amu....... atomic mass unit	_oz........... ounce
	_gm......... gram	_slug....... slug
	_kg.......... kilogram (SI)	_ton......... ton
	_lb........... pound (ENG/US)	_tonne .... metric ton
	_mg......... milligram	_tonUK... long ton
	_mton..... metric ton	
Force	_dyne...... dyne	_N............ newton (SI)
	_kgf......... kilogram force	_tonf....... ton force
	_lbf.......... pound force (ENG/US)	
Energy	_Btu........ British thermal unit (ENG/US)	_ftlb......... foot-pound
		_J............. joule (SI)
	_cal......... calorie	_kcal....... kilocalorie
	_erg......... erg	_kWh....... kilowatt-hour
	_eV.......... electron volt	_latm....... liter-atmosphere
Power	_hp.......... horsepower (ENG/US)	_W........... watt (SI)
	_kW......... kilowatt	

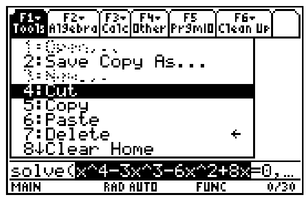
Pressure	_atm........atmosphere _bar.........bar _inH2O ...inches of water _inHg ......inches of mercury _mmH2O..millimeters of water	_mmHg...millimeters of mecury _Pa..........pascal (SI) _psi ....pounds per square inch (ENG/US) _torr........millimeters of mecury
Viscosity, Kinematic	_St...........stokes	
Viscosity, Dynamic	_P............poise	
Frequency	_GHz.......gigahertz _Hz..........hertz (SI) (ENG/US)	_kHz........kilohertz _MHz ......megahertz
Electric Current	_A............ampere (SI) (ENG/US) _kA ....kiloampere _mA ....milliampere	_µA..........microampere
Charge	_coul.......coulomb (SI) (ENG/US)	
Potential	_kV..........kilovolt _mV.........millivolt	_V ....volt (SI) (ENG/US) _volt........volt
Resistance	_kΩ.........kilo ohm	_MΩ........megaohm _ohm.......ohm _Ω ....ohm (SI) (ENG/US)
Conductance	_mho.......mho (ENG/US) _mmho ....millimho	_siemens..siemens (SI) _µmho ....micromho
Capacitance	_F............farad (SI) (ENG/US) _nF..........nanofarad _pF..........picofarad	_µF..........microfarad
Mag Field Strength	_Oe ....oersted	NONE (SI) (ENG/US)
Mag Flux Density	_Gs..........gauss	_T ....tesla (SI) (ENG/US)
Magnetic Flux	_Wb.........weber (SI) (ENG/US)	
Inductance	_henry ....henry (SI) (ENG/US) _mH ....millihenry _nH ....nanohenry	_µH ....microhenry

Additional Home Screen Topics

5

To help you get started using the TI-89 / TI-92 Plus as quickly as possible, Chapter 2 described the basic operations of the Home screen.

This chapter describes additional operations that can help you use the Home screen more effectively.



Because this chapter consists of various stand-alone topics, it does not start with a “preview” example.

Saving the Home Screen Entries as a Text Editor Script

To save all the entries in the history area, you can save the Home screen to a text variable. When you want to reexecute those entries, use the Text Editor to open the variable as a command script.

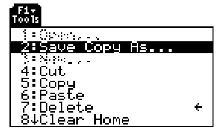
Saving the Entries in the History Area

Note: Only the entries are saved, not the answers.

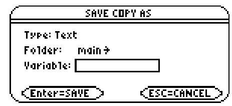
Note: For information about folders, refer to page 100.

From the Home screen:

1. Press [F1] and select 2:Save Copy As.



2. Specify a folder and text variable that you want to use to store the entries.



Item	Description
Type	Automatically set as Text and cannot be changed.
Folder	Shows the folder in which the text variable will be stored. To use a different folder, press ▶ to display a menu of existing folders. Then select a folder.
Variable	Type a valid, unused variable name.

3. Press [ENTER] (after typing in an input box such as Variable, press [ENTER] twice).

Restoring the Saved Entries

Note: For complete information on using the Text Editor and executing a command script, refer to Chapter 18.

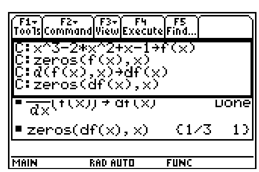
Because the entries are stored in a script format, you cannot restore them from the Home screen. (On the Home screen's [F1] toolbar menu, 1:Open is not available.) Instead:

1. Use the Text Editor to open the variable containing the saved Home screen entries.

   The saved entries are listed as a series of command lines that you can execute individually, in any order.

2. Starting with the cursor on the first line of the script, press [F4] repeatedly to execute the commands line by line.

3. Display the restored Home screen.



This split screen shows the Text Editor (with the command line script) and the restored Home screen.

Cutting, Copying, and Pasting Information

Cut, copy, and paste operations let you move or copy information within the same application or between different applications. These operations use the TI-89 / TI-92 Plus's clipboard, which is an area in memory that serves as a temporary storage location.

Auto-paste vs. Cut/Copy/Paste

Auto-paste, described in Chapter 2, is a quick way to copy an entry or answer in the history area and paste it to the entry line.

1. Use ⊖ and ⊖ to highlight the item in the history area.
2. Press [ENTER] to auto-paste that item to the entry line.

To copy or move information in the entry line, you must use a cut, copy, or paste operation. (You can perform a copy operation in the history area, but not a cut or paste.)

Cutting or Copying Information to the Clipboard

When you cut or copy information, that information is placed in the clipboard. However, cutting deletes the information from its current location (used to move information) and copying leaves the information.

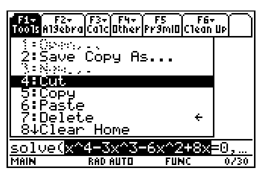
1. Highlight the characters that you want to cut or copy.

   In the entry line, move the cursor to either side of the characters. Hold [↑] and press ◀ or ▶ to highlight characters to the left or right of the cursor, respectively.

2. Press [F1] and select 4:Cut or 5:Copy.

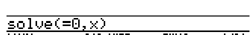
__Tip:__ You can cut, copy or paste without having to use the [F1] toolbar menu. Press:
TI-89:
[◆] [CUT], [◆] [COPY], *or* [◆] [PASTE]
TI-92 Plus:
[◆] X, [◆] C, or [◆] V

Clipboard = (empty or the previous contents)



After cut

After copy



Clipboard = x^4- 3x^3- 6x^2+8x

Clipboard = x^4- 3x^3- 6x^2+8x

__Note:__ When you cut or copy information, it replaces the clipboard's previous contents, if any.

Cutting is not the same as deleting. When you delete information, it is not placed in the clipboard and cannot be retrieved.

Pasting Information from the Clipboard

A paste operation inserts the contents of the clipboard at the current cursor location on the entry line. This does not change the contents of the clipboard.

1. Position the cursor where you want to paste the information.
2. Press [F1] and select 6:Paste, or use the key shortcut:
   TI-89: [◆] [PASTE]
   TI-92 Plus: [◆] V

Example: Copying and Pasting

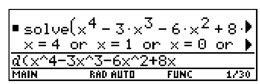
Suppose you want to reuse an expression without retyping it each time.

1. Copy the applicable information.
   a. Use [↑] ▶ or [↑] ◀ to highlight the expression.

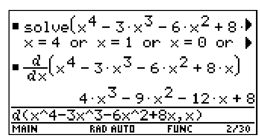
   b. Press:
      TI-89: [◆] [COPY]
      TI-92 Plus: [◆] C
   c. For this example, press [ENTER] to evaluate the entry.

__Tip:__ You can also reuse an expression by creating a user-defined function. Refer to page 97.

2. Paste the copied information into a new entry.
   a. Press [F3] 1 to select the ***d*** differentiate function.
   b. Press:
      TI-89: [◆] [PASTE]
      TI-92 Plus: [◆] V
      to paste the copied expression.

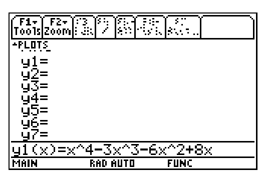


   c. Complete the new entry, and press [ENTER].



__Tip:__ By copying and pasting, you can easily transfer information from one application to another.

3. Paste the copied information into a different application.
   a. Press [◆] [Y=] to display the Y= Editor.
   b. Press [ENTER] to define y1(x).



   c. Press:
      TI-89: [◆] [PASTE]
      TI-92 Plus: [◆] V
      to paste.
   d. Press [ENTER] to save the new definition.

Creating and Evaluating User-Defined Functions

User-defined functions can be a great time-saver when you need to repeat the same expression (but with different values) multiple times. User-defined functions can also extend your TI-89 / TI-92 Plus's capabilities beyond the built-in functions.

Format of a Function

Note: *Function names follow the same rules as variable names. Refer to "Storing and Recalling Variable Values" in Chapter 2.*

The following examples show user-defined functions with one argument and two arguments. You can use as many arguments as necessary. In these examples, the definition consists of a single expression (or statement).

cube(x) = x^3 — Function name: cube; Argument list: (x); Definition: x^3

xroot(x,y) = $y^{\frac{1}{x}}$ — Function name: xroot; Argument list: (x,y); Definition: $y^{\frac{1}{x}}$

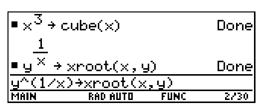
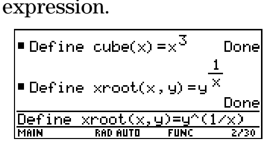
When defining functions and programs, use unique names for arguments that will not be used in the arguments for a subsequent function or program call.

In the argument list, be sure to use the same arguments that are used in the definition. For example, cube(n) = x^3 gives unexpected results when you evaluate the function.

Arguments (x and y in these examples) are placeholders that represent whatever values you pass to the function. They do not represent the variables x and y unless you specifically pass x and y as the arguments when you evaluate the function.

Creating a User-Defined Function

Use one of the following methods.

Method	**Description**
STO▶	Store an expression to a function name (including the argument list). 
Define command	Define a function name (including the argument list) as an expression. 
Program Editor	Refer to Chapter 17 for information on creating a user-defined function.

Creating a Multi-Statement Function

***Note:** For information about similarities and differences between functions and programs, refer to Chapter 17.*

You can also create a user-defined function whose definition consists of multiple statements. The definition can include many of the control and decision-making structures (**If**, **ElseIf**, **Return**, etc.) used in programming.

For example, suppose you want to create a function that sums a series of reciprocals based on an entered integer (n):

$$\frac{1}{n} + \frac{1}{n-1} + \ldots + \frac{1}{1}$$

When creating the definition of a multi-statement function, it may be helpful to visualize it first in a block form.

```
Func
Local temp,i
If fPart(nn)≠0 or nn≤0
  Return "bad argument"
0→temp
For i,nn,1,⁻1
  approx(temp+1/i)→temp
EndFor
Return temp
EndFunc
```

Variables not in the argument list must be declared as local.

Returns a message if nn is not an integer or if nn≤0.

Sums the reciprocals.

Returns the sum.

Func and **EndFunc** must begin and end the function.

For information about the individual statements, refer to Appendix A.

When entering a multi-statement function on the Home screen, you must enter the entire function on a single line. Use the **Define** command just as you would for a single-statement function.

Use argument names that will never be used when calling the function or program.

Use a colon to separate each statement.

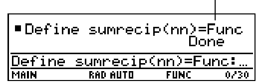
```
Define sumrecip(nn)=Func:Local temp,i: ... :EndFunc
```

***Tip:** It's easier to create a complicated multi-statement function in the Program Editor than on the Home screen. Refer to Chapter 17.*

On the Home screen:

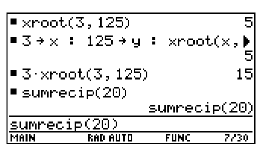
Multi-statement functions show as "Func".

Enter a multi-statement function on one line. Be sure to include colons.



Evaluating a Function

You can use a user-defined function just as you would any other function. Evaluate it by itself or include it in another expression.



Displaying and Editing a Function Definition

__Note:__ You can view a user-defined function in the CATALOG dialog box, but you cannot use the CATALOG to view or edit its definition.

To:	Do this:
Display a list of all user-defined functions	Press [2nd] [VAR-LINK] to display the VAR-LINK screen. You may need to use the [F2] View toolbar menu to specify the Function variable type. (Refer to Chapter 21.) — or — Press: **TI-89:** [CATALOG] [F4] **TI-92 Plus:** [2nd] [CATALOG] [F4]
Display a list of Flash application functions	Press: **TI-89:** [CATALOG] [F3] **TI-92 Plus:** [2nd] [CATALOG] [F3]
Display the definition of a user-defined function	From the VAR-LINK screen, highlight the function and display the Contents menu. **TI-89:** [2nd] [F6] **TI-92 Plus:** [F6] — or — From the Home screen, press [2nd] [RCL]. Type the function name but not the argument list (such as xroot), and press [ENTER] twice. — or — From the Program Editor, open the function. (Refer to Chapter 17.)
Edit the definition	From the Home screen, use [2nd] [RCL] to display the definition. Edit the definition as necessary. Then use [STO▸] or **Define** to save the new definition. — or — From the Program Editor, open the function, edit it, and save your changes. (Refer to Chapter 17.)

Using Folders to Store Independent Sets of Variables

The TI-89 / TI-92 Plus has one built-in folder named MAIN, and all variables are stored in that folder. By creating additional folders, you can store independent sets of user-defined variables (including user-defined functions).

Folders and Variables

Folders give you a convenient way to manage variables by organizing them into related groups. For example, you can create separate folders for different TI-89 / TI-92 Plus applications (Math, Text Editor, etc.) or classes.

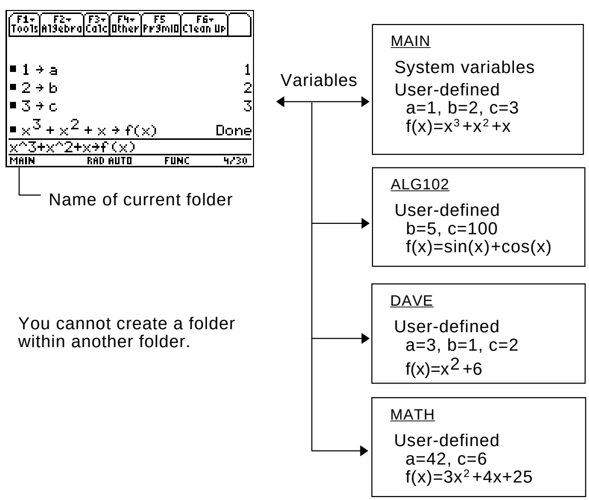
- You can store a user-defined variable in any existing folder.
- A system variable or a variable with a reserved name, however, can be stored in the MAIN folder only.

Example of variables that can be stored in MAIN only
Window variables (xmin, xmax, etc.)
Table setup variables (TblStart, ΔTbl, etc.)
Y= Editor functions (y1(x), etc.)

The user-defined variables in one folder are independent of the variables in any other folder.

Therefore, folders can store separate sets of variables with the same names but different values.

__Note:__ User-defined variables are stored in the "current folder" unless you specify otherwise. Refer to "Using Variables in Different Folders" on page 102.



The system variables in the MAIN folder are always directly accessible, regardless of the current folder.

Creating a Folder from the Home Screen

Enter the **NewFold** command.

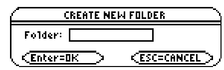
NewFold *folderName*

Folder name to create. This new folder is set automatically as the current folder.

Creating a Folder from the VAR-LINK Screen

The VAR-LINK screen, which is described in Chapter 21, lists the existing variables and folders.

1. Press [2nd] [VAR-LINK].
2. Press [F1] Manage and select 5:Create Folder.
3. Type a unique folder name up to eight characters, and press [ENTER] twice.



After you create a new folder from VAR-LINK, that folder is *not* automatically set as the current folder.

Setting the Current Folder from the Home Screen

Enter the **setFold** function.

setFold (*folderName)*

setFold is a function, which requires you to enclose the folder name in parentheses.

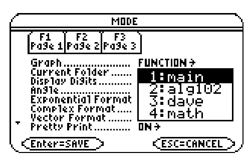
When you execute **setFold**, it returns the name of the folder that was previously set as the current folder.

Setting the Current Folder from the MODE Dialog Box

Tip: *To cancel the menu or exit the dialog box without saving any changes, press [ESC].*

To use the MODE dialog box:

1. Press [MODE].
2. Highlight the Current Folder setting.
3. Press ▶ to display a menu of existing folders.



4. Select the applicable folder. Either:
   - Highlight the folder name and press [ENTER].

     — or —
   - Press the corresponding number or letter for that folder.
5. Press [ENTER] to save your changes and close the dialog box.

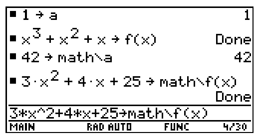
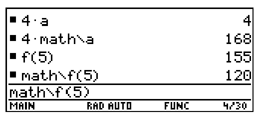
Using Variables in Different Folders

You can access a user-defined variable or function that is not in the current folder. Specify the complete *pathname* instead of only the variable name.

A pathname has the form:

folderName\variableName
— or —
folderName\functionName

For example:

If Current Folder = MAIN	Folders
	MAIN a=1 f(x)=x^3+x^2+x
	MATH a=42 f(x)=$3x^2+4x+25$

Note: *This example assumes that you have already created a folder named MATH.*

Note: *For information about the VAR-LINK screen, refer to Chapter 21.*

To see a list of existing folders and variables, press [2nd] [VAR-LINK]. On the VAR-LINK screen, you can highlight a variable and press [ENTER] to paste that variable name to the Home screen's entry line. If you paste a variable name that is not in the current folder, the pathname (*folderName\variableName*) is pasted.

Deleting a Folder from the Home Screen

Before deleting a folder, you must delete all the variables stored in that folder.

- To delete a variable, enter the **DelVar** command.

  DelVar *var1* [, *var2*] [, *var3*] ...

- To delete an empty folder, enter the **DelFold** command.

  DelFold *folder1* [, *folder2*] [, *folder3*] ...

Note: *You cannot delete the MAIN folder.*

Deleting a Folder from the VAR-LINK Screen

VAR-LINK lets you delete a folder and its variables at the same time. Refer to Chapter 21.

1. Press [2nd] [VAR-LINK].
2. Select the item(s) to delete and press [F1] 1 or [←]. (If you use [F4] to select a folder, its variables are selected automatically.)
3. Press [ENTER] to confirm the deletion.

If an Entry or Answer Is "Too Big"

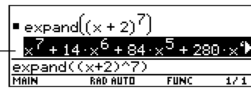
In some cases, an entry or answer may be "too long" and/or "too tall" to be displayed completely in the history area. In other cases, the TI-89 / TI-92 Plus may not be able to display an answer because there is not enough free memory.

If an Entry or Answer Is "Too Long"

Move the cursor into the history area, and highlight the entry or answer. Then use the cursor pad to scroll. For example:

- The following shows an answer that is too long for one line.

Press ◀ or [2nd] ◀ to scroll left.



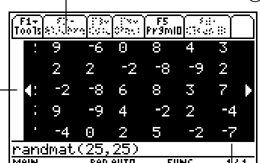
Press ▶ or [2nd] ▶ to scroll right.

- The following shows an answer that is both too long and too tall to be displayed on the screen.

TI-89: Press ▲ or [↑] ▲ to scroll up.
TI-92 Plus: Press ▲ or [◆] ▲ to scroll up

Note: *This example uses the* **randMat** *function to generate a 25 x 25 matrix.*

Press ◀ or [2nd] ◀ to scroll left.



Press ▶ or [2nd] ▶ to scroll right.

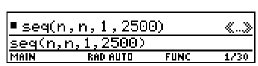
TI-89: Press [↑] ▼ to scroll down.
TI-92 Plus: Press [◆] ▼ to scroll down

If There Is not Enough Memory

A <<...>> symbol is displayed when the TI-89 / TI-92 Plus does not have enough free memory to display the answer.

Note: *This example uses the* **seq** *function to generate a sequential list of integers from 1 to 2500.*

For example:



When you see the <<...>> symbol, the answer cannot be displayed even if you highlight it and try to scroll.

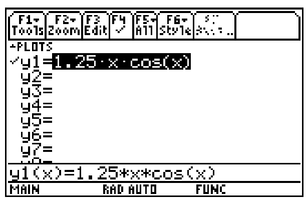
In general, you can try to:

- Free up additional memory by deleting unneeded variables and/or Flash applications. Use [2nd] [VAR-LINK] as described in Chapter 21.
- If possible, break the problem into smaller parts that can be calculated and displayed with less memory.

Basic Function Graphing

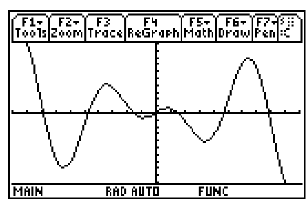
6

This chapter describes the steps used to display and explore a graph. Before using this chapter, you should be familiar with Chapter 2.



Y= Editor shows an algebraic representation.

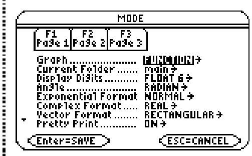
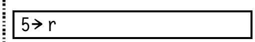
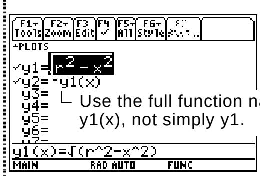
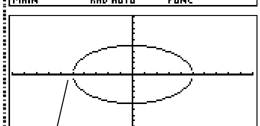
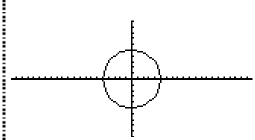
Graph screen shows a graphic representation.



Although this chapter describes how to graph y(x) functions, the basic steps apply to all graphing modes. Later chapters give specific information about the other graphing modes.

Preview of Basic Function Graphing

Graph a circle of radius 5, centered on the origin of the coordinate system. View the circle using the standard viewing window (**ZoomStd**). Then use **ZoomSqr** to adjust the viewing window.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph mode, select FUNCTION.	[MODE] [▶] 1 [ENTER]	[MODE] [▶] 1 [ENTER]	
2. Display the Home screen. Then store the radius, 5, in variable r.	[HOME] 5 [STO▶] [alpha] R [ENTER]	[◆] [HOME] 5 [STO▶] R [ENTER]	
3. Display and clear the Y= Editor. Then define y1(x) = $\sqrt{r^2 - x^2}$, the top half of a circle. *In function graphing, you must define separate functions for the top and bottom halves of a circle.*	[◆] [Y=] [F1] 8 [ENTER] [ENTER] [2nd] [√] [alpha] R [^] 2 [−] X [^] 2 [)] [ENTER]	[◆] [Y=] [F1] 8 [ENTER] [ENTER] [2nd] [√] R [^] 2 [−] X [^] 2 [)] [ENTER]	
4. Define y2(x) = $^{-}\sqrt{r^2 - x^2}$, the function for the bottom half of the circle. *The bottom half is the negative of the top half, so you can define y2(x) = ⁻y1(x).*	[ENTER] [(-)] Y 1 [(] X [)] [ENTER]	[ENTER] [(-)] Y 1 [(] X [)] [ENTER]	Use the full function name y1(x), not simply y1.
5. Select the ZoomStd viewing window, which automatically graphs the functions. *In the standard viewing window, both the x and y axes range from ⁻10 to 10. However, this range is spread over a longer distance along the x axis than the y axis. Therefore, the circle appears as an ellipse.*	[F2] 6	[F2] 6	Notice slight gap between top and bottom halves.
6. Select ZoomSqr. *ZoomSqr increases the range along the x axis so that circles and squares are shown in correct proportion.*	[F2] 5	[F2] 5	

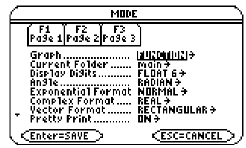
Note: There is a gap between the top and bottom halves of the circle because each half is a separate function. The mathematical endpoints of each half are (-5,0) and (5,0). Depending on the viewing window, however, the *plotted* endpoints for each half may be slightly different from their *mathematical* endpoints.

Overview of Steps in Graphing Functions

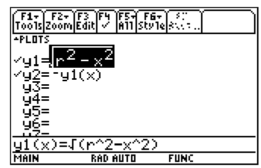
To graph one or more y(x) functions, use the general steps shown below. For a detailed description of each step, refer to the following pages. You may not need to do all the steps each time you graph a function.

Graphing Functions

Set Graph mode ([MODE]) to FUNCTION. Also set Angle mode, if necessary.



Define functions on Y= Editor ([◆] [Y=]).



__Tip:__ To turn off any stat data plots (Chapter 16), press [F5] 5 *or use* [F4] *to deselect them.*

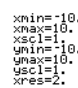
Select ([F4]) which defined functions to graph.

__Tip:__ This is optional. For multiple functions, this helps visually distinguish one from another.

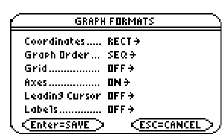
Set the display style for a function.
TI-89: [2nd] [F6]
TI-92 Plus: [F6]

__Tip:__ [F2] Zoom *also changes the viewing window.*

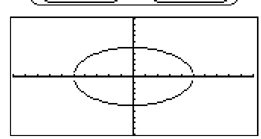
Define the viewing window ([◆] [WINDOW]).



Change the graph format, if necessary.
[F1] 9
— or —
TI-89: [◆] [|]
TI-92 Plus: [◆] F



Graph the selected functions ([◆] [GRAPH]).



Exploring the Graph

From the Graph screen, you can:

- Display the coordinates of any pixel by using the free-moving cursor, or of a plotted point by tracing a function.
- Use the [F2] Zoom toolbar menu to zoom in or out on a portion of the graph.
- Use the [F5] Math toolbar menu to find a zero, minimum, maximum, etc.

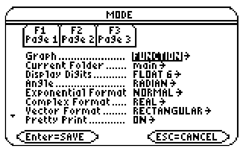
Setting the Graph Mode

Before graphing y(x) functions, you must select **FUNCTION** graphing. You may also need to set the **Angle** mode, which affects how the TI-89 / TI-92 Plus graphs trigonometric functions.

Graph Mode

1. Press [MODE] to display the MODE dialog box, which shows the current mode settings.
2. Set the Graph mode to FUNCTION. Refer to “Setting Modes” in Chapter 2.

***Note:** For graphs that do not use complex numbers, set Complex Format = REAL. Otherwise, it may affect graphs that use powers, such as $x^{1/3}$.*



While this chapter specifically describes y(x) function graphs, the TI-89 / TI-92 Plus lets you select from six Graph mode settings.

***Note:** Other Graph mode settings are described in later chapters.*

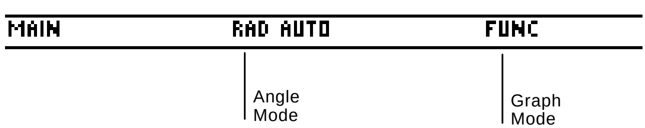
Graph Mode Setting	Description
FUNCTION	y(x) functions
PARAMETRIC	x(t) and y(t) parametric equations
POLAR	r(θ) polar equations
SEQUENCE	u(n) sequences
3D	z(x,y) 3D equations
DIFFERENTIAL EQUATION	y'(t) differential equations

Angle Mode

When using trigonometric functions, set the Angle mode for the units (RADIAN or DEGREE) in which you want to enter and display angle values.

Checking the Status Line

To see the current Graph mode and Angle mode, check the status line at the bottom of the screen.



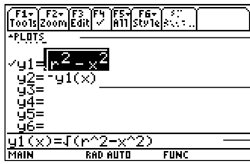
Defining Functions for Graphing

In FUNCTION graphing mode, you can graph functions named y1(x) through y99(x). To define and edit these functions, use the Y= Editor. (The Y= Editor lists function names for the current graphing mode. For example, in POLAR graphing mode, function names are r1(θ), r2(θ), etc.)

Defining a New Function

Note: The function list shows abbreviated function names such as y1, but the entry line shows the full name y1(x).

1. Press [♦] [Y=] or [APPS] 2 to display the Y= Editor.



Plots — You can scroll above y1= to see a list of stat plots. See Chapter 16.

Function List — You can scroll through the list of functions and definitions.

Entry Line — Where you define or edit the function highlighted in the list.

2. Press ⊙ and ⊙ to move the cursor to any undefined function. (Use [2nd] ⊙ and [2nd] ⊙ to scroll one page at a time.)

Tip: For an undefined function, you do not need to press [ENTER] or [F3]. When you begin typing, the cursor moves to the entry line.

3. Press [ENTER] or [F3] to move the cursor to the entry line.
4. Type the expression to define the function.
   - The independent variable in function graphing is x.
   - The expression can refer to other variables, including matrices, lists, and other functions. Only floats and lists of floats will produce a plot.

Tip: If you accidentally move the cursor to the entry line, press [ESC] to move it back to the function list.

5. When you complete the expression, press [ENTER].

The function list now shows the new function, which is automatically selected for graphing.

Editing a Function

From the Y= Editor:

1. Press ⊙ and ⊙ to highlight the function.
2. Press [ENTER] or [F3] to move the cursor to the entry line.
3. Do any of the following.
   - Use ⊙ and ⊙ to move the cursor within the expression and edit it. Refer to “Editing an Expression in the Entry Line” in Chapter 2.

     — or —
   - Press [CLEAR] once or twice to clear the old expression, and then type the new one.

Tip: To cancel any editing changes, press [ESC] instead of [ENTER].

4. Press [ENTER].

The function list now shows the edited function, which is automatically selected for graphing.

Clearing a Function

From the Y= Editor:

To erase:	Do this:
A function from the function list	Highlight the function and press [←] or [CLEAR].
A function from the entry line	Press [CLEAR] once or twice (depending on the cursor's location) and then press [ENTER].
All functions	Press [F1] and then select 8:Clear Functions. When prompted for confirmation, press [ENTER].

Note: *[F1] 8 does not erase any stat plots (Chapter 16).*

You don't have to clear a function to prevent it from being graphed. As described on page 111, you can select the functions you want to graph.

Shortcuts to Move the Cursor

From the Y=Editor:

Press:	To:
[◆] ⊙ or [◆] ⊙	Go to function 1 or to the last defined function, respectively. If the cursor is on or past the last defined function, [◆] ⊙ goes to function 99.

From the Home Screen or a Program

You can also define and evaluate a function from the Home screen or a program.

- Use the **Define** and **Graph** commands. Refer to:
  - "Graphing a Function Defined on the Home Screen" and "Graphing a Piecewise Defined Function" in Chapter 12.
  - "Overview of Entering a Function" in Chapter 17.
- Store an expression directly to a function variable. Refer to:
  - "Storing and Recalling Variable Values" in Chapter 2.
  - "Creating and Evaluating User-Defined Functions" in Chapter 5.

Tip: *User-defined functions can have almost any name. However, if you want them to appear in the Y= Editor, use function names y1(x), y2(x), etc.*

Selecting Functions to Graph

Regardless of how many functions are defined in the Y= Editor, you can select the ones you want to graph.

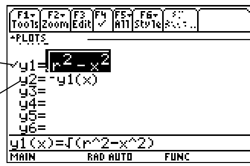
Selecting or Deselecting Functions

Press [◆] [Y=] or [APPS] 2 to display the Y= Editor.

A "✓" indicates which functions will be graphed the next time you display the Graph screen.

Selected

Deselected

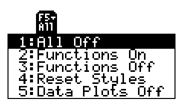


If PLOT numbers are displayed, those stat plots are selected.

In this example, Plots 1 and 2 are selected. To view them, scroll above y1=.

Tip: You don't have to select a function when you enter or edit it; it is selected automatically.

Tip: To turn off any stat plots, press [F5] 5 or use [F4] to deselect them.

To select or deselect:	Do this:
A specified function	1. Move the cursor to highlight the function. 2. Press [F4]. This procedure selects a deselected function or deselects a selected function.
All functions	1. Press [F5] to display the **All** toolbar menu. 2. Select the applicable item. 

From the Home Screen or a Program

You can also select or deselect functions from the Home screen or a program.

- Use the **FnOn** and **FnOff** commands (available from the Home screen's [F4] Other toolbar menu) for functions. Refer to Appendix A.
- Use the **PlotsOn** and **PlotsOff** commands for stat plots. Refer to Appendix A.

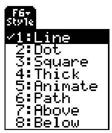
Setting the Display Style for a Function

For each defined function, you can set a style that specifies how that function will be graphed. This is useful when graphing multiple functions. For example, set one as a solid line, another as a dotted line, etc.

Displaying or Changing a Function's Style

From the Y= Editor:

1. Move the cursor to highlight the applicable function.
2. Select the Style menu:
   TI-89: Press [2nd] [F6].
   TI-92 Plus: Press [F6].



- Although the Line item is initially highlighted, the function's current style is indicated by a ✓ mark.
- To exit the menu without making a change, press [ESC].

3. To make a change, select the applicable style.

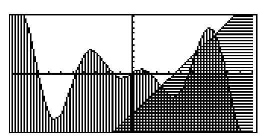
Tip: To set Line *as the style for all functions, press* [F5] *and select* 4:Reset Styles.

Style	Description
Line	Connects plotted points with a line. This is the default.
Dot	Displays a dot at each plotted point.
Square	Displays a solid box at each plotted point.
Thick	Connects plotted points with a thick line.
Animate	A round cursor moves along the leading edge of the graph but *does not* leave a path.
Path	A round cursor moves along the leading edge of the graph and *does* leave a path.
Above	Shades the area above the graph.
Below	Shades the area below the graph.

If You Use Above or Below Shading

The TI-89 / TI-92 Plus has four shading patterns, used on a rotating basis. If you set one function as shaded, it uses the first pattern. The next shaded function uses the second pattern, etc. The fifth shaded function reuses the first pattern.

When shaded areas intersect, their patterns overlap.



From the Home Screen or a Program

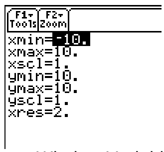
You can also set a function's style from the Home screen or a program. Refer to the **Style** command in Appendix A.

Defining the Viewing Window

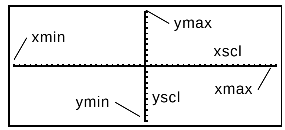
The viewing window represents the portion of the coordinate plane displayed on the Graph screen. By setting Window variables, you can define the viewing window's boundaries and other attributes. Function graphs, parametric graphs, etc., have their own independent set of Window variables.

Displaying Window Variables in the Window Editor

Press ◆ [WINDOW] or APPS 3 to display the Window Editor.



Window Variables
(shown in Window Editor)



Corresponding Viewing Window
(shown on Graph screen)

Variable	Description
xmin, xmax, ymin, ymax	Boundaries of the viewing window.
xscl, yscl	Distance between tick marks on the x and y axes.
xres	Sets pixel resolution (1 through 10) for function graphs. The default is 2. • At 1, functions are evaluated and graphed at each pixel along the x axis. • At 10, functions are evaluated and graphed at every 10th pixel along the x axis.

Tip*: To turn off tick marks, set xscl=0 and/or yscl=0.*

Tip: *Small values of xres improve the graph's resolution but may reduce the graphing speed.*

Changing the Values

From the Window Editor:

1. Move the cursor to highlight the value you want to change.
2. Do any of the following:
   - Type a value or an expression. The old value is erased when you begin typing.
     — or —
   - Press CLEAR to clear the old value; then type the new one.
     — or —
   - Press ◀ or ▶ to remove the highlighting; then edit the value.

Values are stored as you type them; you do not need to press ENTER. ENTER simply moves the cursor to the next Window variable.

Note*: If you type an expression, it is evaluated when you move the cursor to a different Window variable or leave the Window Editor.*

From the Home Screen or a Program

You can also store values directly to the Window variables from the Home screen or a program. Refer to "Storing and Recalling Variable Values" in Chapter 2.

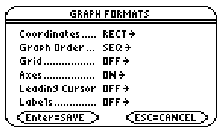
Changing the Graph Format

You can set the graph format to show or hide reference elements such as the axes, a grid, and the cursor's coordinates. Function graphs, parametric graphs, etc., have their own independent set of graph formats.

Displaying Graph Format Settings

Tip: You also can display the GRAPH FORMATS dialog box from the Y= Editor, Window Editor, or Graph screen. Press:
TI-89: [◆] [I]
TI-92 Plus: [◆] F

From the Y= Editor, Window Editor, or Graph screen, press [F1] and select 9:Format.



- The GRAPH FORMATS dialog box shows the current settings.
- To exit without making a change, press [ESC].

Tip: To turn off tick marks, define the viewing window so that xscl and/or yscl = 0.

Format	Description
Coordinates	Shows cursor coordinates in rectangular (RECT) or polar (POLAR) form, or hides (OFF) the coordinates.
Graph Order	Graphs functions one at a time (SEQ) or all at the same time (SIMUL).
Grid	Shows (ON) or hides (OFF) grid points that correspond to the tick marks on the axes.
Axes	Shows (ON) or hides (OFF) the x and y axes.
Leading Cursor	Shows (ON) or hides (OFF) a reference cursor that tracks the functions as they are graphed.
Labels	Shows (ON) or hides (OFF) labels for the x and y axes.

Changing Settings

Tip: To cancel a menu or exit the dialog box without saving any changes, use [ESC] *instead of* [ENTER].

From the GRAPH FORMATS dialog box:

1. Move the cursor to highlight the format setting.
2. Press ▶ to display a menu of valid settings for that format.
3. Select a setting. Either:
   - Move the cursor to highlight the setting, and then press [ENTER].
     — or —
   - Press the number for that setting.
4. After changing all applicable format settings, press [ENTER] to save your changes and close the GRAPH FORMATS dialog box.

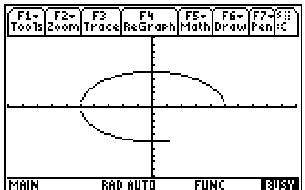
Graphing the Selected Functions

When you are ready to graph the selected functions, display the Graph screen. This screen uses the display style and viewing window that you previously defined.

Displaying the Graph Screen

Press [◆] [GRAPH] or [APPS] 4. The TI-89 / TI-92 Plus automatically graphs the selected functions.

__Note__: If you select an [F2] Zoom operation from the Y= Editor or Window Editor, the TI-89 / TI-92 Plus automatically displays the Graph screen.



BUSY indicator shows while graphing is in progress.

Interrupting Graphing

While graphing is in progress:

- To pause graphing temporarily, press [ENTER]. (The PAUSE indicator replaces BUSY.) To resume, press [ENTER] again.
- To cancel graphing, press [ON]. To start graphing again from the beginning, press [F4] (ReGraph).

If You Need to Change the Viewing Window

Depending on various settings, a function may be graphed such that it is too small, too large, or offset too far to one side of the screen. To correct this:

- Redefine the viewing window with different boundaries (page 113).
- Use a Zoom operation (page 119).

Smart Graph

When you display the Graph screen, the Smart Graph feature displays the previous window contents immediately, provided nothing has changed that requires regraphing.

Smart Graph updates the window and regraphs only if you have:

- Changed a mode setting that affects graphing, a function's graphing attribute, a Window variable, or a graph format.
- Selected or deselected a function or stat plot. (If you only select a new function, Smart Graph adds that function to the Graph screen.)
- Changed the definition of a selected function or the value of a variable in a selected function.
- Cleared a drawn object (Chapter 12).
- Changed a stat plot definition (Chapter 16).

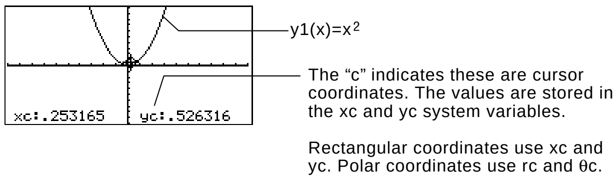
Displaying Coordinates with the Free-Moving Cursor

To display the coordinates of any location on the Graph screen, use the free-moving cursor. You can move the cursor to any pixel on the screen; the cursor is not confined to a graphed function.

Free-Moving Cursor

When you first display the Graph screen, no cursor is visible. To display the cursor, press a cursor pad arrow. The cursor moves from the center of the screen, and its coordinates are displayed.

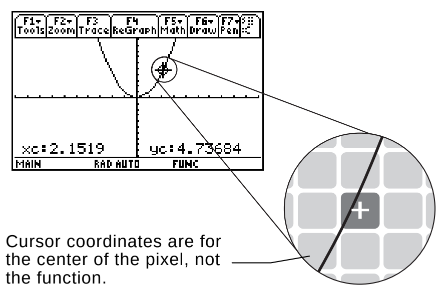
Tip: *If your screen does not show coordinates, set the graph format so that Coordinates = RECT or POLAR. Press:*
TI-89: [◆] [|]
TI-92 Plus: [◆] F



Tip: *To hide the cursor and its coordinates temporarily, press [CLEAR], [ESC], or [ENTER]. The next time you move the cursor, it moves from its last position.*

To move the free-moving cursor:	Press:
To an adjoining pixel	A cursor pad arrow for any direction.
In increments of 10 pixels	[2nd] and then a cursor pad arrow.

When you move the cursor to a pixel that appears to be “on” the function, it may be near the function but not on it.



To increase the accuracy:

- Use the **Trace** tool described on the next page to display coordinates that are on the function.
- Use a Zoom operation to zoom in on a portion of the graph.

Tracing a Function

To display the exact coordinates of any plotted point on a graphed function, use the [F3] **Trace** tool. Unlike the free-moving cursor, the trace cursor moves only along a function's plotted points.

Beginning a Trace

From the Graph screen, press [F3].

The trace cursor appears on the function, at the middle x value on the screen. The cursor's coordinates are displayed at the bottom of the screen.

***Note:** If any stat plots are graphed (Chapter 16), the trace cursor appears on the lowest-numbered stat plot.*

If multiple functions are graphed, the trace cursor appears on the lowest-numbered function selected in the Y= Editor. The function number is shown in the upper right part of the screen.

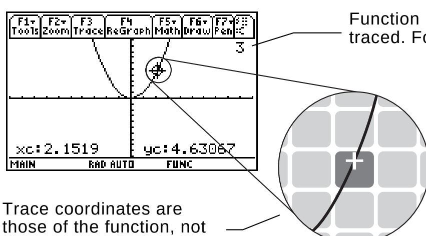
Moving along a Function

To move the trace cursor:	Do this:
To the previous or next plotted point	Press ◀ or ▶.
Approximately 5 plotted points (it may be more or less than 5, depending on the xres Window variable)	Press [2nd] ◀ or [2nd] ▶.
To a specified x value on the function	Type the x value and press [ENTER].

***Note:** If you enter an x value, it must be between xmin and xmax.*

The trace cursor moves only from plotted point to plotted point along the function, not from pixel to pixel.

***Tip:** If your screen does not show coordinates, set the graph format so that Coordinates = RECT or POLAR. Press:*
TI-89: [◆] [I]
TI-92 Plus: [◆] F



Function number being traced. For example: y3(x).

Trace coordinates are those of the function, not the pixel.

Each displayed y value is calculated from the x value; that is, y=y*n*(x). If the function is undefined at an x value, the y value is blank.

***Tip**: Use QuickCenter, described on the next page, to trace a function that goes above or below the window.*

You can continue to trace a function that goes above or below the viewing window. You cannot see the cursor as it moves in that "off the screen" area, but the displayed coordinate values show its correct coordinates.

Moving from Function to Function

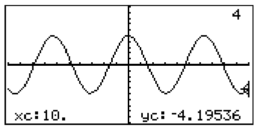
Press ↑ or ↓ to move to the previous or next selected function at the same x value. The new function number is shown on the screen.

The "previous or next" function is based on the order of the selected functions in the Y= Editor, not the appearance of the functions as graphed on the screen.

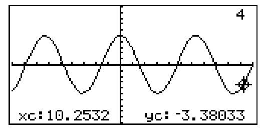
Automatic Panning

If you trace a function off the left or right edge of the screen, the viewing window automatically pans to the left or right. There is a slight pause while the new portion of the graph is drawn.

Note: *Automatic panning does not work if stat plots are displayed or if a function uses a shaded display style.*



Before automatic pan



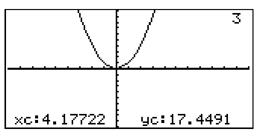
After automatic pan

After an automatic pan, the cursor continues tracing.

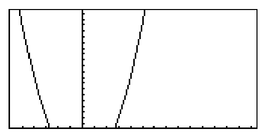
Using QuickCenter

If you trace a function off the top or bottom of the viewing window, you can press [ENTER] to center the viewing window on the cursor location.

Tip*: You can use QuickCenter at any time during a trace, even when the cursor is still on the screen.*



Before using QuickCenter



After using QuickCenter

After QuickCenter, the cursor stops tracing. If you want to continue tracing, press [F3].

Canceling Trace

To cancel a trace at any time, press [ESC].

A trace is also canceled when you display another application screen such as the Y= Editor. When you return to the Graph screen and press [F3] to begin tracing:

- If Smart Graph regraphed the screen, the cursor appears at the middle x value.
- If Smart Graph *does not* regraph the screen, the cursor appears at its previous location (before you displayed the other application).

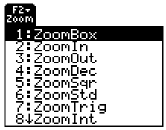
Using Zooms to Explore a Graph

The [F2] **Zoom** toolbar menu has several tools that let you adjust the viewing window. You can also save a viewing window for later use.

Overview of the Zoom Menu

Note: If you select a Zoom *tool from the Y=Editor or Window Editor, the TI-89 / TI-92 Plus automatically displays the Graph screen.*

Press [F2] from the Y= Editor, Window Editor, or Graph screen.



Procedures for using ZoomBox, ZoomIn, ZoomOut, ZoomStd, Memory, and SetFactors are given later in this section.

For more information about the other items, refer to Appendix A.

Note: Δx and Δy are the distances from the center of one pixel to the center of an adjoining pixel.

Zoom Tool	Description
ZoomBox	Lets you draw a box and zoom in on that box.
ZoomIn, ZoomOut	Lets you select a point and zoom in or out by an amount defined by SetFactors.
ZoomDec	Sets Δx and Δy to .1, and centers the origin.
ZoomSqr	Adjusts Window variables so that a square or circle is shown in correct proportion (instead of a rectangle or ellipse).
ZoomStd	Sets Window variables to their default values. xmin = ⁻10 ymin = ⁻10 xres = 2 xmax = 10 ymax = 10 xscl = 1 yscl = 1
ZoomTrig	Sets Window variables to preset values that are often appropriate for graphing trig functions. Centers the origin and sets: Δx = π/24 (.130899... radians or 7.5 degrees) ymin = ⁻4 ymax = 4 xscl = π/2 (1.570796... radians or 90 degrees) yscl = 0.5
ZoomInt	Lets you select a new center point, and then sets Δx and Δy to 1 and sets xscl and yscl to 10.
ZoomData	Adjusts Window variables so that all selected stat plots are in view. Refer to Chapter 16.
ZoomFit	Adjusts the viewing window to display the full range of dependent variable values for the selected functions. In function graphing, this maintains the current xmin and xmax and adjusts ymin and ymax.
Memory	Lets you store and recall Window variable settings so that you can recreate a custom viewing window.
SetFactors	Lets you set Zoom factors for ZoomIn and ZoomOut.

Zooming In with a Zoom Box

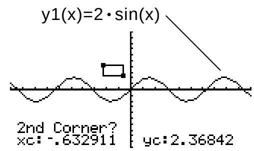
1. From the [F2] Zoom menu, select 1:ZoomBox.

   The screen prompts for 1st Corner?

2. Move the cursor to any corner of the box you want to define, and then press [ENTER].

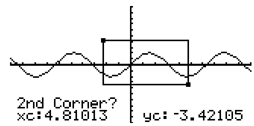
   The cursor changes to a small square, and the screen prompts for 2nd Corner?

Tip: **To move the cursor in larger increments, use [2nd] ▶, [2nd] ▼, etc.**



3. Move the cursor to the opposite corner of the zoom box.

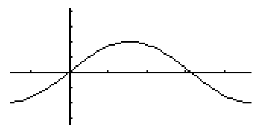
   As you move the cursor, the box stretches.



Tip: *You can cancel ZoomBox by pressing [ESC] before you press [ENTER].*

4. When you have outlined the area you want to zoom in on, press [ENTER].

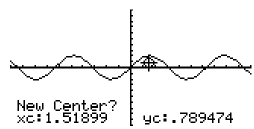
   The Graph screen shows the zoomed area.



Zooming In and Out on a Point

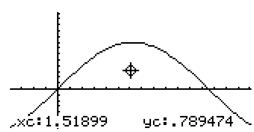
1. From the [F2] Zoom menu, select 2:ZoomIn or 3:ZoomOut.

   A cursor appears, and the screen prompts for New Center?



2. Move the cursor to the point where you want to zoom in or out, and then press [ENTER].

   The TI-89 / TI-92 Plus adjusts the Window variables by the Zoom factors defined in SetFactors.



   - For a ZoomIn, the x variables are divided by xFact, and the y variables are divided by yFact.

     $$\text{new xmin} = \frac{\text{xmin}}{\text{xFact}}\text{, etc.}$$

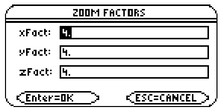
   - For a ZoomOut, the x variables are multiplied by xFact, and the y variables are multiplied by yFact.

     new xmin = xmin ∗ xFact , etc.

Changing Zoom Factors

The Zoom factors define the magnification and reduction used by ZoomIn and ZoomOut.

1. From the [F2] Zoom menu, select C:SetFactors to display the ZOOM FACTORS dialog box.



Zoom factors must be ≥ 1, but they do not have to be integers. The default setting is 4.

Tip: To exit without saving any changes, press [ESC].

2. Use ⊝ and ⊝ to highlight the value you want to change. Then:
   - Type the new value. The old value is cleared automatically when you begin typing.
     — or —
   - Press ◀ or ▶ to remove the highlighting, and then edit the old value.

3. Press [ENTER] (after typing in an input box, you must press [ENTER] twice) to save any changes and exit the dialog box.

Saving or Recalling a Viewing Window

After using various Zoom tools, you may want to return to a previous viewing window or save the current one.

1. From the [F2] Zoom menu, select B:Memory to display its submenu.

2. Select the applicable item.

Select:	To:
1:ZoomPrev	Return to the viewing window displayed before the previous zoom.
2:ZoomSto	Save the current viewing window. (The current Window variable values are stored to the system variables zxmin, zxmax, etc.)
3:ZoomRcl	Recall the viewing window last stored with ZoomSto.

***Note:** You can store only one set of Window variable values at a time. Storing a new set overwrites the old set.*

Restoring the Standard Viewing Window

You can restore the Window variables to their default values at any time.

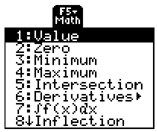
From the [F2] Zoom menu, select 6:ZoomStd.

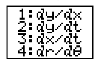
Using Math Tools to Analyze Functions

On the Graph screen, the [F5] **Math** toolbar menu has several tools that help you analyze graphed functions.

Overview of the Math Menu

Press [F5] from the Graph screen.





On the Derivatives submenu, only dy/dx is available for function graphing. The other derivatives are available for other graphing modes (parametric, polar, etc.).

Note: *For Math results, cursor coordinates are stored in system variables xc and yc (rc and θc if you use polar coordinates). Derivatives, integrals, distances, etc., are stored in the system variable sysMath.*

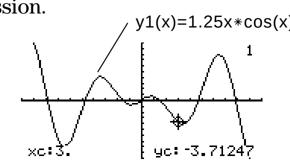
Math Tool	Description
Value	Evaluates a selected y(x) function at a specified x value.
Zero, Minimum, Maximum	Finds a zero (x-intercept), minimum, or maximum point within an interval.
Intersection	Finds the intersection of two functions.
Derivatives	Finds the derivative (slope) at a point.
∫f(x)dx	Finds the approximate numerical integral over an interval.
Inflection	Finds the inflection point of a curve, where its second derivative changes sign (where the curve changes concavity).
Distance	Draws and measures a line between two points on the same function or on two different functions.
Tangent	Draws a tangent line at a point and displays its equation.
Arc	Finds the arc length between two points along a curve.
Shade	Depends on the number of functions graphed. • If only one function is graphed, this shades the function's area above or below the x axis. • If two or more functions are graphed, this shades the area between any two functions within an interval.

Finding y(x) at a Specified Point

Tip: You can also display function coordinates by tracing the function ([F3]), typing an x value, and pressing [ENTER].

1. From the Graph screen, press [F5] and select 1:Value.
2. Type the x value, which must be a real value between xmin and xmax. The value can be an expression.
3. Press [ENTER].

   The cursor moves to that x value on the first function selected in the Y= Editor, and its coordinates are displayed.



4. Press ⊙ or ⊙ to move the cursor between functions at the entered x value. The corresponding y value is displayed.

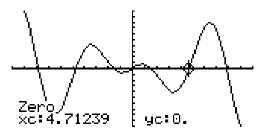
   Note: If you press ⊙ or ⊙, the free-moving cursor appears. You may not be able to move it back to the entered x value.

Finding a Zero, Minimum, or Maximum within an Interval

Tip: Typing x values is a quick way to set bounds.

1. From the Graph screen, press [F5] and select 2:Zero, 3:Minimum, or 4:Maximum.
2. As necessary, use ⊙ and ⊙ to select the applicable function.
3. Set the lower bound for x. Either use ⊙ and ⊙ to move the cursor to the lower bound or type its x value.
4. Press [ENTER]. A ▸ at the top of the screen marks the lower bound.
5. Set the upper bound, and press [ENTER].

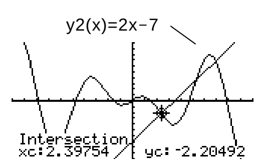
   The cursor moves to the solution, and its coordinates are displayed.



Finding the Intersection of Two Functions within an Interval

1. From the Graph screen, press [F5] and select 5:Intersection.
2. Select the first function, using ⊙ or ⊙ as necessary, and press [ENTER]. The cursor moves to the next graphed function.
3. Select the second function, and press [ENTER].
4. Set the lower bound for x. Either use ⊙ and ⊙ to move the cursor to the lower bound or type its x value.
5. Press [ENTER]. A ▸ at the top of the screen marks the lower bound.
6. Set the upper bound, and press [ENTER].

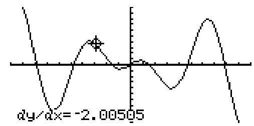
   The cursor moves to the intersection, and its coordinates are displayed.



Finding the Derivative (Slope) at a Point

1. From the Graph screen, press [F5] and select 6:Derivatives. Then select 1:dy/dx from the submenu.
2. As necessary, use ↓ and ↑ to select the applicable function.
3. Set the derivative point. Either move the cursor to the point or type its x value.
4. Press [ENTER].

   The derivative at that point is displayed.



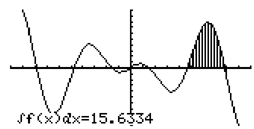
Finding the Numerical Integral over an Interval

Tip: ***Typing x values is a quick way to set the limits.***

Tip: ***To erase the shaded area, press [F4] (ReGraph).***

1. From the Graph screen, press [F5] and select 7:∫f(x)dx.
2. As necessary, use ↓ and ↑ to select the applicable function.
3. Set the lower limit for x. Either use ← and → to move the cursor to the lower limit or type its x value.
4. Press [ENTER]. A ▸ at the top of the screen marks the lower limit.
5. Set the upper limit, and press [ENTER].

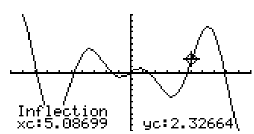
   The interval is shaded, and its approximate numerical integral is displayed.



Finding an Inflection Point within an Interval

1. From the Graph screen, press [F5] and select 8:Inflection.
2. As necessary, use ↓ and ↑ to select the applicable function.
3. Set the lower bound for x. Either use ← and → to move the cursor to the lower bound or type its x value.
4. Press [ENTER]. A ▸ at the top of the screen marks the lower bound.
5. Set the upper bound, and press [ENTER].

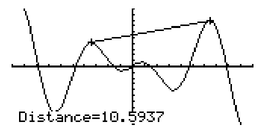
   The cursor moves to the inflection point (if any) within the interval, and its coordinates are displayed.



Finding the Distance between Two Points

1. From the Graph screen, press [F5] and select 9:Distance.
2. As necessary, use ↓ and ↑ to select the function for the first point.
3. Set the first point. Either use ← or → to move the cursor to the point or type its x value.
4. Press [ENTER]. A + marks the point.
5. If the second point is on a different function, use ↓ and ↑ to select the function.
6. Set the second point. (If you use the cursor to set the point, a line is drawn as you move the cursor.)
7. Press [ENTER].

   The distance between the two points is displayed, along with the connecting line.

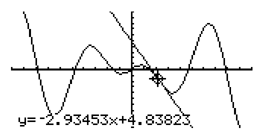


Drawing a Tangent Line

Tip: *To erase a drawn tangent line, press [F4] (ReGraph).*

1. From the Graph screen, press [F5] and select A:Tangent.
2. As necessary, use ↓ and ↑ to select the applicable function.
3. Set the tangent point. Either move the cursor to the point or type its x value.
4. Press [ENTER].

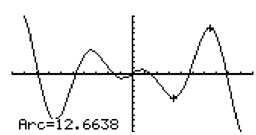
   The tangent line is drawn, and its equation is displayed.



Finding an Arc Length

1. From the Graph screen, press [F5] and select B:Arc.
2. As necessary, use ↓ and ↑ to select the applicable function.
3. Set the first point of the arc. Either use ← or → to move the cursor or type the x value.
4. Press [ENTER]. A + marks the first point.
5. Set the second point, and press [ENTER].

   A + marks the second point, and the arc length is displayed.

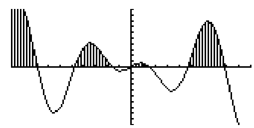


Shading the Area between a Function and the X Axis

You must have only one function graphed. If you graph two or more functions, the Shade tool shades the area between two functions.

1. From the Graph screen, press [F5] and select C:Shade. The screen prompts for Above X axis?
2. Select one of the following. To shade the function's area:
   - Above the x axis, press [ENTER].
   - Below the x axis, press:
     TI-89: [alpha] [N]
     TI-92 Plus: N
3. Set the lower bound for x. Either use ◀ and ▶ to move the cursor to the lower bound or type its x value.
4. Press [ENTER]. A ▶ at the top of the screen marks the lower bound.
5. Set the upper bound, and press [ENTER].

   The bounded area is shaded.



Note: *If you do not press ◀ or ▶, or type an x value when setting the lower and upper bound, xmin and xmax will be used as the lower and upper bound, respectively.*

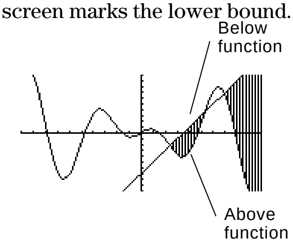
Tip: *To erase the shaded area, press [F4] (ReGraph).*

Shading the Area between Two Functions within an Interval

You must have at least two functions graphed. If you graph only one function, the Shade tool shades the area between the function and the x axis.

1. From the Graph screen, press [F5] and select C:Shade. The screen prompts for Above?
2. As necessary, use ▼ or ▲ to select a function. (Shading will be *above* this function.)
3. Press [ENTER]. The cursor moves to the next graphed function, and the screen prompts for Below?
4. As necessary, use ▼ or ▲ to select another function. (Shading will be *below* this function.)
5. Press [ENTER].
6. Set the lower bound for x. Either use ◀ and ▶ to move the cursor to the lower bound or type its x value.
7. Press [ENTER]. A ▶ at the top of the screen marks the lower bound.
8. Set the upper bound, and press [ENTER].

   The bounded area is shaded.



Note: *If you do not press ◀ or ▶, or type an x value when setting the lower and upper bound, xmin and xmax will be used as the lower and upper bound, respectively.*

Tip: *To erase the shaded area, press [F4] (ReGraph).*

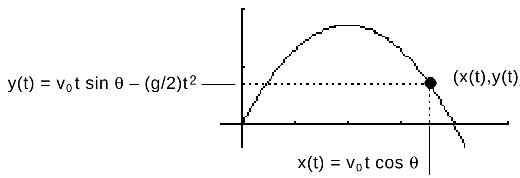
Parametric Graphing

7

This chapter describes how to graph parametric equations on the TI-89 / TI-92 Plus. Before using this chapter, you should be familiar with Chapter 6: Basic Function Graphing.

Parametric equations consist of both an x and y component, each expressed as a function of the same independent variable t.

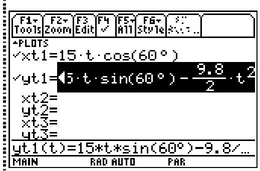
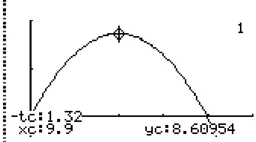
You can use parametric equations to model projectile motion. The position of a moving projectile has a horizontal (x) and vertical (y) component expressed as a function of time (t). For example:



The graph shows the path of the projectile over time, assuming that only uniform gravity (no drag forces, etc.) is acting on the projectile.

Preview of Parametric Graphing

Graph the parametric equations describing the path of a ball kicked at an angle (θ) of 60° with an initial velocity (v_0) of 15 meters/sec. The gravity constant g = 9.8 meters/sec^2. Ignoring air resistance and other drag forces, what is the maximum height of the ball and when does it hit the ground?

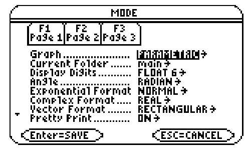
Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph mode, select PARAMETRIC.	[MODE] ▶ 2 [ENTER]	[MODE] ▶ 2 [ENTER]	
2. Display and clear the Y= Editor. Then define the horizontal component xt1(t) = v_0t cos θ. *Enter values for v_0 and θ.* **TI-89:** *Type* T [×] [2nd] [COS], *not* T [2nd] [COS]. **TI-92 Plus:** *Type* T [×] [COS], *not* T [COS]. *Enter a ° symbol by typing either* [2nd] [°] *or* [2nd] [MATH] 2 1. *This ensures a number is interpreted as degrees, regardless of the angle mode.*	[◆] [Y=] [F1] 8 [ENTER] [ENTER] 1 5 T [×] [2nd] [COS] 6 0 [2nd] [°] [)] [ENTER]	[◆] [Y=] [F1] 8 [ENTER] [ENTER] 1 5 T [×] [COS] 6 0 [2nd] [°] [)] [ENTER]	xt1(t)=15t∗cos(60°)
3. Define the vertical component yt1(t) = v_0t sin θ – (g/2)t^2. *Enter values for v_0,θ, and g.*	[ENTER] 1 5 T [×] [2nd] [SIN] 6 0 [2nd] [°] [)] [–] [(] 9 . 8 [÷] 2 [)] T [^] 2 [ENTER]	[ENTER] 1 5 T [×] [SIN] 6 0 [2nd] [°] [)] [–] [(] 9 . 8 [÷] 2 [)] T [^] 2 [ENTER]	
4. Display the Window Editor. Enter Window variables appropriate for this example. *You can press either* ▼ *or* [ENTER] *to enter a value and move to the next variable.*	[◆] [WINDOW] 0 ▼ 3 ▼ . 0 2 ▼ [(-)] 2 ▼ 2 5 ▼ 5 ▼ [(-)] 2 ▼ 1 0 ▼ 5	[◆] [WINDOW] 0 ▼ 3 ▼ . 0 2 ▼ [(-)] 2 ▼ 2 5 ▼ 5 ▼ [(-)] 2 ▼ 1 0 ▼ 5	tmin=0. tmax=3. tstep=.02 xmin=-2. xmax=25. xscl=5. ymin=-2. ymax=10. yscl=5.
5. Graph the parametric equations to model the path of the ball.	[◆] [GRAPH]	[◆] [GRAPH]	
6. Select Trace. Then move the cursor along the path to find the: • y value at maximum height. • t value where the ball hits the ground.	[F3] ▶ or ◀ as necessary	[F3] ▶ or ◀ as necessary	

Overview of Steps in Graphing Parametric Equations

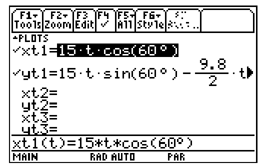
To graph parametric equations, use the same general steps used for y(x) functions as described in Chapter 6: Basic Function Graphing. Any differences that apply to parametric equations are described on the following pages.

Graphing Parametric Equations

Set Graph mode ([MODE]) to PARAMETRIC. Also set Angle mode, if necessary.



Define x and y components on Y= Editor ([◆] [Y=]).



Tip: To turn off any stat data plots (Chapter 16), press [F5] 5 *or use* [F4] *to deselect them.*

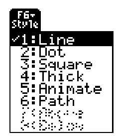
Select ([F4]) which defined equations to graph. Select the x or y component, or both.

Tip: This is optional. For multiple equations, this helps visually distinguish one from another.

Set the display style for an equation. You can set either the x or y component.

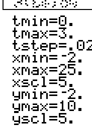
TI-89: [2nd] [F6]

TI-92 Plus: [F6]



Tip: [F2] Zoom *also changes the viewing window.*

Define the viewing window ([◆] [WINDOW]).



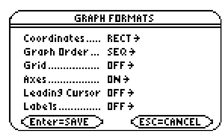
Change the graph format if necessary.

[F1] **9**

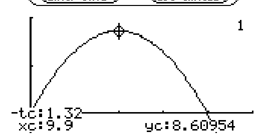
— or —

TI-89: [◆] [|]

TI-92 Plus: [◆] **F**



Graph the selected equations ([◆] [GRAPH]).



Exploring the Graph

From the Graph screen, you can:

- Display the coordinates of any pixel by using the free-moving cursor, or of a plotted point by tracing a parametric equation.
- Use the [F2] Zoom toolbar menu to zoom in or out on a portion of the graph.
- Use the [F5] Math toolbar menu to find derivatives, tangents, etc. Some menu items are not available for parametric graphs.

Differences in Parametric and Function Graphing

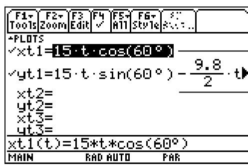
This chapter assumes that you already know how to graph y(x) functions as described in Chapter 6: Basic Function Graphing. This section describes the differences that apply to parametric equations.

Setting the Graph Mode

Use [MODE] to set Graph = PARAMETRIC before you define equations or set Window variables. The Y= Editor and the Window Editor let you enter information for the *current* Graph mode setting only.

Defining Parametric Equations on the Y= Editor

To graph a parametric equation, you must define both its x and y components. If you define only one component, the equation cannot be graphed. (However, you can use single components to generate an automatic table as described in Chapter 13.)



Enter x and y components on separate lines.

You can define xt1(t) through xt99(t) and yt1(t) through yt99(t).

Be careful when using implied multiplication with t. For example:

***Note:** When using t, be sure implied multiplication is valid for your situation.*

Enter:	Instead of:	Because:
t∗ cos(60)	tcos(60)	tcos is interpreted as a user-defined function called **tcos**, not as implied multiplication. In most cases, this refers to a nonexistent function. So the TI-89 / TI-92 Plus simply returns the function name, not a number.

***Tip:** You can use the **Define** command from the Home screen (see Appendix A) to define functions and equations for any graphing mode, regardless of the current mode.*

The Y= Editor maintains an independent function list for each Graph mode setting. For example, suppose:

- In FUNCTION graphing mode, you define a set of y(x) functions. You change to PARAMETRIC graphing mode and define a set of x and y components.
- When you return to FUNCTION graphing mode, your y(x) functions are still defined in the Y= Editor. When you return to PARAMETRIC graphing mode, your x and y components are still defined.

Selecting Parametric Equations

To graph a parametric equation, select *either* its x or y component or *both*. When you enter or edit a component, it is selected automatically.

Selecting x and y components separately can be useful for tables as described in Chapter 13. With multiple parametric equations, you can select and compare all the x components or all the y components.

Selecting the Display Style

You can set the style for either the x or y component. For example, if you set the x component to Dot, the TI-89 / TI-92 Plus automatically sets the y component to Dot.

Tip: *Use the Animate and Path styles for interesting projectile-motion effects.*

The Above and Below styles are not available for parametric equations and are dimmed on the Y= Editor's Style toolbar menu.

Window Variables

The Window Editor maintains an independent set of Window variables for each Graph mode setting (just as the Y= Editor maintains independent function lists). Parametric graphs use the following Window variables.

Note: *You can use a negative tstep. If so, tmin must be greater than tmax.*

Variable	Description
tmin, tmax	Smallest and largest t values to evaluate.
tstep	Increment for the t value. Parametric equations are evaluated at: x(tmin) y(tmin) x(tmin+tstep) y(tmin+tstep) x(tmin+2(tstep)) y(tmin+2(tstep)) ... not to exceed ... ... not to exceed ... x(tmax) y(tmax)
xmin, xmax, ymin, ymax	Boundaries of the viewing window.
xscl, yscl	Distance between tick marks on the x and y axes.

Standard values (set when you select 6:ZoomStd from the F2 Zoom toolbar menu) are:

tmin = 0.		xmin = ⁻10.	ymin = ⁻10.
tmax = 2π	(6.2831853... radians or 360 degrees)	xmax = 10.	ymax = 10.
tstep =π/24	(.1308996... radians or 7.5 degrees)	xscl = 1.	yscl = 1.

You may need to change the standard values for the t variables (tmin, tmax, tstep) to ensure that enough points are plotted.

Exploring a Graph

As in function graphing, you can explore a graph by using the following tools.

Tool	For Parametric Graphs:
Free-Moving Cursor	Works just as it does for function graphs.
[F2] Zoom	Works just as it does for function graphs, with the following exceptions: • Only x (xmin, xmax, xscl) and y (ymin, ymax, yscl) Window variables are affected. • The t Window variables (tmin, tmax, tstep) are not affected unless you select 6:ZoomStd (which sets tmin = 0, tmax = 2π, and tstep = π/24).
[F3] Trace	Lets you move the cursor along a graph one tstep at a time. • When you begin a trace, the cursor is on the first selected parametric equation at tmin. • QuickCenter applies to all directions. If you move the cursor off the screen (top or bottom, left or right), press [ENTER] to center the viewing window on the cursor location. • Automatic panning is not available. If you move the cursor off the left or right side of the screen, the TI-89 / TI-92 Plus will not automatically pan the viewing window. However, you can use QuickCenter.
[F5] Math	Only 1:Value, 6:Derivatives, 9:Distance, A:Tangent, and B:Arc are available for parametric graphs. These tools are based on t values. For example: • 1:Value displays x and y values for a specified t value. • 6:Derivatives finds dy/dx, dy/dt, or dx/dt at a point defined for a specified t value.

Tip: *During a trace, you can also evaluate x(t) and y(t) by typing the t value and pressing* [ENTER].

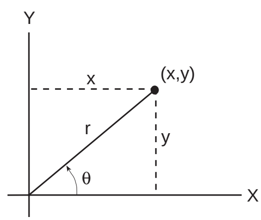
Tip: *You can use QuickCenter at any time during a trace, even if the cursor is still on the screen.*

Polar Graphing

8

This chapter describes how to graph polar equations on the TI-89 / TI-92 Plus. Before using this chapter, you should be familiar with Chapter 6: Basic Function Graphing.

Consider a point (x,y) as shown below. In a polar equation, the point's distance (r) from the origin is a function of its angle (θ) from the positive x axis. Polar equations are expressed as $r = f(\theta)$.



To convert between rectangular (x,y) and polar coordinates (r,θ):

$x = r \cos \theta$ $\quad r^2 = x^2 + y^2$

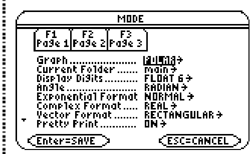
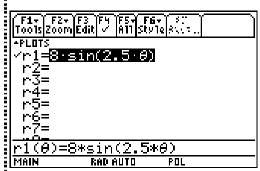
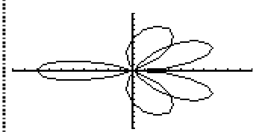
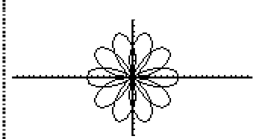
$y = r \sin \theta$ $\quad \theta = -\tan^{-1} \frac{x}{y} + \frac{\text{sign}(y) \cdot \pi}{2}$

Note: To find θ, use the TI-89 / TI-92 Plus function angle(x+iy), which automatically performs the calculation shown above.

You can view the coordinates of any point in either polar (r,θ) or rectangular (x,y) form.

Preview of Polar Graphing

The graph of the polar equation A sin Bθ forms the shape of a rose. Graph the rose for A=8 and B=2.5. Then explore the appearance of the rose for other values of A and B.

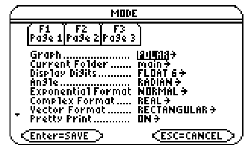
Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph mode, select POLAR. For Angle mode, select RADIAN.	[MODE] ▶ 3 ▼ ▼ ▼ ▶ 1 [ENTER]	[MODE] ▶ 3 ▼ ▼ ▼ ▶ 1 [ENTER]	
2. Display and clear the Y= Editor. Then define the polar equation r1(θ) = A sin Bθ. *Enter 8 and 2.5 for A and B, respectively.*	[◆] [Y=] [F1] 8 [ENTER] [ENTER] 8 [2nd] [SIN] 2 . 5 [◆] [θ] [)] [ENTER]	[◆] [Y=] [F1] 8 [ENTER] [ENTER] 8 [SIN] 2 . 5 [θ] [)] [ENTER]	
3. Select the ZoomStd viewing window, which graphs the equation. • *The graph shows only five rose petals.* – *In the standard viewing window, the Window variable θmax = 2π. The remaining petals have θ values greater than 2π.* • *The rose does not appear symmetrical.* – *Both the x and y axes range from −10 to 10. However, this range is spread over a longer distance along the x axis than the y axis.*	[F2] 6	[F2] 6	
4. Display the Window Editor, and change θmax to 4π. *4π will be evaluated to a number when you leave the Window Editor.*	[◆] [WINDOW] ▼ 4 [2nd] [π]	[◆] [WINDOW] ▼ 4 [2nd] [π]	θmin=0. θmax=4π θstep=.13089969389957 xmin=-10. xmax=10. xscl=1. ymin=-10. ymax=10. yscl=1.
5. Select ZoomSqr, which regraphs the equation. *ZoomSqr increases the range along the x axis so that the graph is shown in correct proportion.*	[F2] 5	[F2] 5	
6. You can change values for A and B as necessary and regraph the equation.			

Overview of Steps in Graphing Polar Equations

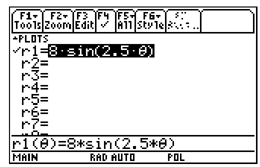
To graph polar equations, use the same general steps used for y(x) functions as described in Chapter 6: Basic Function Graphing. Any differences that apply to polar equations are described on the following pages.

Graphing Polar Equations

Set Graph mode ([MODE]) to POLAR. Also set Angle mode, if necessary.



Define polar equations on Y= Editor ([◆] [Y=]).

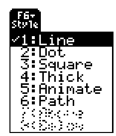


Select ([F4]) which defined equations to graph.

__Tip:__ To turn off any stat data plots (Chapter 16), press [F5] 5 *or use* [F4] *to deselect them.*

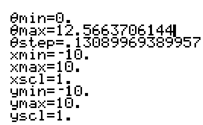
Set the display style for an equation.
TI-89: [2nd] [F6]
TI-92 Plus: [F6]

__Tip:__ This is optional. For multiple equations, this helps visually distinguish one from another.



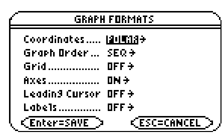
Define the viewing window ([◆] [WINDOW]).

__Tip:__ [F2] Zoom also changes the viewing window.

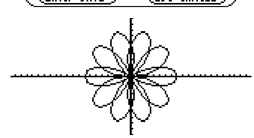


Change the graph format, if necessary.
[F1] **9**
— or —
TI-89: [◆] [|]
TI-92 Plus: [◆] **F**

__Tip:__ To display r and θ, set Coordinates = POLAR.



Graph the selected equations ([◆] [GRAPH]).



Exploring the Graph

From the Graph screen, you can:

- Display the coordinates of any pixel by using the free-moving cursor, or of a plotted point by tracing a polar equation.
- Use the [F2] Zoom toolbar menu to zoom in or out on a portion of the graph.
- Use the [F5] Math toolbar menu to find derivatives, tangents, etc. Some menu items are not available for polar graphs.

Differences in Polar and Function Graphing

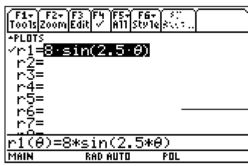
This chapter assumes that you already know how to graph y(x) functions as described in Chapter 6: Basic Function Graphing. This section describes the differences that apply to polar equations.

Setting the Graph Mode

Use [MODE] to set Graph = POLAR before you define equations or set Window variables. The Y= Editor and the Window Editor let you enter information for the *current* Graph mode setting only.

You should also set the Angle mode to the units (RADIAN or DEGREE) you want to use for θ.

Defining Polar Equations on the Y= Editor



You can define polar equations for r1(θ) through r99(θ).

***Tip:** You can use the **Define** command from the Home screen (see Appendix A) to define functions and equations for any graphing mode, regardless of the current mode.*

The Y= Editor maintains an independent function list for each Graph mode setting. For example, suppose:

- In FUNCTION graphing mode, you define a set of y(x) functions. You change to POLAR graphing mode and define a set of r(θ) equations.
- When you return to FUNCTION graphing mode, your y(x) functions are still defined in the Y= Editor. When you return to POLAR graphing mode, your r(θ) equations are still defined.

Selecting the Display Style

The Above and Below styles are not available for polar equations and are dimmed on the Y= Editor's Style toolbar menu.

Window Variables

The Window Editor maintains an independent set of Window variables for each Graph mode setting (just as the Y= Editor maintains independent function lists). Polar graphs use the following Window variables.

Note: You can use a negative θstep. If so, θmin must be greater than θmax.

Variable	Description
θmin, θmax	Smallest and largest θ values to evaluate.
θstep	Increment for the θ value. Polar equations are evaluated at: r(θmin) r(θmin+θstep) r(θmin+2(θstep)) ... not to exceed ... r(θmax)
xmin, xmax, ymin, ymax	Boundaries of the viewing window.
xscl, yscl	Distance between tick marks on the x and y axes.

Standard values (set when you select 6:ZoomStd from the [F2] Zoom toolbar menu) are:

θmin = 0.		xmin = ⁻10.	ymin = ⁻10.
θmax = 2π	(6.2831853... radians or 360 degrees)	xmax = 10.	ymax = 10.
θstep = π/24	(.1308996... radians or 7.5 degrees)	xscl = 1.	yscl = 1.

You may need to change the standard values for the θ variables (θmin, θmax, θstep) to ensure that enough points are plotted.

Setting the Graph Format

To display coordinates as r and θ values, use:

[F1] 9

— or —

TI-89: [◆] [I]
TI-92 Plus: [◆] F

to set Coordinates = POLAR. If Coordinates = RECT, the polar equations will be graphed properly, but coordinates will be displayed as x and y.

When you trace a polar equation, the θ coordinate is shown even if Coordinates = RECT.

Exploring a Graph

As in function graphing, you can explore a graph by using the following tools. Any displayed coordinates are shown in polar or rectangular form as set in the graph format.

Tool	For Polar Graphs:
Free-Moving Cursor	Works just as it does for function graphs.
[F2] Zoom	Works just as it does for function graphs. • Only x (xmin, xmax, xscl) and y (ymin, ymax, yscl) Window variables are affected. • The θ Window variables (θmin, θmax, θstep) are not affected unless you select 6:ZoomStd (which sets θmin = 0, θmax = 2π, and θstep = π/24).
[F3] Trace	Lets you move the cursor along a graph one θstep at a time. • When you begin a trace, the cursor is on the first selected equation at θmin. • QuickCenter applies to all directions. If you move the cursor off the screen (top or bottom, left or right), press [ENTER] to center the viewing window on the cursor location. • Automatic panning is not available. If you move the cursor off the left or right side of the screen, the TI-89 / TI-92 Plus will not automatically pan the viewing window. However, you can use QuickCenter.
[F5] Math	Only 1:Value, 6:Derivatives, 9:Distance, A:Tangent, and B:Arc are available for polar graphs. These tools are based on θ values. For example: • 1:Value displays an r value (or x and y, depending on the graph format) for a specified θ value. • 6:Derivatives finds dy/dx or dr/dθ at a point defined for a specified θ value.

***Tip:** During a trace, you can also evaluate r(θ) by typing the θ value and pressing [ENTER].*

***Tip:** You can use QuickCenter at any time during a trace, even if the cursor is still on the screen.*

Sequence Graphing

9

This chapter describes how to graph sequences on the TI-89 / TI-92 Plus. Before using this chapter, you should be familiar with Chapter 6: Basic Function Graphing.

Sequences are evaluated only at consecutive integer values. The two general types of sequences are:

- **Nonrecursive** — The nth term in the sequence is a function of the independent variable n.

  Each term is independent of any other terms. In the following example sequence, you can calculate u(5) directly, without first calculating u(1) or any other previous term.

  u(n) = 2 ∗ n for n = 1, 2, 3, ...

  n is always a series of consecutive integers, starting at any positive integer or zero.

  u(n) = 2 ∗ n gives the sequence 2, 4, 6, 8, 10, ...

Note: A recursive sequence can reference another sequence. For example, u2(n) = n^2 +u1(n−1).

- **Recursive** — The nth term is defined in relation to one or more previous terms, represented by u(n−1), u(n−2), etc. In addition to previous terms, a recursive sequence may also be defined in relation to n (such as u(n) = u(n−1) + n).

  In the following example sequence, you cannot calculate u(5) without first calculating u(1), u(2), u(3), and u(4).

  u(n) = 2 ∗ u(n−1) for n = 1, 2, 3, ...

  The first term is undefined since it has no previous term. So you must specify an initial value to use for the first term.

  Using an initial value of 1:

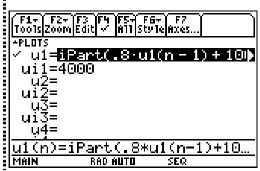
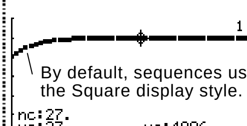
  u(n) = 2 ∗ u(n−1) gives the sequence 1, 2, 4, 8, 16, ...

  The number of initial values you need to specify depends on how deep the recursion goes. For example, if each term is defined in relation to the previous two terms, you must specify initial values for the first two terms.

Preview of Sequence Graphing

A small forest contains 4000 trees. Each year, 20% of the trees will be harvested (with 80% remaining) and 1000 new trees will be planted. Using a sequence, calculate the number of trees in the forest at the end of each year. Does it stabilize at a certain number?

Initially	After 1 Year	After 2 Years	After 3 Years	. . .
4000	.8 x 4000 + 1000	.8 x (.8 x 4000 + 1000) + 1000	.8 x (.8 x (.8 x 4000 + 1000) + 1000) + 1000	. . .

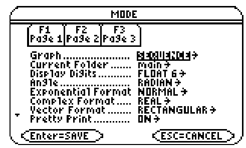
Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph mode, select SEQUENCE.	[MODE] → 4 [ENTER]	[MODE] → 4 [ENTER]	
2. Display and clear the Y= Editor. Then define the sequence as u1(n) = iPart(.8∗ u1(n− 1)+1000). *Use* **iPart** *to take the integer part of the result. No fractional trees are harvested.* *To access* **iPart(**, *you can use* [2nd] [MATH], *simply type it, or* select it from the CATALOG.	[◆] [Y=] [F1] 8 [ENTER] [ENTER] [2nd] [MATH] 1 4 . 8 [alpha] U 1 [(] [alpha] N [−] 1 [)] [+] 1 0 0 0 [)] [ENTER]	[◆] [Y=] [F1] 8 [ENTER] [ENTER] [2nd] [MATH] 1 4 . 8 U 1 [(] N [−] 1 [)] [+] 1 0 0 0 [)] [ENTER]	
3. Define ui1 as the initial value that will be used as the first term.	[ENTER] 4 0 0 0 [ENTER]	[ENTER] 4 0 0 0 [ENTER]	
4. Display the Window Editor. Set the n and plot Window variables. *nmin=0 and nmax=50 evaluate the size of the forest over 50 years.*	[◆] [WINDOW] 0 ↓ 5 0 ↓ 1 ↓ 1 ↓	[◆] [WINDOW] 0 ↓ 5 0 ↓ 1 ↓ 1 ↓	nmin=0. nmax=50. plotStrt=1. plotStep=1. xmin=0. xmax=50. xscl=10. ymin=0. ymax=6000. yscl=1000.
5. Set the x and y Window variables to appropriate values for this example.	0 ↓ 5 0 ↓ 1 0 ↓ 0 ↓ 6 0 0 0 ↓ 1 0 0 0	0 ↓ 5 0 ↓ 1 0 ↓ 0 ↓ 6 0 0 0 ↓ 1 0 0 0	
6. Display the Graph screen.	[◆] [GRAPH]	[◆] [GRAPH]	
7. Select Trace. Move the cursor to trace year by year. How many years (nc) does it take the number of trees (yc) to stabilize? *Trace begins at nc=0.* *nc is the number of years.* *xc = nc since n is plotted on the x axis.* *yc = u1(n), the number of trees at year n.*	[F3] → and ← as necessary	[F3] → and ← as necessary	 By default, sequences use the Square display style.

Overview of Steps in Graphing Sequences

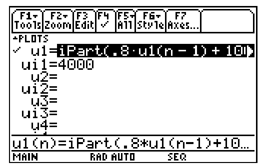
To graph sequences, use the same general steps used for y(x) functions as described in Chapter 6: Basic Function Graphing. Any differences are described on the following pages.

Graphing Sequences

Set Graph mode ([MODE]) to SEQUENCE. Also set Angle mode, if necessary.



Define sequences and, if needed, initial values on Y= Editor ([◆] [Y=]).



Tip: To turn off any stat data plots (Chapter 16), press [F5] 5 *or use* [F4] *to deselect them.*

Select ([F4]) which defined sequences to graph. Do not select initial values.

Note: For sequences, the default style is Square.

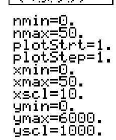
Set the display style for a sequence.

TI-89: [2nd] [F6]

TI-92 Plus: [F6]

Tip: [F2] Zoom *also changes the viewing window.*

Define the viewing window ([◆] [WINDOW]).



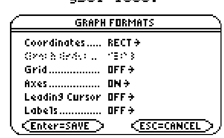
Change the graph format if necessary.

[F1] **9**

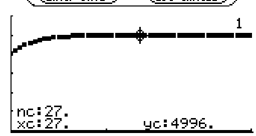
— or —

TI-89: [◆] [|]

TI-92 Plus: [◆] **F**



Graph the selected sequences ([◆] [GRAPH]).



Exploring the Graph

From the Graph screen, you can:

- Display the coordinates of any pixel by using the free-moving cursor, or of a plotted point by tracing a sequence.
- Use the [F2] Zoom toolbar menu to zoom in or out on a portion of the graph.
- Use the [F5] Math toolbar menu to evaluate a sequence. Only 1:Value is available for sequences.
- Plot sequences on Time (the default), Web, or Custom axes.

***Tip:** You can also evaluate a sequence while tracing. Simply enter the n value directly from the keyboard.*

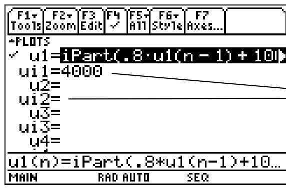
Differences in Sequence and Function Graphing

This chapter assumes that you already know how to graph y(x) functions as described in Chapter 6: Basic Function Graphing. This section describes the differences that apply to sequences.

Setting the Graph Mode

Use [MODE] to set Graph = SEQUENCE before you define sequences or set Window variables. The Y= Editor and the Window Editor let you enter information for the *current* Graph mode setting only.

Defining Sequences on the Y= Editor



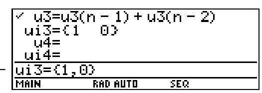
You can define sequences u1(n) through u99(n).

Use ui only for recursive sequences, which require one or more initial values.

Note: You must use a list to enter two or more initial values.

If a sequence requires more than one initial value, enter them as a list enclosed in braces { } and separated by commas.

Enter {1,0} even though {1 0} is shown in the sequence list.



If a sequence requires an initial value but you do not enter one, you will get an error when graphing.

***Note:** Optionally, for sequences only, you can select different axes for the graph. TIME is the default.*

On the Y= Editor, Axes lets you select the axes that are used to graph the sequences. For more detailed information, refer to page 146.

Axes	Description
TIME	Plots n on the x axis and u(n) on the y axis.
WEB	Plots u(n-1) on the x axis and u(n) on the y axis.
CUSTOM	Lets you select the x and y axes.

***Tip:** You can use the **Define** command from the Home screen (see Appendix A) to define functions and equations for any graphing mode, regardless of the current mode.*

The Y= Editor maintains an independent function list for each Graph mode setting. For example, suppose:

- In FUNCTION graphing mode, you define a set of y(x) functions. You change to SEQUENCE graphing mode and define a set of u(n) sequences.
- When you return to FUNCTION graphing mode, your y(x) functions are still defined in the Y= Editor. When you return to SEQUENCE graphing mode, your u(n) sequences are still defined.

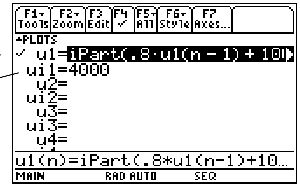
Selecting Sequences

Note: *With TIME and CUSTOM axes, all defined sequences are evaluated even if they are not plotted.*

With TIME and WEB axes, the TI-89 / TI-92 Plus graphs only the selected sequences. If you entered any sequences that require an initial value, you must enter the corresponding ui value.

You can select a sequence.

You cannot select its initial value.



With CUSTOM axes, when you specify a sequence in the custom settings, it is graphed regardless of whether it is selected.

Selecting the Display Style

Only the Line, Dot, Square, and Thick styles are available for sequence graphs. Dot and Square mark only those discrete integer values (in plotstep increments) at which a sequence is plotted.

Window Variables

Note: *Both nmin and nmax must be positive integers, although nmin can be zero.*

Note: *nmin, nmax, plotstrt and plotstep must be integers ≥ 1. If you do not enter integers, they will be rounded to integers.*

The Window Editor maintains an independent set of Window variables for each Graph mode setting (just as the Y= Editor maintains independent function lists). Sequence graphs use the following Window variables.

Variable	Description
nmin, nmax	Smallest and largest n values to evaluate. Sequences are evaluated at: u(nmin) u(nmin+1) u(nmin+2) ... not to exceed ... u(nmax)
plotStrt	The term number that will be the first one plotted (depending on plotstep). For example, to begin plotting with the 2nd term in the sequence, set plotstrt = 2. The first term will be evaluated at nmin but not plotted.
plotStep	Incremental n value *for graphing only*. This does not affect how the sequence is evaluated, only which points are plotted. For example, suppose plotstep = 2. The sequence is evaluated at each consecutive integer but is plotted at only every other integer.
xmin, xmax, ymin, ymax	Boundaries of the viewing window.
xscl, yscl	Distance between tick marks on the x and y axes.

Window Variables (Continued)

Standard values (set when you select 6:ZoomStd from the [F2] Zoom toolbar menu) are:

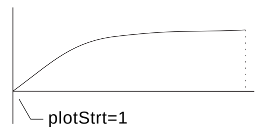
nmin = 1.	xmin = ⁻10.	ymin = ⁻10.
nmax = 10.	xmax = 10.	ymax = 10.
plotStrt = 1.	xscl = 1.	yscl = 1.
plotStep = 1.		

You may need to change the standard values for the n and plot variables to ensure that sufficient points are plotted.

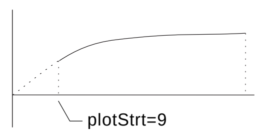
To see how plotstrt affects a graph, look at the following examples of a recursive sequence.

Note: Both of these graphs use the same Window variables, except for plotstrt.

This graph is plotted beginning with the 1st term.



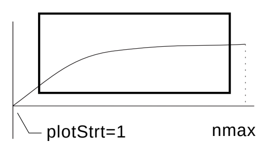
This graph is plotted beginning with the 9th term.



With TIME axes (from Axes on the Y= Editor), you can set plotstrt = 1 and still graph only a selected part of the sequence. Simply define a viewing window that shows only the area of the coordinate plane you want to view.

You could set:

- xmin = first n value to graph
- xmax = nmax (although you can use other values)
- ymin and ymax = expected values for the sequence



Changing the Graph Format

The Graph Order format is not available.

- With TIME or CUSTOM axes, multiple sequences are always plotted simultaneously.
- With WEB axes, multiple sequences are always plotted sequentially.

Exploring a Graph

As in function graphing, you can explore a graph by using the following tools. Any displayed coordinates are shown in rectangular or polar form as set in the graph format.

Tip: During a trace, you can evaluate a sequence by typing a value for n and pressing [ENTER].

Tip: You can use QuickCenter at any time during a trace, even if the cursor is still on the screen.

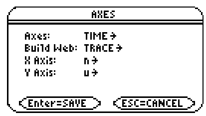
Tool	For Sequence Graphs:
Free-Moving Cursor	Works just as it does for function graphs.
[F2] Zoom	Works just as it does for function graphs. • Only x (xmin, xmax, xscl) and y (ymin, ymax, yscl) Window variables are affected. • The n and plot Window variables (nmin, nmax, plotStrt, plotStep) are not affected unless you select 6:ZoomStd (which sets all Window variables to their standard values).
[F3] Trace	Depending on whether you use TIME, CUSTOM, or WEB axes, Trace operates very differently. • With TIME or CUSTOM axes, you move the cursor along the sequence one plotstep at a time. To move approximately ten plotted points at a time, press [2nd] ▶ or [2nd] ◀. – When you begin a trace, the cursor is on the first selected sequence at the term number specified by plotstrt, even if it is outside the viewing window. – QuickCenter applies to all directions. If you move the cursor off the screen (top or bottom, left or right), press [ENTER] to center the viewing window on the cursor location. • With WEB axes, the trace cursor follows the web, not the sequence. Refer to page 147.
[F5] Math	Only 1:Value is available for sequence graphs. • With TIME and WEB axes, the u(n) value (represented by yc) is displayed for a specified n value. • With CUSTOM axes, the values that correspond to x and y depend on the axes you choose.

Setting Axes for Time, Web, or Custom Plots

For sequences only, you can select different types of axes for the graph. Examples of the different types are given later in this chapter.

Displaying the AXES Dialog Box

From the Y= Editor, Axes:



- Depending on the current Axes setting, some items may be dimmed.
- To exit without making any changes, press [ESC].

Item	Description
Axes	TIME — Plots u(n) on the y axis and n on the x axis. WEB — Plots u(n) on the y axis and u(n-1) on the x axis. CUSTOM — Lets you select the x and y axes.
Build Web	Active only when Axes = WEB, this specifies whether a web is drawn manually (TRACE) or automatically (AUTO). Refer to page 147 for more information.
X Axis and Y Axis	Active only when Axes = CUSTOM, these let you select the value or sequence to plot on the x and y axes. Refer to page 150 for more information.

To change any of these settings, use the same procedure that you use to change other types of dialog boxes, such as the MODE dialog box.

Using Web Plots

A web plot graphs u(n) vs. u(n−1), which lets you study the long-term behavior of a recursive sequence. The examples in this section also show how the initial value can affect a sequence's behavior.

Valid Functions for Web Plots

A sequence must meet the following criteria; otherwise, it will not be graphed properly on WEB axes. The sequence:

- Must be recursive with only one recursion level; u(n−1) but not u(n−2).
- Cannot reference n directly.
- Cannot reference any other defined sequence except itself.

When You Display the Graph Screen

After you select WEB axes and display the Graph screen, the TI-89 / TI-92 Plus:

- Draws a y=x reference line.
- Plots the selected sequence definitions as functions, with u(n−1) as the independent variable. This effectively converts a recursive sequence into a nonrecursive form for graphing.

For example, consider the sequence u1(n) = $\sqrt{5-u1(n-1)}$ and an initial value of ui1=1. The TI-89 / TI-92 Plus draws the y=x reference line and then plots y = $\sqrt{5-x}$.

Drawing the Web

After the sequence is plotted, the web may be displayed manually or automatically, depending on how you set Build Web on the AXES dialog box.

If Build Web =	The web is:
TRACE	Not drawn until you press [F3]. The web is then drawn step-by-step as you move the trace cursor (you must have an initial value before using Trace). **Note:** With WEB axes, you cannot trace along the sequence itself as you do in other graphing modes.
AUTO	Drawn automatically. You can then press [F3] to trace the web and display its coordinates.

The web:

__Note:__ The web starts at plotstrt. The value of n is incremented by 1 each time the web moves to the sequence (plotStep is ignored).

1. Starts on the x axis at the initial value ui (when plotstrt = 1).
2. Moves vertically (either up or down) to the sequence.
3. Moves horizontally to the y=x reference line.
4. Repeats this vertical and horizontal movement until n=nmax.

Example: Convergence

1. On the Y= Editor ([◆] [Y=]), define u1(n) = ⁻.8u1(n−1) + 3.6. Set initial value ui1 = ⁻4.

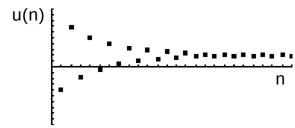
2. Set Axes = TIME.

3. On the Window Editor ([◆] [WINDOW]), set the Window variables.

nmin=1.	xmin=0.	ymin=⁻10.
nmax=25.	xmax=25.	ymax=10.
plotstrt=1.	xscl=1.	yscl=1.
plotstep=1.		

4. Graph the sequence ([◆] [GRAPH]).

   By default, a sequence uses the Square display style.



5. On the Y= Editor, set Axes = WEB and Build Web = AUTO.

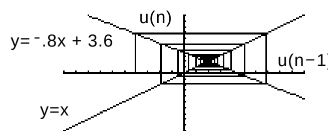
6. On the Window Editor, change the Window variables.

nmin=1.	xmin=⁻10.	ymin=⁻10.
nmax=25.	xmax=10.	ymax=10.
plotStrt=1.	xscl=1.	yscl=1.
plotStep=1.		

__Tip:__ During a trace, you can move the cursor to a specified n value by typing the value and pressing [ENTER].

7. Regraph the sequence.

   Web plots are always shown as lines, regardless of the selected display style.



__Tip:__ When the nc value changes, the cursor is on the sequence. The next time you press ▶, nc stays the same but the cursor is now on the y=x reference line.

8. Press [F3]. As you press ▶, the trace cursor follows the web. The screen displays the cursor coordinates nc, xc, and yc (where xc and yc represent u(n−1) and u(n), respectively).

As you trace to larger values of nc, you can see xc and yc approach the convergence point.

Example: Divergence

1. On the Y= Editor ([◆] [Y=]), define u1(n) = 3.2u1(n−1) −.8(u1(n−1))^2. Set initial value ui1 = 4.45.

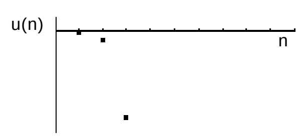
2. Set Axes = TIME.

3. On the Window Editor ([◆] [WINDOW]), set the Window variables.

nmin=0.	xmin=0.	ymin=⁻75.
nmax=10.	xmax=10.	ymax=10.
plotStrt=1.	xscl=1.	yscl=1.
plotStep=1.		

4. Graph the sequence ([◆] [GRAPH]).

   Because the sequence quickly diverges to large negative values, only a few points are plotted.



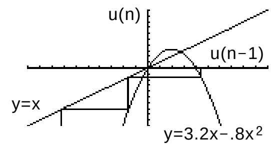
5. On the Y= Editor, set Axes = WEB and Build Web = AUTO.

6. On the Window Editor, change the Window variables.

nmin=0.	xmin= ⁻10.	ymin= ⁻10.
nmax=10.	xmax=10.	ymax=10.
plotStrt=1.	xscl=1.	yscl=1.
plotStep=1.		

7. Regraph the sequence.

   The web plot shows how quickly the sequence diverges to large negative values.



Example: Oscillation

This example shows how the initial value can affect a sequence.

1. On the Y= Editor ([◆] [Y=]), use the same sequence defined in the divergence example: u1(n) = 3.2u1(n− 1) −.8(u1(n− 1))^2. Set initial value ui1 = 0.5.

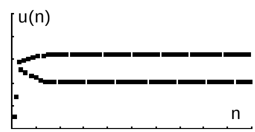
2. Set Axes = TIME.

3. On the Window Editor ([◆] [WINDOW]), set the Window variables.

nmin=1.	xmin=0.	ymin=0.
nmax=100.	xmax=100.	ymax=5.
plotStrt=1.	xscl=10.	yscl=1.
plotStep=1.		

__Note:__ Compare this graph with the divergence example. This is the same sequence with a different initial value.

4. Graph the sequence ([◆] [GRAPH]).



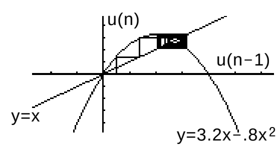
5. On the Y= Editor, set Axes = WEB and Build Web = AUTO.

6. On the Window Editor, change the Window variables.

nmin=1.	xmin= ⁻2.68	ymin= ⁻4.7
nmax=100.	xmax=6.47	ymax=4.7
plotStrt=1.	xscl=1.	yscl=1.
plotStep=1.		

__Note:__ The web moves to an orbit oscillating between two stable points.

7. Regraph the sequence.

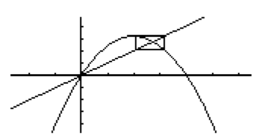


8. Press [F3]. Then use ▶ to trace the web.

   As you trace to larger values of nc, notice that xc and yc oscillate between 2.05218 and 3.19782.

__Note:__ By starting the web plot at a later term, the stable oscillation orbit is shown more clearly.

9. On the Window Editor, set plotstrt=50. Then regraph the sequence.



Using Custom Plots

CUSTOM axes give you great flexibility in graphing sequences. As shown in the following example, CUSTOM axes are particularly effective for showing relationships between one sequence and another.

Example: Predator-Prey Model

Using the predator-prey model in biology, determine the numbers of rabbits and foxes that maintain population equilibrium in a certain region.

R = Number of rabbits
M = Growth rate of rabbits if there are no foxes (use .05)
K = Rate at which foxes can kill rabbits (use .001)
W = Number of foxes
G = Growth rate of foxes if there are rabbits (use .0002)
D = Death rate of foxes if there are no rabbits (use .03)

$R_n = R_{n-1}(1 + M - K W_{n-1})$
$W_n = W_{n-1}(1 + G R_{n-1} - D)$

1. On the Y= Editor ([◆] [Y=]), define the sequences and initial values for R_n and W_n.

__Note:__ Assume there are initially 200 rabbits and 50 foxes.

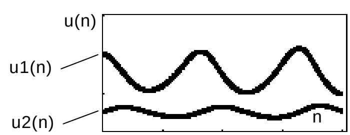
u1(n) = u1(n−1) ∗ (1 + .05 −.001 ∗ u2(n−1))
ui1 = 200
u2(n) = u2(n−1) ∗ (1 + .0002 ∗ u1(n−1) −.03)
ui2 = 50

2. Set Axes = TIME.
3. On the Window Editor ([◆] [WINDOW]), set the Window variables.

nmin=0. xmin=0. ymin=0.
nmax=400. xmax=400. ymax=300.
plotStrt=1. xscl=100. yscl=100.
plotStep=1.

__Note:__ Use [F3] to individually trace the number of rabbits u1(n) and foxes u2(n) over time (n).

4. Graph the sequence ([◆] [GRAPH]).

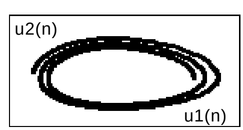


5. On the Y= Editor, set Axes = CUSTOM, X Axis = u1, and Y Axis = u2.
6. In the Window Editor, change the Window variables.

nmin=0. xmin=84. ymin=25.
nmax=400. xmax=237. ymax=75.
plotStrt=1. xscl=50. yscl=10.
plotStep=1.

__Note:__ Use [F3] to trace both the number of rabbits (xc) and foxes (yc) over the cycle of 400 generations.

7. Regraph the sequence.



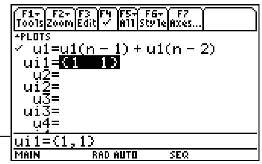
Using a Sequence to Generate a Table

Previous sections described how to graph a sequence. You can also use a sequence to generate a table. Refer to Chapter 13 for detailed information about tables.

Example: Fibonacci Sequence

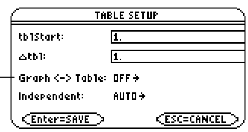
In a Fibonacci sequence, the first two terms are 1 and 1. Each succeeding term is the sum of the two immediately preceding terms.

1. On the Y= Editor ([◆] [Y=]), define the sequence and set the initial values as shown.



You must enter {1,1}, although {1 1} is shown in the sequence list.

2. Set table parameters ([◆] [TblSet]) to:
   tblStart = 1
   Δtbl = 1
   Independent = AUTO

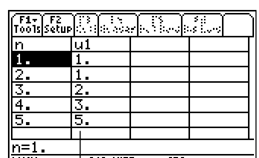


This item is dimmed if you are not using TIME axes.

3. Set Window variables ([◆] [WINDOW]) so that nmin has the same value as tblStart.

```
nmin=1.
nmax=10.
plotStrt=1.
plotStep=1.
xmin=-10.
xmax=10.
xscl=1.
ymin=-10.
ymax=10.
yscl=1.
```

4. Display the table ([◆] [TABLE]).



Fibonacci sequence is in column 2.

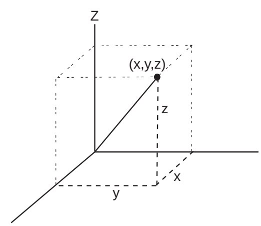
5. Scroll down the table (⊖ or [2nd] ⊖) to see more of the sequence.

3D Graphing

10

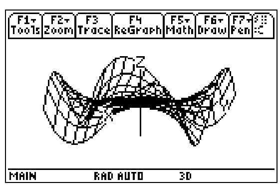
This chapter describes how to graph 3D equations on the TI-89 / TI-92 Plus. Before using this chapter, you should be familiar with Chapter 6: Basic Function Graphing.

In a 3D graph of an equation for z(x,y), a point's location is defined as shown here.

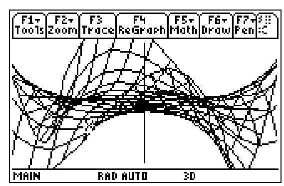


The expanded view feature lets you examine any 3D graph in more detail. For example:

Normal view



Expanded view



To switch between normal and expanded views, press [×] (multiplication key, not the letter X).

When you display a 3D graph, the expanded view is used automatically if:

- You set or change the graph format style to CONTOUR LEVELS or IMPLICIT PLOT.
- The previous graph used the expanded view.

If you press a cursor key to animate the graph, the screen switches to the normal view automatically. You cannot animate a graph in the expanded view.

Tip: *To view the graph along the x, y, or z axis, you can press* X, Y, *or* Z, *respectively.*

Tip: *To switch from one format style to the next (skipping* IMPLICIT PLOT*), press:*

TI-89: [alpha] [F]
TI-92 Plus: F.

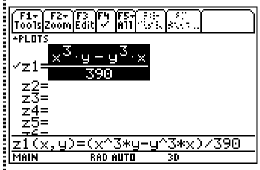
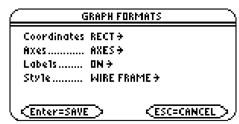
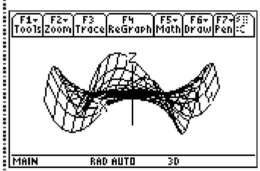
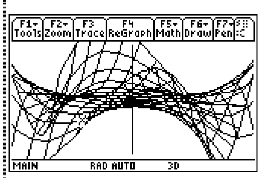
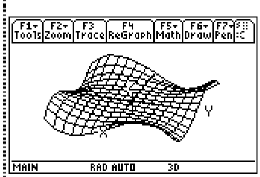
This retains the current view (either expanded or normal).

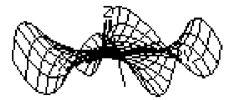
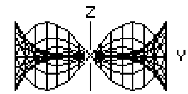
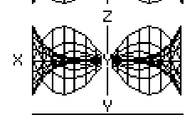
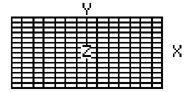
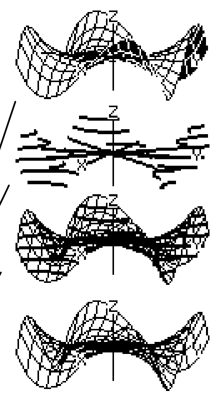
Note: *To switch to* IMPLICIT PLOT *(via the GRAPH FORMATS dialog box), press:*

TI-89: [◆] [I]
TI-92 Plus: [◆] F.

Preview of 3D Graphing

Graph the 3D equation $z(x,y) = (x^3\,y - y^3\,x) / 390$. Animate the graph by using the cursor to interactively change the eye Window variable values that control your viewing angle. Then view the graph in different graph format styles.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph mode, select 3D.	[MODE] ▶ 5 [ENTER]	[MODE] ▶ 5 [ENTER]	
2. Display and clear the Y= Editor. Then define the 3D equation z1(x,y) = $(x^3\,y - y^3\,x) / 390$. *Notice that implied multiplication is used in the keystrokes.*	[◆] [Y=] [F1] 8 [ENTER] [ENTER] [(] X [^] 3 Y [−] Y [^] 3 X [)] [÷] 3 9 0 [ENTER]	[◆] [Y=] [F1] 8 [ENTER] [ENTER] [(] X [^] 3 Y [−] Y [^] 3 X [)] [÷] 3 9 0 [ENTER]	
3. Change the graph format to display and label the axes. Also set Style = WIRE FRAME. *You can animate any graph format style, but* WIRE FRAME *is fastest.*	[◆] [|] ▼ ▶ 2 ▼ ▶ 2 ▼ ▶ 1 [ENTER]	[◆] F ▼ ▶ 2 ▼ ▶ 2 ▼ ▶ 1 [ENTER]	
4. Select the ZoomStd viewing cube, which automatically graphs the equation. *As the equation is evaluated (before it is graphed), "evaluation percentages" are shown in the upper-left part of the screen.*	[F2] 6	[F2] 6	
***Note:** If you have already used 3D graphing, the graph may be shown in expanded view. When you animate the graph, the screen returns to normal view automatically. (Except for animation, you can do the same things in normal and expanded view.)*	[×] (press [×] to switch between expanded and normal view)	[X] (press [X] to switch between expanded and normal view)	
5. Animate the graph by decreasing the eyeϕ Window variable value. ▼ *or* ▲ *may affect* eyeθ *and* eyeψ*, but to a lesser extent than* eyeϕ*.* *To animate the graph continuously, press and hold the cursor for about 1 second and then release it. To stop, press* [ENTER].	▼ ▼ ▼ ▼ ▼ ▼ ▼ ▼	▼ ▼ ▼ ▼ ▼ ▼ ▼ ▼	

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
6. Return the graph to its initial orientation. Then move the viewing angle along the "viewing orbit" around the graph. *For information about the viewing orbit, refer to page 164.*	0 (zero, not the letter O) ◀ ◀ ◀	0 (zero, not the letter O) ◀ ◀ ◀	
7. View the graph along the x axis, the y axis, and then the z axis.	X	X	
This graph has the same shape along the y axis and x axis.	Y	Y	
	Z	Z	
8. Return to the initial orientation.	0	0	
9. Display the graph in different graph format styles.	[I] (press [I] to switch from each style to the next)	F (press F to switch from each style to the next)	
	HIDDEN SURFACE CONTOUR LEVELS (may require extra time to calculate contours) WIRE AND CONTOUR WIRE FRAME		

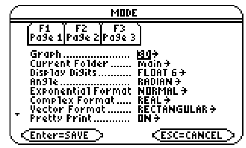
Note: You can also display the graph as an implicit plot by using the GRAPH FORMATS dialog box ([F1] 9 or **TI-89:** [◆] [I] **TI-92 Plus:** [◆] F). If you press **TI-89:** [I] **TI-92 Plus:** F to switch between styles, the implicit plot is not displayed.

Overview of Steps in Graphing 3D Equations

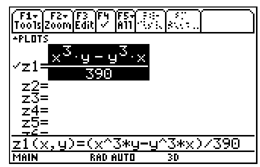
To graph 3D equations, use the same general steps used for y(x) functions as described in Chapter 6: Basic Function Graphing. Any differences that apply to 3D equations are described on the following pages.

Graphing 3D Equations

Set Graph mode ([MODE]) to 3D. Also set Angle mode, if necessary.



Define 3D equations on Y= Editor ([♦] [Y=]).

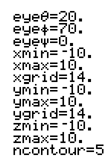


Tip: To turn off any stat data plots (Chapter 16), press [F5] 5 or use [F4] to deselect them.

Select ([F4]) which equation to graph. You can select only one 3D equation.

Note: For 3D graphs, the viewing window is called the viewing cube. [F2] Zoom also changes the viewing cube.

Define the viewing cube ([♦] [WINDOW]).



Tip: To help you see the orientation of 3D graphs, turn on Axes and Labels.

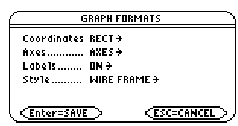
Change the graph format, if necessary.

[F1] **9**

— or —

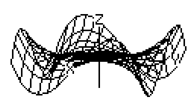
TI-89: [♦] [|]

TI-92 Plus: [♦] **F**



Note: Before displaying the graph, the screen shows the "percent evaluated."

Graph the selected equation ([♦] [GRAPH]).



Exploring the Graph

From the Graph screen, you can:

- Trace the equation.
- Use the [F2] Zoom toolbar menu to zoom in or out on a portion of the graph. Some of the menu items are dimmed because they are not available for 3D graphs.
- Use the [F5] Math toolbar menu to evaluate the equation at a specified point. Only 1:Value is available for 3D graphs.

Tip: You can also evaluate z(x,y) while tracing. Type the x value and press [ENTER]; then type the y value and press [ENTER].

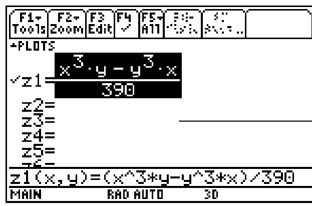
Differences in 3D and Function Graphing

This chapter assumes that you already know how to graph y(x) functions as described in Chapter 6: Basic Function Graphing. This section describes the differences that apply to 3D equations.

Setting the Graph Mode

Use [MODE] to set Graph = 3D before you define equations or set Window variables. The Y= Editor and the Window Editor let you enter information for the *current* Graph mode setting only.

Defining 3D Equations on the Y= Editor



You can define 3D equations for z1(x,y) through z99(x,y).

Tip: You can use the ***Define*** *command from the Home screen (see Appendix A) to define functions and equations for any graphing mode, regardless of the current mode.*

The Y= Editor maintains an independent function list for each Graph mode setting. For example, suppose:

- In FUNCTION graphing mode, you define a set of y(x) functions. You change to 3D graphing mode and define a set of z(x,y) equations.
- When you return to FUNCTION graphing mode, your y(x) functions are still defined in the Y= Editor. When you return to 3D graphing mode, your z(x,y) equations are still defined.

Selecting the Display Style

Because you can graph only one 3D equation at a time, display styles are not available. On the Y= Editor, Style toolbar menu is dimmed.

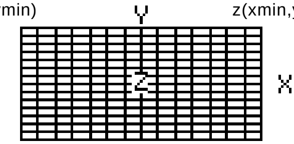
For 3D equations, however, you can use:
[F1] 9
— or —
TI-89: [◆] [|]
TI-92 Plus: [◆] F
to set the Style format to WIRE FRAME or HIDDEN SURFACE. Refer to “Changing the Axes and Style Formats” on page 165.

Window Variables

The Window Editor maintains an independent set of Window variables for each Graph mode setting (just as the Y= Editor maintains independent function lists). 3D graphs use the following Window variables.

***Note:** If you enter a fractional number for* xgrid *or* ygrid*, it is rounded to the nearest whole number ≥ 1.*

***Note:** The 3D mode does not have scl Window variables, so you cannot set tick marks on the axes.*

Variable	Description
eyeθ, eyeϕ, eyeψ	Angles (always in degrees) used to view the graph. Refer to “Rotating and/or Elevating the Viewing Angle” on page 162.
xmin, xmax, ymin, ymax, zmin, zmax	Boundaries of the viewing cube.
xgrid, ygrid	The distance between xmin and xmax and between ymin and ymax is divided into the specified number of grids. The z(x,y) equation is evaluated at each grid point where the grid lines (or grid wires) intersect. The incremental value along x and y is calculated as: $\text{x increment} = \dfrac{\text{xmax} - \text{xmin}}{\text{xgrid}}$ $\quad \text{y increment} = \dfrac{\text{ymax} - \text{ymin}}{\text{ygrid}}$ The number of grid wires is xgrid + 1 and ygrid + 1. For example, when xgrid = 14 and ygrid = 14, the xy grid consists of 225 (15 × 15) grid points. 
ncontour	The number of contours evenly distributed along the displayed range of z values. Refer to page 168.

Standard values (set when you select 6:ZoomStd from the F2 Zoom toolbar menu) are:

eyeθ = 20.	xmin = ⁻10.	ymin = ⁻10.	zmin = ⁻10.
eyeϕ = 70.	xmax = 10.	ymax = 10.	zmax = 10.
eyeψ = 0.	xgrid = 14.	ygrid = 14.	ncontour = 5.

***Note:** Increasing the grid variables decreases the graphing speed.*

You may need to increase the standard values for the grid variables (xgrid, ygrid) to ensure that enough points are plotted.

Setting the Graph Format

The Axes and Style formats are specific to the 3D graphing mode. Refer to “Changing the Axes and Style Formats” on page 165.

Exploring a Graph

As in function graphing, you can explore a graph by using the following tools. Any displayed coordinates are shown in rectangular or cylindrical form as set in the graph format. In 3D graphing, cylindrical coordinates are shown when you use use:
[F1] 9
— or —
TI-89: [◆] [|]
TI-92 Plus: [◆] F
to set Coordinates = POLAR:

Tip: Refer to “Moving the Cursor in 3D” on page 160.

Tip: During a trace, you can also evaluate z(x,y). Type the x value and press [ENTER]; then type the y value and press [ENTER].

Tool	For 3D Graphs:
Free-Moving Cursor	The free-moving cursor is not available.
[F2] Zoom	Works essentially the same as it does for function graphs, but remember that you are now using three dimensions instead of two. • Only the following zooms are available: 2:ZoomIn, 3:ZoomOut, 5:ZoomSqr, 6:ZoomStd, A:ZoomFit, B:Memory, C:SetFactors • Only x (xmin, xmax), y (ymin, ymax), and z (zmin, zmax) Window variables are affected. • The grid (xgrid, ygrid) and eye (eyeθ, eyeφ, eyeψ) Window variables are not affected unless you select 6:ZoomStd (which resets these variables to their standard values).
[F3] Trace	Lets you move the cursor along a grid wire from one grid point to the next on the 3D surface. • When you begin a trace, the cursor appears at the midpoint of the xy grid. • QuickCenter is available. At any time during a trace, regardless of the cursor’s location, you can press [ENTER] to center the viewing cube on the cursor. • Cursor movement is restricted in the x and y directions. You cannot move the cursor beyond the viewing cube boundaries set by xmin, xmax, ymin, and ymax.
[F5] Math	Only 1:Value is available for 3D graphs. This tool displays the z value for a specified x and y value. After selecting 1:Value, type the x value and press [ENTER]. Then type the y value and press [ENTER].

Moving the Cursor in 3D

When you move the cursor along a 3D surface, it may not be obvious why the cursor moves as it does. 3D graphs have two independent variables (x,y) instead of one, and the x and y axes have a different orientation than other graphing modes.

How to Move the Cursor

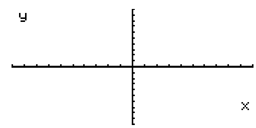
__Note:__ You can move the cursor only within the x and y boundaries set by Window variables xmin, xmax, ymin, and ymax.

On a 3D surface, the cursor always follows along a grid wire.

Cursor Key	Moves the cursor to the next grid point in the:
▶	Positive x direction
◀	Negative x direction
▲	Positive y direction
▼	Negative y direction

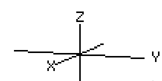
Although the rules are straightforward, the actual cursor movement can be confusing unless you know the orientation of the axes.

In 2D graphing, the x and y axes always have the same orientation relative to the Graph screen.



__Tip:__ To show the axes and their labels from the Y= Editor, Window Editor, or Graph screen, use:
TI-89: ◆ [I]
TI-92 Plus: ◆ F

In 3D graphing, x and y have a different orientation relative to the Graph screen. Also, you can rotate and/or elevate the viewing angle.



eyeθ=20
eyeϕ=70
eyeψ=0

Simple Example of Moving the Cursor

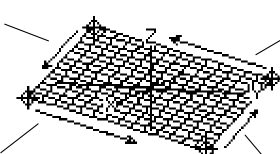
The following graph shows a sloped plane that has the equation z1(x,y) = ⁻(x + y) / 2. Suppose you want to trace around the displayed boundary.

__Tip:__ By displaying and labeling the axes, you can more easily see the pattern in the cursor movement.

When you press [F3], the trace cursor appears at the midpoint of the xy grid. Use the cursor pad to move the cursor to any edge.

▶ moves in a positive x direction, up to xmax.

▼ moves in a negative y direction, back to ymin.



▲ moves in a positive y direction, up to ymax.

◀ moves in a negative x direction, back to xmin.

__Tip:__ To move grid points closer together, you can increase Window variables xgrid and ygrid.

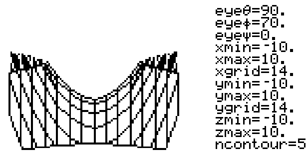
When the trace cursor is on an interior point in the displayed plane, the cursor moves from one grid point to the next along one of the grid wires. You cannot move diagonally across the grid.

Notice that the grid wires may not appear parallel to the axes.

Example of the Cursor on a Hidden Surface

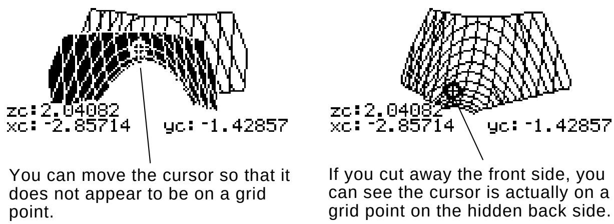
On more complex shapes, the cursor may appear as if it is not on a grid point. This is an optical illusion caused when the cursor is on a hidden surface.

For example, consider a saddle shape z1(x,y) = $(x^2 - y^2) / 3$. The following graph shows the view looking down the y axis.



Now look at the same shape at 10° from the x axis (eyeθ = 10).

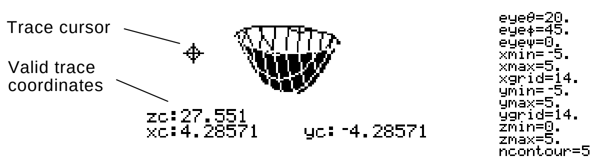
Tip: To cut away the front of the saddle in this example, set xmax=0 to show only negative x values.



Example of an "Off the Curve" Cursor

Although the cursor can move only along a grid wire, you will see many cases where the cursor does not appear to be on the 3D surface at all. This occurs when the z axis is too short to show z(x,y) for the corresponding x and y values.

For example, suppose you trace the paraboloid z(x,y) = $x^2 + .5y^2$ graphed with the indicated Window variables. You can easily move the cursor to a position such as:



Tip: QuickCenter lets you center the viewing cube on the cursor's location. Simply press ENTER.

Although the cursor is actually tracing the paraboloid, it appears off the curve because the trace coordinates:

- xc and yc are within the viewing cube.
  — but —
- zc is outside the viewing cube.

When zc is outside the z boundary of the viewing cube, the cursor is physically displayed at zmin or zmax (although the screen shows the correct trace coordinates).

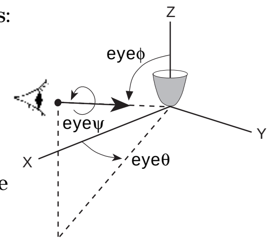
Rotating and/or Elevating the Viewing Angle

In 3D graphing mode, the eyeθ and eyeφ Window variables let you set viewing angles that determine your line of sight. The eyeψ Window variable lets you rotate the graph around that line of sight.

How the Viewing Angle Is Measured

The viewing angle has three components:

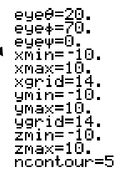
- eyeθ — angle in degrees from the positive x axis.
- eyeφ — angle in degrees from the positive z axis.
- eyeψ — angle in degrees by which the graph is rotated counterclockwise around the line of sight set by eyeθ and eyeφ.



***Note:** When* eyeψ=0*, the z axis is vertical on the screen. When* eyeψ=90*, the z axis is rotated 90° counterclockwise and is horizontal.*

In the Window Editor (◆ [WINDOW]), always enter eyeθ, eyeφ, and eyeψ in degrees, regardless of the current angle mode.

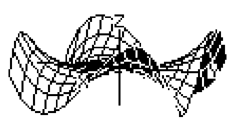
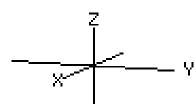
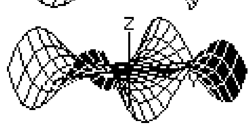
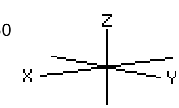
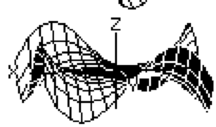
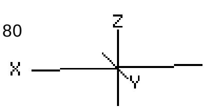
Do not enter a ° symbol. For example, type 20, 70, and 0, not 20°, 70°, and 0°.



Effect of Changing eyeθ

The view on the Graph screen is always oriented along the viewing angle. From this point of view, you can change eyeθ to rotate the viewing angle around the z axis.

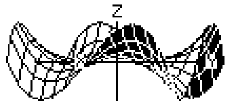
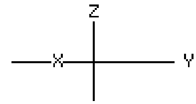
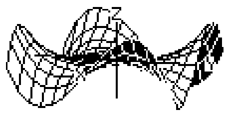
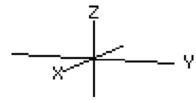
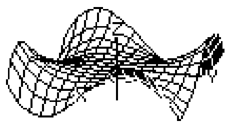
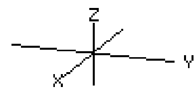
***Note:** This example increments* eyeθ *by* 30.

$z1(x,y) = (x^3y - y^3x) / 390$	In this example, eyeφ = 70	
	eyeθ = 20	
	eyeθ = 50	
	eyeθ = 80	

Effect of Changing eyeϕ

By changing eyeϕ, you can elevate your viewing angle above the xy plane. If 90 < eyeϕ < 270, the viewing angle is below the xy plane.

*Note: This example starts on the xy plane (*eyeϕ = 90*) and decrements* eyeϕ *by* 20 *to elevate the viewing angle.*

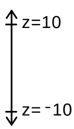
z1(x,y) = (x^3y – y^3x) / 390		In this example, eyeθ = 20
	eyeϕ = 90	
	eyeϕ = 70	
	eyeϕ = 50	

Effect of Changing eyeψ

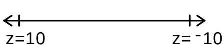
The view on the Graph screen is always oriented along the viewing angles set by eyeθ and eyeϕ. You can change eyeψ to rotate the graph around that line of sight.

Note: During rotation, the axes expand or contract to fit the screen's width and height. This causes some distortion as shown in the example.

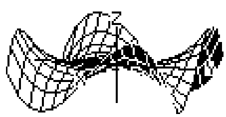
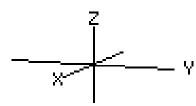
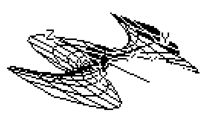
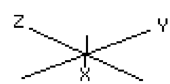
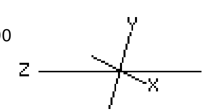
When eyeψ=0, *the z axis runs the height of the screen.*



When eyeψ=90, *the z axis runs the width of the screen.*



As the z axis rotates 90°, its range (⁻10 to 10 in this example) expands to almost twice its original length. Likewise, the x and y axes expand or contract.

z1(x,y)=(x^3y– y^3x) / 390		In this example, eyeθ=20 and eyeϕ=70
	eyeψ=0	
	eyeψ=45	
	eyeψ=90	

From the Home Screen or a Program

The eye values are stored in the system variables eyeθ, eyeϕ, and eyeψ. You can access or store to these variables as necessary.

TI-89: To type ϕ or ψ, press [◆] [(] [alpha] [F] or [◆] [(] [Y], respectively. You can also press [2nd] [CHAR] and use the Greek menu.

TI-92 Plus: To type ϕ or ψ, press [2nd] G F or [2nd] G Y respectively. You can also press [2nd] [CHAR] and use the Greek menu.

Animating a 3D Graph Interactively

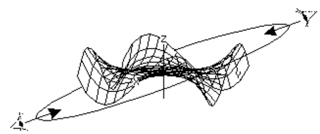
After plotting any 3D graph, you can change the viewing angle interactively by using the cursor. Refer to the preview example on page 154.

The Viewing Orbit

Note: The viewing orbit affects the eye *Window variables in differing amounts.*

When using ← and → to animate a graph, think of it as moving the viewing angle along its "viewing orbit" around the graph.

Moving along this orbit can cause the z axis to wobble slightly during the animation (as you can see in the preview example on page 154).



Animating the Graph

Note: If the graph is shown in expanded view, it returns to normal view automatically when you press a cursor key.

Tip: After animating the graph, you can stop and then re-start the animation in the same direction by pressing:

TI-89: [ENTER] *or* [alpha] [␣]
TI-92 Plus: [ENTER] *or space bar*

Tip: During an animation, you can switch to the next graph format style by pressing:

TI-89: [I]
TI-92 Plus: F

Tip: To see a graphic that shows the eye *angles, refer to page 162.*

To:	Do this:
Animate the graph incrementally	Press and release the cursor quickly.
Move along the viewing orbit:	← or →
Change the viewing orbit's: elevation (primarily increases or decreases eyeφ)	↑ or ↓
Animate the graph continuously	Press and hold the cursor for about 1 second, and then release it. **TI-89:** To stop, press [ESC], [ENTER], [ON], or [◆] [␣] (space). **TI-92 Plus:** To stop, press [ESC], [ENTER], [ON], or the space bar.
Change between 4 animation speeds (increase or decrease the incremental changes in the eye Window variables)	Press [+] or [−].
Change the viewing angle of a non-animated graph to look along the x, y, or z axis	Press X, Y or Z, respectively.
Return to the initial eye angle values	Press 0 (zero, not the letter O).

Animating a Series of Graph Pictures

You can also animate a graph by saving a series of graph pictures and then flipping (or cycling) through those pictures. Refer to "Animating a Series of Graph Pictures" in Chapter 12: Additional Graphing Topics. This method gives you more control over the Window variable values, particularly eyeψ (page 162), which rotates the graph.

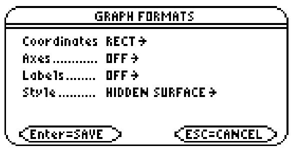
Changing the Axes and Style Formats

With its default settings, the TI-89 / TI-92 Plus displays hidden surfaces on a 3D graph but does not display the axes. However, you can change the graph format at any time.

Displaying the GRAPH FORMATS Dialog Box

From the Y= Editor, Window Editor, or Graph screen, press:

[F1] 9
— or —
TI-89: [◆] [I]
TI-92 Plus: [◆] F



- The dialog box shows the current graph format settings.
- To exit without making a change, press [ESC].

To change any of these settings, use the same procedure that you use to change other types of dialog boxes, such as the MODE dialog box.

Examples of Axes Settings

__Tip:__ Setting Labels = ON is helpful when you display either type of 3D axes.

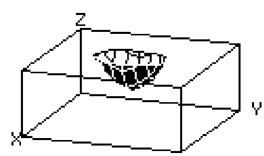
To display the valid Axes settings, highlight the current setting and press ▶.

z1(x,y) = x^2+.5y^2

- AXES — Shows standard xyz axes.

- BOX — Shows 3-dimensional box axes.

  The edges of the box are determined by the Window variables xmin, xmax, etc.

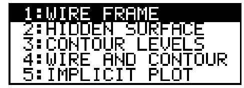


In many cases, the origin (0,0,0) is inside the box, not at a corner.

For example, if xmin = ymin = zmin = ⁻10 and xmax = ymax = zmax = 10, the origin is at the center of the box.

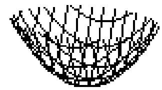
Examples of Style Settings

To display the valid Style settings, highlight the current setting and press ⓡ.

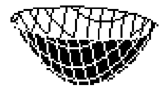


Tip: WIRE FRAME is faster to graph and may be more convenient when you're experimenting with different shapes.

- WIRE FRAME — Shows the 3D shape as a transparent wire frame.



- HIDDEN SURFACES — Uses shading to differentiate the two sides of the 3D shape.



Later sections in this chapter describe CONTOUR LEVELS, WIRE AND CONTOUR (page 167) and IMPLICIT PLOT (page 171).

Be Aware of Possible Optical Illusions

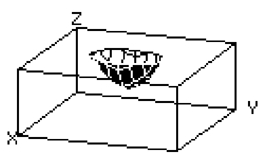
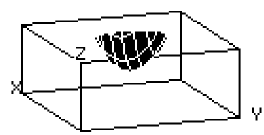
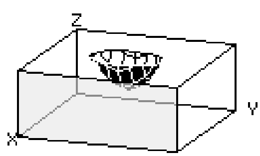
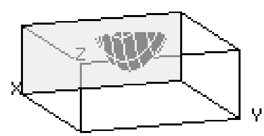
The eye angles used to view a graph (eyeθ, eyeϕ, and eyeψ Window variables) can result in optical illusions that cause you to lose perspective on a graph.

Typically, most optical illusions occur when the eye angles are in a negative quadrant of the coordinate system.

Optical illusions may be more noticeable with box axes. For example, it may not be immediately obvious which is the "front" of the box.

Note: These examples show the graphs as displayed on the screen.

Note: These examples use artificial shading (which is not displayed on the screen) to show the front of the box.

Looking down from above the xy plane	Looking up from below the xy plane
	
eyeθ = 20, eyeϕ = 55, eyeψ = 0	eyeθ = 20, eyeϕ = 120, eyeψ= 0
	

To minimize the effect of optical illusions, use the GRAPH FORMATS dialog box to set Style = HIDDEN SURFACE.

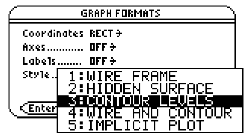
Contour Plots

In a contour plot, a line is drawn to connect adjacent points on the 3D graph that have the same z value. This section discusses the CONTOUR LEVELS and WIRE AND CONTOUR graph format styles.

Selecting the Graph Format Style

In 3D graphing mode, define an equation and graph it as you would any 3D equation, with the following exception. Display the GRAPH FORMATS dialog box by pressing [F1] 9 from the Y= Editor, Window editor, or Graph screen. Then set:

Style = CONTOUR LEVELS
– or –
Style = WIRE AND CONTOUR



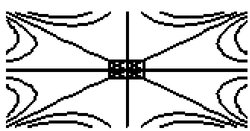
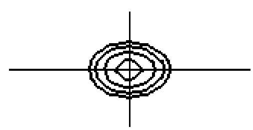
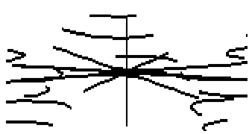
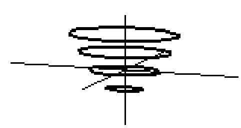
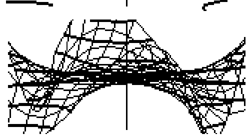
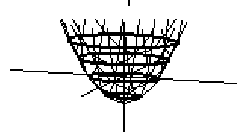
Tip: From the Graph screen, you can switch from one graph format style to the next (skipping IMPLICIT PLOT*) by pressing:*
TI-89: [I]
TI-92 Plus: F

Note: Pressing:
TI-89: [I]
TI-92 Plus: F
to select CONTOUR LEVELS *does not affect the viewing angle, view, or* Labels *format as it does if you use:*
TI-89: [◆] [I]
TI-92 Plus: [◆] F

- For CONTOUR LEVELS, only the contours are shown.
  - The viewing angle is set initially so that you are viewing the contours by looking down the z axis. You can change the viewing angle as necessary.
  - The graph is shown in expanded view. To switch between expanded and normal view, press [×].
  - The Labels format is set to OFF automatically.
- For WIRE AND CONTOUR, the contours are drawn on a wire frame view. The viewing angle, view (expanded or normal), and Labels format retain their previous settings.

Note: These examples use the same x, y, *and* z *Window variable values as a ZoomStd viewing cube. If you use ZoomStd, press* Z *to look down the z axis.*

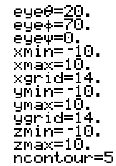
Note: Do not confuse the contours with the grid lines. The contours are darker.

Style	**z1(x,y)=(x^3 y− y^3 x) / 390**	**z1(x,y)=x^2 +.5y^2 − 5**
	Looking down z axis	
CONTOUR LEVELS		
	Using eyeθ=20, eyeϕ=70, eyeψ=0	
CONTOUR LEVELS		
WIRE AND CONTOUR		

How Are Z Values Determined?

You can set the ncontour Window variable ([◆] [WINDOW]) to specify the number of contours that will be evenly distributed along the displayed range of z values, where:

$$\text{increment} = \frac{\text{zmax} - \text{zmin}}{\text{ncontour} + 1}$$



The default is 5. You can set this to 0 through 20.

The z values for the contours are:

zmin + increment
zmin + 2(increment)
zmin + 3(increment)
⋮
zmin + ncontour(increment)

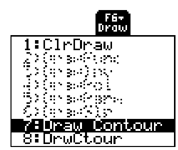
If ncontour=5 and you use the standard viewing window (zmin= ⁻10 and zmax=10) , the increment is 3.333. Five contours are drawn for z= ⁻6.666, ⁻3.333, 0, 3.333, and 6.666.

Note, however, that a contour is not drawn for a z value if the 3D graph is not defined at that z value.

Drawing a Contour for the Z Value of a Selected Point Interactively

If a contour graph is currently displayed, you can specify a point on the graph and draw a contour for the corresponding z value.

1. To display the Draw menu, press:
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]



2. Select 7:Draw Contour.
3. Either:
   - Type the point's x value and press [ENTER], and then type the y value and press [ENTER].

   – or –

   - Move the cursor to the applicable point. (The cursor moves along the grid lines.) Then press [ENTER].

For example, suppose the current graph is $z1(x,y)=x^2+.5y^2-5$. If you specify x=2 and y=3, a contour is drawn for z=3.5.

Tip: *Any existing contours remain on the graph. To remove the default contours, display the Window editor* ([◆] [WINDOW]) *and set* ncontour=0*.*

Drawing Contours for Specified Z Values

From the Graph screen, display the Draw menu and then select 8:DrwCtour. The Home screen is displayed automatically with DrwCtour in the entry line. You can then specify one or more z values individually or generate a sequence of z values.

Tip: To remove the default contours, use ◆ [WINDOW] *and set* ncontour=0.

Some examples are:

DrwCtour 5	Draws a contour for z=5.
DrwCtour {1,2,3}	Draws contours for z=1, 2, and 3.
DrwCtour seq(n,n,⁻10,10,2)	Draws contours for a sequence of z values from ⁻10 through 10 in steps of 2 (⁻10, ⁻8, ⁻6, etc.).

The specified contours are drawn on the current 3D graph. (A contour is not drawn if the specified z value is outside the viewing cube or if the 3D graph is not defined at that z value.)

Notes about Contour Plots

For a contour plot:

- You can use the cursor keys (page 164) to animate the contour plot.
- You cannot trace ([F3]) the contours themselves. However, you can trace the wire frame as seen when Style=WIRE AND CONTOUR.
- It may take awhile to evaluate the equation initially.
- Because of possible long evaluation times, you first may want to experiment with your 3D equation by using Style=WIRE FRAME. The evaluation time is much shorter. Then, after you're sure you have the correct Window variable values, display the Graph Formats dialog box and set Style=CONTOUR LEVELS or WIRE AND CONTOUR.
  TI-89: ◆ [|]
  TI-92 Plus: ◆ F

Example: Contours of a Complex Modulus Surface

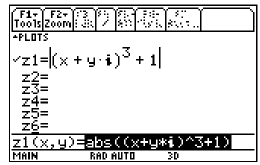
The complex modulus surface given by z(a,b) = abs(f(a+b***i***)) shows all the complex zeros of any polynomial y=f(x).

Example

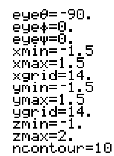
In this example, let f(x)=x^3+1. By substituting the general complex form x+y***i*** for x, you can express the complex surface equation as z(x,y)=abs($(x+y*\boldsymbol{i})^3$+1).

1. Use [MODE] to set Graph=3D.
2. Press [◆] [Y=], and define the equation:

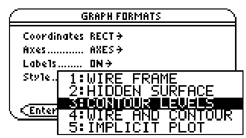
   z1(x,y)=abs((x+y∗***i***)^3+1)



3. Press [◆] [WINDOW], and set the Window variables as shown.



4. Display the Graph Formats dialog box:
   TI-89: [◆] [|]
   TI-92 Plus: [◆] F
   Turn on the axes, set Style = CONTOUR LEVELS, and return to the Window editor.



5. Press [◆] [GRAPH] to graph the equation.

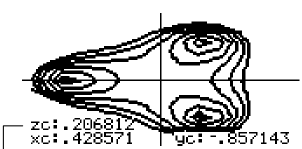
   It will take awhile to evaluate the graph; so be patient. When the graph is displayed, the complex modulus surface touches the xy plane at exactly the complex zeros of the polynomial:

   $$-1, \frac{1}{2}+\frac{\sqrt{3}}{2}\boldsymbol{i}, \text{ and } \frac{1}{2}-\frac{\sqrt{3}}{2}\boldsymbol{i}$$

Note: *For more accurate estimates, increase the* xgrid *and* ygrid *Window variables. However, this increases the graph evaluation time.*

6. Press [F3], and move the trace cursor to the zero in the fourth quadrant.

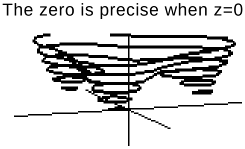
   The coordinates let you estimate .428−.857***i*** as the zero.



The zero is precise when z=0.

Tip: *When you animate the graph, the screen changes to normal view. Use* [×] *to toggle between normal and expanded views.*

7. Press [ESC]. Then use the cursor keys to animate the graph and view it from different eye angles.



This example shows eyeθ=70, eyeϕ=70, and eyeψ=0.

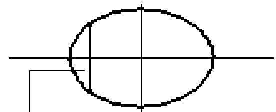
Implicit Plots

An implicit plot is used primarily as a way to graph 2D implicit forms that cannot be graphed in function graphing mode. Technically, an implicit plot is a 3D contour plot with a single contour drawn for z=0 only.

Explicit and Implicit Forms

In 2D function graphing mode, equations have an explicit form y=f(x), where y is unique for each value of x.

Many equations, however, have an implicit form f(x,y)=g(x,y), where you cannot explicitly solve for y in terms of x or for x in terms of y.



y is not unique for each x, so you cannot graph this in function graphing mode.

Tip: You can also graph many implicit forms if you either:

- *Express them as parametric equations. Refer to Chapter 7.*
- *Break them into separate, explicit functions. Refer to the preview example in Chapter 6.*

By using implicit plots in 3D graphing mode, you can graph these implicit forms without solving for y or x.

Rearrange the implicit form as an equation set to zero.

f(x,y)− g(x,y)=0

In the Y= Editor, enter the non-zero side of the equation. This is valid because an implicit plot automatically sets the equation equal to zero.

z1(x,y)=f(x,y)− g(x,y)

For example, given the ellipse equation shown to the right, enter the implicit form in the Y= Editor.

If $x^2 + .5y^2 = 30$,

then $z1(x,y)=x^2 + .5y^2 - 30$.

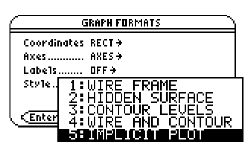
Selecting the Graph Format Style

In 3D graphing mode, define an appropriate equation and graph it as you would any 3D equation, with the following exception. Display the GRAPH FORMATS dialog box from the Y= Editor, Window editor, or Graph screen.

TI-89: [◆] [|]
TI-92 Plus: [◆] F

Then set:

Style = IMPLICIT PLOT



***Note:** From the Graph screen, you can switch to the other graph format styles by pressing:*

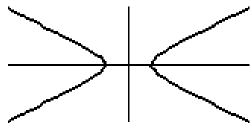
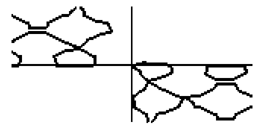
TI-89: [|]
TI-92 Plus: F

However, to return to IMPLICIT PLOT *press:*

TI-89: [◆] [|]
TI-92 Plus: [◆] F

- The viewing angle is set initially so that you are viewing the plot by looking down the z axis. You can change the viewing angle as necessary.
- The plot is shown in expanded view. To switch between expanded and normal view, press [×].
- The Labels format is set to OFF automatically.

Note: These examples use the same x, y, *and* z *Window variable values as a ZoomStd viewing cube. If you use ZoomStd, press* Z *to look down the z axis.*

Style	$x^2 - y^2 = 4$ $z1(x,y)=x^2 - y^2 - 4$	$\sin(x)+\cos(y)=e^{(x*y)}$ $z1(x,y)=\sin(x)+\cos(y)-e^{(x*y)}$
IMPLICIT PLOT		

Notes About Implicit Plots

For an implicit plot:

- The ncontour Window variable (page 168) has no affect. Only the z=0 contour is drawn, regardless of the value of ncontour. The displayed plot shows where the implicit form intersects the xy plane.
- You can use the cursor keys (page 164) to animate the plot.
- You cannot trace ([F3]) the implicit plot itself. However, you can trace the unseen wire frame graph of the 3D equation.
- It may take awhile to evaluate the equation initially.
- Because of possible long evaluation times, you first may want to experiment with your 3D equation by using Style=WIRE FRAME. The evaluation time is much shorter. Then, after you're sure you have the correct Window variable values, set Style=IMPLICIT PLOT.
  TI-89: [◆] [I]
  TI-92 Plus: [◆] F

Example: Implicit Plot of a More Complicated Equation

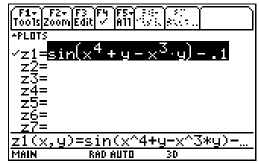
You can use the IMPLICIT PLOT graph format style to plot and animate a complicated equation that cannot be graphed otherwise. Although it may take a long time to evaluate such a graph, the visual results can justify the time required.

Example

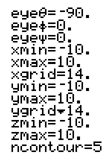
Graph the equation $\sin(x^4+y-x^3 y) = .1$.

1. Use [MODE] to set Graph=3D.
2. Press [♦] [Y=], and define the equation:

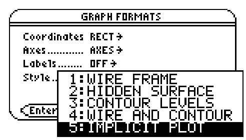
   z1(x,y)=sin(x^4+y- x^3y)-.1



3. Press [♦] [WINDOW], and set the Window variables as shown.



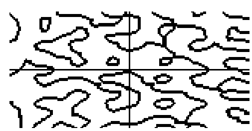
4. Press:
   TI-89: [♦] [|]
   TI-92 Plus: [♦] F
   Turn on the axes, set Style = IMPLICIT PLOT, and return to the Window editor.



Note: For more detail, increase the xgrid and ygrid Window variables. However, this increases the graph evaluation time.

5. Press [♦] [GRAPH] to graph the equation.

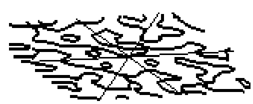
   It will take awhile to evaluate the graph; so be patient.



The graph shows where $\sin(x^4+y-x^3y) = .1$

Tip: When you animate the graph, the screen changes to normal view. Press [×] to switch between normal and expanded views.

6. Use the cursor keys to animate the graph and view it from different eye angles.



In expanded view, this example shows eyeθ=⁻127.85, eyeϕ=52.86, and eyeψ=⁻18.26.

Differential Equation Graphing

11

This chapter describes how to solve differential equations graphically on the TI-89 / TI-92 Plus. Before using this chapter, you should be familiar with Chapter 6: Basic Function Graphing.

Note: *A differential equation is:*

- *1st-order when only 1st-order derivatives appear.*
- *Ordinary when all the derivatives are with respect to the same independent variable.*

The TI-89 / TI-92 Plus solves 1st-order systems of ordinary differential equations. For example:

$y' = .001\, y * (100 - y)$

or coupled 1st-order differential equations such as:

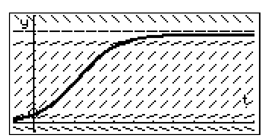
$y1' = {}^{-}y1 + 0.1 * y1 * y2$
$y2' = 3 * y2 - y1 * y2$

You can solve higher-order equations by defining them as a system of 1st-order equations. For example:

$y'' + y = \sin(t)$ can be defined as $y1' = y2$
$y2' = {}^{-}y1 + \sin(t)$

By setting appropriate initial conditions, you can graph a particular solution curve of a differential equation.

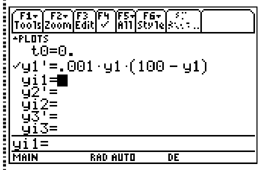
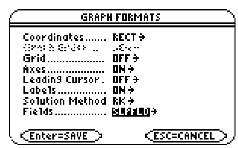
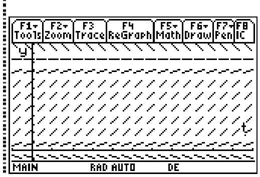
You can also graph a slope or direction field that helps you visualize the behavior of the entire family of solution curves.

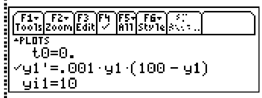
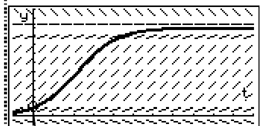
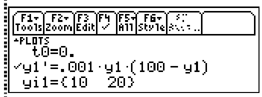
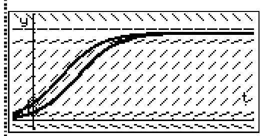
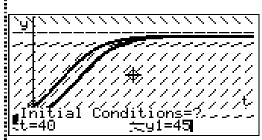
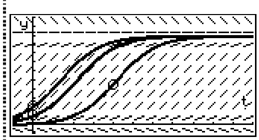


For graphing, the TI-89 / TI-92 Plus uses numerical methods that approximate the true solutions. The **deSolve()** function lets you solve some differential equations symbolically. This chapter introduces **deSolve()**. Refer to Appendix A for more details.

Preview of Differential Equation Graphing

Graph the solution to the logistic 1st-order differential equation y' = .001y∗(100− y). Start by drawing only the slope field. Then enter initial conditions in the Y= Editor and interactively from the Graph screen.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph mode, select DIFF EQUATIONS.	[MODE] → 6 [ENTER]	[MODE] → 6 [ENTER]	
2. Display and clear the Y= Editor. Then define the 1st-order differential equation: y1'(t)=.001y1∗(100− y1) *Press* [×] *to enter the* ∗ *shown above. Do not use implied multiplication between the variable and parentheses. If you do, it is treated as a function call.* *Leave the initial condition* yi1 *blank.*	[◆] [Y=] [F1] 8 [ENTER] [ENTER] . 0 0 1 Y 1 [×] [(] 1 0 0 [−] Y 1 [)] [ENTER]	[◆] [Y=] [F1] 8 [ENTER] [ENTER] . 0 0 1 Y 1 [×] [(] 1 0 0 [−] Y 1 [)] [ENTER]	 **Important:** With y1' selected, the TI-89 / TI-92 Plus will graph the y1 solution curve, not the derivative y1'.
3. Display the GRAPH FORMATS dialog box. Then set Axes = ON, Labels = ON, Solution Method = RK, and Fields = SLPFLD. ***Important:*** *To graph one differential equation,* Fields *must be set to* SLPFLD *or* FLDOFF. *If* Fields=DIRFLD, *an error occurs when you graph.*	[◆] [I] ↓ ↓ → 2 ↓ ↓ → 2 ↓ → 1 ↓ → 1 [ENTER]	[◆] F ↓ ↓ → 2 ↓ ↓ → 2 ↓ → 1 ↓ → 1 [ENTER]	
4. Display the Window Editor, and set the Window variables as shown to the right.	[◆] [WINDOW] 0 ↓ 1 0 ↓ . 1 ↓ 0 ↓ [(-)] 1 0 ↓ 1 1 0 ↓ 1 0 ↓ [(-)] 1 0 ↓ 1 2 0 ↓ 1 0 ↓ 0 ↓ . 0 0 1 ↓ 2 0	[◆] [WINDOW] 0 ↓ 1 0 ↓ . 1 ↓ 0 ↓ [(-)] 1 0 ↓ 1 1 0 ↓ 1 0 ↓ [(-)] 1 0 ↓ 1 2 0 ↓ 1 0 ↓ 0 ↓ . 0 0 1 ↓ 2 0	t0=0. tmax=10. tstep=.1 tplot=0. xmin=-10. xmax=110. xscl=10. ymin=-10. ymax=120. yscl=10. ncurves=0. diftol=.001 fldres=20.
5. Display the Graph screen. *Because you did not specify an initial condition, only the slope field is drawn (as specified by* Fields=SLPFLD *in the* GRAPH FORMATS *dialog box).*	[◆] [GRAPH]	[◆] [GRAPH]	

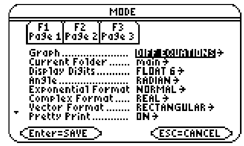
Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
6. Return to the Y= Editor and enter an initial condition: yi1=10	◆ [Y=] ENTER 1 0 ENTER	◆ [Y=] ENTER 1 0 ENTER	
7. Return to the Graph screen. *Initial conditions entered in the Y= Editor always occur at t0. The graph begins at the initial condition and plots to the right. Then it plots to the left.*	◆ [GRAPH]	◆ [GRAPH]	 The initial condition is marked with a circle.
8. Return to the Y= Editor and change yi1 to enter two initial conditions as a list: yi1={10,20}	◆ [Y=] ▲ ENTER 2nd [{] 1 0 , 2 0 2nd [}] ENTER	◆ [Y=] ▲ ENTER 2nd [{] 1 0 , 2 0 2nd [}] ENTER	
9. Return to the Graph screen.	◆ [GRAPH]	◆ [GRAPH]	
10. To select an initial condition interactively, press: **TI-89:** 2nd [F8] **TI-92 Plus:** F8 When prompted, enter t=40 and y1=45. *When selecting an initial condition interactively, you can specify a value for t other than the t0 value entered in the Y= Editor or Window Editor.* *Instead of entering t and y1 after pressing **TI-89:** 2nd [F8] **TI-92 Plus:** F8, you can move the cursor to a point on the screen and then press ENTER.* *You can use F3 to trace curves for initial conditions specified in the Y= Editor. However, you cannot trace the curve for an initial condition selected interactively.*	2nd [F8] 4 0 ENTER 4 5 ENTER	F8 4 0 ENTER 4 5 ENTER	 

Overview of Steps in Graphing Differential Equations

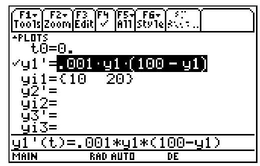
To graph differential equations, use the same general steps used for y(x) functions as described in Chapter 6: Basic Function Graphing. Any differences are described on the following pages.

Graphing Differential Equations

Set Graph mode ([MODE]) to DIFF EQUATIONS. Also set Angle mode, if necessary.



Define equations and, optionally, initial conditions on Y= Editor ([◆] [Y=]).



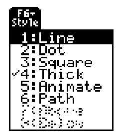
Tip: To turn off any stat data plots, press [F5] 5 *or use* [F4] *to deselect them. Refer to Chapter 16.*

Select ([F4]) which defined equations to graph.

Set the display style for an equation.

TI-89: [2nd] [F6]

TI-92 Plus: [F6]



Note: The Fields *format is critical, depending on the order of the equation (page 197).*

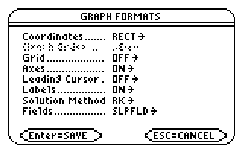
Set the graph format. Solution Method and Fields are unique to differential equations.

[F1] 9

— or —

TI-89: [◆] [I]

TI-92 Plus: [◆] F

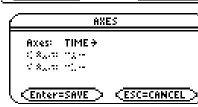


Note: Valid Axes *settings depend on the* Fields *format (pages 190 and 197).*

Set the axes as applicable, depending on the Fields format.

TI-89: [2nd] [F7]

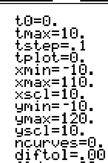
TI-92 Plus: [F7]



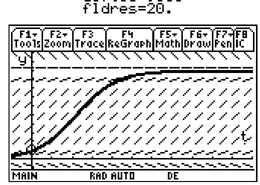
Note: Depending on the Solution Method *and* Fields *formats, different Window variables are displayed.*

Tip: [F2] Zoom *also changes the viewing window.*

Define the viewing window ([◆] [WINDOW]).



Graph the equations ([◆] [GRAPH]).



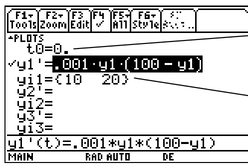
Differences in Diff Equations and Function Graphing

This chapter assumes that you already know how to graph y(x) functions as described in Chapter 6: Basic Function Graphing. This section describes the differences.

Setting the Graph Mode

Use [MODE] to set Graph = DIFF EQUATIONS before you define differential equations or set Window variables. The Y= Editor and the Window Editor let you enter information for the *current* Graph mode setting only.

Defining Differential Equations on the Y= Editor



Use t0 to specify when initial conditions occur. You can also set t0 in the Window Editor.

Use yi to specify one or more initial conditions for the corresponding differential equation.

You can define differential equations y1'(t) through y99'(t).

Tip: *You can use the* **Define** *command from the Home screen to define functions and equations.*

When entering equations in the Y= Editor, do not use y(t) formats to refer to results. For example:

Enter: y1' = .001y1∗(100−y1)

Not: y1' = .001y1(t)∗(100−y1(t))

Do not use implied multiplication between a variable and parenthetical expression. If you do, it is treated as a function call.

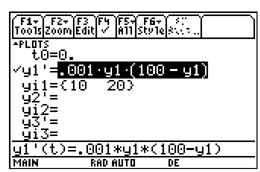
Only 1st-order equations can be entered in the Y= Editor. To graph 2nd- or higher-order equations, you must enter them as a system of 1st-order equations. For information, refer to page 186.

For detailed information about setting initial conditions, refer to page 184.

Selecting Differential Equations

You can use [F4] to select a differential equation, but not its initial condition.

Important: Selecting y1' will graph the y1 solution curve, not the derivative y1', depending on the axis setting.



Selecting the Display Style

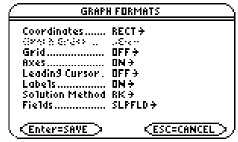
With the Style menu, only the Line, Dot, Square, Thick, Animate, and Path styles are available. Dot and Square mark only those discrete values (in tstep increments) at which a differential equation is plotted.

TI-89: [2nd] [F6]

TI-92 Plus: [F6]

Setting Graph Formats

From the Y= Editor, Window Editor, or Graph screen, press:
[F1] **9**
— or —
TI-89: [◆] [|]
TI-92 Plus: [◆] **F**



The formats affected by differential equations are:

Graph format	Description
Graph Order	Not available.
Solution Method	Specifies the method used to solve the differential equations. • RK — Runge-Kutta method. For information about the algorithm used for this method, refer to Appendix B. • EULER — Euler method. The method lets you choose either greater accuracy or speed. Typically, RK is more accurate than EULER but takes longer to find the solution.
Fields	Specifies whether to draw a field for the differential equation. • SLPFLD — Draws a slope field for only one 1st-order equation, with t on the x axis and the solution on the y axis. To see how a slope field is used, refer to the example starting on page 176. • DIRFLD — Draws a direction field for only one 2nd-order equation (or system of two 1st-order equations), with axes determined by the custom axes settings. To see how a direction field is used, refer to the example starting on page 187. • FLDOFF — Does not display a field. This is valid for equations of any order, but you must use it for 3rd- or higher-order. You must enter the same number of initial conditions for all equations in the Y= Editor (page 184). For an example, refer to page 189.

Important: *The* Fields *graph format is critical in successfully graphing differential equations. Refer to “Troubleshooting with the Fields Graph Format” on page 197.*

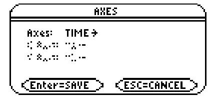
Tip: *If you press* [ENTER] *while a slope or direction field is being drawn, the graph pauses after the field is drawn but before the solutions are plotted. Press* [ENTER] *again to continue.*

Tip: *To cancel graphing, press* [ON].

Setting Axes

In the Y= Editor, Axes may or may not be available, depending on the current graph format.

If it is available, you can select the axes that are used to graph the differential equations. For more information, refer to page 190.



TI-89: [2nd] [F7]
TI-92 Plus: [F7]

Axes	Description
TIME	Plots t on the x axis and y (the solutions to the selected differential equations) on the y axis.
CUSTOM	Lets you select the x and y axes.

Window Variables

Differential equation graphs use the following Window variables. Depending on the Solution Method and Fields graph formats, not all of these variables are listed in the Window Editor ([◆] [WINDOW]) at the same time.

Variable	Description
t0	Time at which the initial conditions entered in the Y= Editor occur. You can set t0 in the Window Editor and Y= Editor. (If you set t0 in the Y= Editor, tplot is set to the same value automatically.)
tmax, tstep	Used to determine the t values where the equations are plotted: y'(t0) y'(t0+tstep) y'(t0+2∗tstep) ... not to exceed ... y'(tmax) If Fields = SLPFLD, tmax is ignored. Equations are plotted from t0 to both edges of the screen in tstep increments.
tplot	First t value plotted. If this is not a tstep increment, plotting begins at the next tstep increment. In some situations, the first points evaluated and plotted starting at t0 may not be interesting visually. By setting tplot greater than t0, you can start the plot at the interesting area, which speeds up the graphing time and avoids unnecessary clutter on the Graph screen.

***Note:** If* tmax < t0, tstep *must be negative.*

***Note:** If* Fields=SLPFLD, tplot *is ignored and is assumed to be the same as* t0.

Window Variables (Continued)

Note: For information about how the Fields graph format affects whether ncurves is used, refer to page 184.

xmin, xmax, ymin, ymax	Boundaries of the viewing window.
xscl, yscl	Distance between tick marks on the x and y axes.
ncurves	Number of solution curves (0 through 10) that will be drawn automatically if you do not specify an initial condition. By default, ncurves = 0. When ncurves is used, t0 is set temporarily at the middle of the screen and initial conditions are distributed evenly along the y axis, where: $\text{increment} = \frac{\text{ymax} - \text{ymin}}{\text{ncurves} + 1}$ The y values for the initial conditions are: ymin + increment ymin + 2∗(increment) ⋮ ymin + ncurves∗(increment)
diftol	(Solution Method = RK only) Tolerance used by the RK method to help select a step size for solving the equation; must be ≥1E ⁻14.
fldres	(Fields = SLPFLD or DIRFLD only) Number of columns (1 through 80) used to draw a slope or direction field across the full width of the screen.
Estep	(Solution Method = EULER only) Euler iterations between tstep values; must be an integer >0. For more accuracy, you can increase Estep without plotting additional points.
dtime	(Fields = DIRFLD only) Point in time at which a direction field is drawn.

Standard values (set when you select 6:ZoomStd from the [F2] Zoom toolbar menu) are:

t0 = 0.	xmin = ⁻1.	ymin = ⁻10.	ncurves = 0.
tmax = 10.	xmax = 10.	ymax = 10.	diftol = .001
tstep = .1	xscl = 1.	yscl = 1.	Estep = 1.
tplot = 0.			fldres = 14.
			dtime = 0.

You may need to change the standard values for the t variables to ensure that sufficient points are plotted.

The fldpic System Variable

When a slope or direction field is drawn, a picture of the field is stored automatically to a system variable named fldpic. If you perform an operation that regraphs the plotted equations but does not affect the field, the TI-89 / TI-92 Plus reuses the picture in fldpic instead of having to redraw the field. This can speed up the regraphing time significantly.

fldpic is deleted automatically when you exit the differential equation graphing mode or when you display a graph with Fields = FLDOFF.

Exploring a Graph

As in function graphing, you can explore a graph by using the following tools. Any displayed coordinates are shown in rectangular or polar form as set in the graph format.

Tip: During a trace, you can move the cursor to a particular point by typing a value for t and pressing [ENTER].

Tip: You can use QuickCenter at any time during a trace, even if the cursor is still on the screen.

Tool	For Differential Equation Graphs:
Free-Moving Cursor	Works just as it does for function graphs.
[F2] Zoom	Works just as it does for function graphs. • Only x (xmin, xmax, xscl) and y (ymin, ymax, yscl) Window variables are affected. • The t Window variables (t0, tmax, tstep, tplot) are not affected unless you select 6:ZoomStd (which sets all Window variables to their standard values).
[F3] Trace	Lets you move the cursor along the curve one tstep at a time. To move approximately ten plotted points at a time, press [2nd] ▶ or [2nd] ◀. If you enter initial conditions in the Y= Editor or let the ncurves Window variable plot curves automatically, you can trace the curves. If you use: **TI-89:** [2nd] [F8] **TI-92 Plus:** [F8] IC from the Graph screen to select initial conditions interactively, you cannot trace the curves. QuickCenter applies to all directions. If you move the cursor off the screen (top or bottom, left or right), press [ENTER] to center the viewing window on the cursor location. Use ▲ or ▼ to view results on all plotted curves.
[F5] Math	Only 1:Value is available. • With TIME axes, the y(t) solution value (represented by yc) is displayed for a specified t value. • With CUSTOM axes, the values that correspond to x and y depend on the axes you choose.

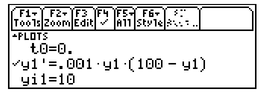
Setting the Initial Conditions

You can enter initial conditions in the Y= Editor, let the TI-89 / TI-92 Plus calculate initial conditions automatically, or select them interactively from the Graph screen.

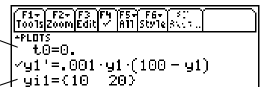
Entering Initial Conditions in the Y= Editor

You can specify one or more initial conditions in the Y= Editor. To specify more than one, enter them as a list enclosed in braces { } and separated by commas.

To enter initial conditions for the y1' equation, use the yi1 line, etc.



To specify when the initial conditions occur, use t0. This is also the first t evaluated for the graph.



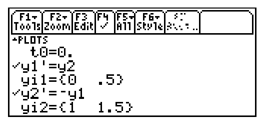
To graph a family of solutions, enter a list of initial conditions.

Enter {10,20} even though {10 20} is displayed.

__Note:__ For information about defining a system for higher-order equations, refer to page 186.

For a 2nd- or higher-order differential equation, you must define a system of 1st-order equations in the Y= Editor.

If you enter initial conditions, you must enter the same number of initial conditions for each equation in the system. Otherwise, a Dimension error occurs.



If You Do Not Enter an Initial Condition in the Y= Editor

If you do not enter initial conditions, the ncurves Window variable (◆ [WINDOW]) specifies the number of solution curves graphed automatically. By default, ncurves = 0. You can enter a value from 0 through 10. However, the Fields graph format and the Axes setting determine whether ncurves is used.

__Tip:__ Without entering initial conditions, use SLPFLD (with ncurves=0) or DIRFLD to display a slope or direction field only.

__Note:__ SLPFLD is for a single 1st-order equation only. DIRFLD is for a 2nd-order equation (or system of two 1st-order equations) only.

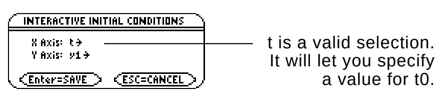
If Fields =	Then:
SLPFLD	Uses ncurves, if not set to 0, to graph curves.
DIRFLD	Ignores ncurves. Does not graph any curves.
FLDOFF	Uses ncurves if Axes = TIME (or if Axes = Custom and the x axis is t). Otherwise, a Diff Eq setup error occurs.

When ncurves is used, t0 is set temporarily at the middle of the Graph screen. However, the value of t0 as set in the Y= Editor or Window Editor is not changed.

Selecting an Initial Condition Interactively from the Graph Screen

When a differential equation is graphed (regardless of whether a solution curve is displayed), you can select a point on the Graph screen and use it as an initial condition.

Note: *With* SLPFLD *or* DIRFLD, *you can select initial conditions interactively regardless of whether you enter initial conditions in the Y= Editor.*

If Fields =	**Do this:**
SLPFLD – or – DIRFLD	1. Press: **TI-89:** [2nd] [F8] **TI-92 Plus:** [F8] 2. Specify an initial condition. Either: • Move the cursor to the applicable point and press [ENTER]. – or – • For each of the two coordinates, type a value and press [ENTER]. – For SLPFLD (1st-order only), enter values for t0 and y(t0). – For DIRFLD (2nd-order or system of two 1st-order equations only), enter values for both y(t0) initial conditions, where t0 is the value set in the Y= Editor or Window Editor. A circle marks the initial condition and the solution curve is drawn.
FLDOFF	1. Press: **TI-89:** [2nd] [F8] **TI-92 Plus:** [F8] You are prompted to select the axes for which you want to enter initial conditions.  Your selections will be used as the axes for the graph. 2. You can accept the defaults or change them. Then press [ENTER]. 3. Specify an initial condition as described for SLPFLD or DIRFLD.

Note: *With* FLDOFF, *you can select initial conditions interactively. However, if three or more equations are entered, you must enter a single value (not a list) as the initial condition for each equation in the Y= Editor. Otherwise, a* Dimension error *occurs when graphing.*

Note about Tracing a Solution Curve

When you enter initial conditions in the Y= Editor or let ncurves graph solution curves automatically, you can use [F3] to trace the curves.

However, you cannot trace a curve drawn by selecting an initial condition interactively. These curves are drawn, not plotted.

Defining a System for Higher-Order Equations

In the Y= Editor, you must enter all differential equations as 1st-order equations. If you have an n^{th}-order equation, you must transform it into a system of n 1st-order equations.

Transforming an Equation into a 1st-Order System

A system of equations can be defined in various ways, but the following is a general method.

1. Rewrite the original differential equation as necessary.

   $y'' + y' + y = e^x$

   a. Solve for the highest-ordered derivative.

   $y'' = e^x - y' - y$

   b. Express it in terms of y and t.

   $y'' = e^t - y' - y$

   c. On the right side of the equation only, substitute to eliminate any references to derivative values.

   Note: *To produce a 1st-order equation, the right side must contain non-derivative variables only.*

In place of:	Substitute:
y	y1
y'	y2
y"	y3
y"'	y4
$y^{(4)}$	y5
⋮	⋮

   $y'' = e^t - y2 - y1$

   Do not substitute on the left side at this time.

   d. On the left side of the equation, substitute for the derivative value as shown below.

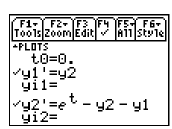
In place of:	Substitute:
y'	y1'
y"	y2'
y"'	y3'
$y^{(4)}$	y4'
⋮	⋮

   $y2' = e^t - y2 - y1$

2. On the applicable lines in the Y= Editor, define the system of equations as:

   Note: *Based on the above substitutions, the y' lines in the Y= Editor represent:*
   y1' = y'
   y2' = y"
   etc.
   So, this example's 2nd-order equation is entered on the y2' line.

y1' = y2
y2' = y3
y3' = y4
– up to –
yn' = your n^{th}-order equation



In a system such as this, the solution to the y1' equation is the solution to the n^{th}-order equation. You may want to deselect any other equations in the system.

Example of a 2nd-Order Equation

The 2nd-order differential equation y''+y = 0 represents a simple harmonic oscillator. Transform this into a system of equations for the Y= Editor. Then, graph the solution for initial conditions y(0) = 0 and y'(0) = 1.

Example

1. Press [MODE] and set Graph=DIFF EQUATIONS.
2. Define a system of equations for the 2nd-order equation as described on page 186.

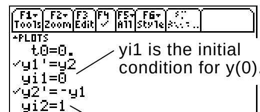
   Rewrite the equation and make the necessary substitutions.

   y'' + y = 0
   y'' = ⁻y
   y'' = ⁻y1
   y2' = ⁻y1

Note: t0 is the time at which the initial conditions occur. It is also the first t evaluated for the graph. By default, t0=0.

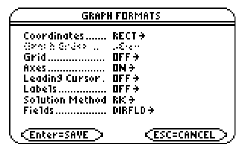
3. In the Y= Editor ([♦] [Y=]), enter the system of equations.
4. Enter the initial conditions:

   yi1=0 and yi2=1



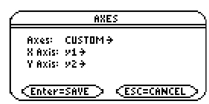
***Important:** For 2nd-order equations, you must set* Fields=DIRFLD *or* FLDOFF.

5. Press:
   [F1] **9**
   — or —
   TI-89: [♦] [I]
   TI-92 Plus: [♦] **F**
   and set Axes = ON, Labels = OFF, Solution Method = RK, and Fields = DIRFLD.



Important: Fields=DIRFLD *cannot plot a time axis. An* Invalid Axes *error occurs if* Axes=TIME *or if t is set as a* CUSTOM *axis.*

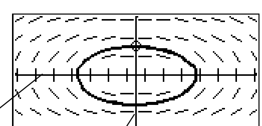
6. In the Y= Editor, press:
   TI-89: [2nd] [F7]
   TI-92 Plus: [F7]
   and make sure Axes = CUSTOM with y1 and y2 as the axes.



7. In the Window Editor ([♦] [WINDOW]), set the Window variables.

t0=0.	xmin=⁻2.	ncurves=0.
tmax=10.	xmax=2.	diftol=.001
tstep=.1	xscl=1.	fldres=14.
tplot=0.	ymin=⁻2.	dtime=0.
	ymax=2.	
	yscl=1.	

8. Display the Graph screen ([♦] [GRAPH]).

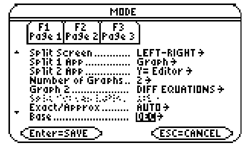


If you select ZoomSqr ([F2] 5), you can see that the phase-plane orbit is actually a circle. However, ZoomSqr will change your Window variables.

To examine this harmonic oscillator in more detail, use a split screen to graph the manner in which y and y' change with respect to time (t).

***Note:** To display different graphs in both parts of a split screen, you must use the 2-graph mode.*

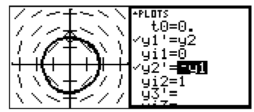
9. Press [MODE] and change the mode settings on Page 2 as shown. Then close the MODE dialog box, which redraws the graph.



10. Press [2nd] [⊞] to switch to the right side of the split screen.

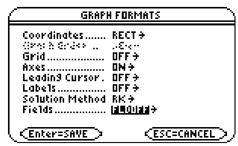
11. Use [F4] to select y1' and y2'.

    The right side uses the same equations as the left side. However, no equations are selected initially in the right side.

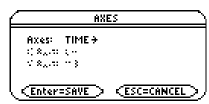


***Important:** Because* Fields=DIRFLD *cannot plot a time axis, you must change the* Fields *setting.* FLDOFF *turns off all fields.*

12. Press:
    [F1] **9**
    — or —
    TI-89: [◆] [|]
    TI-92 Plus: [◆] **F**
    Set Fields = FLDOFF.



13. In the Y= Editor, press:
    TI-89: [2nd] [F7]
    TI-92 Plus: [F7]
    and make sure Axes = TIME.



***Note:** When you enter 2-graph mode, Window variables for the right side are set to their defaults.*

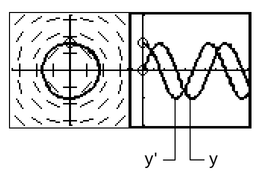
14. In the Window Editor, change ymin and ymax as shown to the right.

ymin=⁻2.

ymax=2.

15. Press [◆] [GRAPH] to display the Graph screen for graph #2.

    The left side shows the phase-plane orbit. The right side shows the solution curve and its derivative.



16. To return to a full screen of the original graph, press [2nd] [⊞] to switch to the left side. Then press [MODE] and change the Split Screen setting.

Split Screen = FULL

Example of a 3rd-Order Equation

For the 3rd-order differential equation y'''+2y''+2y'+y = sin(x), write a system of equations to enter in the Y= Editor. Then graph the solution as a function of time. Use initial conditions y(0) = 0, y'(0) = 1, and y''(0) = 1.

Example

1. Press [MODE] and set Graph=DIFF EQUATIONS.

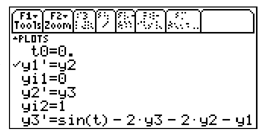
2. Define a system of equations for the 3rd-order equation as described on page 186.

   Rewrite the equation and make the necessary substitutions.

   y''' + 2y'' + 2y' + y = sin(x)
   y''' = sin(x) − 2y'' − 2y' − y
   y''' = sin(t) − 2y'' − 2y' − y
   y''' = sin(t) − 2y3 − 2y2 − y1
   y3' = sin(t) − 2y3 − 2y2 − y1

Note: t0 is the time at which the initial conditions occur. By default, t0=0.

3. In the Y= Editor ([◆] [Y=]), enter the system of equations.



4. Enter the initial conditions:

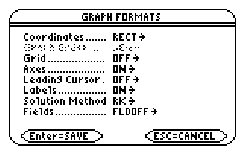
   yi1=0, yi2=1, and yi3=1

5. Be sure that only y1' is selected. Use [F4] to deselect any other equations.

Important: The solution to the y1' equation is the solution to the 3rd-order equation.

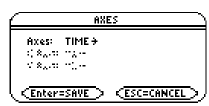
***Important:** For 3rd- or higher-order equations, you must set* Fields=FLDOFF*. Otherwise, an* Undefined variable *error occurs when graphing.*

6. Press:
   [F1] **9**
   — or —
   TI-89: [◆] [|]
   TI-92 Plus: [◆] **F**
   Set Axes = ON, Labels = ON, Solution Method = RK, and Fields = FLDOFF.



***Note:** With* Axes=TIME*, the solution to the selected equation is plotted against time (t).*

7. In the Y= Editor, press:
   TI-89: [2nd] [F7]
   TI-92 Plus: [F7]
   Set Axes = TIME.

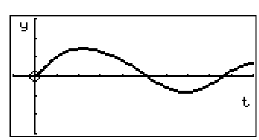


8. In the Window Editor ([◆] [WINDOW]), set the Window variables.

t0=0.	xmin=⁻1.	ncurves=0.
tmax=10.	xmax=10.	diftol=.001
tstep=.1	xscl=1.	
tplot=0.	ymin=⁻3.	
	ymax=3.	
	yscl=1.	

***Tip:** To find the solution at a particular time, use* [F3] *to trace the graph.*

9. Display the Graph screen ([◆] [GRAPH]).

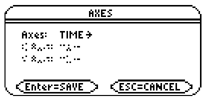


Setting Axes for Time or Custom Plots

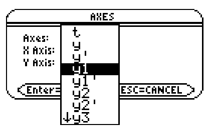
Setting the axes can give you great flexibility in graphing differential equations. Custom axes are particularly effective for showing different kinds of relationships.

Displaying the AXES Dialog Box

From the Y= Editor, press:
TI-89: [2nd] [F7]
TI-92 Plus: [F7]



If Fields = SLPFLD, Axes is unavailable.
TI-89: [2nd] [F7]
TI-92 Plus: [F7]

Item	Description
Axes	TIME — Plots t on the x axis and y (solutions to all selected differential equations) on the y axis. CUSTOM — Lets you select the x and y axes.
X Axis, Y Axis	Active only when Axes = CUSTOM, these let you select what you want to plot on the x and y axes.  t — time y — solutions (y1, y2, etc.) of all selected differential equations y' — values of all selected differential equations (y1', y2', etc.) y1, y2, etc. — the solution to the corresponding differential equation, regardless of whether that equation is selected y1', y2', etc. — the value of the right-hand side of the corresponding differential equation, regardless of whether that equation is selected

Note: *t is not valid for* either Axis *when* Fields=DIRFLD. *If you select t, an* Invalid axes *error occurs when graphing.*

Example of Time and Custom Axes

Using the predator-prey model from biology, determine the numbers of rabbits and foxes that maintain population equilibrium in a certain region. Graph the solution using both time and custom axes.

Predator-Prey Model

Use the two coupled 1st-order differential equations:

$y1' = {}^{-}y1 + 0.1y1 * y2$ and $y2' = 3y2 - y1 * y2$

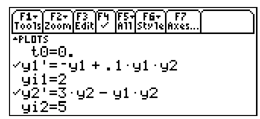
where:

y1 = Population of foxes
yi1 = Initial population of foxes (2)
y2 = Population of rabbits
yi2 = Initial population of rabbits (5)

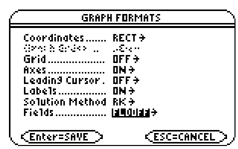
1. Use [MODE] to set Graph = DIFF EQUATIONS.

Tip: To speed up graphing times, clear any other equations in the Y= Editor. With FLDOFF, all equations are evaluated even if they are not selected.

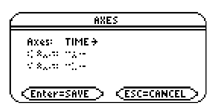
2. In the Y= Editor ([◆] [Y=]), define the differential equations and enter the initial conditions.



3. Press:
[F1] **9**
— or —
TI-89: [◆] [|]
TI-92 Plus: [◆] **F**
Set Axes = ON, Labels = ON, Solution Method = RK, and Fields = FLDOFF.



4. In the Y= Editor, press:
TI-89: [2nd] [F7]
TI-92 Plus: [F7]
Set Axes = TIME.



5. In the Window Editor ([◆] [WINDOW]), set the Window variables.

t0=0.
tmax=10.
tstep=π/24
tplot=0.

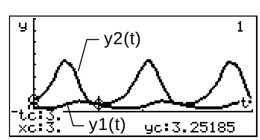
xmin=⁻1.
xmax=10.
xscl=5.
ymin=⁻10.
ymax=40.
yscl=5.

ncurves=0.
diftol=.001

6. Graph the differential equations ([◆] [GRAPH]).

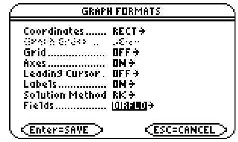
Tip: Use ⊖ and ⊝ to move the trace cursor between the curves for y1 and y2.

7. Press [F3] to trace. Then press 3 [ENTER] to see the number of foxes (yc for y1) and rabbits (yc for y2) at t=3.

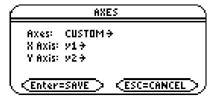


Note: In this example, DIRFLD is used for two related differential equations that do not represent a 2nd-order equation.

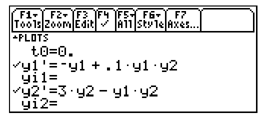
8. Return to the Y= Editor. Press:
   [F1] **9**
   — or —
   TI-89: [◆] [|]
   TI-92 Plus: [◆] **F**
   Set Fields = DIRFLD.



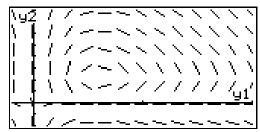
9. Press:
   TI-89: [2nd] [F7]
   TI-92 Plus: [F7]
   Confirm that the axes are set as shown.



10. In the Y= Editor, clear the initial conditions for yi1 and yi2.



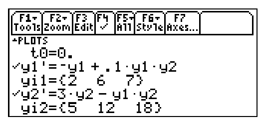
11. Return to the Graph screen, which displays only the direction field.



Tip: Use a list to specify more than one initial condition.

12. To graph a family of solutions, return to the Y= Editor and enter the initial conditions shown below.

    yi1={2,6,7} and yi2={5,12,18}

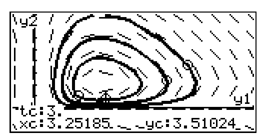


13. Return to the Graph screen, which displays a curve for each pair of initial conditions.

Tip: Use ⊙ and ⊙ to move the trace cursor from one initial condition curve to another.

14. Press [F3] to trace. Then press 3 [ENTER] to see the number of foxes (xc) and rabbits (yc) at t=3.

    Because t0=0 and tmax=10, you can trace in the range 0≤t≤10.



Example Comparison of RK and Euler

Consider a logistic growth model dP/dt = .001∗ P∗ (100− P), with the initial condition P(0) = 10. Use the **BldData** instruction to compare the graphing points calculated by the RK and Euler solution methods. Then plot those points along with a graph of the equation's exact solution.

Example

1. Press [MODE] and set Graph=DIFF EQUATIONS.
2. Express the 1st-order equation in terms of y1' and y1.

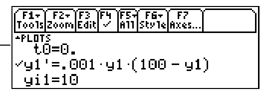
   y1'=.001y1∗ (100− y1)

   Do not use implied multiplication between the variable and parentheses. If you do, it is treated as a function call.

Tip: To speed up graphing times, clear any other equations in the Y= Editor. With FLDOFF*, all equations are evaluated even if they are not selected.*

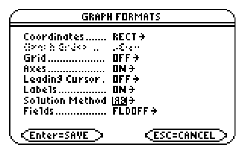
3. Enter the equation in the Y= Editor ([◆] [Y=]).
4. Enter the initial condition:

   yi1=10



t0 is the time at which the initial condition occurs. By default, t0=0.

5. Press:
   [F1] **9**
   — or —
   TI-89: [◆] [|]
   TI-92 Plus: [◆] **F**
   Set Solution Method = RK and Fields = FLDOFF.



6. In the Window Editor ([◆] [WINDOW]), set the Window variables.

t0=0.	xmin=⁻1.	ncurves=0.
tmax=100.	xmax=100.	diftol=.001
tstep=1.	xscl=1.	
tplot=0.	ymin=⁻10.	
	ymax=10.	
	yscl=1.	

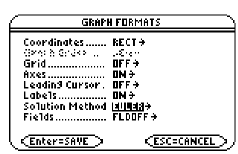
Important: Change tstep from .1 (its default) to 1. Otherwise, **BldData** calculates too many rows for the data variable and a Dimension error occurs.

Note: You do not need to graph the equation before using **BldData***. For more information about* **BldData***, refer to Appendix A.*

7. In the Home screen
   TI-89: [HOME]
   TI-92 Plus: [◆] [HOME]
   use **BldData** to create a data variable containing the RK graphing points.

   BldData rklog

8. Return to the Y= Editor, press:
   [F1] **9**
   — or —
   TI-89: [◆] [|]
   TI-92 Plus: [◆] **F**
   Set Solution Method = EULER.

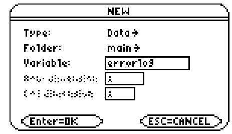


9. Return to the Home screen, and use **BldData** to create a data variable containing the Euler graphing points.

```
BldData eulerlog
```

__Note:__ errorlog lets you combine the data in rklog and eulerlog so that you can view the two sets of data side by side.

10. Use the Data/Matrix Editor ([APPS] 6 3) to create a new data variable named errorlog.

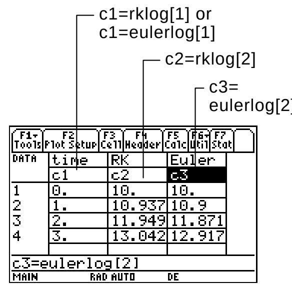


__Note:__ rklog[1] and rklog[2] refer to column 1 and 2 in rklog, respectively. Likewise with eulerlog[2].

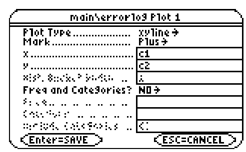
__Tip:__ Scroll through the data variable to see how the RK and Euler values differ for the same time value.

11. In this new data variable, define the c1, c2, and c3 column headers to refer to data in rklog and eulerlog. Also, enter column titles as shown.

    To define a column header, move the cursor to that column, press [F4], type the reference expression (such as rklog[1] for c1), and press [ENTER].



12. In the Data/Matrix Editor, press [F2]. Then press [F1] and define Plot 1 for the RK data, as shown to the right.



13. Define Plot 2 for the Euler data. Use the values shown to the right.

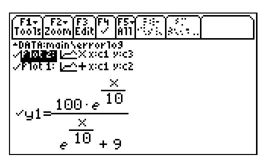
Plot Type=xyline
Mark=Cross
x=c1
y=c3

14. Return to the Y= Editor, press [MODE], and set Graph = FUNCTION.

__Note:__ To see how to use __deSolve()__ to find this exact, general solution, refer to page 196.

15. The exact solution to the differential equation is given below. Enter it as y1.

    y1 = (100∗ *e*^(x/10))/(*e*^(x/10)+9)



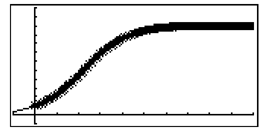
You can use ⊙ to scroll up to see Plot 1 and Plot 2.

Note: The fuzzy line on the graph indicates differences between the RK and Euler values.

16. In the Window Editor, set the Window variables.

xmin=⁻10. ymin=⁻10. xres=2.
xmax=100. ymax=120.
xscl=10. yscl=10.

17. Display the Graph screen ([◆] [GRAPH]).

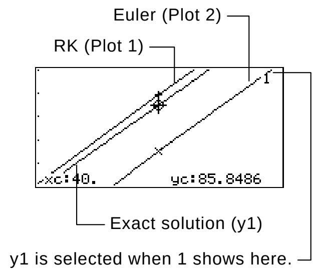


18. In the Window Editor, set the Window variables to zoom in so that you can examine the differences in more detail.

xmin=39.7 ymin=85.5 xres=2.
xmax=40.3 ymax=86.
xscl=.1 yscl=.1

19. Return to the Graph screen.

20. Press [F3] to trace, and then press ⊙ or ⊙ until y1 is selected. (1 shows in upper right corner.) Then enter 40.



By moving the trace cursor to trace each solution to xc = 40, you can find that:

- The exact solution (y1) is 85.8486, rounded to six digits.
- The RK solution (Plot 1) is 85.8952.
- The Euler solution (Plot 2) is 85.6527.

You can also use the Data/Matrix Editor to open the errorlog data variable and scroll to time = 40.

Example of the deSolve() Function

The **deSolve()** function lets you solve many 1st- and 2nd-order ordinary differential equations exactly.

Example

For a general solution, use the following syntax. For a particular solution, refer to Appendix A.

deSolve(*1stOr2ndOrderODE*, *independentVar*, *dependentVar***)**

Using the logistic 1st-order differential equation from the example on page 176, find the general solution for y with respect to t.

Tip: For maximum accuracy, use 1/1000 instead of .001. A floating-point number can introduce round-off errors.

deSolve(y' = 1/1000 y∗(100− y),t,y)

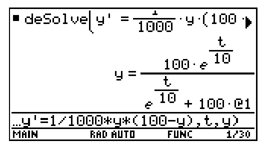
Do not use implied multiplication between the variable and parentheses. If you do, it will be treated as a function call.

For ', type [2nd] [′].

Note: This example does not involve graphing, so you can use any Graph *mode.*

Before using **deSolve()**, clear any existing t and y variables. Otherwise, an error occurs.

1. In the Home screen
   TI-89: [HOME]
   TI-92 Plus: [♦] [HOME]
   use **deSolve()** to find the general solution.

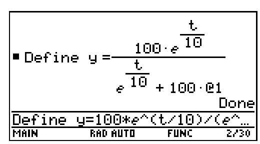


@1 represents a constant. You may get a different constant (@2, etc.).

2. Use the solution to define a function.
   a. Press ⊙ to highlight the solution in the history area. Then press [ENTER] to autopaste it into the entry line.

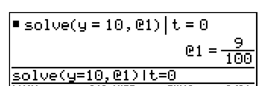
Tip: Press [2nd] ⊙ to move to the beginning of the entry line.

   b. Insert the **Define** instruction at the beginning of the line. Then press [ENTER].



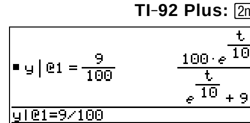
Note: If you got a different constant (@2, etc.), solve for that constant.

3. For an initial condition y=10 with t=0, use **solve()** to find the @1 constant.



For @, type
TI-89: [♦] [STO▸]
TI-92 Plus: [2nd] **R**

4. Evaluate the general solution (y) with the constant @1=9/100 to obtain the particular solution shown.



You can also use **deSolve()** to solve this problem directly. Enter:

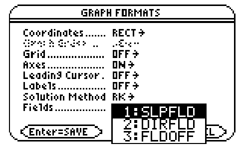
deSolve(y' = 1/1000 y∗(100− y) and y(0)=10,t,y)

Troubleshooting with the Fields Graph Format

If you have difficulties graphing a differential equation, this section can help you correct the problem. Many problems may be related to your Fields graph format setting.

Setting the Fields Graph Format

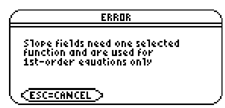
From the Y= Editor, Window Editor, or Graph screen, press:
[F1] **9**
— or —
TI-89: [♦] [|]
TI-92 Plus: [♦] **F**



What Order Equation Are You Graphing?

If the equation is:	Valid Fields settings are:
1st-order	SLPFLD or FLDOFF
2nd-order (system of two 1st-order equations)	DIRFLD or FLDOFF
3rd- or higher-order (system of three or more 1st-order equations)	FLDOFF

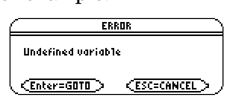
Because Fields = SLPFLD is the default setting, a common error message is shown to the right.



When you see this or any other error message:

- For your order of equation, use the previous table to find the valid Fields settings. Change to the applicable setting.
- For a particular Fields setting, check the following for information that applies to that setting.

Fields=SLPFLD

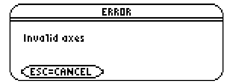
In the Y= Editor	Use [F4] to select one and only one 1st-order equation. You can enter multiple equations, but only one at a time can be selected. The selected equation must not refer to any other equation in the Y= Editor. For example: If y1'=y2, an Undefined variable error occurs when you graph. 
In the Graph screen	If the slope field is drawn but no solution curve is plotted, specify an initial condition as described on page 184.

Fields=DIRFLD

In the Y= Editor

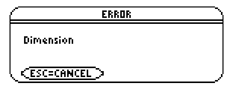
Enter a valid system of two 1st-order equations. For information about defining a valid system for a 2nd-order equation, refer to page 186.

Set Axes = CUSTOM:
TI-89: [2nd] [F7]
TI-92 Plus: [F7]
If Axes = TIME, an Invalid axes error occurs when you graph.



If you enter initial conditions in the Y= Editor, the equations referenced by the custom axes must have the same number of initial conditions.

Otherwise, a Dimension error occurs when you graph.



With custom axes

Set axes that are valid for your system of equations.

Do not select t for either axis. Otherwise, an Invalid axes error occurs when you graph.

The two axes must refer to different equations in your system of equations. For example, y1 vs. y2 is valid, but y1 vs. y1' gives an Invalid axes error.

In the Graph screen

If the direction field is drawn but no curve is plotted, enter initial conditions in the Y= Editor or select one interactively from the Graph screen as described starting on page 184. If you did enter initial conditions, select ZoomFit:
TI-89: [F2] [alpha] A
TI-92 Plus: [F2] A

The ncurves Window variable is ignored with DIRFLD. Default curves are not drawn automatically.

Notes

With DIRFLD, the equations referenced by the custom axes determine which equations are graphed, regardless of which equations are selected in the Y= Editor.

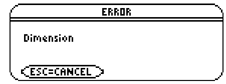
If your system of equations refers to t, the direction field (not the plotted curves) is drawn with respect to one particular time, which is set by the dtime Window variable.

Fields=FLDOFF

In the Y= Editor

If you enter a 2nd- or higher-order equation, enter it as a valid system of equations as described on page 186.

All equations (selected or not) must have the same number of initial conditions. Otherwise, a Dimension error occurs when you graph.

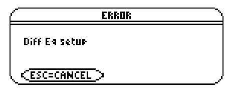


To set Axes = TIME or CUSTOM, press:
TI-89: [2nd] [F7]
TI-92 Plus: [F7]

With custom axes

If X Axis is not t, you must enter at least one initial condition for each equation in the Y= Editor (whether the equation is selected or not).

Otherwise, a Diff Eq setup error occurs when you graph.



In the Graph screen

If no curve is graphed, set an initial condition as described on page 184. If you did enter initial conditions in the Y= Editor, select ZoomFit:
TI-89: [F2] [alpha] A
TI-92 Plus: [F2] A

A 1st-order equation may look different with FLDOFF than with SLPFLD. This is because FLDOFF uses the tplot and tmax Window variables (page 181), which are ignored with SLPFLD.

Notes

For 1st-order equations, use FLDOFF and Axes = Custom to plot axes that are not possible with SLPFLD. For example, you can plot t vs. y1' (where SLPFLD plots t vs. y1). If you enter multiple 1st-order equations, you can plot one equation or its solution vs. another by specifying them as the axes.

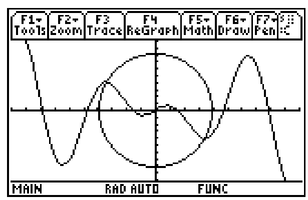
If You Use the Table Screen to View Differential Equations

You can use the Table screen to view the points for a differential equation graph. However, the table may show different equations than those graphed. The table shows only the selected equations, regardless of whether those equations will be plotted with your current Fields and Axes settings.

Additional Graphing Topics

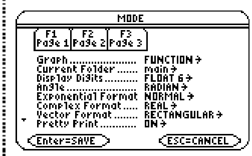
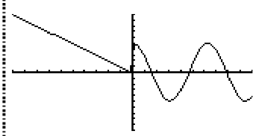
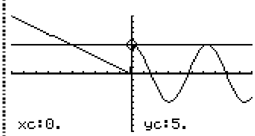
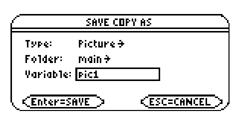
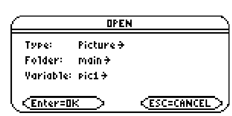
12

This chapter describes additional features that you can use to create graphs on the TI-89 / TI-92 Plus. This information generally applies to all Graph mode settings.



This chapter assumes that you already know the fundamental procedures for defining and selecting functions, setting Window variables, and displaying graphs as described in Chapter 6: Basic Function Graphing.

From the Home screen, graph the piecewise defined function: y = −x when x < 0 and y = 5 cos(x) when x ≥ 0. Draw a horizontal line across the top of the cosine curve. Then save a picture of the displayed graph.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph mode, select FUNCTION. For Angle mode, select RADIAN.	[MODE] ▶ 1 ▼ ▼ ▼ ▶ 1 [ENTER]	[MODE] ▶ 1 ▼ ▼ ▼ ▶ 1 [ENTER]	
2. Display the Home screen. Use the **Graph** command and the **when** function to specify the piecewise defined function. *[F4] 2 selects* **Graph** *from the* Other *toolbar menu and automatically adds a space.*	[HOME] [F4] 2 [2nd] [a-lock] W H E N [alpha] [(] X [2nd] [<] 0 [,] [(-)] X [,] 5 [×] [2nd] [COS] X [)] [)]	[◆] [HOME] [F4] 2 W H E N [(] X [2nd] [<] 0 [,] [(-)] X [,] 5 [×] [COS] X [)] [)]	Graph when(x<0,⁻x,5*cos(x))
3. Execute the **Graph** command, which automatically displays the Graph screen. *The graph uses the current Window variables, which are assumed to be their standard values ([F2] 6) for this example.*	[ENTER]	[ENTER]	
4. Draw a horizontal line across the top of the cosine curve. *The calculator remains in "line" mode until you select a different operation or press [ESC].*	[2nd] [F7] 5 ▲ (until the line is positioned) [ENTER]	[F7] 5 ▲ (until the line is positioned) [ENTER]	
5. Save a picture of the graph. Use PIC1 as the variable name for the picture. *Be sure to set Type = Picture. By default, it is set to GDB.*	[F1] 2 ▶ 2 ▼ ▼ P I C [alpha] 1 [ENTER] [ENTER]	[F1] 2 ▶ 2 ▼ ▼ P I C 1 [ENTER] [ENTER]	
6. Clear the drawn horizontal line. *You can also press [F4] to regraph.*	[2nd] [F6] 1	[F6] 1	
7. Open the saved picture variable to redisplay the graph with the line. *Be sure to set Type = Picture. By default, it is set to GDB.*	[F1] 1 ▶ 2 (if not already shown, also set Variable = pic1) [ENTER]	[F1] 1 ▶ 2 (if not already shown, also set Variable = pic1) [ENTER]	

Collecting Data Points from a Graph

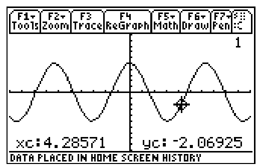
From the Graph screen, you can store sets of coordinate values and/or math results for later analysis. You can store the information as a single-row matrix (vector) on the Home screen or as data points in a system data variable that can be opened in the Data/Matrix Editor.

Collecting the Points

Tip: To display coordinates or math results, trace a function with [F3] *or perform an* [F5] Math *operation (such as Minimum or Maximum). You can also use the free-moving cursor.*

Tip: Use a split screen to show a graph and the Home screen or Data/Matrix Editor at the same time.

1. Display the graph. (This example shows y1(x)=5∗cos(x).)
2. Display the coordinates or math results you want to collect.
3. Save the information to the Home screen or the sysData variable.
   TI-89: [◆] [(-)] (Home screen) or [◆] [,] (sysData variable)
   TI-92 Plus: [◆] H (Home screen) or [◆] D (sysData variable)
4. Repeat the process as necessary.

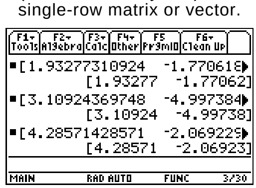


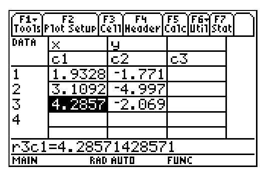
TI-89: [◆] [(-)]
TI-92 Plus: [◆] H

Displayed coordinates are added to the Home screen's history area (but not the entry line) as a single-row matrix or vector.

TI-89: [◆] [,]
TI-92 Plus: [◆] D

Displayed coordinates are stored in a data variable named sysData, which you can open in the Data/Matrix Editor.





Notes about SysData Variable

- When you press: **TI-89:** [◆] [,] **TI-92 Plus:** [◆] D
  – If sysData does not exist, it is created in the MAIN folder.
  – If sysData already exists, new data is appended to the end of any existing data. Existing titles or column headers (for the affected columns) are cleared; titles are replaced with the applicable titles for the new data.
- The sysData variable can be cleared, deleted, etc., just as any other data variable. However, it cannot be locked.
- If the Graph screen contains a function or stat plot that references the current contents of sysData, this command will not operate.

Graphing a Function Defined on the Home Screen

In many cases, you may create a function or expression on the Home screen and then decide to graph it. You can copy an expression to the Y= Editor, or graph it directly from the Home screen without using the Y= Editor.

What Is the "Native" Independent Variable?

On the Y= Editor, all functions must be defined in terms of the current graph mode's "native" independent variable.

Graph Mode	Native Independent Variable
Function	x
Parametric	t
Polar	θ
Sequence	n
3D	x, y
Differential Equation	t

Copying from the Home Screen to the Y= Editor

Tip: Instead of using [F1] 5 or [F1] 6 to copy and paste, use:

TI-89: *[♦] [COPY] or [♦] [PASTE].*
TI-92 Plus: *[♦] C (copy) or [♦] V (paste).*

Tip: To copy an expression from the Home screen's history area to the entry line, use the auto-paste feature or copy and paste.

Tip: ***Define*** *is available from the Home screen's [F4] toolbar menu.*

Tip: [2nd] [RCL] is useful if an expression is stored to a variable or function that does not correspond to the Y= Editor, such as a1 *or* f1(x).

If you have an expression on the Home screen, you can use any of the following methods to copy it to the Y= Editor.

Method	Description
Copy and paste	1. Highlight the expression on the Home screen. Press [F1] and select 5:Copy. 2. Display the Y= Editor, highlight the desired function, and press [ENTER]. 3. Press [F1] and select 6:Paste. Then press [ENTER].
[STO▶]	Store the expression to a Y= function name. `2x^3+3x^2-4x+12→y1(x)` Use the complete function name: y1(x), not just y1.
Define command	Define the expression as a user-defined Y= function. `Define y1(x)=2x^3+3x^2-4x+12`
[2nd][RCL]	If the expression is already stored to a variable: 1. Display the Y= Editor, highlight the desired function, and press [ENTER]. 2. Press [2nd] [RCL]. Type the variable name that contains the expression, and press [ENTER] twice. **Important:** To recall a function variable such as f1(x), type only f1, not the full function name. 3. Press [ENTER] to save the recalled expression in the Y= Editor's function list.

Graphing Directly from the Home Screen

The **Graph** command lets you graph an expression from the Home screen without using the Y= Editor. Unlike the Y= Editor, **Graph** lets you specify an expression in terms of any independent variable, regardless of the current graphing mode.

*Tip: **Graph** is available from the Home screen's F4 toolbar menu.*

*Note: **Graph** uses the current Window variable settings.*

If the expression is in terms of:	Use the Graph command as shown in this example:
The native independent variable	`graph 1.25x*cos(x)` For function graphing, x is the native variable.
A non-native independent variable	`graph 1.25a*cos(a),a` Specify the independent variable; otherwise, you may get an error.

*Tip: To create a table from the Home screen, use the **Table** command. It is similar to **Graph**. Both share the same expressions.*

Graph does not work with sequence graphs or differential equations. For parametric, polar, and 3D graphs, use the following variations.

In PARAMETRIC graphing mode:	**Graph** *xExpr*, *yExpr*, *t*
In POLAR graphing mode:	**Graph** *expr*, θ
In 3D graphing mode:	**Graph** *expr*, *x*, *y*

Graph does not copy the expression to the Y= Editor. Instead, it temporarily suspends any functions selected on the Y= Editor. You can trace, zoom, or show and edit **Graph** expressions on the Table screen, just the same as Y= Editor functions.

Clearing the Graph Screen

Each time you execute **Graph**, the new expression is added to the existing ones. To clear the graphs:

- Execute the **ClrGraph** command (available from the Home screen's F4 Other toolbar menu).
  — or —
- Display the Y= Editor. The next time you display the Graph screen, it will use the functions selected on the Y= Editor.

Extra Benefits of User-Defined Functions

You can define a user-defined function in terms of any independent variable. For example:

Defined in terms of "aa".

```
define f1(aa)=1.25aa*cos(aa)
graph f1(x)
```

Refers to the function by using the native independent variable.

and:

```
define f1(aa)=1.25aa*cos(aa)
f1(x)→y1(x)
```

Graphing a Piecewise Defined Function

To graph a piecewise function, you must first define the function by specifying boundaries and expressions for each piece. The **when** function is extremely useful for two-piece functions. For three or more pieces, it may be easier to create a multi-statement, user-defined function.

Using the When Function

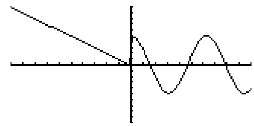
Tip: Graph math results may vary.

To define a two-piece function, use the syntax:

when(*condition*, *trueExpression*, *falseExpression*)

For example, suppose you want to graph a function with two pieces.

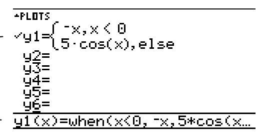
When:	Use expression:
x < 0	⁻x
x ≥ 0	5 cos(x)



In the Y= Editor:

The function is pretty printed in this form.

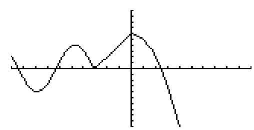
Enter the function in this form.



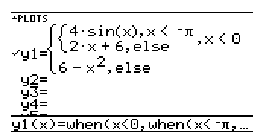
Tip: To enter **when**, *type it or use the CATALOG.*

For three or more pieces, you can use nested **when** functions.

When:	Use expression:
x < −π	4 sin(x)
x ≥ −π and x < 0	2x + 6
x ≥ 0	6 −x²



In the Y= Editor:



where:

```
y1(x)=when(x<0,when(x<⁻π,4*sin(x),2x+6),6-x^2)
```

This nested function is in effect when x<0.

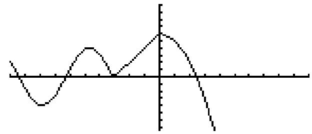
Nested functions quickly become complex and difficult to visualize.

Using a Multi-Statement, User-Defined Function

For three or more pieces, you may want to create a multi-statement, user-defined function.

For example, consider the previous three-piece function.

When:	Use expression:
$x < -\pi$	4 sin(x)
$x \geq -\pi$ and $x < 0$	2x + 6
$x \geq 0$	$6 - x^2$



Note: *For information about similarities and differences between functions and programs, refer to Chapter 17.*

Tip: *Graph math results may vary.*

A multi-statement, user-defined function can have many of the control and decision-making structures (**If**, **ElseIf**, **Return**, etc.) used in programming. When creating the structure of a function, it may be helpful to visualize it first in a block form.

```
Func
  If x<-π Then
  Return 4*sin(x)
ElseIf x>=-π and x<0 Then
  Return 2x+6
Else
  Return 6-x^2
EndIf
EndFunc
```

Func and **EndFunc** must begin and end the function.

For information about the individual statements, refer to Appendix A.

When entering a multi-statement function on the Y= Editor or Home screen, you must enter the entire function on a single line.

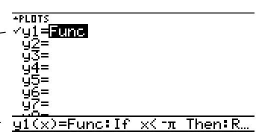
Use a colon (:) to separate each statement.

```
Func:If x<-π Then:Return 4*sin(x): ... :EndIf:EndFunc
```

On the Y= Editor:

Only “Func” is shown for a multi-statement function.

Enter a multi-statement function on one line. Be sure to include colons.



From the Home Screen or a Program

From the Home screen, you can also use the **Define** command to create a multi-statement, user-defined function. Refer to page 204 for other information on copying a function from the Home screen to the Y= Editor.

From the Program Editor (Chapter 17), you can create a user-defined function. For example, use the Program Editor to create a function named f1(xx). In the Y= Editor, set y1(x) = f1(x).

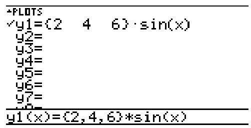
Graphing a Family of Curves

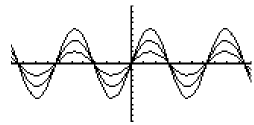
By entering a list in an expression, you can plot a separate function for each value in the list. (You cannot graph a family of curves in SEQUENCE or 3D graphing mode.)

Examples Using the Y= Editor

Tip: *Graph math results may vary.*

Enter the expression {2,4,6} sin(x) and graph the functions.

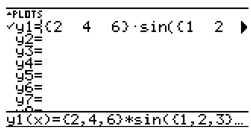


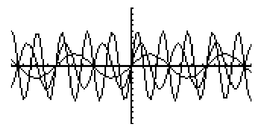


Graphs three functions:
2 sin(x), 4 sin(x), 6 sin(x)

Tip: *Enclose list elements in braces (*[2nd] [{] *and* [2nd] [}]*) and separate them with commas.*

Enter the expression {2,4,6} sin({1,2,3} x) and graph the functions.





Graphs three functions:
2 sin(x), 4 sin(2x), 6 sin(3x)

Note: *The commas are shown in the entry line but not in the function list.*

Example Using the Graph Command

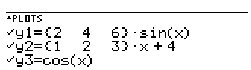
Similarly, you can use the **Graph** command from the Home screen or a program as described on page 205.

```
graph {2,4,6}sin(x)
graph {2,4,6}sin({1,2,3}x)
```

Simultaneous Graphs with Lists

When the graph format is set for Graph Order = SIMUL, the functions are graphed in groups according to the element number in the list.

Tip: *To set graph formats from the Y= Editor, Window Editor, or Graph screen, press:*
TI-89: [◆] [|]
TI-92 Plus: [◆] F



For these example functions, the TI-89 / TI-92 Plus graphs three groups.

- 2 sin(x), x+4, cos(x)
- 4 sin(x), 2x+4
- 6 sin(x), 3x+4

The functions within each group are graphed simultaneously, but the groups are graphed sequentially.

When Tracing a Family of Curves

Pressing ⊙ or ⊙ moves the trace cursor to the next or previous curve in the same family before moving to the next or previous selected function.

Using the Two-Graph Mode

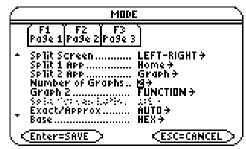
In two-graph mode, the TI-89 / TI-92 Plus's graph-related features are duplicated, giving you two independent graphing calculators. The two-graph mode is only available in split screen mode. For more information about split screens, refer to Chapter 14.

Setting the Mode

Several mode settings affect the two-graph mode, but only two settings are required. Both are on Page 2 of the MODE dialog box.

1. Press [MODE]. Then press [F2] to display Page 2.

2. Set the following required modes.



   - Split Screen = TOP-BOTTOM or LEFT-RIGHT
   - Number of Graphs = 2

3. Optionally, you can set the following modes.

   Page 1: • Graph = Graph mode for top or left side of the split

   Page 2: • Split 1 App = application for top or left side

   • Split 2 App = application for bottom or right side

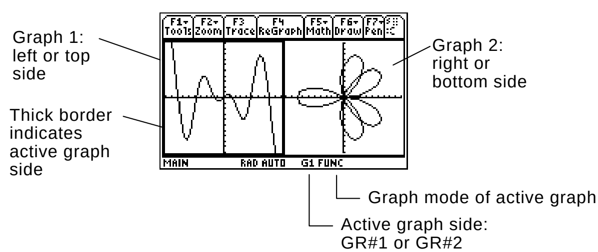
   • Graph 2 = Graph mode for bottom or right side

   • Split Screen Ratio = relative sizes of the two sides (TI-92 Plus only)

4. Press [ENTER] to close the dialog box.

The Two-Graph Screen

A two-graph screen is similar to a regular split screen.



Independent Graph-Related Features

Both Graph 1 and Graph 2 have independent:

- Graph modes (FUNCTION, POLAR, etc.). Other modes such as Angle, Display Digits, etc., are shared and affect both graphs.
- Window Editor variables.
- Table setup parameters and Table screens.
- Graph formats such as Coordinates, Axes, etc.
- Graph screens.
- Y= Editors. However, both graphs share common function and stat plot definitions.

Note: *The Y= Editor is completely independent only when the two sides use different graphing modes (as described below).*

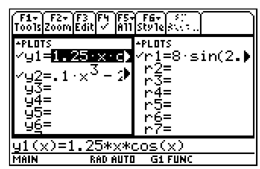
Independent graph-related applications (Y= Editor, Graph screen, etc.) can be displayed on both sides of the screen at the same time.

Non-graph-related applications (Home screen, Data/Matrix Editor, etc.) are shared and can be displayed on only one side at a time.

The Y= Editor in Two-Graph Mode

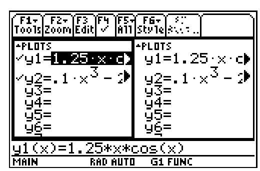
Even in two-graph mode, there is actually only one Y= Editor, which maintains a single function list for each Graph mode setting. However, if both sides use the same graphing mode, each side can select different functions from that single list.

- When both sides use different graphing modes, each side shows a different function list.



- When both sides use the same graphing mode, each side shows the same function list.
  - You can use [F4] to select different functions and stat plots (indicated by ✓) for each side.
  - If you set a display style for a function, that style is used by both sides. (**TI-89**: [2nd] [F6] **TI-92 Plus:** [F6])

Note: *If you make a change on the active Y= Editor (redefine a function, change a style, etc.), that change is not reflected on the inactive side until you switch to it.*



Suppose Graph 1 and Graph 2 are set for function graphing. Although both sides show the same function list, you can select (✓) different functions for graphing.

Using a Split Screen

Note: You can display non-graph-related applications (such as the Home screen) on only one side at a time.

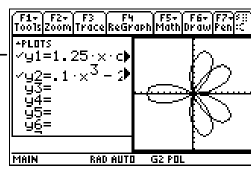
For more complete information about split screens, refer to Chapter 14.

- To switch from one graph side to the other, press [2nd] [⊞] (second function of [APPS]).
- To display different applications:
  - Switch to the applicable graph side and display the application as you normally would.
    — or —
  - Use [MODE] to change Split 1 App and/or Split 2 App.
- To exit two-graph mode:
  - Use [MODE] to set Number of Graphs = 1, or exit the split screen by setting Split Screen = FULL.
    — or —
  - Press [2nd] [QUIT] twice. This always exits a split screen and returns to a full-sized Home screen.

Remember that the Two Sides Are Independent

In two-graph mode, the two sides may appear to be related when, in fact, they are not. For example:

For Graph 1, the Y= Editor lists y(x) functions.



For Graph 2, the polar graph uses r(θ) equations that are not shown.

From the Home Screen or a Program

After the two-graph mode is set up, graph-related operations refer to the active graph side. For example:

```
10→xmax
```

affects either Graph 1 or Graph 2, depending on which is active when you execute the command.

To switch the active sides, press [2nd] [⊞] or use the **switch** function, **switch**(1) or **switch**(2).

Drawing a Function or Inverse on a Graph

For comparison purposes, you may want to draw a function over your current graph. Typically, the drawn function is some variation of the graph. You can also draw the inverse of a function. (These operations are not available for 3D graphs.)

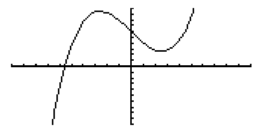
Drawing a Function, Parametric, or Polar Equation

Execute **DrawFunc**, **DrawParm**, or **DrawPol** from the Home screen or a program. You cannot draw a function or equation interactively from the Graph screen.

DrawFunc *expression*
DrawParm *expression1*, *expression2* [,*tmin*] [,*tmax*] [,*tstep*]
DrawPol *expression* [,*θmin*] [,*θmax*] [,*θstep*]

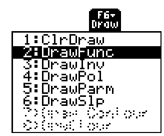
For example:

1. Define y1(x)=.1x³–2x+6 on the Y= Editor, and graph the function.



To display the Home screen and put **DrawFunc** *in the entry line, press:*
TI-89: [2nd] [F6] 2
TI-92 Plus: [F6] 2

2. On the Graph screen, press:
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]
   and select 2:DrawFunc.



3. On the Home screen, specify the function to draw.

```
DrawFunc y1(x)-6
```

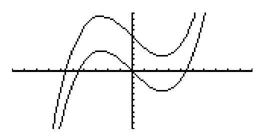
Tip: *To clear the drawn function, press* [F4]

— or —

TI-89: [2nd] [F6] *and select* 1:ClrDraw.
TI-92 Plus: [F6] *and select* 1:ClrDraw.

4. Press [ENTER] to draw the function on the Graph screen.

   You cannot trace, zoom, or perform a math operation on a drawn function.



Drawing the Inverse of a Function

Execute **DrawInv** from the Home screen or a program. You cannot draw an inverse function interactively from the Graph screen.

DrawInv *expression*

For example, use the graph of y1(x)=.1x³–2x+6 as shown above.

To display the Home screen and put **DrawInv** *in the entry line, press:*
TI-89: [2nd] [F6] 3
TI-92 Plus: [F6] 3

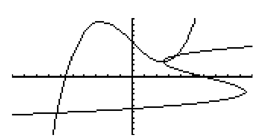
1. On the Graph screen, press:
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]
   and select 3:DrawInv.

2. On the Home screen, specify the inverse function.

```
DrawInv y1(x)
```

3. Press [ENTER].

   The inverse is plotted as (y,x) instead of (x,y).



Drawing a Line, Circle, or Text Label on a Graph

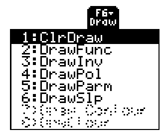
You can draw one or more objects on the Graph screen, usually for comparisons. For example, draw a horizontal line to show that two parts of a graph have the same y value. (Some objects are not available for 3D graphs.)

Clearing All Drawings

A drawn object is not part of the graph itself. It is drawn “on top of” the graph and remains on the screen until you clear it.

From the Graph screen:

Tip: You can also enter **ClrDraw** *on the Home screen’s entry line.*

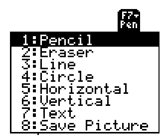


- **TI-89:** [2nd] [F6]
  TI-92 Plus: [F6]
  and select 1:ClrDraw.
  — or —
- Press [F4] to regraph.

You can also do anything that causes the Smart Graph feature to redraw the graph (such as change the Window variables or deselect a function on the Y= Editor).

Drawing a Point or a Freehand Line

From the Graph screen:



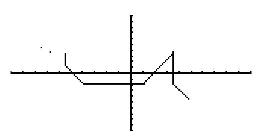
1. **TI-89:** [2nd] [F7]
   TI-92 Plus: [F7]
   and select 1:Pencil.
2. Move the cursor to the applicable location.

Tip: When drawing a freehand line, you can move the cursor diagonally.

To draw a:	Do this:
Point (pixel-sized)	Press [ENTER].
Freehand line	**TI-89:** Press and hold [↑], and move the cursor to draw the line. **TI-92 Plus:** Press and hold [✋], and move the cursor to draw the line. To quit drawing the line, release [↑] or [✋].

***Note:** If you start drawing on a white pixel, the pencil draws a black point or line. If you start on a black pixel, the pencil draws a white point or line (which can act as an eraser).*

After drawing the point or line, you are still in “pencil” mode.



- To continue drawing, move the cursor to another point.
- To quit, press [ESC].

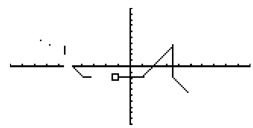
Erasing Individual Parts of a Drawing Object

From the Graph screen:

1. **TI-89:** [2nd] [F7]
   TI-92 Plus: [F7]
   and select 2:Eraser. The cursor is shown as a small box.
2. Move the cursor to the applicable location.

Note: These techniques also erase parts of graphed functions.

To erase:	Do this:
Area under the box	Press [ENTER].
Along a freehand line	**TI-89:** Press and hold [↑], and move the cursor to erase the line. **TI-92 Plus:** Press and hold [✋], and move the cursor to erase the line. To quit, release [↑] or [✋].



After erasing, you are still in "eraser" mode.

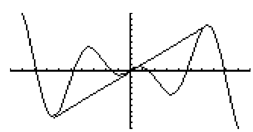
- To continue erasing, move the box cursor to another location.
- To quit, press [ESC].

Drawing a Line Between Two Points

From the Graph screen:

1. **TI-89:** [2nd] [F7]
   TI-92 Plus: [F7]
   and select 3:Line.
2. Move the cursor to the 1st point, and press [ENTER].
3. Move to the 2nd point, and press [ENTER]. (As you move, a line extends from the 1st point to the cursor.)

Tip: Use [2nd] to move the cursor in larger increments; [2nd] [▶], etc.



After drawing the line, you are still in "line" mode.

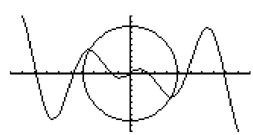
- To continue drawing another line, move the cursor to a new 1st point.
- To quit, press [ESC].

Drawing a Circle

From the Graph screen:

1. **TI-89:** [2nd] [F7]
   TI-92 Plus: [F7]
   and select 4:Circle.
2. Move the cursor to the center of the circle, and press [ENTER].
3. Move the cursor to set the radius, and press [ENTER].

Tip: Use [2nd] to move the cursor in larger increments; [2nd] [▶], etc.



Drawing a Horizontal or Vertical Line

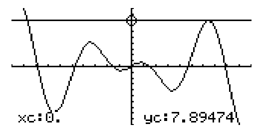
From the Graph screen:

1. **TI-89:** [2nd] [F7]
   TI-92 Plus: [F7]
   and select 5:Horizontal or 6:Vertical. A horizontal or vertical line and a flashing cursor are displayed on the screen.

   If the line is initially displayed on an axis, it may be difficult to see. However, you can easily see the flashing cursor.

Tip: Use [2nd] to move the cursor in larger increments; [2nd] ▸, etc.

2. Use the cursor pad to move the line to the appropriate position. Then press [ENTER].



After drawing the line, you are still in "line" mode.

- To continue, move the cursor to another location.
- To quit, press [ESC].

Drawing a Tangent Line

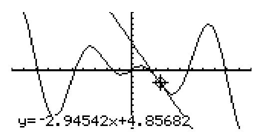
To draw a tangent line, use the [F5] Math toolbar menu. From the Graph screen:

1. Press [F5] and select A:Tangent.
2. As necessary, use ⊽ and ⊼ to select the applicable function.

Tip: To set the tangent point, you can also type its x value and press [ENTER].

3. Move the cursor to the tangent point, and press [ENTER].

   The tangent line is drawn, and its equation is displayed.



Drawing a Line Based on a Point and a Slope

To draw a line through a specified point with a specified slope, execute the **DrawSlp** command from the Home screen or a program. Use the syntax:

DrawSlp *x*, *y*, *slope*

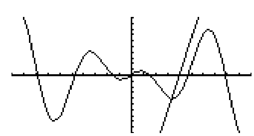
You can also access **DrawSlp** from the Graph screen.

1. **TI-89:** [2nd] [F6]
   TI-92 Plus: [F6]
   and select 6:DrawSlp. This switches to the Home screen and puts **DrawSlp** in the entry line.

2. Complete the command, and press [ENTER].

```
DrawSlp 4,0,6.37
```

   The TI-89 / TI-92 Plus automatically switches to the Graph screen and draws the line.



Typing Text Labels

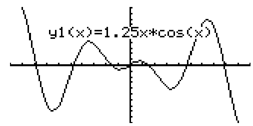
From the Graph screen:

1. **TI-89:** [2nd] [F7]
   TI-92 Plus: [F7]
   and select 7:Text.

Tip: The text cursor indicates the upper-left corner of the next character you type.

2. Move the text cursor to the location where you want to begin typing.
3. Type the text label.

After typing the text, you are still in “text” mode.



- To continue, move the cursor to another location.
- To quit, press [ENTER] or [ESC].

From the Home Screen or a Program

Commands are available for drawing any of the objects described in this section. There are also commands (such as **PxlOn**, **PxlLine**, etc.) that let you draw objects by specifying exact pixel locations on the screen.

For a list of the available drawing commands, refer to “Drawing on the Graph Screen” in Chapter 17.

Saving and Opening a Picture of a Graph

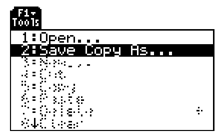
You can save an image of the current Graph screen in a PICTURE (or PIC) variable. Then, at a later time, you can open that variable and display the image. This saves the image only, not the graph settings used to produce it.

Saving a Picture of the Whole Graph Screen

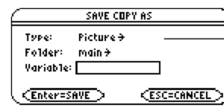
A picture includes any plotted functions, axes, tick marks, and drawn objects. The picture does not include lower and upper bound indicators, prompts, or cursor coordinates.

Display the Graph screen as you want to save it. Then:

1. Press [F1] and select 2:Save Copy As.



2. Specify the type (Picture), folder, and a unique variable name.



3. Press [ENTER]. After typing in an input box such as Variable, you must press [ENTER] twice.

Important: By default, Type = GDB (for graph database). You must set Type = Picture.

Saving a Portion of the Graph Screen

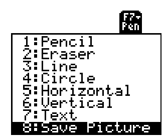
You can define a rectangular box that encloses only the portion of the Graph screen that you want to save.

__Note:__ You cannot save a portion of a 3D graph.

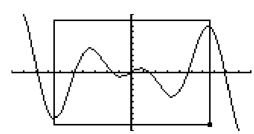
__Tip:__ Use ⊖ and ⊕ to move the top or bottom, and use ⊕ and ⊕ to move the sides.

1. **TI-89:** [2nd] [F7]
   TI-92 Plus: [F7]
   and select 8:Save Picture.

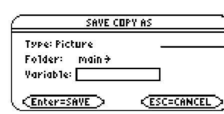
   A box is shown around the outer edge of the screen.



2. Set the 1st corner of the box by moving its top and left sides. Then press [ENTER].



3. Set the 2nd corner by moving the bottom and right sides. Then press [ENTER].
4. Specify the folder and a unique variable name.



5. Press [ENTER]. After typing in an input box such as Variable, you must press [ENTER] twice.

Note: When saving a portion of a graph, Type is automatically fixed as Picture.

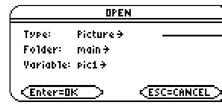
Opening a Graph Picture

When you open a graph picture, it is superimposed over the current Graph screen. To display only the picture, use the Y= Editor to deselect any other functions before opening the graph picture.

From the Graph screen:

1. Press [F1] and select 1:Open.
2. Select the type (Picture), folder, and variable that contain the graph picture you want to open.
3. Press [ENTER].

__Note:__ If a variable name is not shown on the dialog box, there are no graph pictures in the folder.



Important: By default, Type = GDB (for graph database). Be sure to set Type = Picture.

A graph picture is a drawing object. You cannot trace any curve on a picture.

For Pictures Saved from a Portion of the Graph Screen

When you press [F1] and select 1:Open, the picture is superimposed starting at the upper-left corner of the Graph screen. If the picture was saved from a portion of the Graph screen (page 217), it may appear shifted from the underlying graph.

To specify which screen pixel to use as the upper-left corner, you can use the commands listed in “From a Program or the Home Screen” below.

Deleting a Graph Picture

Unwanted Picture variables take up calculator memory. To delete a variable, use the VAR-LINK screen ([2nd] [VAR-LINK]) as described in Chapter 21.

From a Program or the Home Screen

To save (store) and open (recall) a graph picture, use the **StoPic**, **RclPic**, **AndPic**, **XorPic**, and **RplcPic** commands as described in Appendix A.

To display a series of graph pictures as an animation, use the **CyclePic** command. For an example, refer to page 219.

Animating a Series of Graph Pictures

As described earlier in this chapter, you can save a picture of a graph. By using the **CyclePic** command, you can flip through a series of graph pictures to create an animation.

CyclePic Command

Before using **CyclePic**, you must have a series of graph pictures that have the same base name and are sequentially numbered starting with 1 (such as pic1, pic2, pic3, . . .).

To cycle the pictures, use the syntax:

CyclePic *picNameString*, *n* [,*wait*] [,*cycles*] [,*direction*]

- *direction*: 1 = forward/circular cycle; ⁻1= forward/backward
- *cycles*: # of times to repeat cycle
- *wait*: seconds between pictures
- *n*: # of pictures to cycle
- *picNameString*: base name of pictures in quotes, such as "pic"

Example

This example program (named **cyc**) generates 10 views of a 3D graph, with each view rotated 10° further around the Z axis. For information about each command, refer to Appendix A. For information about using the Program Editor, refer to Chapter 17.

Comments start with ©. Press:
TI-89: [◆] [)]
TI-92 Plus: [2nd] X

For φ, press:
TI-89: [◆] [(] [alpha] F
TI-92 Plus: [◆] G F

For #, press **TI-89:** [CATALOG]
TI-92 Plus: [2nd] [CATALOG]
and select it from the list.

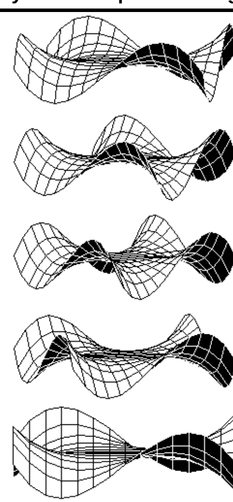
For &, press:
TI-89: [◆] [×]
TI-92 Plus: [2nd] H

Note: *Due to its complexity, this program takes several minutes to run.*

Program Listing

```
:cyc()
:Prgm
:local i
:©Set mode and Window variables
:setMode("graph","3d")
:70→eyeφ
:⁻10→xmin
:10→xmax
:14→xgrid
:⁻10→ymin
:10→ymax
:14→ygrid
:⁻10→zmin
:10→zmax
:1→zscl
:©Define the function
:(x^3*y-y^3*x)/390→z1(x,y)
:©Generate pics and rotate
:For i,1,10,1
:   i*10→eyeθ
:   DispG
:   StoPic #("pic" & string(i))
:EndFor
:©Display animation
:CyclePic "pic",10,.5,5,⁻1
:EndPrgm
```

Every Other Graph from Program



After entering this program on the Program Editor, go to the Home screen and enter `cyc()`.

Saving and Opening a Graph Database

A graph database is the set of all elements that define a particular graph. By saving a graph database as a GDB variable, you can recreate that graph at a later time by opening its stored database variable.

Elements in a Graph Database

Note: In two-graph mode, the elements for both graphs are saved in a single database.

A graph database consists of:

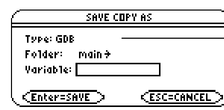
- Mode settings ([MODE]) for Graph, Angle, Complex Format, and Split Screen (only if you are using the two-graph mode).
- All functions in the Y= Editor ([◆] [Y=]), including display styles and which functions are selected.
- Table parameters ([◆] [TblSet]), Window variables ([◆] [WINDOW]), and graph formats ([F1] 9 — or — **TI-89:** [◆] [I] **TI-92 Plus:** [◆] F.)

A graph database does not include drawn objects or stat plots.

Saving the Current Graph Database

From the Y= Editor, Window Editor, Table screen, or Graph screen:

1. Press [F1] and select 2:Save Copy As.
2. Specify the folder and a unique variable name.
3. Press [ENTER]. After typing in an input box such as Variable, you must press [ENTER] twice.



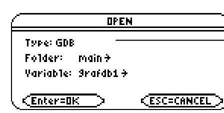
Note: If you start from the Graph screen, be sure to use Type=GDB.

Opening a Graph Database

Caution: When you open a graph database, all information in the current database is replaced. You may want to store the current graph database before opening a stored database.

From the Y= Editor, Window Editor, Table screen, or Graph screen:

1. Press [F1] and select 1:Open.
2. Select the folder and variable that contain the graph database you want to open.
3. Press [ENTER].



Note: If you start from the Graph screen, be sure to use Type=GDB.

Deleting a Graph Database

Unused GDB variables take up calculator memory. To delete them, use the VAR-LINK screen ([2nd] [VAR-LINK]) described in Chapter 21.

From a Program or the Home Screen

You can save (store) and open (recall) a graph database by using the **StoGDB** and **RclGDB** commands as described in Appendix A.

Tables

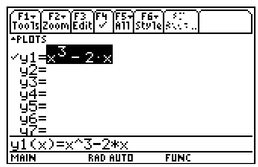
13

***Note:** Tables are not available in 3D Graph mode.*

Previously, in Chapter 6: Basic Function Graphing, you learned how to define and graph a function.

By using a table, you can display a defined function in a tabular form.

Y= Editor shows an algebraic representation.



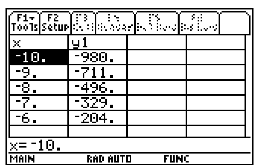
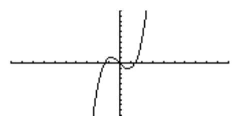


Table screen shows a numeric representation.



Graph screen shows a graphic representation.

The table lists a series of values for the independent variable and shows the corresponding value of the dependent variable.

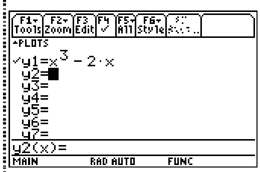
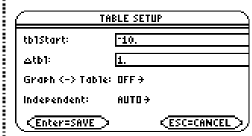
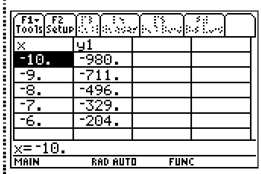
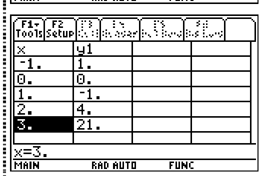
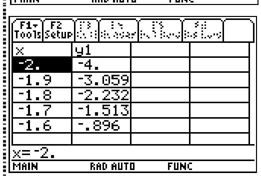
Independent variable

$$y(x) = x^3 - 2x$$

Dependent variable

Preview of Tables

Evaluate the function $y=x^3-2x$ at each integer between ⁻10 and 10. How many sign changes are there, and where do they occur?

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For the Graph mode, select FUNCTION.	[MODE] ▶ 1 [ENTER]	[MODE] ▶ 1 [ENTER]	
2. Display and clear the Y= Editor. Then define y1(x) = $x^3 - 2x$.	◆ [Y=] [F1] 8 [ENTER] [ENTER] X [^] 3 [-] 2 X [ENTER]	◆ [Y=] [F1] 8 [ENTER] [ENTER] X [^] 3 [-] 2 X [ENTER]	
3. Set the table parameters to: tblStart = ⁻10 Δtbl = 1 Graph < - > Table = OFF Independent = AUTO	◆ [TblSet] [(-)] 1 0 ▼ 1 ▼ ▶ 1 ▼ ▶ 1 [ENTER]	◆ [TblSet] [(-)] 1 0 ▼ 1 ▼ ▶ 1 ▼ ▶ 1 [ENTER]	
4. Display the Table screen.	◆ [TABLE]	◆ [TABLE]	
5. Scroll through the table. Notice that y1 changes sign at x = ⁻1, 1, and 2. *To scroll one page at a time, use* [2nd] ▼ *and* [2nd] ▲.	▼ and ▲ as necessary	▼ and ▲ as necessary	
6. Zoom in on the sign change between x = ⁻2 and x = ⁻1 by changing the table parameters to: tblStart = ⁻2 Δtbl = .1	[F2] [(-)] 2 ▼ . 1 [ENTER] [ENTER]	[F2] [(-)] 2 ▼ . 1 [ENTER] [ENTER]	

Overview of Steps in Generating a Table

To generate a table of values for one or more functions, use the general steps shown below. For specific information about setting table parameters and displaying the table, refer to the following pages.

Generating a Table

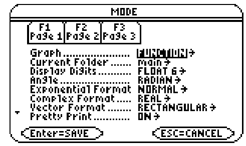
Note: *Tables are not available in 3D Graph mode.*

Tip: *For information on defining and selecting functions with the Y= Editor, refer to Chapter 6.*

Tip: *You can specify:*

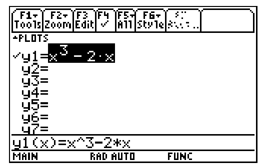
- *An automatic table*
  - *– Based on initial values.*
  - *– That matches a graph.*
- *A manual (ask) table.*

Set Graph mode and, if necessary, Angle mode (MODE).

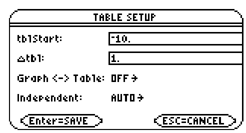


Define functions on Y= Editor (◆ [Y=]).

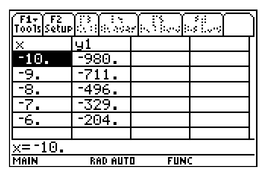
Select (F4) which defined functions to display in the table.



Set up the initial table parameters (◆ [TblSet]).



Display the table (◆ [TABLE]).



Exploring the Table

From the Table screen, you can:

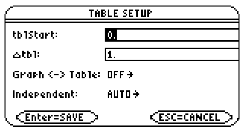
- Scroll through the table to see values on other pages.
- Highlight a cell to see its full value.
- Change the table's setup parameters. By changing the starting or incremental value used for the independent variable, you can zoom in or out on the table to see different levels of detail.
- Change the cell width.
- Edit selected functions.
- Build or edit a manual table to show only specified values of the independent variable.

Setting Up the Table Parameters

To set up the initial parameters for a table, use the TABLE SETUP dialog box. After the table is displayed, you can also use this dialog box to change the parameters.

Displaying the TABLE SETUP Dialog Box

To display the TABLE SETUP dialog box, press [◆] [TblSet]. From the Table screen, you can also press [F2].



***Note:** The table initially starts at tblStart, but you can use ⊖ to scroll to prior values.*

Setup Parameter	Description
tblStart	If Independent = AUTO and Graph < - > Table = OFF, this specifies the starting value for the independent variable.
Δtbl	If Independent = AUTO and Graph < - > Table = OFF, this specifies the incremental value for the independent variable. Δtbl can be positive or negative, but not zero.
Graph < - > Table	If Independent = AUTO: OFF — The table is based on the values you enter for tblStart and Δtbl. ON — The table is based on the same independent variable values that are used to graph the functions on the Graph screen. These values depend on the Window variables set in the Window Editor (Chapter 6) and the split screen size (Chapter 14).
Independent	AUTO — The TI-89 / TI-92 Plus automatically generates a series of values for the independent variable based on tblStart, Δtbl, and Graph < - > Table. ASK — Lets you build a table manually by entering specific values for the independent variable.

Which Setup Parameters to Use

To generate:	tblStart	Δtbl	Graph < - > Table	Independent
An automatic table				
• Based on initial values	value	value	OFF	AUTO
• That matches Graph screen	—	—	ON	AUTO
A manual table	—	—	—	ASK

"—" means that any value entered for this parameter is ignored for the indicated type of table.

In SEQUENCE graphing mode (Chapter 9), use integers for tblStart and Δtbl.

Changing the Setup Parameters

From the TABLE SETUP dialog box:

1. Use ⊖ and ⊕ to highlight the value or setting to change.
2. Specify the new value or setting.

To change:	Do this:
tblStart or Δtbl	Type the new value. The existing value is erased when you start to type. — or — Press ◀ or ▶ to remove the highlighting. Then edit the existing value.
Graph < - > Table or Independent	Press ◀ or ▶ to display a menu of valid settings. Then either: • Move the cursor to highlight the setting and press [ENTER]. — or — • Press the number for that setting.

Tip: To cancel a menu or exit the dialog box without saving any changes, press [ESC] instead of [ENTER].

3. After changing all applicable values or settings, press [ENTER] to save your changes and close the dialog box.

From the Home Screen or a Program

You can set up a table's parameters from the Home screen or a program. You can:

- Store values directly to the system variables tblStart and Δtbl. Refer to "Storing and Recalling Variable Values" in Chapter 2.
- Set Graph < - > Table and Independent by using the **setTable** function. Refer to Appendix A.

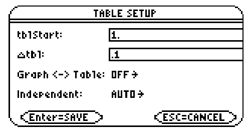
Displaying an Automatic Table

If **Independent = AUTO** on the TABLE SETUP dialog box, a table is generated automatically when you display the Table screen. If **Graph < - > Table = ON**, the table matches the trace values from the Graph screen. If **Graph < - > Table = OFF**, the table is based on the values you entered for **tblStart** and **∆tbl**.

Before You Begin

Define and select the applicable functions on the Y= Editor (◆ [Y=]). This example uses y1(x) = x^3 – x/3.

Then enter the initial table parameters (◆ [TblSet]).



Displaying the Table Screen

To display the Table screen, press ◆ [TABLE] or APPS 5.

The cursor initially highlights the cell that contains the starting value of the independent variable. You can move the cursor to any cell that contains a value.

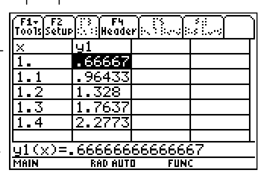
__Tip:__ You can scroll back from the starting value by pressing ⊙ or 2nd ⊙.

First column shows values of the independent variable.

Other columns show corresponding values of the functions selected in the Y= Editor.

Header row shows names of independent variable (x) and selected functions (y1).

Entry line shows full value of highlighted cell.



To move the cursor:	Press:
One cell at a time	⊙, ⊙, ⊙, or ⊙
One page at a time	2nd and then ⊙, ⊙, ⊙, or ⊙

The header row and the first column are fixed so that they cannot scroll off the screen.

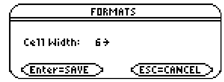
- When you scroll down or up, the variable and function names are always visible across the top of the screen.
- When you scroll right or left, the values of the independent variable are always visible along the left side of the screen.

Changing the Cell Width

Cell width determines the maximum number of digits and symbols (decimal point, minus sign, and "E" for scientific notation) that can be displayed in a cell. All cells in the table have the same width.

__Note:__ By default, the cell width is 6.

To change the cell width from the Table screen:



1. Press [F1] 9
   — or —
   TI-89: [◆] [|]
   TI-92 Plus: [◆] F.
2. Press ⓡ or ⓛ to display a menu of valid widths (3 – 12).
3. Move the cursor to highlight a number and press [ENTER]. (For single-digit numbers, you can type the number and press [ENTER].)
4. Press [ENTER] to close the dialog box and update the table.

How Numbers Are Displayed in a Cell

Whenever possible, a number is shown according to the currently selected display modes (Display Digits, Exponential Format, etc.). The number may be rounded as necessary. However:

__Note:__ If a function is undefined at a particular value, undef *is displayed in the cell.*

- If a number's magnitude is too large for the current cell width, the number is rounded and shown in scientific notation.
- If the cell width is too narrow even for scientific notation, "..." is shown.

__Tip:__ Use [MODE] to set the display modes.

By default, Display Digits = FLOAT 6. With this mode setting, a number is shown with up to six digits, even if the cell is wide enough to show more. Other settings similarly affect a displayed number.

__Tip:__ To see a number in full precision, highlight the cell and look at the entry line.

	If cell width is:			
Full Precision	**3**	**6**	**9**	**12**
1.2345678901	1.2	1.2346	1.23457	1.23457
-123456.78	...	-1.2E5	-123457.	-123457.
.000005	...	5.E-6	.000005	.000005
1.2345678E19	...	1.2E19	1.2346E19	1.23457E19
-1.23456789012E-200	...	...	-1.2E-200	-1.2346E-200

Note: Depending on display mode settings, some values are not shown in full precision even when the cell is wide enough.

If Results are Complex Numbers

A cell shows as much as possible of a complex number (according to the current display modes) and then shows "..." at the end of the displayed portion.

When you highlight a cell containing a complex number, the entry line shows the real and imaginary parts with a maximum of four digits each (FLOAT 4).

Editing a Selected Function

From a table, you can change a selected function without having to use the Y= Editor.

1. Move the cursor to any cell in the column for that function. The table's header row shows the function names (y1, etc.).
2. Press [F4] to move the cursor to the entry line, where the function is displayed and highlighted.

***Tip:** You can use this feature to view a function without leaving the table.*

3. Make any changes, as necessary.
   - Type the new function. The old function is erased when you begin typing.
     — or —
   - Press [CLEAR] to clear the old function. Then type the new one.
     — or —
   - Press ◀ or ▶ to remove the highlighting. Then edit the function.

***Tip:** To cancel any changes and return the cursor to the table, press [ESC] instead of [ENTER].*

4. Press [ENTER] to save the edited function and update the table. The edited function is also saved in the Y= Editor.

If You Want to Change the Setup Parameters

After generating an automatic table, you can change its setup parameters as necessary.

Press [F2] or [◆] [TblSet] to display the TABLE SETUP dialog box. Then make your changes as described on pages 224 and 225.

Building a Manual (Ask) Table

If **Independent = ASK** on the TABLE SETUP dialog box, the TI-89 / TI-92 Plus lets you build a table manually by entering specific values for the independent variable.

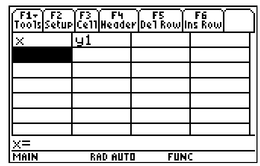
Displaying the Table Screen

To display the Table screen, press ◆ [TABLE] or [APPS] 5.

If you set Independent = ASK (with ◆ [TblSet]) before displaying a table for the first time, a blank table is displayed. The cursor highlights the first cell in the independent variable column.

Header row shows names of independent variable (x) and selected functions (y1).

Enter a value here.



If you first display an automatic table and then change it to Independent = ASK, the table continues to show the same values. However, you can no longer see additional values by scrolling up or down off the screen.

Entering or Editing an Independent Variable Value

You can enter a value in column 1 (independent variable) only.

1. Move the cursor to highlight the cell you want to enter or edit.
   - If you start with a blank table, you can enter a value in consecutive cells only (row 1, row 2, etc.). You cannot skip cells (row 1, row 3).
   - If a cell in column 1 contains a value, you can edit that value.
2. Press [F3] to move the cursor to the entry line.
3. Type a new value or expression, or edit the existing value.
4. Press [ENTER] to move the value to the table and update the corresponding function values.

Tip: To enter a new value in a cell, you do not need to press [F3]. Simply begin typing.

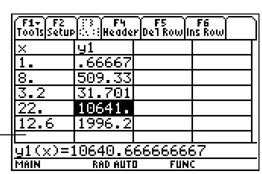
The cursor returns to the entered cell. You can use ⊖ to move to the next row.

Note: *In this example, you can move the cursor to column 2, but you can enter values in column 1 only.*

Enter values in any numerical order.

Enter a new value here.

Shows full value of highlighted cell.



Entering a List in the Independent Variable Column

Note: ***Note:** If the independent variable column contains existing values, they are shown as a list (which you can edit).*

1. Move the cursor to highlight any cell in the independent variable column.
2. Press [F4] to move the cursor to the entry line.
3. Type a series of values, enclosed in braces { } and separated by commas. For example:

```
x={1,1.5,1.75,2}
```

   You can also enter a list variable or an expression that evaluates to a list.

4. Press [ENTER] to move the values into the independent variable column. The table is updated to show the corresponding function values.

Adding, Deleting, or Clearing

To:	Do this:
Insert a new row above a specified row	Highlight a cell in the specified row and press: **TI-89:** [2nd] [F6] **TI-92 Plus:** [F6] The new row is undefined (undef) until you enter a value for the independent variable.
Delete a row	Highlight a cell in the row and press [F5]. If you highlight a cell in the independent variable column, you can also press [←].
Clear the entire table (but *not* the selected Y= functions)	Press [F1] 8. When prompted for confirmation, press [ENTER].

Cell Width and Display Formats

Several factors affect how numbers are displayed in a table. Refer to “Changing the Cell Width” and “How Numbers Are Displayed in a Cell” on page 227.

From the Home Screen or a Program

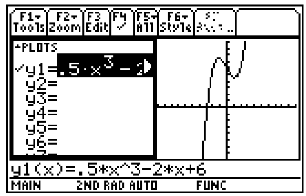
System variable tblInput contains a list of all independent variable values entered in the table, even those not currently displayed. tblInput is also used for an automatic table, but it contains only the independent variable values that are currently displayed.

Before displaying a table, you can store a list of values directly to the tblInput system variable.

Split Screens

14

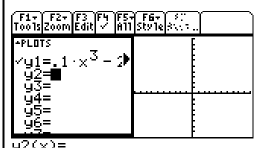
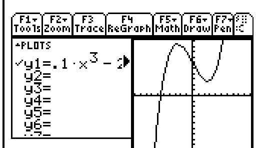
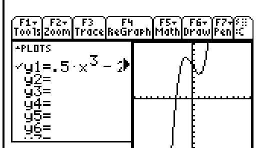
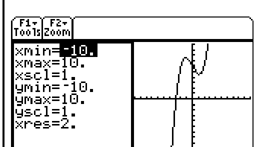
On the TI-89 / TI-92 Plus, you can split the screen to show two applications at the same time.



For example, it may be helpful to show both the Y= Editor and the Graph screen so that you can see the list of functions and how they are graphed.

Preview of Split Screens

Split the screen to show the Y= Editor and the Graph screen. Then explore the behavior of a polynomial as its coefficients change.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph, select FUNCTION. For Split Screen, select LEFT-RIGHT. For Split 1 App, select Y= Editor. For Split 2 App, select Graph.	[MODE] ▶ 1 [F2] ▶ 3 ▼ ▶ 2 ▼ ▶ 4 [ENTER]	[MODE] ▶ 1 [F2] ▶ 3 ▼ ▶ 2 ▼ ▶ 4 [ENTER]	
2. Clear the Y= Editor and turn off any stat data plots. Then define y1(x) = .1x³–2x+6. *A thick border around the Y= Editor indicates it is active. When active, its entry line goes all the way across the display.*	[F1] 8 [ENTER] [F5] 5 [ENTER] . 1 X [^] 3 [−] 2 X [+] 6 [ENTER]	[F1] 8 [ENTER] [F5] 5 [ENTER] . 1 X [^] 3 [−] 2 X [+] 6 [ENTER]	
3. Select the ZoomStd viewing window, which switches to the Graph screen and graphs the function. *The thick border is now around the Graph screen.*	[F2] 6	[F2] 6	
4. Switch to the Y= Editor. Then edit y1(x) to change .1x³ to .5x³. [2nd] [⊞] *is the second function of* [APPS]. *The thick border is around the Y= Editor.*	[2nd] [⊞] ▲ [ENTER] ◀ ▶ ▶ [←] 5 [ENTER]	[2nd] [⊞] ▲ [ENTER] ◀ ▶ ▶ [←] 5 [ENTER]	
5. Switch to the Graph screen, which regraphs the edited function. *The thick border is around the Graph screen.*	[2nd] [⊞]	[2nd] [⊞]	
6. Switch to the Y= Editor. Then open the Window Editor in its place.	[2nd] [⊞] [♦] [WINDOW]	[2nd] [⊞] [♦] [WINDOW]	
7. Open the Home screen. Then exit to a full-sized Home screen.	[2nd] [QUIT] [2nd] [QUIT]	[2nd] [QUIT] [2nd] [QUIT]	

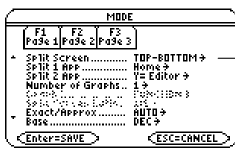
Setting and Exiting the Split Screen Mode

To set up a split screen, use the MODE dialog box to specify the applicable mode settings. After you set up the split screen, it remains in effect until you change it.

Setting the Split Screen Mode

1. Press [MODE] to display the MODE dialog box.
2. Because the modes related to split screens are listed on the second page of the MODE dialog box, either:
   - Use ⊖ to scroll down.
     — or —
   - Press [F2] to display Page 2.
3. Set the Split Screen mode to either of the following settings. For the procedure used to change a mode setting, refer to Chapter 2.

Split Screen Settings
TOP-BOTTOM
LEFT-RIGHT



When you set Split Screen = TOP-BOTTOM or LEFT-RIGHT, previously dimmed modes such as Split 2 App become active.

Setting the Initial Applications

Before pressing [ENTER] to close the MODE dialog box, you can use the Split 1 App and Split 2 App modes to select the applications you want to use.

Mode	Specifies the application in the:
Split 1 App	Top or left part of the split screen.
Split 2 App	Bottom or right part of the split screen.

***Note:** In two-graph mode, described in Chapter 12, the same application can be in both parts of a split screen.*

If you set Split 1 App and Split 2 App to the same application, the TI-89 / TI-92 Plus exits the split screen mode and displays the application full screen.

You can open different applications after the split screen is displayed, as described on page 235.

Other Modes that Affect a Split Screen

Mode	Description
Number of Graphs ***Note:*** *Leave this set to 1 unless you have read the applicable section in Chapter 12.*	Lets you set up and display two independent sets of graphs. This is an advanced graphing feature as described in “Using the Two-Graph Mode” in Chapter 12.

Split Screens and Pixel Coordinates

The TI-89 / TI-92 Plus has commands that use pixel coordinates to draw lines, circles, etc., on the Graph screen. The following charts show how the Split Screen and Split Screen Ratio mode settings affect the number of pixels available on the Graph screen.

Tip: *For a list of drawing commands, refer to “Drawing on the Graph Screen” in Chapter 17.*

Note: *Due to the border that indicates the active application, split screens have a smaller displayable area than a full screen.*

TI-89:

		Split 1 App		Split 2 App	
Split	**Ratio**	**x**	**y**	**x**	**y**
FULL	N/A	0 – 158	0 – 76	N/A	N/A
TOP–BOTTOM	1:1	0 – 154	0 – 34	0 – 154	0 – 34
LEFT–RIGHT	1:1	0 – 76	0 – 72	0 – 76	0 – 72

TI-92 Plus:

		Split 1 App		Split 2 App	
Split	**Ratio**	**x**	**y**	**x**	**y**
FULL	N/A	0 – 238	0 –102	N/A	N/A
TOP–BOTTOM	1:1	0 – 234	0 – 46	0 – 234	0 – 46
	1:2	0 – 234	0 – 26	0 – 234	0 – 68
	2:1	0 – 234	0 – 68	0 – 234	0 – 26
LEFT–RIGHT	1:1	0 – 116	0 – 98	0 –116	0 – 98
	1:2	0 – 76	0 – 98	0 – 156	0 – 98
	2:1	0 – 156	0 – 98	0 – 76	0 – 98

Exiting the Split Screen Mode

Method 1: Press [MODE] to display the MODE dialog box. Then set Split Screen = FULL. When you press [ENTER] to close the dialog box, the full-sized screen shows the application specified in Split 1 App.

Method 2: Press [2nd] [QUIT] twice to display a full-sized Home screen.

When You Turn Off the TI-89 / TI-92 Plus

Turning the TI-89 / TI-92 Plus off does not exit the split screen mode.

If the calculator is turned off:	When you turn the calculator on again:
When you press [2nd] [OFF]	The split screen is still in effect, but the Home screen is always displayed in place of the application that was active when you pressed [2nd] [OFF].
By the Automatic Power Down™ (APD™) feature, or when you press [◆] [OFF].	The split screen is just as you left it.

Selecting the Active Application

With a split screen, only one of the two applications can be active at a time. You can easily switch between existing applications, or you can open a different application.

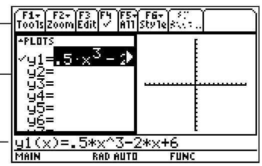
The Active Application

- The active application is indicated by a thick border.
- The toolbar and status line, which are always the full width of the display, are associated with the active application.
- For applications that have an entry line (such as the Home screen and Y= Editor), the entry line is the full width of the display *only when that application is active.*

Toolbar is for Y= Editor.

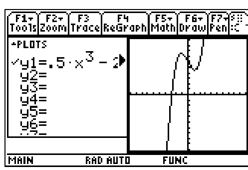
Thick border indicates the Y= Editor is active.

Entry line is full width when Y= Editor is active.



Switching between Applications

Press [2nd] [⊞] (second function of [APPS]) to switch from one application to the other.



Toolbar is for Graph screen.

Thick border indicates the Graph screen is active.

Graph screen does not have an entry line.

Opening a Different Application

__Note:__ Also refer to "Using [2nd] [QUIT] to Display the Home Screen" on page 236.

Method 1:

1. Use [2nd] [⊞] to switch to the application you want to replace.
2. Use [APPS] or [♦] (such as [♦] [WINDOW]) to select the new application.

If you select an application that is already displayed, the TI-89 / TI-92 Plus switches to that application.

Method 2:

1. Press [MODE] and then [F2].
2. Change Split 1 App and/or Split 2 App.

If you set Split 1 App and Split 2 App to the same application, the TI-89 / TI-92 Plus exits the split screen mode and displays the application full screen.

__Note:__ In two-graph mode, described in Chapter 12, the same application can be in both parts of a split screen.

Using [2nd] [QUIT] to Display the Home Screen

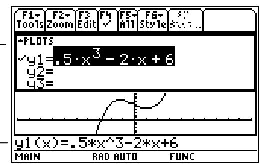
Tip: ***Pressing** [2nd] [QUIT] **twice always exits the split screen mode.***

If the Home screen:	Pressing [2nd] [QUIT]:
Is not already displayed	Opens the Home screen in place of the active application.
Is displayed, but is not the active application	Switches to the Home screen and makes it the active application.
Is the active application	Exits the split screen mode and displays a full-sized Home screen.

When Using a Top-Bottom Split

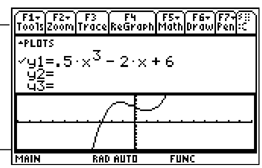
When you select a TOP-BOTTOM split, remember that the entry line and the toolbar are always associated with the active application. For example:

Entry line is for the active Y= Editor, *not* the Graph screen.



***Note:** Both Top-Bottom and Left-Right splits use the same methods to select an application.*

Toolbar is for the active Graph screen, *not* the Y= Editor.

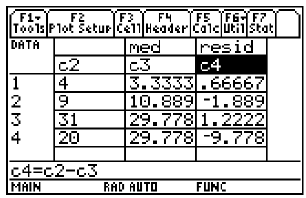


Data/Matrix Editor

15

The Data/Matrix Editor serves two main purposes.

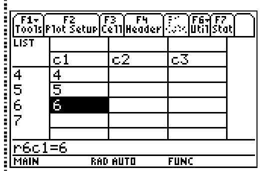
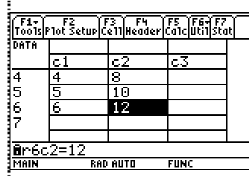
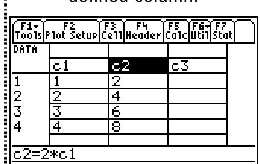
- This chapter describes how to use the Data/Matrix Editor to create and maintain a list, matrix, or data variable.



- Chapter 16 describes how to use the Data/Matrix Editor to perform statistical calculations and graph statistical plots.

Preview of the Data/Matrix Editor

Use the Data/Matrix Editor to create a one-column list variable. Then add a second column of information. Notice that the list variable (which can have only one column) is automatically converted into a data variable (which can have multiple columns).

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Start the Data/Matrix Editor and create a new list variable named TEMP.	[APPS] 6 3 → 3 ↓ ↓ T E M P [ENTER] [ENTER]	[APPS] 6 3 → 3 ↓ ↓ T E M P [ENTER] [ENTER]	
2. Enter a column of numbers. Then move the cursor up one cell (just to see that a highlighted cell's value is shown on the entry line). *LIST is shown in the upper-left corner to indicate a list variable.* *You can use ↓ instead of [ENTER] to enter information in a cell.*	1 [ENTER] 2 [ENTER] 3 [ENTER] 4 [ENTER] 5 [ENTER] 6 [ENTER] ↑	1 [ENTER] 2 [ENTER] 3 [ENTER] 4 [ENTER] 5 [ENTER] 6 [ENTER] ↑	
3. Move to column 2, and define its column header so that it is twice the value of column 1. *DATA is shown in the upper-left corner to indicate that the list variable was converted to a data variable.*	→ [F4] 2 [×] [alpha] C 1 [ENTER]	→ [F4] 2 [×] C 1 [ENTER]	 🔒 means the cell is in a defined column.
4. Move to the column 2 header cell to show its definition in the entry line. *When the cursor is on the header cell, you do not need to press [F4] to define it. Simply begin typing the expression.*	[2nd] ↑ ↑	[2nd] ↑ ↑	
5. Go to the Home screen, and then return to the current variable.	[HOME] [APPS] 6 1	[◆] [HOME] [APPS] 6 1	
6. Clear the contents of the variable. *Simply clearing the data does not convert the data variable back into a list variable.*	[F1] 8 [ENTER]	[F1] 8 [ENTER]	

Tip: If you don't need to save the current variable, use it as a *scratchpad*. The next time you need a variable for temporary data, clear the current variable and re-use it. This lets you enter temporary data without creating a new variable each time, which uses up memory.

Overview of List, Data, and Matrix Variables

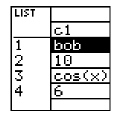
To use the Data/Matrix Editor effectively, you must understand list, data, and matrix variables.

List Variable

Note: If you enter more than one column of elements in a list variable, it is converted automatically into a data variable.

A list is a series of items (numbers, expressions, or character strings) that may or may not be related. Each item is called an element. In the Data/Matrix Editor, a list variable:

- Is shown as a single column of elements, each in a separate cell.
- Must be continuous; blank or empty cells are not allowed within the list.
- Can have up to 999 elements.

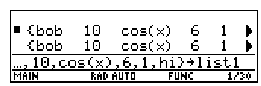


Column title and header cells are not saved as part of the list.

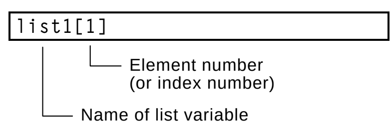
Tip: After creating a list in the Data/Matrix Editor, you can use the list in any application (such as the Home screen).

On the Home screen (or anywhere else you can use a list), you can enter a list as a series of elements enclosed in braces { } and separated by commas.

Although you must use commas to separate elements on the entry line, spaces separate the elements in the history area.



To refer to a specified element in a list, use the format shown to the right.

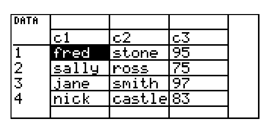


Data Variable

Note: For stat calculations, columns must have the same length.

A data variable is essentially a collection of lists that may or may not be related. In the Data/Matrix Editor, a data variable:

- Can have up to 99 columns.
- Can have up to 999 elements in each column. Depending on the kind of data, all columns may not have to be the same length.
- Must have continuous columns; blank or empty cells are not allowed within a column.



Data Variable (Continued)

From the Home screen or a program, you can use the **NewData** command to create a data variable that consists of existing lists.

```
NewData data1,list1,list2
```

Names of existing list variables

Name of data variable to create

Although you cannot directly display a data variable on the Home screen, you can display a specified column or element.

Name of data variable

Column number

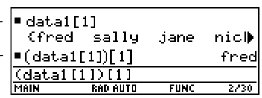
```
data1[1]
(data1[1])[1]
```

Element number in the column

Column number

For example:

Displays column 1 of the variable data1.

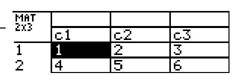


Displays element 1 in column 1 of the variable data1.

Matrix Variable

A matrix is a rectangular array of elements. When you create a matrix in the Data/Matrix Editor, you must specify the number of rows and columns (although you can add or delete rows and columns later). In the Data/Matrix Editor, a matrix variable:

- Looks similar to a data variable, but all columns must have the same length.
- Is initially created with 0 in each cell. You can then enter the applicable value in place of 0.



Shows the size of the matrix.

Tip: After creating a matrix in the Data/Matrix Editor, you can use the matrix in any application (such as the Home screen).

From the Home screen or a program, you can use STO► to store a matrix with either of the equivalent methods shown to the right.

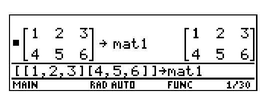
row 1 row 2

```
[[1,2,3][4,5,6]]→mat1
[1,2,3;4,5,6]→mat1
```

row 1 row 2

Note: *Use brackets to refer to a specific element in a matrix. For example, enter mat1[2,1] to access the 1st element in the 2nd row.*

Although you enter the matrix as shown above, it is pretty printed in the history area in traditional matrix form.



Starting a Data/Matrix Editor Session

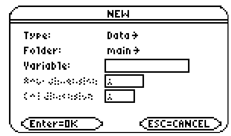
Each time you start the Data/Matrix Editor, you can create a new variable, resume using the current variable (the variable that was displayed the last time you used the Data/Matrix Editor), or open an existing variable.

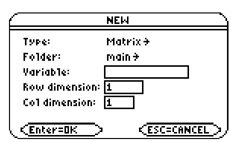
Creating a New Data, Matrix, or List Variable

1. Press [APPS] and then select 6:Data/Matrix Editor.

2. Select 3:New.

3. Specify the applicable information for the new variable.



Item	Lets you:
Type	Select the type of variable to create. Press ⓑ to display a menu of available types. 
Folder	Select the folder in which the new variable will be stored. Press ⓑ to display a menu of existing folders. For information about folders, refer to Chapter 5.
Variable	Type a new variable name. If you specify a variable that already exists, an error message will be displayed when you press [ENTER]. When you press [ESC] or [ENTER] to acknowledge the error, the NEW dialog box is redisplayed.
Row dimension and Col dimension	If Type = Matrix, type the number of rows and columns in the matrix. 

***Note:** If you do not type a variable name, the TI-89 / TI-92 Plus will display the Home screen.*

4. Press [ENTER] (after typing in an input box such as Variable, press [ENTER] twice) to create and display an empty variable in the Data/Matrix Editor.

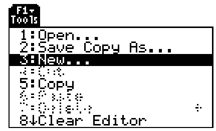
Using the Current Variable

You can leave the Data/Matrix Editor and go to another application at any time. To return to the variable that was displayed when you left the Data/Matrix Editor, press [APPS] 6 and select 1:Current.

Creating a New Variable from the Data/Matrix Editor

From the Data/Matrix Editor:

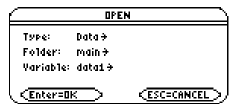
1. Press [F1] and select 3:New.
2. Specify the type, folder, and variable name. For a matrix, also specify the number of rows and columns.



Opening Another Variable

You can open another variable at any time.

1. From the Data/Matrix Editor, press [F1] and select 1:Open.
   — or —
   From any application, press [APPS] 6 and select 2:Open.
2. Select the type, folder, and variable to open.
3. Press [ENTER].



Note: Variable *shows the first existing variable in alphabetic order. If there are no existing variables, nothing is displayed.*

Note about Deleting a Variable

Because all Data/Matrix Editor variables are saved automatically, you can accumulate quite a few variables, which take up memory.

To delete a variable, use the VAR-LINK screen ([2nd] [VAR-LINK]). For information about VAR-LINK, refer to Chapter 21.

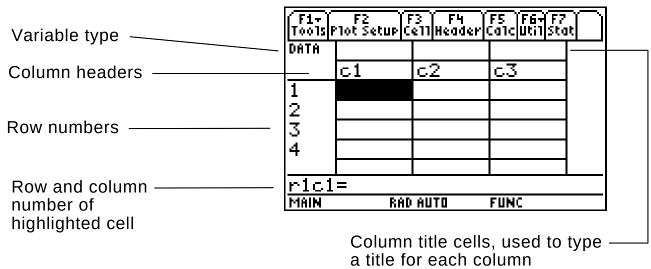
Entering and Viewing Cell Values

If you create a new variable, the Data/Matrix Editor is initially blank (for a list or data variable) or filled with zeros (for a matrix). If you open an existing variable, the values in that variable are displayed. You can then enter additional values or edit the existing ones.

The Data/Matrix Editor Screen

Tip: *Use the title cell at the very top of each column to identify the information in that column.*

A blank Data/Matrix Editor screen is shown below. When the screen is displayed initially, the cursor highlights the cell at row 1, column 1.



When values are entered, the entry line shows the full value of the highlighted cell.

Entering or Editing a Value in a Cell

Tip: *To enter a new value, you can start typing without pressing [ENTER] or [F3] first. However, you must use [ENTER] or [F3] to edit an existing value.*

You can enter any type of expression in a cell (number, variable, function, string, etc.).

1. Move the cursor to highlight the cell you want to enter or edit.
2. Press [ENTER] or [F3] to move the cursor to the entry line.
3. Type a new value or edit the existing one.
4. Press [ENTER] to enter the value into the highlighted cell.

When you press [ENTER], the cursor automatically moves to highlight the next cell so that you can continue entering or editing values. However, the variable type affects the direction that the cursor moves.

Note: *To enter a value from the entry line, you can also use ▼ or ▲.*

Variable Type	After [ENTER], the cursor moves:
List or data	Down to the cell in the next row.
Matrix	Right to the cell in the next column. From the last cell in a row, the cursor automatically moves to the first cell in the next row. This lets you enter values for row1, row2, etc.

Scrolling through the Editor

To move the cursor:	Press:
One cell at a time	↓, ↑, →, or ←
One page at a time	[2nd] and then ↓, ↑, →, or ←
Go to row 1 in the current column or to the last row that contains data for any column on the screen, respectively. If the cursor is in or past that last row, [◆] ↓ goes to row 999.	[◆] ↑ or [◆] ↓
Go to column 1 or to the last column that contains data, respectively. If the cursor is in or past that last column, [◆] → goes to column 99.	[◆] ← or [◆] →

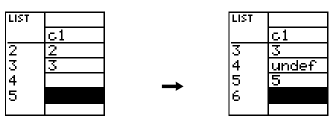
When you scroll down/up, the header row remains at the top of the screen so that the column numbers are always visible. When you scroll right/left, the row numbers remain on the left side of the screen so that they are always visible.

How Rows and Columns Are Filled Automatically

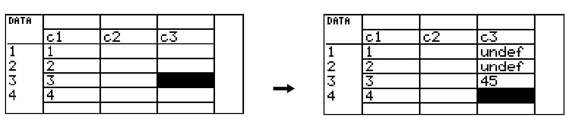
When you enter a value in a cell, the cursor moves to the next cell. However, you can move the cursor to any cell and enter a value. If you leave gaps between cells, the TI-89 / TI-92 Plus handles the gaps automatically.

Note: *If you enter more than one column of elements in a list variable, it is converted automatically into a data variable.*

- In a list variable, a cell in the gap is *undefined* until you enter a value for the cell.

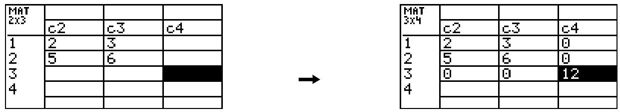


- In a data variable, gaps in a column are handled the same as a list. However, if you leave a gap between columns, that column is blank.



- In a matrix variable, when you enter a value in a cell outside the current boundaries, additional rows and/or columns are added automatically to the matrix to include the new cell. Other cells in the new rows and/or columns are filled with zeros.

__Note:__ Although you specify the size of a matrix when you create it, you can easily add additional rows and/or columns.

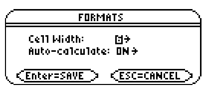


Changing the Cell Width

The cell width affects how many characters are displayed in any cell. To change the cell width in the Data/Matrix Editor:

1. To display the FORMATS dialog box, press [F1] 9
   — or —
   TI-89: [◆] [|]
   TI-92 Plus: [◆] F

__Tip:__ Remember, to see a number in full precision, you can always highlight the cell and look at the entry line.



Cell width is the maximum number of characters that can be displayed in a cell.

All cells have the same cell width.

2. With the current Cell Width setting highlighted, press ▶ or ◀ to display a menu of digits (3 through 12).
3. Move the cursor to highlight a number and press [ENTER]. (For single-digit numbers, you can type the number and press [ENTER].)
4. Press [ENTER] to close the dialog box.

Clearing a Column or all Columns

This procedure erases the contents of a column. It does not delete the column.

__Note:__ For a list or data variable, a clear column is empty. For a matrix, a clear column contains zeros.

To clear:	Do this:
A column	1. Move the cursor to any cell in the column. 2. **TI-89:** [2nd] [F6] **TI-92 Plus:** [F6] and select 5:Clear Column. (This item is not available for a matrix.)
All columns	Press [F1] and select 8:Clear Editor. When prompted for confirmation, press [ENTER] (or [ESC] to cancel).

Inserting and Deleting a Row, Column, or Cell

The general procedures for inserting and deleting a cell, row, or column are simple and straightforward. You can have up to 99 columns with up to 999 elements in each column.

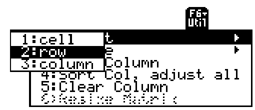
Note About Column Titles and Headers

You cannot delete the rows or cells that contain column titles or headers. Also, you cannot insert a row or cell before a column title or header.

Inserting a Row or Column

The new row or column is inserted *before* the row or column that contains the highlighted cell. In the Data/Matrix Editor:

1. Move the cursor to any cell in the applicable row or column.
2. **TI-89:** [2nd] [F6]
   TI-92 Plus: [F6]
   and select 1:Insert.

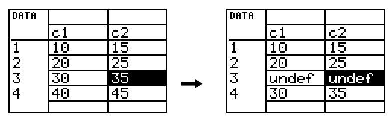


3. Select either 2:row or 3:column.

Note: *For a list variable, inserting a row is the same as inserting a cell.*

When you insert a row:

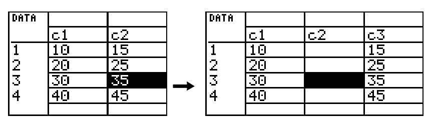
- In a list or data variable, the row is *undefined*.
- In a matrix variable, the row is filled with zeros.



Note: *For a list variable, you cannot insert a column because a list has only one column.*

When you insert a column:

- In a data variable, the column is blank.
- In a matrix variable, the column is filled with zeros.

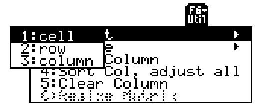


You can then enter values in the undefined or blank cells.

Inserting a Cell

The new cell is inserted *before* the highlighted cell in the same column. (You cannot insert a cell into a locked column, which is defined by a function in the column header. Refer to page 248.) In the Data/Matrix Editor:

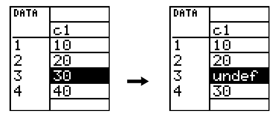
1. Move the cursor to the applicable cell.



2. **TI-89:** [2nd] [F6]
   TI-92 Plus: [F6]
   and select 1:Insert.
3. Select 1:cell.

Note: For a matrix variable, you cannot insert a cell because the matrix must retain a rectangular shape.

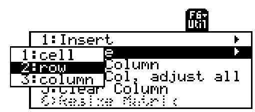
The inserted cell is undefined. You can then enter a value in the cell.



Deleting a Row or Column

In the Data/Matrix Editor:

1. Move the cursor to any cell in the row or column you want to delete.
2. **TI-89:** [2nd] [F6]
   TI-92 Plus: [F6]
   and select 2:Delete.



3. Select either 2:row or 3:column.

If you delete a row, any rows below the deleted row are shifted up. If you delete a column, any columns to the right of the deleted column are shifted left.

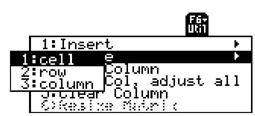
Deleting a Cell

In the Data/Matrix Editor:

1. Move the cursor to the cell you want to delete. (You cannot delete a cell in a locked column, which is defined by a function in the column header. Refer to page 248.)

Note: For a matrix variable, you cannot delete a cell because the matrix must retain a rectangular shape.

2. **TI-89:** [2nd] [F6]
   TI-92 Plus: [F6]
   and select 2:Delete.



3. Select 1:cell.

Any cells below the deleted cell are shifted up.

If You Need to Add a New "Last" Row, Column, or Cell

You do *not* need to use the Util toolbar menu to:

- Add a new row or cell at the bottom of a column.
  — or —
- Add a new column to the right of the last column.

Simply move the cursor to the applicable cell and enter a value.

Defining a Column Header with an Expression

For a list variable or a column in a data variable, you can enter a function in the column header that automatically generates a list of elements. In a data variable, you can also define one column in terms of another.

Entering a Header Definition

In the Data/Matrix Editor:

1. Move the cursor to any cell in the column and press [F4].
   — or —
   Move the cursor to the header cell (c1, c2, etc.) and press [ENTER].

   Note: [ENTER] is not required if you want to type a new definition or replace the existing one. However, if you want to edit the existing definition, you must press [ENTER].

Tip: To view an existing definition, press [F4] or move the cursor to the header cell and look at the entry line.

2. Type the new expression, which replaces any existing definition.

   If you used [F4] or [ENTER] in Step 1, the cursor moved to the entry line and highlighted the existing definition, if any. You can also:

   - Press [CLEAR] to clear the highlighted expression. Then type the new expression.
     — or —
   - Press ◀ or ▶ to remove the highlighting. Then edit the old expression.

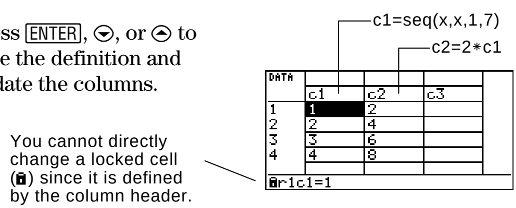
Tip: To cancel any changes, press [ESC] before pressing [ENTER].

You can use an expression that:	For example:
Generates a series of numbers.	`c1=seq(x^2,x,1,5)` `c1={1,2,3,4,5}`
Refers to another column.	`c2=2*c1` `c4=c1*c2-sin(c3)`

***Note:** The* seq *function is described in Appendix A.*

***Note:** If you refer to an empty column, you will get an error message (unless Auto-calculate = OFF as described on page 249).*

3. Press [ENTER], ▼, or ▲ to save the definition and update the columns.



***Note:** For a data variable, header definitions are saved when you leave the Data/ Matrix Editor. For a list variable, the definitions are not saved (only their resulting cell values).*

Clearing a Header Definition

1. Move the cursor to any cell in the column and press [F4].
   —or—
   Move the cursor to the header cell (c1, c2, etc.) and press [ENTER].
2. Press [CLEAR] to clear the highlighted expression.
3. Press [ENTER], ▼, or ▲.

Using an Existing List as a Column

Suppose you have one or more existing lists, and you want to use those existing lists as columns in a data variable.

***Note:** If you have a CBL 2™/CBL™ or CBR™, use these techniques for your collected lists.*

***Tip:** Use [2nd] [VAR-LINK] to see existing list variables.*

From the:	Do this:
Data/Matrix Editor	In the applicable column, use [F4] to define the column header. Refer to the existing list variable. For example: c1=list1
Home screen or a program	Use the **NewData** command as described in Appendix A. For example: **NewData** *datavar*, *list1* [, *list2*] [, *list3*] ... *list1* [, *list2*] [, *list3*] ...: Existing list variables to copy to columns in the data variable. *datavar*: Data variable. If this data variable already exists, it will be redefined based on the specified lists.

To Fill a Matrix with a List

You cannot use the Data/Matrix Editor to fill a matrix with a list. However, you can use the **list▸mat** command from the Home screen or a program. For information, refer to Appendix A.

The Auto-calculate Feature

For list and data variables, the Data/Matrix Editor has an Auto-calculate feature. By default, Auto-calculate = ON. Therefore, if you make a change that affects a header definition (or any column referenced in a header definition), all header definitions are recalculated automatically. For example:

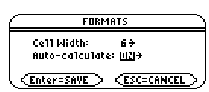
- If you change a header definition, the new definition is applied automatically.
- If column 2's header is defined as c2=2∗c1, any change you make in column 1 is automatically reflected in column 2.

***Tip:** You may want to set Auto-calculate = OFF to:*

- *Make multiple changes without recalculating each time.*
- *Enter a definition such as c1=c2+c3 before you enter columns 2 and 3.*
- *Override any errors in a definition until you can debug the error.*

To turn Auto-calculate off and on from the Data/Matrix Editor:

1. Press [F1] 9
   —or—
   TI-89: [♦] [|]
   TI-92 Plus: [♦] F



2. Change Auto-Calculate to OFF or ON.
3. Press [ENTER] to close the dialog box.

If Auto-calculate = OFF and you make changes as described above, the header definitions are not recalculated until you set Auto-calculate = ON.

Using Shift and CumSum Functions in a Column Header

When defining a column header, you can use the **shift** and **cumSum** functions as described below. These descriptions differ slightly from Appendix A. This section describes how to use the functions in the Data/Matrix Editor. Appendix A gives a more general description for the Home screen or a program.

Using the Shift Function

The **shift** function copies a base column and shifts it up or down by a specified number of elements. Use [F4] to define a column header with the syntax:

shift (*column* [,*integer*])

Number of elements to shift (positive shifts up; negative shifts down). Default is ⁻1.

Column used as the base for the shift.

For example, for a two-element shift up and down:

c2=shift(c1,2)

c3=shift(c1,⁻2)

c1	c2	c3
1	3	undef
2	4	undef
3	undef	1
4	undef	2

Shifted columns have the same length as the base column (c1).

Last two elements of c1 shift down and out the bottom; undefined elements shift into the top.

First two elements of c1 shift up and out the top; undefined elements shift into the bottom.

Note: *To enter "shift", type it from the keyboard or select it fromthe CATALOG.*

Using the CumSum Function

The **cumSum** function returns a cumulative sum of the elements in a base column. Use [F4] to define a column header with the syntax:

cumSum (*column*)

Column used as the base for the cumulative sum

For example:

c2=cumSum(c1)

c1	c2
1	1
2	3
3	6
4	10

1+2

1+2+3+4

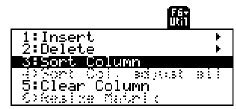
Note: *To enter "cumSum", type it, select it from the CATALOG, or press* [2nd] [MATH] *and select it from the List submenu.*

Sorting Columns

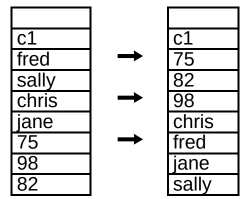
After entering information in a data, list, or matrix variable, you can easily sort a specified column in numeric or alphabetical order. You can also sort all columns as a whole, based on a "key" column.

Sorting a Single Column

In the Data/Matrix Editor:



1. Move the cursor to any cell in the column.
2. **TI-89:** [2nd] [F6]
   TI-92 Plus: [F6]
   and select 3:Sort Column.



Numbers are sorted in ascending order.

Character strings are sorted in alphabetical order.

Sorting All Columns Based on a "Key" Column

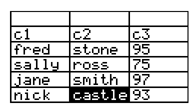
Consider a database structure in which each column along the same row contains related information (such as a student's first name, last name, and test scores). In such a case, sorting only a single column would destroy the relationship between the columns.

In the Data/Matrix Editor:

__Note:__ For a list variable, this is the same as sorting a single column.

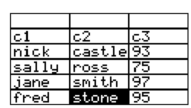
1. Move the cursor to any cell in the "key" column.

   In this example, move the cursor to the second column (c2) to sort by last name.



__Note:__ This menu item is not available if any column is locked.

2. **TI-89:** [2nd] [F6]
   TI-92 Plus: [F6]
   and select 4:Sort Col, adjust all.



When using this procedure for a data variable:

- All columns must have the same length.
- None of the columns can be locked (defined by a function in the column header). When the cursor is in a locked column, 🔒 is shown at the beginning of the entry line.

Saving a Copy of a List, Data, or Matrix Variable

You can save a copy of a list, data, or matrix variable. You can also copy a list to a data variable, or you can select a column from a data variable and copy that column to a list.

Valid Copy Types

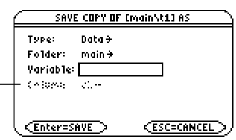
Note: *A list is automatically converted to a data variable if you enter more than one column of information.*

You can copy a:	To a:
List	List or data
Data	Data
Data column	List
Matrix	Matrix

Procedure

From the Data/Matrix Editor:

1. Display the variable that you want to copy.
2. Press [F1] and select 2:Save Copy As.
3. In the dialog box:
   - Select the Type and Folder for the copy.
   - Type a variable name for the copy.
   - When available, select the column to copy from.



Column is dimmed unless you copy a data column to a list. The column information is not used for other types of copies.

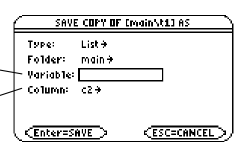
Note: *If you type the name of an existing variable, its contents will be replaced.*

4. Press [ENTER] (after typing in an input box such as Variable, you must press [ENTER] twice).

To Copy a Data Column to a List

A data variable can have multiple columns, but a list variable can have only one column. Therefore, when copying from a data variable to a list, you must select the column that you want to copy.

List variable to copy to.



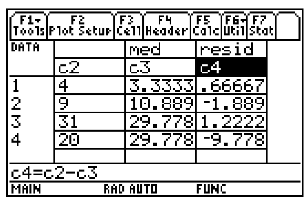
Data column that will be copied to the list. By default, this shows the column that contains the cursor.

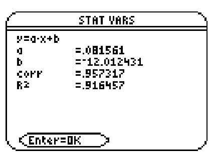
Statistics and Data Plots

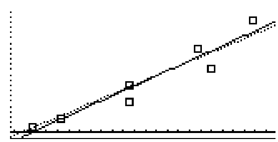
16

The Data/Matrix Editor serves two main purposes.

- As described previously in Chapter 15, the Data/Matrix Editor lets you create and maintain a list, matrix, or data variable.
- This chapter describes how to use the Data/Matrix Editor to perform statistical calculations and graph statistical plots.

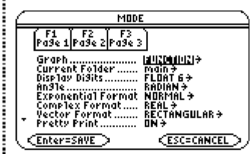
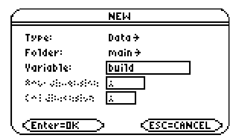
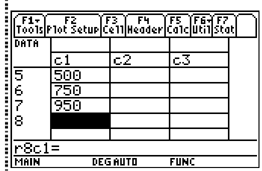
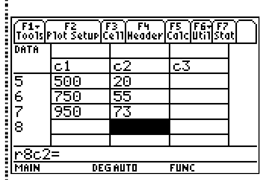
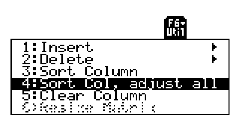
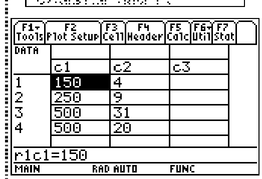


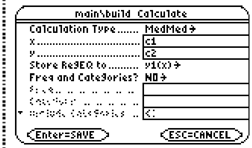
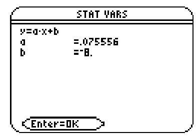
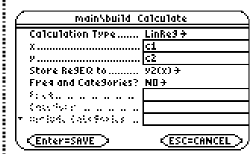
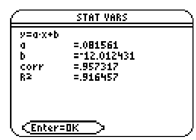
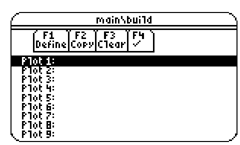
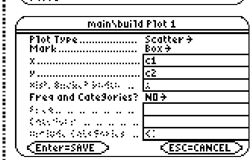
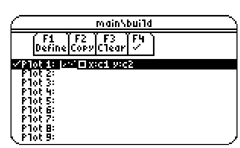


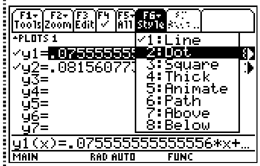
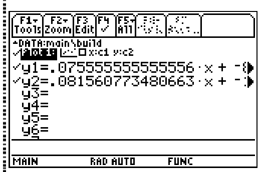
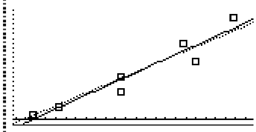
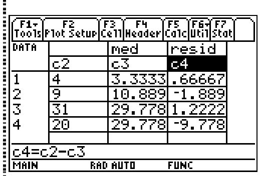


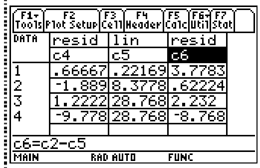
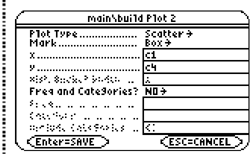
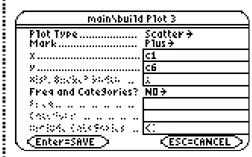
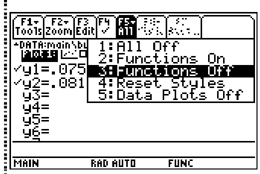
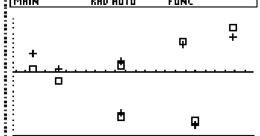
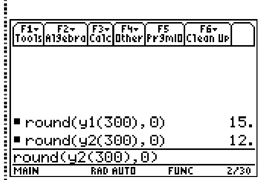
Preview of Statistics and Data Plots

Based on a sample of seven cities, enter data that relates population to the number of buildings with more than 12 stories. Using Median-Median and linear regression calculations, find and plot equations to fit the data. For each regression equation, predict how many buildings of more than 12 stories you would expect in a city of 300,000 people.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box. For Graph mode, select FUNCTION.	[MODE] ▶ 1 [ENTER]	[MODE] ▶ 1 [ENTER]	
2. Display the Data/Matrix Editor, and create a new data variable named BUILD.	[APPS] 6 3 ▼ ▼ B U I L D [ENTER] [ENTER]	[APPS] 6 3 ▼ ▼ B U I L D [ENTER] [ENTER]	
3. Using the sample data below, enter the population in column 1. Pop. (in 1000s) — Bldgs > 12 stories 150 — 4 500 — 31 800 — 42 250 — 9 500 — 20 750 — 55 950 — 73	1 5 0 [ENTER] 5 0 0 [ENTER] 8 0 0 [ENTER] 2 5 0 [ENTER] 5 0 0 [ENTER] 7 5 0 [ENTER] 9 5 0 [ENTER]	1 5 0 [ENTER] 5 0 0 [ENTER] 8 0 0 [ENTER] 2 5 0 [ENTER] 5 0 0 [ENTER] 7 5 0 [ENTER] 9 5 0 [ENTER]	
4. Move the cursor to row 1 in column 2 (r1c2). Then enter the corresponding number of buildings. *[◆] ▲ moves the cursor to the top of the page. After typing data for a cell, you can press [ENTER] or ▼ to enter the data and move the cursor down one cell. Pressing ▲ enters the data and moves the cursor up one cell.*	▶ [◆] ▲ 4 [ENTER] 3 1 [ENTER] 4 2 [ENTER] 9 [ENTER] 2 0 [ENTER] 5 5 [ENTER] 7 3 [ENTER]	▶ [2nd] ▲ 4 [ENTER] 3 1 [ENTER] 4 2 [ENTER] 9 [ENTER] 2 0 [ENTER] 5 5 [ENTER] 7 3 [ENTER]	
5. Move the cursor to row 1 in column 1 (r1c1). Sort the data in ascending order of population. *This sorts column 1 and then adjusts all other columns so that they retain the same order as column 1. This is critical for maintaining the relationships between columns of data.* *To sort column 1, the cursor can be anywhere in column 1. This example has you press **TI-89:** [◆] ▲ **TI-92 Plus:** [2nd] ▲ so that you can see the first four rows.*	◀ [◆] ▲ [2nd] [F6] 4	◀ [2nd] ▲ [F6] 4	 

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
6. Display the Calculate dialog box. Set: Calculation Type = MedMed x = C1 y = C2 Store RegEQ to = y1(x)	[F5] ▶ 7 ▼ C [alpha] 1 ▼ [alpha] C 2 ▼ ▶ ▼ [ENTER]	[F5] ▶ 7 ▼ C 1 ▼ C 2 ▼ ▶ ▼ [ENTER]	
7. Perform the calculation to display the MedMed regression equation. *As specified on the* Calculate *dialog box, this equation is stored in y1(x).*	[ENTER]	[ENTER]	
8. Close the STAT VARS screen. The Data/Matrix Editor displays.	[ENTER]	[ENTER]	
9. Display the Calculate dialog box. Set: Calculation Type = LinReg x = C1 y = C2 Store RegEQ to = y2(x)	[F5] ▶ 5 ▼ ▼ ▼ ▶ ▼ [ENTER]	[F5] ▶ 5 ▼ ▼ ▼ ▶ ▼ [ENTER]	
10. Perform the calculation to display the LinReg regression equation. *This equation is stored in y2(x).*	[ENTER]	[ENTER]	
11. Close the STAT VARS screen. The Data/Matrix Editor displays.	[ENTER]	[ENTER]	
12. Display the Plot Setup screen. *Plot 1 is highlighted by default.* [F3] *lets you clear highlighted Plot settings.*	[F2]	[F2]	
13. Define Plot 1 as: Plot Type = Scatter Mark = Box x = C1 y = C2 *Notice the similarities between this and the* Calculate *dialog box.*	[F1] ▶ 1 ▼ ▶ 1 ▼ C [alpha] 1 ▼ [alpha] C 2	[F1] ▶ 1 ▼ ▶ 1 ▼ C 1 ▼ C 2	
14. Save the plot definition and return to the Plot Setup screen. *Notice the shorthand notation for Plot 1's definition.*	[ENTER] [ENTER]	[ENTER] [ENTER]	

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
15. Display the Y= Editor. For y1(x), the MedMed regression equation, set the display style to Dot. ***Note:*** *Depending on the previous contents of your Y= Editor, you may need to move the cursor to y1.* *PLOTS 1 at the top of the screen means that Plot 1 is selected.* *Notice that y1(x) and y2(x) were selected when the regression equations were stored.*	[◆] [Y=] [2nd] [F6] 2	[◆] [Y=] [F6] 2	
16. Scroll up to highlight Plot 1. *The displayed shorthand definition is the same as on the Plot Setup screen.*	[↑]	[↑]	
17. Use ZoomData to graph Plot 1 and the regression equations y1(x) and y2(x). *ZoomData examines the data for all selected stat plots and adjusts the viewing window to include all points.*	[F2] 9	[F2] 9	
18. Return to the current session of the Data/Matrix Editor.	[APPS] 6 1	[APPS] 6 1	
19. Enter a title for column 3. Define column 3's header as the values predicted by the MedMed line. *To enter a title, the cursor must highlight the title cell at the very top of the column.* *[F4] lets you define a header from anywhere in a column. When the cursor is on a header cell, pressing [F4] is not required.*	[→] [→] [↑] [↑] [2nd] [a-lock] M E D [alpha] [ENTER] [F4] Y 1 [(] [alpha] C 1 [)] [ENTER]	[→] [→] [↑] [↑] M E D [ENTER] [F4] Y 1 [(] C 1 [)] [ENTER]	
20. Enter a title for column 4. Define column 4's header as the residuals (difference between observed and predicted values) for MedMed.	[→] [↑] [2nd] [a-lock] R E S I D [alpha] [ENTER] [alpha] C 2 [−] [alpha] C 3 [ENTER]	[→] [↑] R E S I D [ENTER] [F4] C 2 [−] C 3 [ENTER]	
21. Enter a title for column 5. Define column 5's header as the values predicted by the LinReg line.	[→] [↑] [↑] [2nd] [a-lock] L I N [alpha] [ENTER] [F4] Y 2 [(] [alpha] C 1 [)] [ENTER]	[→] [↑] L I N [ENTER] [F4] Y 2 [(] C 1 [)] [ENTER]	

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
22. Enter a title for column 6. Define column 6's header as the residuals for LinReg.	→ ↑ [2nd] [a-lock] R E S I D [alpha] [ENTER] [F4] [alpha] C 2 [−] [alpha] C 5 [ENTER]	→ ↑ R E S I D [ENTER] [F4] C 2 [−] C 5 [ENTER]	
23. Display the Plot Setup screen and deselect Plot 1.	[F2] [F4]	[F2] [F4]	
24. Highlight Plot 2 and define it as: Plot Type = Scatter Mark = Box x = C1 y = C4 (MedMed residuals)	↓ [F1] ↓ ↓ C [alpha] 1 ↓ [alpha] C 4 [ENTER] [ENTER]	↓ [F1] ↓ ↓ C 1 ↓ C 4 [ENTER] [ENTER]	
25. Highlight Plot 3 and define it as: Plot Type = Scatter Mark = Plus x = C1 y = C6 (LinReg residuals)	↓ [F1] ↓ → 3 ↓ C [alpha] 1 ↓ [alpha] C 6 [ENTER] [ENTER]	↓ [F1] ↓ → 3 ↓ C 1 ↓ C 6 [ENTER] [ENTER]	
26. Display the Y= Editor and turn all the y(x) functions off. *From* [F5], *select* 3:Functions Off, *not* 1:All Off. *Plots 2 and 3 are still selected.*	[◆] [Y=] [F5] 3	[◆] [Y=] [F5] 3	
27. Use ZoomData to graph the residuals. ☐ *marks the MedMed residuals;* + *marks the LinReg residuals.*	[F2] 9	[F2] 9	
28. Display the Home screen.	[HOME]	[◆] [HOME]	
29. Use the MedMed (y1(x)) and LinReg (y2(x)) regression equations to calculate values for x = 300 (300,000 population). *The* **round** *function* ([2nd] [MATH] 13) *ensures that results show an integer number of buildings.* *After calculating the first result, edit the entry line to change y1 to y2.*	[2nd] [MATH] 1 3 Y 1 [(] 3 0 0 [)] [,] 0 [)] [ENTER] → ← ← ← ← ← ← ← ← [⇐] 2 [ENTER]	[2nd] [MATH] 1 3 Y 1 [(] 3 0 0 [)] [,] 0 [)] [ENTER] → ← ← ← ← ← ← ← ← [⇐] 2 [ENTER]	

Overview of Steps in Statistical Analysis

This section gives an overview of the steps used to perform a statistical calculation or graph a statistical plot. For detailed descriptions, refer to the following pages.

Calculating and Plotting Stat Data

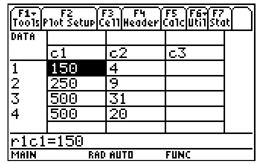
Note: *Refer to Chapter 15 for details on entering data in the Data/Matrix Editor.*

Tip: *You can also use the Y= Editor to define and select stat plots and y(x) functions.*

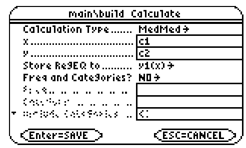
Tip: *Use ZoomData to optimize the viewing window for stat plots.* [F2] Zoom *is available on the Y= Editor, Window Editor, and Graph screen.*

Set Graph mode ([MODE]) to FUNCTION.

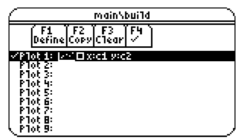
Enter stat data in the Data/Matrix Editor ([APPS] 6).



Perform stat calculations to find stat variables or fit data to a model ([F5]).



Define and select stat plots ([F2] and then [F1]).



Define the viewing window ([♦] [WINDOW]).

Change the graph format if necessary.

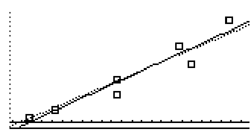
[F1] **9**

— or —

TI-89: [♦] [|]

TI-92 Plus: [♦] **F**

Graph the selected stat plots and functions ([♦] [GRAPH]).



Exploring the Graphed Plots

From the Graph screen, you can:

- Display the coordinates of any pixel by using the free-moving cursor, or of a plotted point by tracing a plot.
- Use the [F2] Zoom toolbar menu to zoom in or out on a portion of the graph.
- Use the [F5] Math toolbar menu to analyze any function (but not plots) that may be graphed.

Performing a Statistical Calculation

From the Data/Matrix Editor, use the [F5] **Calc** toolbar menu to perform statistical calculations. You can analyze one-variable or two-variable statistics, or perform several types of regression analyses.

The Calculate Dialog Box

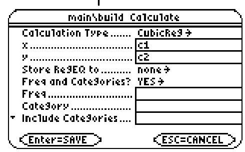
You must have a data variable opened. The Data/Matrix Editor will not perform statistical calculations with a list or matrix variable.

From the Data/Matrix Editor:

1. Press [F5] to display the Calculate dialog box.

   This example shows all items as active. On your calculator, items are active only if they are valid for the current settings of Calculation Type and Use Freq and Categories.

Pathname of the data variable



Note: If an item is not valid for the current settings, it will appear dimmed. You cannot move the cursor to a dimmed item.

2. Specify applicable settings for the active items.

Tip: To use an existing list variable for x, y, Freq, or Category, type the list name instead of a column number.

Item	Description
Calculation Type	Select the type of calculation. For descriptions, refer to page 261.
x	Type the column number in the Data/Matrix Editor (C1, C2, etc.) used for x values, the independent variable.
y	Type the column number used for y values, the dependent variable. This is required for all Calculation Types except OneVar.
Store RegEQ to	If Calculation Type is a regression analysis, you can select a function name (y1(x), y2(x), etc.). This lets you store the regression equation so that it will be displayed in the Y= Editor.
Use Freq and Categories?	Select NO or YES. Note that Freq, Category, and Include Categories are active only when Use Freq and Categories? = YES.

The Calculate Dialog Box
(Continued)

__Note:__ For an example of using Freq, Category, and Include Categories, refer to page 270.

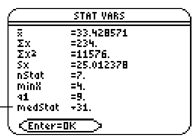
Item	Description
Freq	Type the column number that contains a “weight” value for each data point. If you do not enter a column number, all data points are assumed to have the same weight (1).
Category	Type the column number that contains a category value for each data point.
Include Categories	If you specify a Category column, you can use this item to limit the calculation to specified category values. For example, if you specify {1,4}, the calculation uses only data points with a category value of 1 or 4.

3. Press [ENTER] (after typing in an input box, press [ENTER] twice).

   The results are displayed on the STAT VARS screen. The format depends on the Calculation Type. For example:

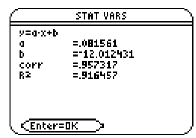
__Note:__ Any undefined data points (shown as undef) are ignored in a stat calculation.

For Calculation Type = OneVar



When ▾ is shown instead of =, you can scroll for additional results.

For Calculation Type = LinReg



4. To close the STAT VARS screen, press [ENTER].

Redisplaying the STAT VARS Screen

The Data/Matrix Editor’s Stat toolbar menu redisplays the previous calculation results (until they are cleared from memory).

TI-89: [2nd] [F7]
TI-92 Plus: [F7]

Previous results are cleared when you:

- Edit the data points or change the Calculation Type.
- Open another data variable or reopen the same data variable (if the calculation referred to a column in a data variable). Results are also cleared if you leave and then reopen the Data/Matrix Editor with a data variable.
- Change the current folder (if the calculation referred to a list variable in the previous folder).

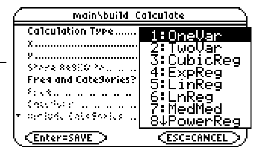
Statistical Calculation Types

As described in the previous section, the **Calculate** dialog box lets you specify the statistical calculation you want to perform. This section gives more information about the calculation types.

Selecting the Calculation Type

From the Calculate dialog box ([F5]), highlight the current setting for the Calculation Type and press ▶.

You can then select from a menu of available types.



If an item is dimmed, it is not valid for the current Calculation Type.

__Note:__ For TwoVar and all regression calculations, the columns that you specify for x and y (and optionally, Freq or Category) must have the same length.

Calc Type	Description
OneVar	One-variable statistics — Calculates the statistical variables described on page 263.
TwoVar	Two-variable statistics — Calculates the statistical variables described on page 263.
CubicReg	Cubic regression — Fits the data to the third-order polynomial $y=ax^3+bx^2+cx+d$. You must have at least four data points. • For four points, the equation is a polynomial fit. • For five or more points, it is a polynomial regression.
ExpReg	Exponential regression — Fits the data to the model equation $y=ab^x$ (where a is the y-intercept) using a least-squares fit and transformed values x and ln(y).
LinReg	Linear regression — Fits the data to the model y=ax+b (where a is the slope, and b is the y-intercept) using a least-squares fit and x and y.
LnReg	Logarithmic regression — Fits the data to the model equation y=a+b ln(x) using a least-squares fit and transformed values ln(x) and y.
Logistic	Logistic regression — Fits the data to the model y=a/(1+b∗e^(c∗x))+d and updates all the system statistics variables.

Selecting the Calculation Type (Continued)

Calc Type	Description
MedMed	Median-Median — Fits the data to the model y=ax+b (where a is the slope, and b is the y-intercept) using the median-median line, which is part of the resistant line technique. Summary points medx1, medy1, medx2, medy2, medx3, and medy3 are calculated and stored to variables, but they are not displayed on the STAT VARS screen.
PowerReg	Power regression — Fits the data to the model equation $y=ax^b$ using a least-squares fit and transformed values ln(x) and ln(y).
QuadReg	Quadratic regression — Fits the data to the second-order polynomial $y=ax^2+bx+c$. You must have at least three data points. • For three points, the equation is a polynomial fit. • For four or more points, it is a polynomial regression.
QuartReg	Quartic regression — Fits the data to the fourth-order polynomial $y=ax^4+bx^3+cx^2+dx+e$. You must have at least five data points. • For five points, the equation is a polynomial fit. • For six or more points, it is a polynomial regression.
SinReg	Sinusoidal regression — Calculates the sinusoidal regression and updates all the system statistics variables. The output is always in radians, regardless of the angle mode setting.

From the Home Screen or a Program

Use the applicable command for the calculation that you want to perform. The commands have the same name as the corresponding Calculation Type. Refer to Appendix A for information about each command.

Important: These commands perform a statistical calculation but do not automatically display the results. Use the **ShowStat** command to show the calculation results.

Statistical Variables

Statistical calculation results are stored to variables. To access these variables, type the variable name or use the VAR-LINK screen as described in Chapter 21. All statistical variables are cleared when you edit the data or change the calculation type. Other conditions that clear the variables are listed on page 260.

Calculated Variables

To type the character Σ, press:

TI-89: ◆ (⇧ [S]
TI-92 Plus: 2nd G ⇧ S

To type the character σ, press:

TI-89: ◆ (alpha [S]
TI-92 Plus: 2nd G S

Tip: *To type a power (such as 2 in* Σx^2 *),* $\bar{x}$*, or* $\bar{y}$*, press* 2nd [CHAR] *and select it from the* Math *menu.*

Note: *1st quartile is the median of points between minX and medStat, and 3rd quartile is the median of points between medStat and maxX.*

Tip: *If regeq is 4x + 7, then regCoef is {4 7}. To access the "a" coefficient (the 1st element in the list), use an index such as regCoef[1].*

Statistical variables are stored as system variables. However, regCoef and regeq are treated as a list and a function variable, respectively.

	One Var	Two Var	Regressions
mean of x values	$\bar{x}$	$\bar{x}$	
sum of x values	Σx	Σx	
sum of x^2 values	Σx^2	Σx^2	
sample std. deviation of x	Sx	Sx	
population std. deviation of x †	σx	σx	
number of data points	nStat	nStat	
mean of y values		$\bar{y}$	
sum of y values		Σy	
sum of y^2 values		Σy^2	
sample standard deviation of y		Sy	
population std. deviation of y †		σy	
sum of x∗y values		Σxy	
minimum of x values	minX	minX	
maximum of x values	maxX	maxX	
minimum of y values		minY	
maximum of y values		maxY	
1st quartile	q1		
median	medStat		
3rd quartile	q3		
regression equation			regeq
regression coefficients (a, b, c, d, e)			regCoef
correlation coefficient ††			corr
coefficient of determination ††			R^2
summary points (MedMed only) †			medx1, medy1, medx2, medy2, medx3, medy3

† The indicated variables are calculated but are not shown on the STAT VARS screen.

†† corr is defined for a linear regression only; R^2 is defined for all polynomial regressions.

Defining a Statistical Plot

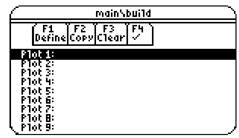
From the Data/Matrix Editor, you can use the entered data to define several types of statistical plots. You can define up to nine plots at a time.

Procedure

From the Data/Matrix Editor:

1. Press [F2] to display the Plot Setup screen.

   Initially, none of the plots are defined.



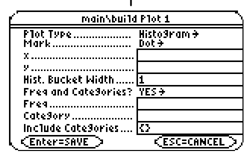
2. Move the cursor to highlight the plot number that you want to define.

Note: This dialog box is similar to the Calculate *dialog box.*

3. Press [F1] to define the plot.

   This example shows all items as active. On your calculator, items are active only if they are valid for the current setting of Plot Type and Use Freq and Categories?

Pathname of the data variable



Note: *If an item is not valid for the current settings, it will appear dimmed. You cannot move the cursor to a dimmed item.*

4. Specify applicable settings for the active items.

Note: *Plots defined with column numbers always use the last data variable in the Data/Matrix Editor, even if that variable was not used to create the definition.*

Tip: *To use an existing list variable for x, y, Freq, or Category, type the list name instead of the column number.*

Item	Description
Plot Type	Select the type of plot. For descriptions, refer to page 266.
Mark	Select the symbol used to plot the data points: Box (□), Cross (x), Plus (+), Square (■), or Dot (•).
x	Type the column number in the Data/Matrix Editor (C1, C2, etc.) used for x values, the independent variable.
y	Type the column number used for y values, the dependent variable. This is active only for Plot Type = Scatter or xyline.
Hist. Bucket Width	Specifies the width of each bar in a histogram. For more information, refer to page 267.
Use Freq and Categories?	Select NO or YES. Note that Freq, Category, and Include Categories are active only when Use Freq and Categories? = YES. (Freq is active only for Plot Type = Box Plot or Histogram.)

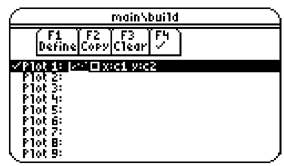
Item	Description
Freq	Type the column number that contains a “weight” value for each data point. If you do not enter a column number, all data points are assumed to have the same weight (1).
Category	Type the column number that contains a category value for each data point.
Include Categories	If you specify a Category, you can use this to limit the calculation to specified category values. For example, if you specify {1,4}, the plot uses only data points with a category value of 1 or 4.

Note: *For an example of using Freq, Category, and Include Categories, refer to page 270.*

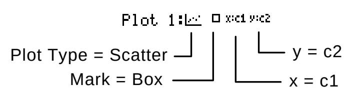
5. Press [ENTER] (after typing in an input box, press [ENTER] twice).

   The Plot Setup screen is redisplayed.

   The plot you just defined is automatically selected for graphing.



   Notice the shorthand definition for the plot.



Note: *Any undefined data points (shown as* undef*) are ignored in a stat plot.*

Selecting or Deselecting a Plot

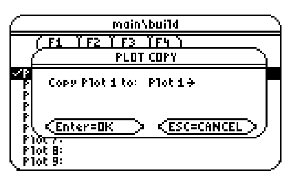
From Plot Setup, highlight the plot and press [F4] to toggle it on or off. If a stat plot is selected, it remains selected when you:

- Change the graph mode. (Stat plots are not graphed in 3D mode.)
- Execute a **Graph** command.
- Open a different variable in the Data/Matrix Editor.

Copying a Plot Definition

From Plot Setup:

1. Highlight the plot and press [F2].
2. Press ▶ and select the plot number that you want to copy to.
3. Press [ENTER].



Note: *If the original plot was selected (✓), the copy is also selected.*

Clearing a Plot Definition

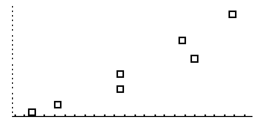
From Plot Setup, highlight the plot and press [F3]. To redefine an existing plot, you do not necessarily need to clear it first; you can make changes to the existing definition. To prevent a plot from graphing, you can deselect it.

Statistical Plot Types

When you define a plot as described in the previous section, the **Plot Setup** screen lets you select the plot type. This section gives more information about the available plot types.

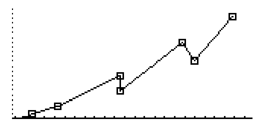
Scatter

Data points from x and y are plotted as coordinate pairs. Therefore, the columns or lists that you specify for x and y must be the same length.



- Plotted points are shown with the symbol that you select as the Mark.
- If necessary, you can specify the same column or list for both x and y.

xyline



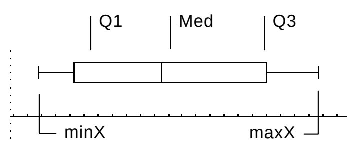
This is a scatter plot in which data points are plotted and connected in the order in which they appear in x and y.

You may want to sort all the columns in the Data/Matrix Editor before plotting.

TI-89: [2nd] [F6] 3 or [2nd] [F6] 4
TI-92 Plus: [F6] 3 or [F6] 4

Box Plot

This plots one-variable data with respect to the minimum and maximum data points (minX and maxX) in the set.



- A box is defined by its first quartile (Q1), median (Med), and third quartile (Q3).
- Whiskers extend from minX to Q1 and from Q3 to maxX.
- When you select multiple box plots, they are plotted one above the other in the same order as their plot numbers.
- Use **NewPlot** to show statistical data as a modified box plot.
- Select Mod Box Plot as the Plot Type when you define a plot in the Data/Matrix Editor.

A modified box plot excludes points outside the interval [Q1− X, Q3+X], where X is defined as 1.5 (Q3− Q1). These points, called outliers, are plotted individually beyond the box plot's whiskers, using the mark that you select.

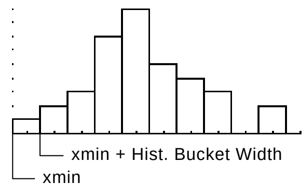
Histogram

This plots one-variable data as a histogram. The x axis is divided into equal widths called buckets or bars. The height of each bar (its y value) indicates how many data points fall within the bar's range.

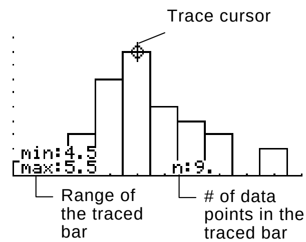
- When defining the plot, you can specify the Hist. Bucket Width (default is 1) to set the width of each bar.

$$\text{Number of bars} = \frac{\text{xmax} - \text{xmin}}{\text{Hist. Bucket Width}}$$

- A data point at the edge of a bar is counted in the bar to the right.



- ZoomData ([F2] 9 from the Graph screen, Y= Editor, or Window Editor) adjusts xmin and xmax to include all data points, but it does not adjust the y axis.
  - Use [◆] [WINDOW] to set ymin = 0 and ymax = the number of data points expected in the tallest bar.
- When you trace ([F3]) a histogram, the screen shows information about the traced bar.



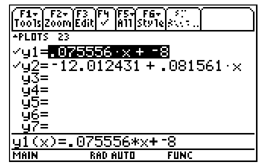
Using the Y= Editor with Stat Plots

The previous sections described how to define and select stat plots from the Data/Matrix Editor. You can also define and select stat plots from the Y= Editor.

Showing the List of Stat Plots

Press [◆] [Y=] to display the Y= Editor. Initially, the nine stat plots are located "off the top" of the screen, above the y(x) functions. However, the PLOTS indicator provides some information.

For example, PLOTS 23 means that Plots 2 & 3 are selected.

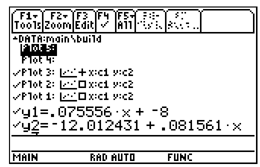


To see the list of stat plots, use ⊙ to scroll above the y(x) functions.

Note: Plots defined with column numbers always use the last data variable in the Data/Matrix Editor, even if that variable was not used to create the definition.

If a Plot is highlighted, this shows the data variable that will be used for the plots.

If a Plot is defined, it shows the same shorthand notation as the Plot Setup screen.



From the Y= Editor, you can perform most of the same operations on a stat plot as you can on any other y(x) function.

Note: You can not use ***TI-89:*** *[2nd] [F6]* ***TI-92 Plus:*** *[F6] to set a plot's display style. However, the plot definition lets you select the mark used for the plot.*

To:	Do this:
Edit a plot definition	Highlight the plot and press [F3]. You will see the same definition screen that is displayed in the Data/Matrix Editor.
Select or deselect a plot	Highlight the plot and press [F4].
Turn all plots and/or functions off	Press [F5] and select the applicable item. You can also use this menu to turn all functions on.

To Graph Plots and Y= Functions

As necessary, you can select and graph stat plots and y(x) functions at the same time. The preview example at the beginning of this chapter graphs data points and their regression equations.

Graphing and Tracing a Defined Stat Plot

After entering the data points and defining the stat plots, you can graph the selected plots by using the same methods you used to graph a function from the Y= Editor (as described in Chapter 6).

Defining the Viewing Window

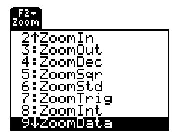
Stat plots are displayed on the current graph, and they use the Window variables that are defined in the Window Editor.

Use [◆] [WINDOW] to display the Window Editor. You can either:

- Enter appropriate values.
  — or —
- Select 9:ZoomData from the [F2] Zoom toolbar menu. (Although you can use any zoom, ZoomData is optimized for stat plots.)

Tip: [F2] Zoom *is available on the Y= Editor, Window Editor, and Graph screen.*

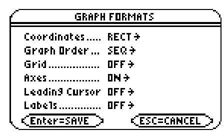
ZoomData sets the viewing window to display all statistical data points.



For histograms and box plots, only xmin and xmax are adjusted. If the top of a histogram is not shown, trace the histogram to find the value for ymax.

Changing the Graph Format

Press:
[F1] 9
— or —
TI-89: [◆] [|]
TI-92 Plus: [◆] F
from the Y= Editor, Window Editor, or Graph screen.



Then change the settings as necessary.

Tracing a Stat Plot

From the Graph screen, press [F3] to trace a plot. The movement of the trace cursor depends on the Plot Type.

Plot Type	Description
Scatter or xyline	Tracing begins at the first data point.
Box plot	Tracing begins at the median. Press ◀ to trace to Q1 and minX. Press ▶ to trace to Q3 and maxX.
Histogram	The cursor moves from the top center of each bar, starting from the leftmost bar.

***Note:** When a stat plot is displayed, the Graph screen does not automatically pan if you trace off the left or right side of the screen. However, you can still press [ENTER] to center the screen on the trace cursor.*

When you press ▲ or ▼ to move to another plot or y(x) function, tracing moves to the current or beginning point on that plot (not to the nearest pixel).

Using Frequencies and Categories

To manipulate the way in which data points are analyzed, you can use frequency values and/or category values. Frequency values let you “weight” particular data points. Category values let you analyze a subset of the data points.

Example of a Frequency Column

In a data variable, you can use any column in the Data/Matrix Editor to specify a frequency value (or weight) for the data points on each row. A frequency value must be an integer ≥ 0 if Calculation Type = OneVar or MedMed or if Plot Type = Box Plot. For other statistical calculations or plots, the frequency value can be any number ≥ 0.

For example, suppose you enter a student’s test scores, where:

- The mid-semester exam is weighted twice as much as other tests.
- The final exam is weighted three times as much.

In the Data/Matrix Editor, you can enter the test scores and frequency values in two columns.

Tip: A frequency value of 0 effectively removes the data point from analysis.

Test scores

Frequency values

c1	c2
85	1
97	1
92	2
89	1
91	1
95	3

These weighted scores are equivalent to the single column of scores listed to the right.

c1
85
97
92
92
89
91
95
95
95

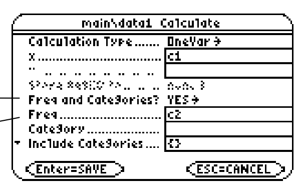
Frequency of 2

Frequency of 3

Note: You can also use frequency values from a list variable instead of a column.

To use frequency values, specify the frequency column when you perform a statistical calculation or define a stat plot. For example:

Set this to YES.



Type the column number (or list name) that contains the frequency values.

Example of a Category Column

In a data variable, you can use any column to specify a category (or subset) value for the data points on each row. A category value can be any number.

Suppose you enter the test scores from a class that has 10th and 11th grade students. You want to analyze the scores for the whole class, but you also want to analyze categories such as 10th grade girls, 10th grade boys, 10th grade girls and boys, etc.

First, determine the category values you want to use.

Note: *You do not need a category value for the whole class. Also, you do not need category values for all 10th graders or all 11th graders since they are combinations of other categories.*

Category Value	Used to indicate:
1	10th grade girl
2	10th grade boy
3	11th grade girl
4	11th grade boy

In the Data/Matrix Editor, you can enter the scores and the category values in two columns.

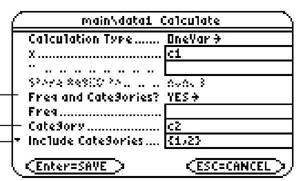
Test scores

Category values

c1	c2
85	1
97	3
92	2
88	3
90	2
95	1
79	4
68	2
92	4
84	3
82	1

Note: *You can also use category values from a list variable instead of a column.*

To use category values, specify the category column and the category values to include in the analysis when you perform a statistical calculation or define a stat plot.



Set this to YES.

Type the column number (or list name) that contains the category values.

Within braces { }, type the category values to use, separated by commas. (Do not type a column number or list name.)

Note: *To analyze the whole class, leave the Category input box blank. Any category values are ignored.*

To analyze:	Include Categories:
10th grade girls	{1}
10th grade boys	{2}
10th grade girls and boys	{1,2}
11th grade girls	{3}
11th grade boys	{4}
11th grade girls and boys	{3,4}
all girls (10th and 11th)	{1,3}
all boys (10th and 11th)	{2,4}

If You Have a CBL 2/CBL or CBR

The Calculator-Based Laboratory™ System (CBL 2™/CBL™) and Calculator-Based Ranger™ System (CBR™) are optional accessories, available separately, that let you collect data from a variety of real-world experiments. TI-89 / TI-92 Plus CBL 2/CBL and CBR programs are available from the TI web site at: http://www.ti.com/calc/cbl and http://www.ti.com/calc/cbr

How CBL 2/CBL Data Is Stored

When you collect data with the CBL 2/CBL, that data is initially stored in the CBL 2/CBL unit itself. You must then retrieve the data (transfer it to the TI-89 / TI-92 Plus) by using the **Get** command, which is described in Appendix A.

Although each set of retrieved data can be stored in several variable types (list, real, matrix, pic), using list variables makes it easier to perform statistical calculations.

Note: *For specifics about using the CBL 2/CBL and retrieving data to the TI-89 / TI-92 Plus, refer to the guidebook that comes with the CBL 2/CBL unit.*

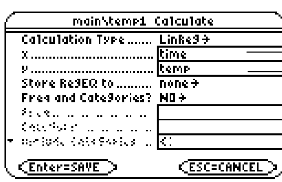
When you transfer the collected information to the TI-89 / TI-92 Plus, you can specify the list variable names that you want to use. For example, you can use the CBL 2/CBL to collect temperature data over a period of time. When you transfer the data, suppose you store:

- Temperature data in a list variable called temp.
- Time data in a list variable called time.

After you store the CBL 2/CBL information on the TI-89 / TI-92 Plus, there are two ways to use the CBL 2/CBL list variables.

Referring to the CBL 2/CBL Lists

When you perform a statistical calculation or define a plot, you can refer explicitly to the CBL 2/CBL list variables. For example:



Type the CBL list variable name instead of a column number.

Creating a Data Variable with the CBL 2/CBL Lists

You can create a new data variable that consists of the necessary CBL 2/CBL list variables.

- From the Home screen or a program, use the **NewData** command.

  NewData *dataVar*, *list1* [,*list2*] [,*list3*] ...

  CBL list variable names. In the new data variable, list1 will be copied to column 1, list 2 to column 2, etc.

  Name of the new data variable that you want to create.

  For example:

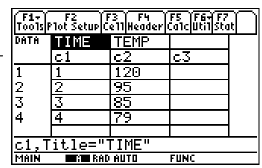
  NewData temp1, time, temp

  creates a data variable called temp1 in which time is in column 1 and temp is in column 2.

Tip: To define or clear a column header, use F4*. For more information, refer to Chapter 15.*

- From the Data/Matrix Editor, create a new, empty data variable with the applicable name. For each CBL 2/CBL list that you want to include, define a column header as that list name.

  For example, define column 1 as time, column 2 as temp.



  At this point, the columns are linked to the CBL 2/CBL lists. If the lists are changed, the columns will be updated automatically. However, if the lists are deleted, the data will be lost.

  To make the data variable independent of the CBL 2/CBL lists, clear the column header for each column. The information remains in the column, but the column is no longer linked to the CBL 2/CBL list.

CBR

You can also use the Calculator-Based Ranger™(CBR™) to explore the mathematical and scientific relationships between distance, velocity, acceleration, and time using data collected from activities you perform.

Programming

17

This chapter describes how to use the TI-89 / TI-92 Plus's Program Editor to create your own programs or functions.

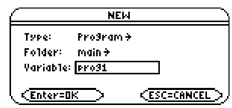
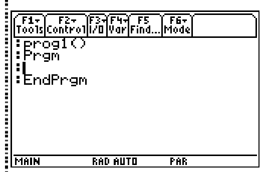
Note: For details and examples of any TI-89 / TI-92 Plus program command mentioned in this chapter, refer to Appendix A.

The chapter includes:

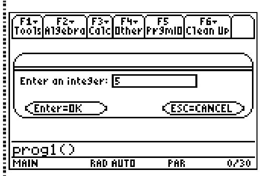
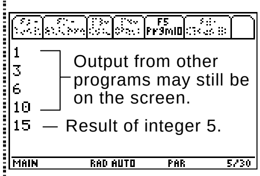
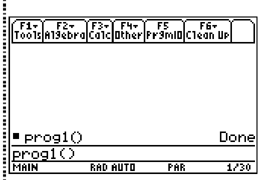
- Specific instructions on using the Program Editor itself and running an existing program.
- An overview of fundamental programming techniques such as **If…EndIf** structures and various kinds of loops.
- Reference information that categorizes the available program commands.
- Obtaining and running assembly-language programs.

Preview of Programming

Write a program that prompts the user to enter an integer, sums all integers from 1 to the entered integer, and displays the result.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Start a new program on the Program Editor.	[APPS] 7 3	[APPS] 7 3	
2. Type PROG1 (with no spaces) as the name of the new program variable.	⊖ ⊖ P R O G [alpha] 1	⊖ ⊖ P R O G 1	
3. Display the "template" for a new program. The program name, **Prgm**, and **EndPrgm** are shown automatically. *After typing in an input box such as Variable, you must press [ENTER] twice.*	[ENTER] [ENTER]	[ENTER] [ENTER]	

4. Type the following program lines.
`Request "Enter an integer",n`
Displays a dialog box that prompts "Enter an integer", waits for the user to enter a value, and stores it (as a string) to variable n.
`expr(n)→n`
Converts the string to a numeric expression.
`0→temp`
Creates a variable named temp and initializes it to 0.
`For i,1,n,1`
Starts a For loop based on variable i. First time through the loop, i = 1. At end of loop, i is incremented by 1. Loop continues until i > n.
`temp+i→temp`
Adds current value of i to temp.
`EndFor`
Marks the end of the For loop.
`Disp temp`
Displays the final value of temp.
	Type the program lines as shown. Press [ENTER] at the end of each line.	Type the program lines as shown. Press [ENTER] at the end of each line.	:prog1()
			:Prgm
			:Request "Enter an integer
			",n
			:expr(n)→n
			:0→temp
			:For i,1,n,1
			: temp+i→temp
			:EndFor
			:Disp temp
			:
			:EndPrgm

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
5. Go to the Home screen. Enter the program name, followed by a set of parentheses. *You must include ( ) even when there are no arguments for the program.* *The program displays a dialog box with the prompt specified in the program.*	[HOME] [2nd] [a-lock] P R O G [alpha] 1 [(] [)] [ENTER]	[◆] [HOME] P R O G 1 [(] [)] [ENTER]	prog1()
6. Type 5 in the displayed dialog box.	5	5	
7. Continue with the program. The **Disp** command displays the result on the Program I/O screen. *The result is the sum of the integers from 1 through 5.* *Although the Program I/O screen looks similar to the Home screen, it is for program input and output only. You cannot perform calculations on the Program I/O screen.*	[ENTER] [ENTER]	[ENTER] [ENTER]	
8. Leave the Program I/O screen and return to the Home screen. *You can also press [ESC], [2nd] [QUIT], or* ***TI-89:*** *[HOME]* ***TI-92 Plus:*** *[◆] [HOME] to return to the Home screen.*	[F5]	[F5]	

Running an Existing Program

After a program is created (as described in the remaining sections of this chapter), you can run it from the Home screen. The program's output, if any, is displayed on the Program I/O screen, in a dialog box, or on the Graph screen.

Running a Program

Tip: Use [2nd] [VAR-LINK] *to list existing PRGM variables. Highlight a variable and press* [ENTER] *to paste its name to the entry line.*

Note: Arguments specify initial values for a program. Refer to page 283.

Note: The TI-89 / TI-92 Plus also checks for run-time errors that are found within the program itself. Refer to page 310.

On the Home screen:

1. Type the name of the program.
2. You must *always* type a set of parentheses after the name.

   `prog1()`

   If arguments are not required

   Some programs require you to pass an argument to the program.

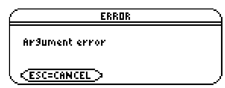
   `prog1(x,y)`

   If arguments are required

3. Press [ENTER].

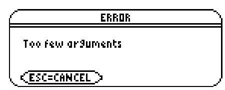
When you run a program, the TI-89 / TI-92 Plus automatically checks for errors. For example, the following message is displayed if you:

- Do not enter ( ) after the program name.



This error message appears if you:

- Do not enter enough arguments, if required.



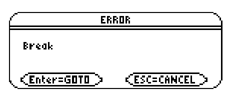
To cancel program execution if an error occurs, press [ESC]. You can then correct any problems and run the program again.

"Breaking" a Program

When a program is running, the BUSY indicator is displayed in the status line.

Press [ON] to stop program execution. A message is then displayed.

- To display the program in the Program Editor, press [ENTER]. The cursor appears at the command where the break occurred.



- To cancel program execution, press [ESC].

Where Is the Output Displayed?

Depending on the commands in the program, the TI-89 / TI-92 Plus automatically displays information on the applicable screen.

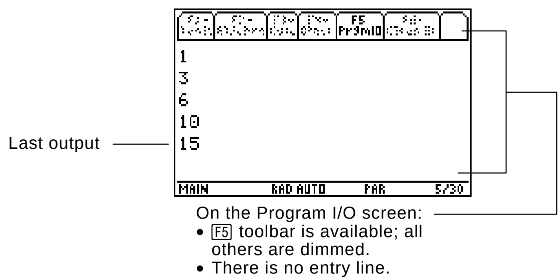
- Most output and input commands use the Program I/O screen. (Input commands prompt the user to enter information.)
- Graph-related commands typically use the Graph screen.

After the program stops, the TI-89 / TI-92 Plus shows the last screen that was displayed.

The Program I/O Screen

On the Program I/O screen, new output is displayed below any previous output (which may have been displayed earlier in the same program or a different program). After a full page of output, the previous output scrolls off the top of the screen.

__Tip:__ To clear any previous output, enter the **ClrIO** *command in your program. You can also execute* **ClrIO** *from the Home screen.*



__Tip:__ If Home screen calculations don't work after you run a program, you may be on the Program I/O screen.

When a program stops on the Program I/O screen, you need to recognize that it is *not* the Home screen (although the two screens are similar). The Program I/O screen is used only to display output or to prompt the user for input. You cannot perform calculations on this screen.

Leaving the Program I/O Screen

From the Program I/O screen:

- Press [F5] to toggle between the Home screen and the Program I/O screen.

  — or —
- Press [ESC], [2nd] [QUIT] , or
  TI-89: [HOME]
  TI-92 Plus: [♦] [HOME]
  to display the Home screen.

  — or —
- Display any other application screen (with [APPS], [♦][Y=], etc.).

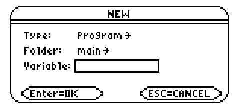
Starting a Program Editor Session

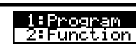
Each time you start the Program Editor, you can resume the current program or function (that was displayed the last time you used the Program Editor), open an existing program or function, or start a new program or function.

Starting a New Program or Function

1. Press [APPS] and then select 7:Program Editor.
2. Select 3:New.

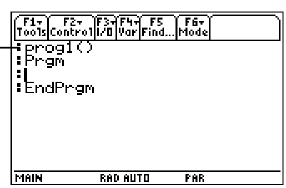
3. Specify the applicable information for the new program or function.



Item	Lets you:
Type	Select whether to create a new program or function. 
Folder	Select the folder in which the new program or function will be stored. For information about folders, refer to Chapter 5.
Variable	Type a variable name for the program or function. If you specify a variable that already exists, an error message will be displayed when you press [ENTER]. When you press [ESC] or [ENTER] to acknowledge the error, the NEW dialog box is redisplayed.

4. Press [ENTER] (after typing in an input box such as Variable, you must press [ENTER] twice) to display an empty "template."

This is the template for a program. Functions have a similar template.



***Note:** A program (or function) is saved automatically as you type. You do not need to save it manually before leaving the Program Editor, starting a new program, or opening a previous one.*

You can now use the Program Editor as described in the remaining sections of this chapter.

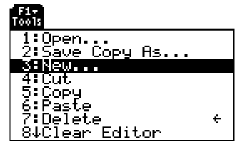
Resuming the Current Program

You can leave the Program Editor and go to another application at any time. To return to the program or function that was displayed when you left the Program Editor, press [APPS] 7 and select 1:Current.

Starting a New Program from the Program Editor

To leave the current program or function and start a new one:

1. Press [F1] and select 3:New.
2. Specify the type, folder, and variable for the new program or function.
3. Press [ENTER] twice.

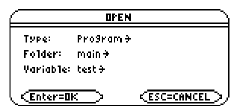


Opening a Previous Program

You can open a previously created program or function at any time.

1. From within the Program Editor, press [F1] and select 1:Open.
   — or —
   From another application, press [APPS] 7 and select 2:Open.
2. Select the applicable type, folder, and variable.
3. Press [ENTER].

Note: *By default, Variable shows the first existing program or function in alphabetical order.*



Copying a Program

In some cases, you may want to copy a program or function so that you can edit the copy while retaining the original.

1. Display the program or function you want to copy.
2. Press [F1] and select 2:Save Copy As.
3. Specify the folder and variable for the copy.
4. Press [ENTER] twice.

Note about Deleting a Program

Because all Program Editor sessions are saved automatically, you can accumulate quite a few previous programs and functions, which take up memory storage space.

To delete programs and functions, use the VAR-LINK screen ([2nd] [VAR-LINK]). For information about VAR-LINK, refer to Chapter 21.

Overview of Entering a Program

A program is a series of commands executed in sequential order (although some commands alter the program flow). In general, anything that can be executed from the Home screen can be included in a program. Program execution continues until it reaches the end of the program or a **Stop** command.

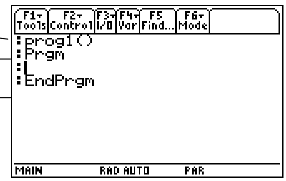
Entering and Editing Program Lines

On a blank template, you can begin entering commands for your new program.

Program name, which you specify when you create a new program.

Enter your program commands between **Prgm** and **EndPrgm**.

All program lines begin with a colon.



Note: *Use the cursor pad to scroll through the program for entering or editing commands. Use* [◆] ⊙ *or* [◆] ⊙ *to go to the top or bottom of a program, respectively.*

You enter and edit program commands in the Program Editor by using the same techniques used to enter and edit text in the Text Editor. Refer to "Entering and Editing Text" in Chapter 18.

Note: *Entering a command does not execute that command. It is not executed until you run the program.*

After typing each program line, press [ENTER]. This inserts a new blank line and lets you continue entering another line. A program line can be longer than one line on the screen; if so, it will wrap to the next screen line automatically.

Entering Multi-Command Lines

To enter more than one command on the same line, separate them with a colon by pressing [2nd] [:].

Entering Comments

A comment symbol (©) lets you enter a remark in a program. When you run the program, all characters to the right of © are ignored.

Tip: *Use comments to enter information that is useful to someone reading the program code.*

Description of the program.

Description of **expr**.

```
:prog1()
:Prgm
:©Displays sum of 1 thru n
:Request "Enter an integer",n
:expr(n)→n:©Convert to numeric expression
:------
```

To enter the comment symbol, press:

- **TI-89:** [◆] [)]
  TI-92 Plus: [2nd] X
  — or —
- Press [F2] and select 9:©

Controlling the Flow of a Program

Tip: *For information, refer to pages 295 and 297.*

When you run a program, the program lines are executed in sequential order. However, some commands alter the program flow. For example:

- Control structures such as **If...EndIf** commands use a conditional test to decide which part of a program to execute.
- Loops commands such as **For...EndFor** repeat a group of commands.

Using Indentation

For more complex programs that use **If...EndIf** and loop structures such as **For...EndFor**, you can make the programs easier to read and understand by using indentation.

```
:If x>5 Then
:  Disp "x is > 5"
:Else
:  Disp "x is < or = 5"
:EndIf
```

Displaying Calculated Results

In a program, calculated results are not displayed unless you use an output command. This is an important difference between performing a calculation on the Home screen and in a program.

These calculations will not display a result in a program (although they will on the Home screen).

```
:12*6
:cos(π/4)
:solve(x^2-x-2=0,x)
```

Tip: *For a list of available output commands, refer to page 302.*

Output commands such as **Disp** will display a result in a program.

```
:Disp 12*6
:Disp cos(π/4)
:Disp solve(x^2-x-2=0,x)
```

Displaying a calculation result does not store that result. If you need to refer to a result later, store it to a variable.

```
:cos(π/4)→maximum
:Disp maximum
```

Getting Values into a Program

To input values into a program, you can:

- Require the users to store a value (with [STO▸]) to the necessary variables before running the program. The program can then refer to these variables.
- Enter the values directly into the program itself.

```
:Disp 12*6
:cos(π/4)→maximum
```

- Include input commands that prompt the users to enter the necessary values when they run the program.

```
:Input "Enter a value",i
:Request "Enter an integer",n
```

Tip: *For a list of available input commands, refer to page 301.*

- Require the users to pass one or more values to the program when they run it.

```
prog1(3,5)
```

Example of Passing Values to a Program

The following program draws a circle on the Graph screen and then draws a horizontal line across the top of the circle. Three values must be passed to the program: x and y coordinates for the circle's center and the radius r.

- When you write the program in the Program Editor:

  In the ( ) beside the program name, specify the variables that will be used to store the passed values.

  Notice that the program also contains commands that set up the Graph screen.

```
:circ(x,y,r)
:Prgm
:FnOff
:ZoomStd
:ZoomSqr
:Circle x,y,r
:LineHorz y+r
:EndPrgm
```

Only **circ( )** is initially displayed on the blank template; be sure to edit this line.

__Note:__ In this example, you cannot use **circle** *as the program name because it conflicts with a command name.*

  Before drawing the circle, the program turns off any selected Y= Editor functions, displays a standard viewing window, and "squares" the window.

- To run the program from the Home screen:

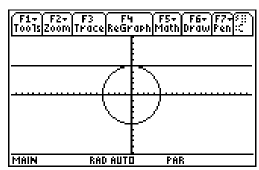
  The user must specify the applicable values as arguments within the ( ).

  The arguments, in order, are passed to the program.

```
circ(0,0,5)
```

Passed to r.
Passed to y.
Passed to x.

__Note:__ This example assumes that the user enters values that can be displayed by the viewing window set up by ZoomStd and ZoomSqr.



Overview of Entering a Function

A function created in the Program Editor is very similar to the functions and instructions that you typically use from the Home screen.

Why Create a User-Defined Function?

Note: *You can create a function from the Home screen (see Chapter 5), but the Program Editor is more convenient for complex, multi-line functions.*

Functions (as well as programs) are ideal for repetitive calculations or tasks. You only need to write the function once. Then you can reuse it as many times as necessary. Functions, however, have some advantages over programs.

- You can create functions that expand on the TI-89 / TI-92 Plus's built-in functions. You can then use the new functions the same as any other function.
- Functions return values that can be graphed or entered in a table; programs cannot.
- You can use a function (but not a program) within an expression. For example: 3∗func1(3) is valid, but not 3∗prog1(3).
- Because you pass arguments to a function, you can write generic functions that are not tied to specific variable names.

Differences Between Functions and Programs

This guidebook sometimes uses the word *command* as a generic reference to instructions and functions. When writing a function, however, you must differentiate between instructions and functions.

A user-defined function:

- Can use the following instructions only. Any others are invalid.

Cycle	Define	Exit
For...EndFor	Goto	If...EndIf (all forms)
Lbl	Local	Loop...EndLoop
Return	While...EndWhile	→ ([STO▸] key)

- Can use all built-in TI-89 / TI-92 Plus functions except:

setFold	setGraph	setMode
setTable	switch	

Tip: *For information about local variables, refer to pages 288 and 290.*

- Can refer to any variable; however, it can store a value to a local variable only.
  – The arguments used to pass values to a function are treated as local variables automatically. If you store to any other variables, you *must* declare them as local from within the function.
- Cannot call a program as a subroutine, but it can call another user-defined function.
- Cannot define a program.
- Cannot define a global function, but it can define a local function.

Entering a Function

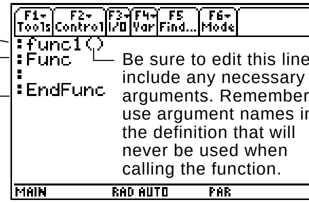
When you create a new function in the Program Editor, the TI-89 / TI-92 Plus displays a blank “template”.

Note: Use the cursor pad to scroll through the function for entering or editing commands.

Function name, which you specify when you create a new function.

Enter your commands between **Func** and **EndFunc**.

All function lines begin with a colon.



Be sure to edit this line to include any necessary arguments. Remember to use argument names in the definition that will never be used when calling the function.

If the function requires input, one or more values must be passed to the function. (A user-defined function can store to local variables only, and it cannot use instructions that prompt the user for input.)

How to Return a Value from a Function

There are two ways to return a value from a function:

- As the last line in the function (before **EndFunc**), calculate the value to be returned.

```
:cube(x)
:Func
:x^3
:EndFunc
```

Note: This example calculates the cube if x≥0; otherwise, it returns a 0.

- Use **Return**. This is useful for exiting a function and returning a value at some point other than the end of the function.

```
:cube(x)
:Func
:If x<0
:  Return 0
:x^3
:EndFunc
```

The argument x is automatically treated as a local variable. However, if the example needed another variable, the function would need to declare it as local by using the **Local** command (pages 288 and 290).

There is an implied **Return** at the end of the function. If the last line is not an expression, an error occurs.

Example of a Function

The following function returns the xth root of a value y ($\sqrt[x]{y}$). Two values must be passed to the function: x and y.

Note: Because x and y in the function are local, they are not affected by any existing x or y variable.

Function as called from the Home Screen	Function as defined in the Program Editor
3→x:125→y	
4∗xroot(3,125) 20	:xroot(x,y) :Func :y^(1/x) :EndFunc
5	

Calling One Program from Another

One program can call another program as a subroutine. The subroutine can be external (a separate program) or internal (included in the main program). Subroutines are useful when a program needs to repeat the same group of commands at several different places.

Calling a Separate Program

To call a separate program, use the same syntax used to run the program from the Home screen.

```
:subtest1()
:Prgm
:For i,1,4,1
:  subtest2(i,i*1000)
:EndFor
:EndPrgm
```

```
:subtest2(x,y)
:Prgm
:  Disp x,y
:EndPrgm
```

Calling an Internal Subroutine

To define an internal subroutine, use the **Define** command with **Prgm...EndPrgm**. Because a subroutine must be defined before it can be called, it is a good practice to define subroutines at the beginning of the main program.

An internal subroutine is called and executed in the same way as a separate program.

***Tip:** Use the Program Editor's* [F4] Var *toolbar menu to enter the* **Define** *and* **Prgm...EndPrgm** *commands.*

Declares the subroutine as a local variable.

Defines the subroutine.

Calls the subroutine.

```
:subtest1()
:Prgm
:local subtest2
:Define subtest2(x,y)=Prgm
:  Disp x,y
:EndPrgm
:© Beginning of main program
:For i,1,4,1
:  subtest2(i,i*1000)
:EndFor
:EndPrgm
```

Notes about Using Subroutines

At the end of a subroutine, execution returns to the calling program. To exit a subroutine at any other time, use the **Return** command.

A subroutine cannot access local variables declared in the calling program. Likewise, the calling program cannot access local variables declared in a subroutine.

Lbl commands are local to the programs in which they are located. Therefore, a **Goto** command in the calling program cannot branch to a label in a subroutine or vice versa.

Using Variables in a Program

Programs use variables in the same general way that you use them from the Home screen. However, the “scope” of the variables affects how they are stored and accessed.

Scope of Variables

Note: *For information about folders, refer to Chapter 5.*

Note: *If a program has local variables, a graphed function cannot access them. For example:*
Local a
5→a
Graph a∗cos(x)
may display an error or an unexpected result (if a *is an existing variable in the current folder).*

Scope	Description
System (Global) Variables	Variables with reserved names that are created automatically to store data about the state of the TI-89 / TI-92 Plus. For example, Window variables (xmin, xmax, ymin, ymax, etc.) are globally available from any folder. • You can always refer to these variables by using the variable name only, regardless of the current folder. • A program cannot create system variables, but it can use the values and (in most cases) store new values.
Folder Variables	Variables that are stored in a particular folder. • If you store to a variable name only, it is stored in the current folder. For example: 5→start • If you refer to a variable name only, that variable must be in the current folder. Otherwise, it cannot be found (even if the variable exists in a different folder). • To store or refer to a variable in another folder, you must specify a path name. For example: 5→class\start (class = Folder name; start = Variable name) After the program stops, any folder variables created by the program still exist and still take up memory.
Local Variables	Temporary variables that exist only while a program is running. When the program stops, local variables are deleted automatically. • To create a local variable in a program, use the **Local** command to declare the variable. • A local variable is treated as unique even if there is an existing folder variable with the same name. • Local variables are ideal for temporarily storing values that you do not want to save.

Circular Definition Errors

When evaluating a user-defined function or running a program, you can specify an argument that includes the same variable that was used to define the function or create the program. However, to avoid Circular definition errors, you must assign a value for x or i variables that are used in evaluating the function or running the program. For example:

```
x+1→x
```

– or –

```
For i,i,10,1
  Disp i
EndFor
```

Causes a **Circular definition** error message if x or i does not have a value. The error does not occur if x or i has already been assigned a value.

Variable-Related Commands

Note: *The* **Define**, **DelVar**, *and* **Local** *commands are available from the Program Editor's* [F4] Var *toolbar menu.*

Command	Description
[STO▸] key	Stores a value to a variable. As on the Home screen, pressing [STO▸] enters a → symbol.
Archive	Moves specified variables from RAM to user data archive memory.
BldData	Lets you create a data variable based on the graph information entered in the Y=Editor, Window Editor, etc.
CopyVar	Copies the contents of a variable.
Define	Defines a program (subroutine) or function variable within a program.
DelFold	Deletes a folder. All variables in that folder must be deleted first.
DelVar	Deletes a variable.
getFold	Returns the name of the current folder.
getType	Returns a string that indicates the data type (EXPR, LIST, etc.) of a variable.
Local	Declares one or more variables as local variables.
Lock	Locks a variable so that it cannot be accidentally changed or deleted without first being unlocked.
MoveVar	Moves a variable from one folder to another.
NewData	Creates a data variable whose columns consist of a series of specified lists.
NewFold	Creates a new folder.
NewPic	Creates a picture variable based on a matrix.
Rename	Renames a variable.
Unarchiv	Moves specified variables from user data archive memory to RAM.
Unlock	Unlocks a locked variable.

Using Local Variables in Functions or Programs

A local variable is a temporary variable that exists only while a user-defined function is being evaluated or a user-defined program is running.

Example of a Local Variable

The following program segment shows a **For...EndFor** loop (which is discussed later in this chapter). The variable i is the loop counter. In most cases, the variable i is used only while the program is running.

***Tip:** As often as possible, use local variables for any variable that is used only within a program and does not need to be stored after the program stops.*

Declares variable i as local.

```
:Local i
:For i,0,5,1
:  Disp i
:EndFor
:Disp i
```

If you declare variable i as local, it is deleted automatically when the program stops so that it does not use up memory.

What Causes an Undefined Variable Error Message?

An Undefined variable error message displays when you evaluate a user-defined function or run a user-defined program that references a local variable that is not initialized (assigned a value).

This example is a multi-statement function, rather than a program. Line breaks are shown here, but you would type the text in the entry line as one continuous line, such as: Define fact(n)=Func:Local… where the ellipsis indicates the entry line text continues off-screen.

For example:

```
Define fact(n)=Func:
Local m:
While n>1:
  n∗m→m: n–1→n:
EndWhile:
Return m:
EndFunc
```

Local variable m is not assigned an initial value.

In the example above, the local variable m exists independently of any variable m that exists outside of the function.

You Must Initialize Local Variables

All local variables must be assigned an initial value before they are referenced.

```
Define fact(n)=Func:
Local m: 1→m:
While n>1:
  n∗m→m: n–1→n:
EndWhile:
Return m:
EndFunc
```

1 is stored as the initial value for m.

The TI-89 / TI-92 Plus cannot use a local variable to perform symbolic calculations.

To Perform Symbolic Calculations

If you want a function or program to perform symbolic calculations, you must use a global variable instead of a local. However, you must be certain that the global variable does not already exist outside of the program. The following methods can help.

- Refer to a global variable name, typically with two or more characters, that is not likely to exist outside of the function or program.
- Include **DelVar** within the function or program to delete the global variable, if it exists, before referring to it. (**DelVar** does not delete locked or archived variables.)

String Operations

Strings are used to enter and display text characters. You can type a string directly, or you can store a string to a variable.

How Strings Are Used

A string is a sequence of characters enclosed in "quotes". In programming, strings allow the program to display information or prompt the user to perform some action. For example:

```
Disp "The result is",answer
```

— or —

```
Input "Enter the angle in degrees",ang1
```

— or —

```
"Enter the angle in degrees"→str1
Input str1,ang1
```

Some input commands (such as **InputStr**) automatically store user input as a string and do not require the user to enter quotation marks.

A string cannot be evaluated mathematically, even if it appears to be a numeric expression. For example, the string "61" represents the characters "6" and "1", not the number 61.

Although you cannot use a string such as "61" or "2x+4" in a calculation, you can convert a string into a numeric expression by using the **expr** command.

String Commands

Note: *See Appendix A for syntax for all TI-89 / TI-92 Plus commands and functions.*

Command	Description
#	Converts a string into a variable name. This is called indirection.
&	Appends (concatenates) two strings into one string.
char	Returns the character that corresponds to a specified character code. This is the opposite of the **ord** command.
dim	Returns the number of characters in a string.
expr	Converts a string into an expression and executes that expression. This is the opposite of the **string** command. **Important:** Some user input commands store the entered value as a string. Before you can perform a mathematical operation on that value, you must convert it to a numeric expression.
format	Returns an expression as a character string based on the format template (fixed, scientific, engineering, etc.)
inString	Searches a string to see if it contains a specified substring. If so, **inString** returns the character position where the first occurrence of the substring begins.
left	Returns a specified number of characters from the left side (beginning) of a string.
mid	Returns a specified number of characters from any position within a string.
ord	Returns the character code of the first character within a string. This is the opposite of the **char** command.
right	Returns a specified number of characters from the right side (end) of a string.
rotate	Rotates the characters in a string. The default is ⁻1 (rotate right one character).
shift	Shifts the characters in a string and replaces them with spaces. The default is ⁻1 (shift right one character and replace with one space). Examples: shift("abcde",2)⇒"cde " and shift("abcde")⇒" abcd"
string	Converts a numeric expression into a string. This is the opposite of the **expr** command.

Conditional Tests

Conditional tests let programs make decisions. For example, depending on whether a test is true or false, a program can decide which of two actions to perform. Conditional tests are used with control structures such as **If...EndIf** and loops such as **While...EndWhile** (described later in this chapter).

Entering a Test Operator

- Type the operator directly from the keyboard.

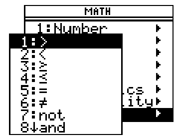
  — or —
- Press [2nd] [MATH] and select 8:Test. Then select the operator from the menu.

  — or —
- Display the built-in functions. Press:

  TI-89: [CATALOG]

  TI-92 Plus: [2nd] [CATALOG]

  The test operators are listed near the bottom of the [F2] Built-in menu.



Relational Tests

Relational operators let you define a conditional test that compares two values. The values can be numbers, expressions, lists, or matrices (but they must match in type and dimension).

***Tip:** From the keyboard, you can type:*
>= for ≥
<= for ≤
/= for ≠
(To get the / character, press [÷].)

Operator	True if:	Example
>	Greater than	a>8
<	Less than	a<0
≥	Greater than or equal to	a+b≥100
≤	Less than or equal to	a+6≤b+1
=	Equal	list1=list2
≠	Not equal to	mat1≠mat2

Boolean Tests

Boolean operators let you combine the results of two separate tests.

Operator	True if:	Example
and	Both tests are true	a>0 and a≤10
or	At least one test is true	a≤0 or b+c>10
xor	One test is true and the other is false	a+6<b+1 xor c<d

The Not Function

The **not** function changes the result of a test from true to false and vice versa. For example:

not x>2 is true if x≤2
false if x>2

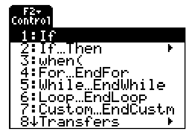
Note: If you use **not** from the Home screen, it is shown as **~** in the history area. For example, not x>2 is shown as ~(x>2).

Using If, Lbl, and Goto to Control Program Flow

An **If...EndIf** structure uses a conditional test to decide whether or not to execute one or more commands. **Lbl** (label) and **Goto** commands can also be used to branch (or jump) from one place to another in a program.

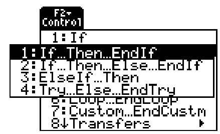
[F2] Control Toolbar Menu

To enter **If...EndIf** structures, use the Program Editor's [F2] Control toolbar menu.



The **If** command is available directly from the [F2] menu.

To see a submenu that lists other **If** structures, select 2:If...Then.



When you select a structure such as **If...Then...EndIf**, a template is inserted at the cursor location.

```
:If | Then

:EndIf
```

The cursor is positioned so that you can enter a conditional test.

If Command

To execute only one command if a conditional test is true, use the general form:

Tip: Use indentation to make your programs easier to read and understand.

```
:If x>5
:   Disp "x is greater than 5"
:Disp x
```

Executed only if x>5; otherwise, skipped.

Always displays the value of x.

In this example, you must store a value to x before executing the **If** command.

If...Then...EndIf Structures

To execute multiple commands if a conditional test is true, use the structure:

Note: **EndIf** *marks the end of the* **Then** *block that is executed if the condition is true.*

```
:If x>5 Then
:  Disp "x is greater than 5"
:  2*x→x
:EndIf
:Disp x
```

Executed only if x>5.

Displays value of:
- 2x if x>5.
- x if x≤5.

If...Then...Else... EndIf Structures

To execute one group of commands if a conditional test is true and a different group if the condition is false, use this structure:

Executed only if x>5.

Executed only if x≤5.

Displays value of:
- 2x if x>5.
- 5x if x≤5.

```
:If x>5 Then
:  Disp "x is greater than 5"
:  2∗x→x
:Else
:  Disp "x is less than or
   equal to 5"
:  5∗x→x
:EndIf
:Disp x
```

If...Then...ElseIf... EndIf Structures

A more complex form of the **If** command lets you test a series of conditions. Suppose your program prompts the user for a number that corresponds to one of four options. To test for each option (If Choice=1, If Choice = 2, etc.), use the **If...Then...ElseIf...EndIf** structure.

Refer to Appendix A for more information and an example.

Lbl and Goto Commands

You can also control the flow of your program by using **Lbl** (label) and **Goto** commands.

Use the **Lbl** command to label (assign a name to) a particular location in the program.

Lbl *labelName*

name to assign to this location (use the same naming convention as a variable name)

You can then use the **Goto** command at any point in the program to branch to the location that corresponds to the specified label.

Goto *labelName*

specifies which **Lbl** command to branch to

Because a **Goto** command is unconditional (it always branches to the specified label), it is often used with an **If** command so that you can specify a conditional test. For example:

If x>5, branches directly to label GT5.

For this example, the program must include commands (such as **Stop**) that prevent Lbl GT5 from being executed if x≤5.

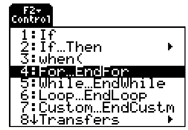
```
:If x>5
:  Goto GT5
:Disp x
:--------
:--------
:Lbl GT5
:Disp "The number was > 5"
```

Using Loops to Repeat a Group of Commands

To repeat the same group of commands successively, use a loop. Several types of loops are available. Each type gives you a different way to exit the loop, based on a conditional test.

[F2] Control Toolbar Menu

To enter most of the loop-related commands, use the Program Editor's [F2] Control toolbar menu.



***Note:** A loop command marks the start of the loop. The corresponding* **End** *command marks the end of the loop.*

When you select a loop, the loop command and its corresponding **End** command are inserted at the cursor location.

```
:For |
:EndFor
```

If the loop requires arguments, the cursor is positioned after the command.

You can then begin entering the commands that will be executed in the loop.

For...EndFor Loops

A **For...EndFor** loop uses a counter to control the number of times the loop is repeated. The syntax of the **For** command is:

For(*variable*, *begin*, *end* [, *increment*])

- *increment*: added to the counter each subsequent time **For** is executed (If this optional value is omitted, the increment is 1.)
- *end*: exits the loop when *variable* exceeds this value
- *begin*: counter value used the first time **For** is executed
- *variable*: variable used as a counter

***Note:** The ending value can be less than the beginning value, but the increment must be negative.*

When **For** is executed, the *variable* value is compared to the *end* value. If *variable* does not exceed *end*, the loop is executed; otherwise, program control jumps to the command following **EndFor**.

***Note:** The* **For** *command automatically increments the counter variable so that the program can exit the loop after a certain number of repetitions.*

```
:For i,0,5,1
:  --------
:  --------
:EndFor
:--------
```

i > 5   i ≤ 5

At the end of the loop (**EndFor**), program control jumps back to the **For** command, where *variable* is incremented and compared to *end*.

Tip: You can declare the counter variable as local (pages 288 and 290) if it does not need to be saved after the program stops.

For example:

Displays 0, 1, 2, 3, 4, and 5.	`:For i,0,5,1`
	`:  Disp i`
	`:EndFor`

Displays 6. When *variable* increments to 6, the loop is not executed.	`:Disp i`

While...EndWhile Loops

A **While...EndWhile** loop repeats a block of commands as long as a specified condition is true. The syntax of the **While** command is:

While *condition*

When **While** is executed, the condition is evaluated. If *condition* is true, the loop is executed; otherwise, program control jumps to the command following **EndWhile**.

*Note: The **While** command does not automatically change the condition. You must include commands that allow the program to exit the loop.*

```
x ≥ 5     x < 5     :While x<5
                    :  --------
                    :  --------
                    :EndWhile
                    :--------
```

At the end of the loop (**EndWhile**), program control jumps back to the **While** command, where *condition* is re-evaluated.

To execute the loop the first time, the *condition* must initially be true.

- Any variables referenced in the *condition* must be set before the **While** command. (You can build the values into the program or prompt the user to enter the values.)
- The loop must contain commands that change the values in the *condition*, eventually causing it to be false. Otherwise, the *condition* is always true and the program cannot exit the loop (called an infinite loop).

For example:

Initially sets x.	`:0→x`
	`:While x<5`
Displays 0, 1, 2, 3, and 4.	`:  Disp x`
Increments x.	`:  x+1→x`
	`:EndWhile`
Displays 5. When x increments to 5, the loop is not executed.	`:Disp x`

Loop...EndLoop Loops

A **Loop...EndLoop** creates an infinite loop, which is repeated endlessly. The **Loop** command does not have any arguments.

```
:Loop
:   --------
:   --------
:EndLoop
:--------
```

Typically, the loop contains commands that let the program exit from the loop. Commonly used commands are: **If**, **Exit**, **Goto**, and **Lbl** (label). For example:

***Note:** The* **Exit** *command exits from the current loop.*

```
:0→x
:Loop
:  Disp x
:  x+1→x
:  If x>5
:    Exit
:EndLoop
:Disp x
```

An **If** command checks the condition.

Exits the loop and jumps to here when x increments to 6.

In this example, the **If** command can be anywhere in the loop.

When the If command is:	The loop is:
At the beginning of the loop	Executed only if the condition is true.
At the end of the loop	Executed at least once and repeated only if the condition is true.

The **If** command could also use a **Goto** command to transfer program control to a specified **Lbl** (label) command.

Repeating a Loop Immediately

The **Cycle** command immediately transfers program control to the next iteration of a loop (before the current iteration is complete). This command works with **For...EndFor**, **While...EndWhile**, and **Loop...EndLoop**.

Lbl and Goto Loops

Although the **Lbl** (label) and **Goto** commands are not strictly loop commands, they can be used to create an infinite loop. For example:

```
:Lbl START
:   --------
:   --------
:Goto START
:--------
```

As with **Loop...EndLoop**, the loop should contain commands that let the program exit from the loop.

Configuring the TI-89 / TI-92 Plus

Programs can contain commands that change the configuration of the TI-89 / TI-92 Plus. Because mode changes are particularly useful, the Program Editor's **Mode** toolbar menu makes it easy to enter the correct syntax for the **setMode** command.

Configuration Commands

Note: *The parameter/mode strings used in the setMode( ), getMode( ), setGraph( ), and setTable( ) functions do not translate into other languages when used in a program. See Appendix D.*

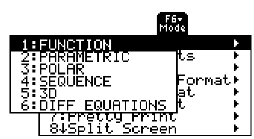
Command	Description
getConfg	Returns a list of calculator characteristics.
getFold	Returns the name of the current folder.
getMode	Returns the current setting for a specified mode.
getUnits	Returns a list of default units.
setFold	Sets the current folder.
setGraph	Sets a specified graph format (Coordinates, Graph Order, etc.).
setMode	Sets any mode except Current Folder.
setTable	Sets a specified table setup parameter (tblStart, Δtbl, etc.)
setUnits	Sets default units for displayed results.
switch	Sets the active window in a split screen, or returns the number of the active window.

Entering the SetMode Command

Note: *The* Mode *menu does not let you set the* Current Folder *mode. To set this mode, use the* **setFold** *command.*

In the Program Editor:

1. Position the cursor where you want to insert the **setMode** command.
2. Press:
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]
   to display a list of modes.



3. Select a mode to display a menu of its valid settings.
4. Select a setting.

The correct syntax is inserted into your program.

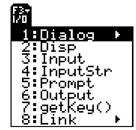
```
:setMode("Graph","FUNCTION")
```

Getting Input from the User and Displaying Output

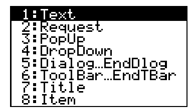
Although values can be built into a program (or stored to variables in advance), a program can prompt the user to enter information while the program is running. Likewise, a program can display information such as the result of a calculation.

[F3] I/O Toolbar Menu

To enter most of the commonly used input/output commands, use the Program Editor's [F3] I/O toolbar menu.



To see a submenu that lists additional commands, select 1:Dialog.



Input Commands

__Tip:__ String input cannot be used in a calculation. To convert a string to a numeric expression, use the __expr__ command.

Command	Description
getKey	Returns the key code of the next key pressed. See Appendix B for a listing of key codes.
Input	Prompts the user to enter an expression. The expression is treated according to how it is entered. For example: • A numeric expression is treated as an expression. • An expression enclosed in "quotes" is treated as a string. **Input** can also display the Graph screen and let the user update the variables xc and yc (rc and θc in polar mode) by positioning the graph cursor.
InputStr	Prompts the user to enter an expression. The expression is always treated as a string; the user does not need to enclose the expression in "quotes".
PopUp	Displays a pop-up menu box and lets the user select an item.
Prompt	Prompts the user to enter a series of expressions. As with **Input**, each expression is treated according to how it is entered.
Request	Displays a dialog box that prompts the user to enter an expression. **Request** always treats the entered expression as a string.

Output Commands

Note: In a program, simply performing a calculation does not display the result. You must use an output command.

*Tip: After **Disp** and **Output**, the program immediately continues. You may want to add a **Pause** command.*

Command	Description
ClrIO	Clears the Program I/O screen.
Disp	Displays an expression or string on the Program I/O screen. **Disp** can also display the current contents of the Program I/O screen without displaying additional information.
DispG	Displays the current contents of the Graph screen.
DispHome	Displays the current contents of the Home screen.
DispTbl	Displays the current contents of the Table screen.
Output	Displays an expression or string starting at specified coordinates on the Program I/O screen.
Format	Formats the way in which numeric information is displayed.
Pause	Suspends program execution until the user presses [ENTER]. Optionally, you can display an expression during the pause. A pause lets users read your output and decide when they are ready to continue.
Text	Displays a dialog box that contains a specified character string.

Graphical User Interface Commands

Tip: When you run a program that sets up a custom toolbar, that toolbar is still available even after the program has stopped.

*Note: **Request** and **Text** are stand-alone commands that can also be used outside of a dialog box or toolbar program block.*

Command	Description
Dialog... EndDlog	Defines a program block (consisting of **Title**, **Request**, etc., commands) that displays a dialog box.
Toolbar... EndTbar	Defines a program block (consisting of **Title**, **Item**, etc., commands) that replaces the toolbar menus. The redefined toolbar is in effect only while the program is running and only until the user selects an item. Then the original toolbar is redisplayed.
CustmOn... CustmOff	Activates or removes a custom toolbar.
Custom... EndCustm	Defines a program block that displays a custom toolbar when the user presses [2nd] [CUSTOM]. That toolbar remains in effect until the user presses [2nd] [CUSTOM] again or changes applications.
DropDown	Displays a drop-down menu within a dialog box.
Item	Displays a menu item for a redefined toolbar.
Request	Creates an input box within a dialog box.
Text	Displays a character string within a dialog box.
Title	Displays the title of a dialog box or a menu title within a toolbar.

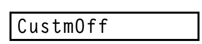
Creating a Custom Menu

The TI-89 / TI-92 Plus custom menu feature lets you create your own toolbar menu. A custom menu can contain any available function, instruction, or set of characters. The TI-89 / TI-92 Plus has a default custom menu that you can modify or redefine.

Turning the Custom Menu On and Off

When you create a custom menu, you can let the user turn it on and off manually, or you can let a program turn it on and off automatically.

Note: When the custom menu is turned on, it replaces the normal toolbar menu. Unless a different custom menu has been created, the default custom menu is displayed.

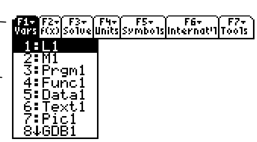
To:	Do this:
Turn on the custom menu	From the Home screen or any other application: • Press [2nd] [CUSTOM]. From the Home screen or a program: • Execute the CustmOn command.
Turn off the custom menu	From any application: • Press [2nd] [CUSTOM] again. — or — • Go to a different application. Using the default custom menu on the Home screen: 1. Select the Tools menu: **TI-89:** [2nd] [F7] **TI-92 Plus:** [F7] Then select 3:CustmOff.  This pastes CustmOff in the entry line.  2. Press [ENTER]. You can also use CustmOff in a program.

Defining a Custom Menu

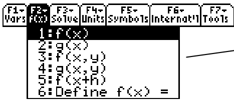
To create a custom menu, use the following general structure.

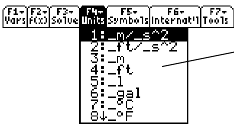
Note: When the user selects a menu item, the text defined by that **Item** *command is pasted to the current cursor location.*

:**Custom**
: **Title** *title of F1 menu*
: **Item** *item 1*
: **Item** *item 2*
: . . .
: **Title** *title of F2 menu*
: . . .
: **Title** *title of F3 menu*
: . . .
:**EndCustm**



Note: The following may be slightly different than the default custom menu on your calculator.





Note: See how "_\o\C" and "_\o\F" display as °C and °F in the menu. Similarly, see the international accented characters.

For example:

```
:Custom
:Title "Vars"
:Item "L1":Item "M1":Item "Prgm1":Item "Func1":Item "Data1"
:Item "Text1":Item "Pic1":Item "GDB1":Item "Str1"
:Title "f(x)"
:Item "f(x)":Item "g(x)":Item "f(x,y)":Item "g(x,y)"
:Item "f(x+h)":Item "Define f(x) ="
:Title "Solve"
:Item "Solve(":Item " and ":Item "{x,y}"
:Item "Solve( and ,{x,y})"
:Title "Units"
:Item "_m/_s^2":Item "_ft/_s^2":Item "_m":Item "_ft":Item "_l"
:Item "_gal":Item "_\o\C":Item "_\o\F":Item "_kph":Item "_mph"
:Title "Symbols"
:Item "#":Item "\beta\":Item "?":Item "~":Item "&"
:Title "Internat'l"
:Item "\e`\":Item "\e'\":Item "\e^\":Item "\a`\"
:Item "\u`\":Item "\u^\":Item "\o^\":Item "\c,\":Item "\u..\"
:Title "Tools"
:Item "ClrHome":Item "NewProb":Item "CustmOff"
:EndCustm
:CustmOn
```

Note: This inserts all the commands on a single line. You do ***not*** need to split them into separate lines.

To modify the default custom menu, use 3:Restore custom default (as described below) to get the commands for the default menu. Copy those commands, use the Program Editor to create a new program, and paste them into the blank program. Then modify the commands as necessary.

You can create and use only one custom menu at a time. If you need more, write a separate program for each custom menu. Then run the program for the menu you need.

Restoring the Default Custom Menu

To restore the default:

1. From the Home screen's normal menu (not the custom menu), select Clean Up:
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]

2. Select 3:Restore custom default.

   This pastes the commands used to create the default menu into the entry line.

3. Press [ENTER] to execute the commands and restore the default.

When you restore the default, any previous custom menu is erased. If the previous menu was created with a program, you can run the program again if you want to reuse the menu later.

Creating a Table or Graph

To create a table or a graph based on one or more functions or equations, use the commands listed in this section.

Table Commands

Command	Description
DispTbl	Displays the current contents of the Table screen.
setTable	Sets the Graph <–> Table or Independent table parameters. (To set the other two table parameters, you can store the applicable values to the tblStart and Δtbl system variables.)
Table	Builds and displays a table based on one or more expressions or functions.

Graphing Commands

Command	Description
ClrGraph	Erases any functions or expressions that were graphed with the **Graph** command.
Define	Creates a user-defined function.
DispG	Displays the current contents of the Graph screen.
FnOff	Deselects all (or only specified) Y= functions.
FnOn	Selects all (or only specified) Y= functions.
Graph	Graphs one or more specified expressions, using the current graphing mode.
Input	Displays the Graph screen and lets the user update the variables xc and yc (rc and θc in polar mode) by positioning the graph cursor.
NewPlot	Creates a new stat plot definition.
PlotsOff	Deselects all (or only specified) stat data plots.
PlotsOn	Selects all (or only specified) stat data plots.
setGraph	Changes settings for the various graph formats (Coordinates, Graph Order, etc.).
setMode	Sets the Graph mode, as well as other modes.
Style	Sets the display style for a function.
Trace	Lets a program trace a graph.
ZoomBox – to – ZoomTrig	Perform all of the Zoom operations that are available from the F2 toolbar menu on the Y= Editor, Window Editor, and Graph screen.

Note:** For more information about using* **setMode, refer to page 300.*

Graph Picture and Database Commands

Note: *For information about graph pictures and databases, also refer to Chapter 12.*

Command	Description
AndPic	Displays the Graph screen and superimposes a stored graph picture by using AND logic.
CyclePic	Animates a series of stored graph pictures.
NewPic	Creates a graph picture variable based on a matrix.
RclGDB	Restores all settings stored in a graph database.
RclPic	Displays the Graph screen and superimposes a stored graph picture by using OR logic.
RplcPic	Clears the Graph screen and displays a stored graph picture.
StoGDB	Stores the current graph settings to a graph database variable.
StoPic	Copies the Graph screen (or a specified rectangular portion) to a graph picture variable.
XorPic	Displays the Graph screen and superimposes a stored graph picture by using XOR logic.

Drawing on the Graph Screen

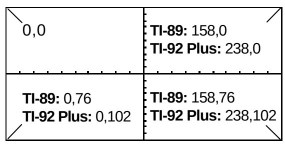
To create a drawing object on the Graph screen, use the commands listed in this section.

Pixel vs. Point Coordinates

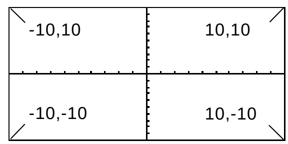
When drawing an object, you can use either of two coordinate systems to specify a location on the screen.

- **Pixel coordinates** — Refer to the pixels that physically make up the screen. These are independent of the viewing window because the screen is always:
  TI-89: 159 (0 to 158) pixels wide and 77 (0 to 76) pixels tall.
  TI-92 Plus: 239 (0 to 238) pixels wide and 103 (0 to 102) pixels tall.
- **Point coordinates** — Refer to the coordinates in effect for the current viewing window (as defined in the Window Editor).

Tip: For information about pixel coordinates in split screens, refer to Chapter 14.



Pixel coordinates (independent of viewing window)



Point coordinates (for standard viewing window)

***Note:** Pixel commands start with* Pxl*, such as* **PxlChg**.

Many drawing commands have two forms: one for pixel coordinates and one for point coordinates.

Erasing Drawn Objects

Command	Description
ClrDraw	Erases all drawn objects from the Graph screen.

Drawing a Point or Pixel

Command	Description
PtChg or PxlChg	Toggles (inverts) a pixel at the specified coordinates. **PtChg**, which uses point coordinates, affects the pixel closest to the specified point. If the pixel is off, it is turned on. If the pixel is on, it is turned off.
PtOff or PxlOff	Turns off (erases) a pixel at the specified coordinates. **PtOff**, which uses point coordinates, affects the pixel closest to the specified point.
PtOn or PxlOn	Turns on (displays) a pixel at the specified coordinates. **PtOn**, which uses point coordinates, affects the pixel closest to the specified point.
PtTest or PxlTest	Returns true or false to indicate if the specified coordinate is on or off, respectively.
PtText or PxlText	Displays a character string at the specified coordinates.

Drawing Lines and Circles

Command	Description
Circle or PxlCrcl	Draws, erases, or inverts a circle with a specified center and radius.
DrawSlp	Draws a line with a specified slope through a specified point.
Line or PxlLine	Draws, erases, or inverts a line between two sets of coordinates.
LineHorz or PxlHorz	Draws, erases, or inverts a horizontal line at a specified row coordinate.
LineTan	Draws a tangent line for a specified expression at a specified point. (This draws the tangent line only, not the expression.)
LineVert or PxlVert	Draws, erases, or inverts a vertical line at a specified column coordinate.

Drawing Expressions

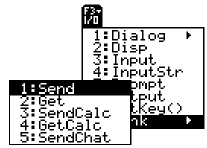
Command	Description
DrawFunc	Draws a specified expression.
DrawInv	Draws the inverse of a specified expression.
DrawParm	Draws a parametric equation using specified expressions as its x and y components.
DrawPol	Draws a specified polar expression.
DrwCtour	Draws contours in 3D graphing mode.
Shade	Draws two expressions and shades the areas where *expression1* < *expression2*.

Accessing Another TI-89/TI-92 Plus, a CBL 2/CBL, or a CBR

If you link two TI-89 / TI-92 Plus calculators (described in Chapter 22), programs on both units can transmit variables between them. If you link a TI-89 / TI-92 Plus to a Calculator-Based Laboratory™ (CBL 2™/CBL™) or a Calculator-Based Ranger™ (CBR™), a program on the TI-89 / TI-92 Plus can access the CBL 2/CBL or CBR.

[F3] I/O Toolbar Menu

Use the Program Editor's [F3] I/O toolbar menu to enter the commands in this section.



1. Press [F3] and select 8:Link.
2. Select a command.

Accessing Another TI-89 / TI-92 Plus

When two TI-89 / TI-92 Plus calculators are linked, one acts as a receiving unit and the other as a sending unit.

Note: *For a sample program that synchronizes the receiving and sending units so that* **GetCalc** *and* **SendCalc** *are executed in the proper sequence, refer to "Transmitting Variables under Program Control" in Chapter 22.*

Command	Description
GetCalc	Executed on the receiving unit. Sets up the unit to receive a variable via the I/O port. • After the receiving unit executes **GetCalc**, the sending unit must execute **SendCalc**. • After the sending unit executes **SendCalc**, the sent variable is stored on the receiving unit (in the variable name specified by **GetCalc**).
SendCalc	Executed on the sending unit. Sends a variable to the receiving unit via the I/O port. • Before the sending unit executes **SendCalc**, the receiving unit must execute **GetCalc**.
SendChat	Executed on the sending unit as a general alternative to **SendCalc**. Useful if the receiving unit is a TI-92 (or for a generic "chat" program that allows either a TI-92 or TI-92 Plus to be used).

Accessing a CBL 2/CBL or CBR

For additional information, refer to the manual that comes with the CBL 2/CBL or CBR unit.

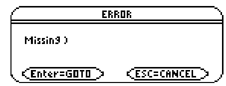
Command	Description
Get	Gets a variable from an attached CBL 2/CBL or CBR and stores it in the TI-89 / TI-92 Plus.
Send	Sends a list variable from the TI-89 / TI-92 Plus to the CBL 2/CBL or CBR.

Debugging Programs and Handling Errors

After you write a program, you can use several techniques to find and correct errors. You can also build an error-handling command into the program itself.

Run-Time Errors

The first step in debugging your program is to run it. The TI-89 / TI-92 Plus automatically checks each executed command for syntax errors. If there is an error, a message indicates the nature of the error.



- To display the program in the Program Editor, press [ENTER]. The cursor appears in the approximate area of the error.
- To cancel program execution and return to the Home screen, press [ESC].

If your program allows the user to select from several options, be sure to run the program and test each option.

Debugging Techniques

Run-time error messages can locate syntax errors but not errors in program logic. The following techniques may be useful.

- During testing, do not use local variables so that you can check the variable values after the program stops. When the program is debugged, declare the applicable variables as local.
- Within a program, temporarily insert **Disp** and **Pause** commands to display the values of critical variables.
  - **Disp** and **Pause** cannot be used in a user-defined function. To temporarily change the function into a program, change **Func** and **EndFunc** to **Prgm** and **EndPrgm**. Use **Disp** and **Pause** to debug the program. Then remove **Disp** and **Pause** and change the program back into a function.
- To confirm that a loop is executed the correct number of times, display the counter variable or the values in the conditional test.
- To confirm that a subroutine is executed, display messages such as "Entering subroutine" and "Exiting subroutine" at the beginning and end of the subroutine.

Error-Handling Commands

Command	Description
Try...EndTry	Defines a program block that lets the program execute a command and, if necessary, recover from an error generated by that command.
ClrErr	Clears the error status and sets the error number in system variable Errornum to zero.
PassErr	Passes an error to the next level of the **Try...EndTry** block.

Example: Using Alternative Approaches

The preview at the beginning of this chapter shows a program that prompts the user to enter an integer, sums all integers from 1 to the entered integer, and displays the result. This section gives several approaches that you can use to achieve the same goal.

Example 1

This example is the program given in the preview at the beginning of the chapter. Refer to the preview for detailed information.

```
:prog1()
:Prgm
:Request "Enter an integer",n      Prompts for input in a dialog box.
:expr(n)→n                         Converts string entered with Request to an expression.
:0→temp
:For i,1,n,1                       Loop calculation.
:  temp+i→temp
:EndFor
:Disp temp                         Displays output on Program I/O screen.
:EndPrgm
```

Example 2

This example uses **InputStr** for input, a **While...EndWhile** loop to calculate the result, and **Text** to display the result.

__Tip:__ For ≤, type ◆ 0 *(zero). For &, press:*
TI-89: ◆ × *(times)*
TI-92 Plus: 2nd H

```
:prog2()
:Prgm
:InputStr "Enter an integer",n     Prompts for input on Program I/O screen.
:expr(n)→n                         Converts string entered with InputStr to an expression.
:0→temp:1→i
:While i≤n                         Loop calculation.
:  temp+i→temp
:  i+1→i
:EndWhile
:Text "The answer is "&string(temp)   Displays output in a dialog box.
:EndPrgm
```

Example 3

This example uses **Prompt** for input, **Lbl** and **Goto** to create a loop, and **Disp** to display the result.

Note: *Because* **Prompt** *returns n as a number, you do not need to use* **expr** *to convert n.*

```
:prog3()
:Prgm
:Prompt n                          Prompts for input on Program I/O screen.
:0→temp:1→i
:Lbl top                           Loop calculation.
:  temp+i→temp
:  i+1→i
:  If i≤n
:    Goto top
:Disp temp                         Displays output on Program I/O screen.
:EndPrgm
```

Example 4

This example uses **Dialog...EndDlog** to create dialog boxes for input and output. It uses **Loop...EndLoop** to calculate the result.

```
:prog4()
:Prgm
:Dialog
:  Title "Enter an integer"
:  Request "Integer",n
:EndDlog
:expr(n)→n
:0→temp:0→i
:Loop
:  temp+i→temp
:  i+1→i
:  If i>n
:    Exit
:EndLoop
:Dialog
:  Title "The answer is"
:  Text string(temp)
:EndDlog
:EndPrgm
```

Defines a dialog box for input. (:Dialog … :EndDlog)

Converts string entered with **Request** to an expression. (:expr(n)→n)

Loop calculation. (:Loop … :EndLoop)

Defines a dialog box for output. (:Dialog … :EndDlog)

Example 5

This example uses the TI-89 / TI-92 Plus built-in functions to calculate the result without using a loop.

Note: Because **Input** *returns n as a number, you do not need to use* **expr** *to convert n.*

```
:prog5()
:Prgm
:Input "Enter an integer",n
:sum(seq(i,i,1,n))→temp
:Disp temp
:EndPrgm
```

Prompts for input on Program I/O screen. (:Input "Enter an integer",n)

Calculates sum. (:sum(seq(i,i,1,n))→temp)

Displays output on Program I/O screen. (:Disp temp)

Function	Used in this example to:
seq	Generate the sequence of integers from 1 to n. **seq**(*expression*, *var*, *low*, *high* [,*step*]) *step*: increment for *var* ; if omitted, uses 1. *low*, *high*: initial and final values of *var* *var*: variable that will be incremented *expression*: expression used to generate the sequence
sum	Sum the integers in the list generated by **seq**.

Assembly-Language Programs

You can run programs written for the TI-89 / TI-92 Plus in assembly language. Typically, assembly-language programs run much faster and provide greater control than the keystroke programs that you write with the built-in Program Editor.

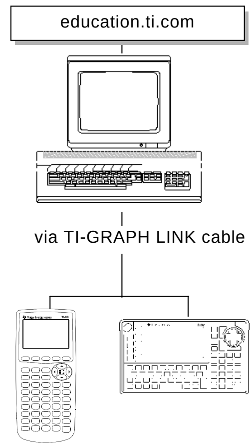
Where to Get Assembly-Language Programs

Assembly-language programs, as well as keystroke programs, are available on the Texas Instruments web site at:

education.ti.com

The programs available from this site provide additional functions or features that are not built into the TI-89 / TI-92 Plus. Check the Texas Instruments web site for up-to-date information.

After downloading a program from the web to your computer, use a TI-GRAPH LINK™ computer-to-calculator cable to send the program to your TI-89 / TI-92 Plus. Refer to the manual that comes with the TI-GRAPH LINK cable.



Note about TI-GRAPH LINK

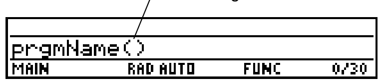
If you have a TI-GRAPH LINK computer-to-calculator cable and software for the TI-92, be aware that the TI-92 TI-GRAPH LINK *software* is not compatible with the TI-89 / TI-92 Plus. The cable, however, works with both units. For information about obtaining TI™ Connect or TI-GRAPH LINK software or a TI-GRAPH LINK cable, check the Texas Instruments web site at **education.ti.com** or contact Texas Instruments as described in Appendix C of this guidebook.

Running an Assembly-Language Program

After a TI-89 / TI-92 Plus assembly-language program is stored on your unit, you can run the program from the Home screen just as you would any other program.

If the program requires one or more arguments, type them within the ( ). Refer to the program's documentation to find out about required arguments.

Tip: If the program is not in the current folder, be sure to specify the pathname.



You can call an assembly-language program from another program as a subroutine, delete it, or use it the same as any other program.

Shortcuts to Run a Program

Note: The programs must be stored in the MAIN *folder. Also, you cannot use a shortcut to run a program that requires an argument.*

On the Home screen, you can use keyboard shortcuts to run up to nine user-defined or assembly-language programs. However, the programs must have the following names.

On Home screen, press:	To run a program, if any, named:
[◆] 1	kbdprgm1()
⋮	⋮
[◆] 9	kbdprgm9()

If you have a program with a different name and you would like to run it with a keyboard shortcut, copy or rename the existing program to kbdprgm1(), etc.

You Cannot Edit an Assembly-Language Program

You cannot use your TI-89 / TI-92 Plus to edit an assembly-language program. The built-in Program Editor will not open assembly-language programs.

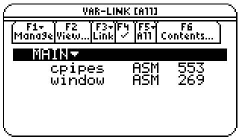
Displaying a List of Assembly-Language Programs

Note: Assembly-language programs have an ASM data type.

To list the assembly-language programs stored in memory:

1. Display the VAR-LINK screen ([2nd] [VAR-LINK]).
2. Press [F2] View.
3. Select the applicable folder (or All folders) and set Var Type = Assembly.

4. Press [ENTER] to display the list of assembly-language programs.



For Information about Writing an Assembly-Language Program

Note: You must use a computer to write assembly-language programs. You cannot create assembly-language programs from the calculator keyboard.

The information required to teach a novice programmer how to write an assembly-language program is beyond the scope of this book. However, if you have a working knowledge of assembly language, please check the Texas Instruments web site (**education.ti.com**) for specific information about how to access TI-89 / TI-92 Plus features.

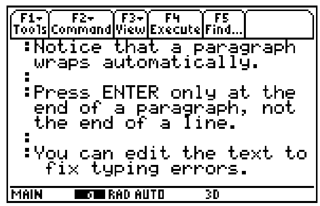
The TI-89 / TI-92 Plus also includes an **Exec** command that executes a string consisting of a series of Motorola 68000 op-codes. These codes act as another form of an assembly-language program. Check the Texas Instruments web site for available information.

Warning: Exec gives you access to the full power of the microprocessor. Please be aware that you can easily make a mistake that locks up the calculator and causes you to lose your data. We suggest you make a backup of the calculator contents before attempting to use the **Exec** command.

Text Editor

18

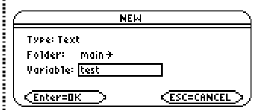
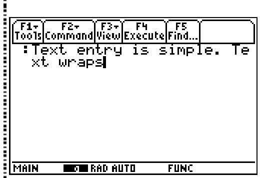
This chapter shows you how to use the Text Editor to enter and edit text. Entering text is simple; just begin typing. To edit text, you can use the same techniques that you use to edit information on the Home screen.



Each time you start a new text session, you must specify the name of a text variable. After you begin a session, any text that you type is stored automatically in the associated text variable. You do not need to save a session manually before leaving the Text Editor.

Preview of Text Operations

Start a new Text Editor session. Then practice using the Text Editor by typing whatever text you want. As you type, practice moving the text cursor and correcting any typos you may enter.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Start a new session on the Text Editor.	[APPS] 8 3	[APPS] 8 3	
2. Create a text variable called TEST, which will automatically store any text you enter in the new session. *Use the* MAIN *folder, shown as the default on the* NEW *dialog box.* *After typing in an input box such as* Variable, *you must press* [ENTER] *twice.*	⊝ T E S T [ENTER] [ENTER]	⊙ T E S T [ENTER] [ENTER]	
3. Type some sample text. • *To type a single uppercase letter, press* [⇑] *and then the letter.* ***TI-89** only:* – *To type a space, press* [alpha] [␣] *(alpha function of the* [(-)] *key).* – *To type a period, press* [alpha] *to turn alpha-lock off, press* [.], *and then press* [2nd] [a-lock] *to turn alpha-lock on again.* *Practice editing your text by using:* • *The cursor pad to move the text cursor.* • [←] *or* [♦] [DEL] *to delete the character to the left or right of the cursor, respectively.*	[2nd] [a-lock] type anything you want	type anything you want	
4. Leave the Text Editor and display the Home screen. *Your text session was stored automatically as you typed. Therefore, you do not need to save the session manually before exiting the Text Editor.*	[HOME]	[♦] [HOME]	
5. Return to the current session on the Text Editor.	[APPS] 8 1	[APPS] 8 1	
6. Notice that the displayed session is exactly the same as you left it.			

Starting a Text Editor Session

Each time you start the Text Editor, you can start a new text session, resume the current session (the session that was displayed the last time you used the Text Editor), or open a previous session.

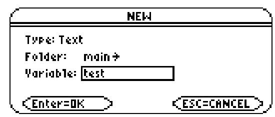
Starting a New Session

1. Press [APPS] and then select 8:Text Editor.

2. Select 3:New.

   The NEW dialog box is displayed.

3. Specify a folder and text variable that you want to use to store the new session.



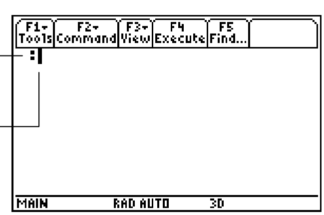
Item	Description
Type	Automatically set as Text and cannot be changed.
Folder	Shows the folder in which the text variable will be stored. For information about folders, refer to Chapter 5. To use a different folder, press ▸ to display a menu of existing folders. Then select a folder.
Variable	Type a variable name. If you specify a variable that already exists, an error message will be displayed when you press [ENTER]. When you press [ESC] or [ENTER] to acknowledge the error, the NEW dialog box is redisplayed.

4. Press [ENTER] (after typing in an input box such as Variable, you must press [ENTER] twice) to display an empty Text Editor screen.

__Note:__ Your session is saved automatically as you type. You do not need to save a session manually before leaving the Text Editor, starting a new session, or opening a previous one.

A colon marks the beginning of a paragraph.

The blinking cursor shows where typed text will appear.



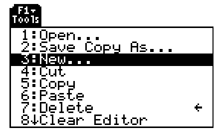
You can now use the Text Editor as described in the remaining sections of this chapter.

Resuming the Current Session

You can leave the Text Editor and go to another application at any time. To return to the session that was displayed when you left the Text Editor, press [APPS] 8 and select 1:Current.

Starting a New Session from the Text Editor

To leave the current Text Editor session and start a new one:



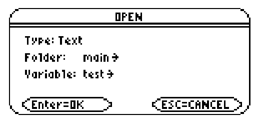
1. Press [F1] and select 3:New.
2. Specify a folder and text variable for the new session.
3. Press [ENTER] twice.

Opening a Previous Session

You can open a previous Text Editor session at any time.

1. From within the Text Editor, press [F1] and select 1:Open.
   — or —
   From any application, press [APPS] 8 and select 2:Open.

Note: By default, Variable *shows the first existing text variable in alphabetic order.*



2. Select the applicable folder and text variable.
3. Press [ENTER].

Copying a Session

In some cases, you may want to copy a session so that you can edit the copy while retaining the original.

1. Display the session you want to copy.
2. Press [F1] and select 2:Save Copy As.
3. Specify the folder and text variable for the copied session.
4. Press [ENTER] twice.

Note about Deleting a Session

Because all Text Editor sessions are saved automatically, you can accumulate quite a few previous sessions, which take up memory storage space.

To delete a session, use the VAR-LINK screen ([2nd] [VAR-LINK]) to delete that session's text variable. For information about VAR-LINK, refer to Chapter 21.

Entering and Editing Text

After beginning a Text Editor session, you can enter and edit text. In general, use the same techniques that you have already used to enter and edit information on the Home screen's entry line.

Typing Text

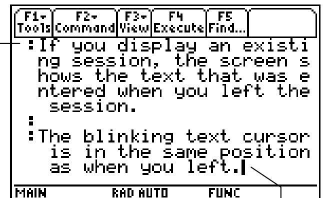
When you create a new Text Editor session, you see an empty screen. When you open a previous session or return to the current session, you see the existing text for that session.

Note: Use the cursor pad to scroll through a session or position the text cursor.

Tip: Press [2nd] ⊙ or [2nd] ⊙ to scroll up or down one screen at a time, and [◆] ⊙ or [◆] ⊙ to go to the top or bottom of the text session.

All text paragraphs begin with a space and a colon.

The beginning space is used in command scripts and lab reports.



Blinking text cursor

Tip: If you have a TI-GRAPH LINK™ cable, you can use a computer keyboard to type lengthy text and then send it to the calculator. Refer to page 322.

You do not need to press [ENTER] at the end of each line. At the end of a line, the next character you type wraps to the next line. Press [ENTER] only when you want to start a new paragraph.

As you reach the bottom of the screen, previous lines scroll off the top of the screen.

Typing Alphabetic Characters

Note: On the TI-89, you do not need [alpha] or alpha-lock to type x, y, z, or t. But you must use [↑] or uppercase ALPHA-lock for X, Y, Z, or T.

Note: On the TI-89, alpha-lock is always turned off when you change applications, such as going from the Text Editor to the Home screen.

To:	On the TI-89, press:	On the TI-92 Plus, press:
Type a single lowercase alpha character.	[alpha] and then the letter key (status line shows)	the letter key
Type a single uppercase alpha character.	[↑] and then the letter key (status line shows)	[↑] and then the letter key (status line shows)
Type a space.	[alpha] [␣] (alpha function of the [(-)] key)	spacebar
Turn on lowercase alpha-lock.	[2nd] [a-lock] (status line shows)	(no action needed)
Turn on uppercase ALPHA-lock.	[↑] [a-lock] (status line shows)	[2nd] [CAPS]
Turn off alpha-lock.	[alpha] (turns off upper- and lowercase lock)	[2nd] [CAPS] (turns off uppercase lock)

Typing Alphabetic Characters (continued)

On the TI-89, while either type of alpha-lock is on:

- To type a period, comma, or other character that is the primary function of a key, you must turn alpha-lock off.
- To type a second function character such as [2nd] [{], you do not need to turn alpha-lock off. After you type the character, alpha-lock remains on.

Deleting Characters

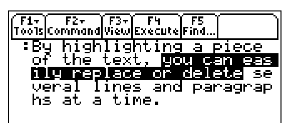
Note: If there are no characters to the right of the cursor, [CLEAR] erases the entire paragraph.

To delete:	Press:
The character to the left of the cursor	[←] or [F1] 7
The character to the right of the cursor	[◆] [DEL] (same as [◆] [←])
All characters to the right of the cursor through the end of the paragraph	[CLEAR]
All characters in the paragraph (regardless of the cursor's position in that paragraph)	[CLEAR] [CLEAR]

Highlighting Text

Tip: To remove highlighting without replacing or deleting, move the cursor.

To:	Do this:
Highlight text	1. Move the cursor to the beginning or end of the text. 2. Hold [↑] and press: • ◀ or ▶ to highlight characters to the left or right of the cursor, respectively. • ▼ or ▲ to highlight all characters up to the cursor position on the next or previous line, respectively.



Replacing or Deleting Highlighted Text

To:	Do this:
Replace highlighted text	Type the new text.
Delete highlighted text	Press [←].

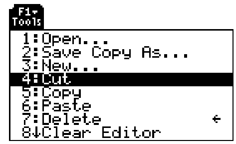
Cutting, Copying, and Pasting Text

Cutting and copying both place highlighted text into the clipboard of the TI-89 / TI-92 Plus. Cutting deletes the text from its current location (used to move text) and copying leaves the text.

Tip: You can press:
TI-89:
[◆] [CUT], [◆] [COPY], [◆] [PASTE]
TI-92 Plus:
[◆] X, [◆] C, [◆] V
to cut, copy, and paste without having to use the [F1] toolbar menu.

1. Highlight the text you want to move or copy.
2. Press [F1].
3. Select the applicable menu item.
   - To move the text, select 4:Cut.

     — or —
   - To copy the text, select 5:Copy.



4. Move the text cursor to the location where you want to insert the text.
5. Press [F1] and then select 6:Paste.

You can use this general procedure to cut, copy, and paste text:

- Within the same text session.
- From one text session to another. After cutting or copying text in one session, open the other session and then paste the text.
- From a text session to a different application. For example, you can paste the text into the Home screen's entry line.

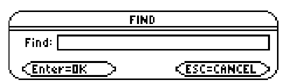
Finding Text

From the Text Editor:

1. Place the text cursor at any location preceding the text you want to search for. All searches start at the current cursor location.

Tip: The FIND dialog box retains the last search text you entered. You can type over it or edit it.

2. Press [F5].



3. Type the search text.

   The search is not case sensitive. For example: CASE, case, and Case have the same effect.
4. Press [ENTER] twice.

If the search text is:	The cursor:
Found	Moves to beginning of the search text.
Not found	Does not move.

Inserting or Overtyping a Character

By default, the TI-89 / TI-92 Plus is in insert mode. To toggle between insert and overtype mode, press [2nd] [INS].

Tip: Look at the shape of the cursor to see if you're in insert or overtype mode.

If the TI-89 / TI-92 Plus is in:	The next character you type:
Insert mode (Thin cursor between characters)	Will be inserted at the cursor.
Overtype mode (Cursor highlights a character)	Will replace the highlighted character.

Clearing the Text Editor

To erase all existing paragraphs and display an empty text screen, press [F1] and then select 8:Clear Editor.

Using a Computer and TI-GRAPH LINK to Enter Text

If you have an optional TI-GRAPH LINK™ computer-to-calculator cable and software for the TI-89 / TI-92 Plus, you can use the computer keyboard to type a text file and then send that file to the TI-89 / TI-92 Plus. This is useful if you need to create a lengthy text file.

For information about obtaining a TI-GRAPH LINK cable and software or upgrading your existing TI™ Connect or TI-GRAPH LINK software for use with the TI-89 / TI-92 Plus, check the TI web site at:

education.ti.com

or contact Texas Instruments as described in Appendix C.

For complete instructions on how to create a text file on a computer and send it to your calculator, refer to the manual that comes with the TI-GRAPH LINK. The general steps are:

1. Use the TI-GRAPH LINK software to create a new text file.

   a. In the software, select New from the File menu. Then select either TI-89 Data File or TI-92 Plus Data File and click OK. An untitled edit window is displayed.

   b. In the Name box at the top of the edit window, type the name you want to use for the text variable on the TI-89 / TI-92 Plus. Then type the applicable text.

   c. From the File menu, select Save As. In the dialog box, type a File Name, select Text as the File Type, select a directory, and click OK.

Note: On the calculator, the name of the text variable will be the name you enter in Step 1b, not the file name in Step 1c.

2. Use the TI-GRAPH LINK™ software to send the file from the computer to the TI-89 / TI-92 Plus.
   a. Use the TI-GRAPH LINK cable to connect the computer and the calculator.
   b. Be sure the TI-89 / TI-92 Plus is on the Home screen.
   c. In the software, select Send from the Link menu. Select the text file and click Add to add it to the Files Selected list. Then click OK.
   d. When notified that the sending process is complete, click OK.
3. On the TI-89 / TI-92 Plus, use the Text Editor to open the text variable.

Entering Special Characters

You can use the **CHAR** menu to select any special character from a list. You can also type certain commonly used characters from the keyboard. To see which characters are available from the keyboard, you can display a map that shows the characters and their corresponding keys.

Selecting Characters from the CHAR Menu

1. Press [2nd] [CHAR].
2. Select the applicable category.

   A menu lists the characters in that category.
3. Select a character. You may need to scroll through the menu.

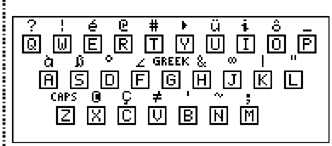
↓ indicates that you can scroll.

For accented characters, select International. Commonly used international characters are also available from the default custom menu ([2nd] [CUSTOM]).

Displaying the Keyboard Map

The keyboard map shows several shortcuts that let you enter certain special characters from the keyboard. It also shows some shortcuts for other calculator features.

The keyboard map does not display all available shortcuts. Refer to the inside front and the inside back covers of this guidebook for a complete list of shortcut keys.

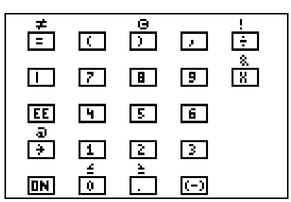
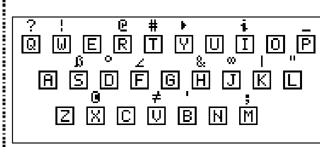
On the TI-89:	On the TI-92 Plus:
Press [◆] [EE] to display the keyboard map.	Press [◆] [KEY] to display the keyboard map.
Press [ESC] to exit the map.	Press [ESC] to exit the map.
 TI-89 Keyboard map	 TI-92 Plus Keyboard map
To access the TI-89 shortcuts, first press the [◆] key.	To access the TI-92 Plus shortcuts, first press the [2nd] key. Some special characters are marked on the keyboard, but most are not.

Calculator features accessed from the keyboard map are discussed on the next page.

TI-89 keyboard map feature shortcuts:	TI-92 Plus keyboard map feature shortcuts:
GREEK (◆ [(]) — Accesses the Greek character set (described later in this section). SYSDATA (◆ [,]) — Copies the current graph coordinates to the system variable sysdata. FMT (◆ [|]) — Displays the FORMATS dialog box. KBDPRGM1 – 9 (◆1 through ◆9) — If you have user-defined or assembly-language programs named kbdprgm1() through kbdprgm9(), these shortcuts run the corresponding program. OFF (◆ [OFF]) — Similar to [2nd] [OFF] except: • You can use ◆ [OFF] if an error message is displayed. • When you turn the TI-89 on again, it will be exactly as you left it. HOMEDATA (◆ [(-)]) — Copies the current graph coordinates to the Home screen's history area.	GREEK ([2nd] G) — Accesses the Greek character set (described later in this section). CAPS ([2nd] [CAPS])— Turns Caps Lock on and off. Accent marks — (é, ü, ô, à, ç, and ~) are added to the *next* letter you press (described later in this section).

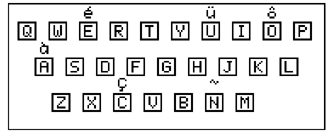
Typing Special Symbols from the Keyboard

Note: *To help you find the applicable keys, these maps show only the special symbols.*

On the TI-89:	On the TI-92 Plus:
Press ◆ and then the key for the symbol. For example: ◆ [×] (times) displays &.  These special symbols are not affected by whether Alpha-Lock is on or off.	Press [2nd] and then the key for the symbol. For example: [2nd] H displays &.  These special symbols are not affected by whether Caps Lock is on or off.

Typing Accent Marks from the TI-92 Plus Keyboard

Pressing an accent mark key does not display an accented letter. The accent mark will be added to the *next* letter you press.



Note: To help you find the applicable keys, this map shows only the accent mark keys.

1. Press [2nd] and then the key for the accent mark.
2. Press the key for the letter you want to accent.
   - You can accent lowercase and uppercase letters.
   - An accent mark can be added to only those letters that are valid for that mark.

Accent Mark	Valid Letters (lowercase or uppercase)	Examples
´	A, E, I, O, U, Y	é, É
¨	A, E, I, O, U, y (but not Y)	ü, Ü
ˆ	A, E, I, O, U	ô, Ô
`	A, E, I, O, U	à, À
Ç	C	ç, Ç
~	A, O, N	ñ, Ñ

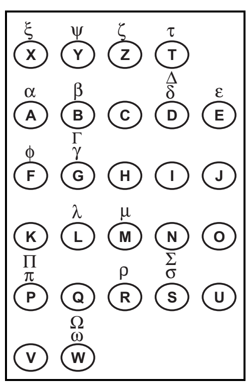
Typing Greek Letters from the Keyboard

Press the key combination that accesses the Greek character set on your calculator. Then select the applicable alpha character on the keyboard to enter a Greek letter.

__Note:__ Neither calculator displays a map of Greek letters. The maps shown here are for reference only.

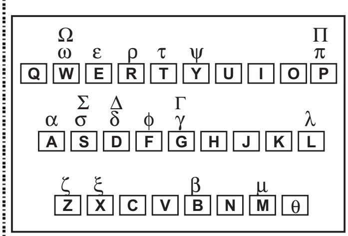
On the TI-89:

Press [◆] [(] to access the Greek character set.



On the TI-92 Plus:

Press [2nd] G to access the Greek character set.



If you press a key combination that does not access a Greek letter, you get the normal letter for that key.

Several keys let you access lowercase and uppercase Greek letters. For example:

On the TI-89:	On the TI-92 Plus:
1. Press [◆] [(] to access the Greek character set.	1. Press [2nd] G to access the Greek character set.
2. Press [◆] [(] [alpha] + letter to access lowercase Greek letters. Example: [◆] [(] [alpha] [W] displays ω	2. Press [2nd] G + letter to access lowercase Greek letters. Example: [2nd] G W displays ω
3. Press [◆] [(] [↑] + letter to access uppercase Greek letters. Example: [◆] [(] [↑] [W] displays Ω	3. Press [2nd] G [↑] + letter to access uppercase Greek letters. Example: [2nd] G [↑] W displays Ω

The exact keys that you press on the TI-89 depend on whether alpha-lock is on or off. For example:

Important: If you press [alpha] on the TI-89 to access a Greek letter while alpha-lock is on, it turns alpha-lock off.

On the TI-89, if:	Then:
Alpha-lock is off.	[◆] [(] X or [◆] [(] [alpha] X displays ξ. [alpha] is not required for X, Y, Z, or T. [◆] [(] [alpha] W displays ω. [◆] [(] [↑] W displays Ω. [↑] is used for uppercase letters.
Lowercase alpha-lock ([2nd] [a-lock]) is on.	[◆] [(] X displays ξ. [◆] [(] W displays ω. [◆] [(] [↑] W displays Ω.
Uppercase ALPHA-LOCK ([↑] [a-lock]) is on.	[◆] [(] X displays ξ. [◆] [(] W displays Ω. [◆] [(] [↑] W displays Ω.

For a List of All Special Characters

For a list of all special characters, refer to Appendix B.

Entering and Executing a Command Script

By using a command script, you can use the Text Editor to type a series of command lines that can be executed at any time on the Home screen. This lets you create interactive example scripts in which you predefine a series of commands and then execute them individually.

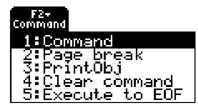
Inserting a Command Mark

Note: *This does not insert a new line for the command, it simply marks an existing line as a command line.*

In the Text Editor:

1. Place the cursor on the line for the command.
2. Press [F2] to display the Command toolbar menu.
3. Select 1:Command.

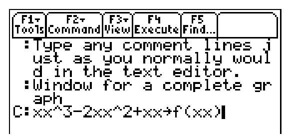
   “C” is displayed at the beginning of the text line (to the left of the colon).



Tip: *You can mark a line as a command either before or after typing the command on that line.*

4. Type a command just as you would on the Home screen.

   The line can contain only the command, with no additional text.



   You can type multiple commands on the same line if you type a colon to separate the commands.

Deleting a Command Mark

This deletes only the “C” mark; it does not delete the command text itself.

1. Place the cursor anywhere on the marked line.
2. Press [F2] and select 4:Clear command.

Executing a Command

To execute a command, you must first mark the line with a “C”. If you execute a line that is not marked with “C”, it will be ignored.

1. Place the cursor anywhere on the command line.
2. Press [F4].

Tip: *To examine the result on the Home screen, use a split screen or press:*
TI-89: [HOME]
TI-92 Plus: [◆] [HOME]

The command is copied to the entry line on the Home screen and executed. The Home screen is displayed temporarily during execution, and then the Text Editor is redisplayed.

After execution, the cursor moves to the next line in the script so that you can continue to execute a series of commands.

Splitting the Text Editor/ Home Screen

With a split screen, you can view your command script and see the result of an executed command at the same time.

To:	Press:
Split the screen	[F3] and select 1:Script view. 
Return to a full screen Text Editor	[F3] and select 2:Clear split.

You can also use [MODE] to set up a split screen manually. However, [F3] sets up a Text Editor/Home screen split much easier than [MODE].

- The active application is indicated by a thick border. (By default, the Text Editor is the active application.)
- To switch between the Text Editor and the Home screen, press [2nd] [⊞] (second function of [APPS]).

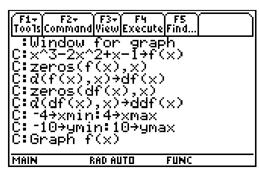
Creating a Script from Your Home Screen Entries

From the Home screen, you can save all the entries in the history area to a text variable. The entries are automatically saved in a script format so that you can open the text variable in the Text Editor and execute the entries as commands.

For information, refer to "Saving the Home Screen Entries as a Text Editor Script" in Chapter 5.

Example

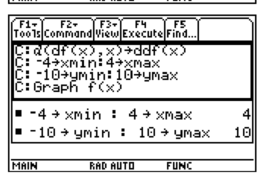
1. Type your script. Press [F2] and select 1:Command to mark the command lines.



2. Press [F3] and select 1:Script view.
3. Move the cursor to the first command line. Then press [F4] to execute the command.

Note: Some commands take longer to execute. Wait until the Busy indicator disappears before pressing [F4] again.

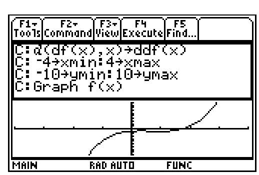
4. Continue using [F4] to execute each command, but stop just before executing the **Graph** command.



5. Execute the **Graph** command.

*Note: In this example, the **Graph** command displays the Graph screen in place of the Home screen.*

6. Press [F3] and select 2:Clear split to return to a full screen Text Editor.



Creating a Lab Report

If you have a TI-GRAPH LINK™ cable, an optional accessory that lets the TI-89 / TI-92 Plus communicate with a personal computer, you can create lab reports. Use the Text Editor to write a report, which can include print objects. Then use the TI-GRAPH LINK software to print the report on the printer attached to the computer.

Print Objects

In the Text Editor, you can specify a variable name as a print object. When you print the report by using TI-GRAPH LINK, the TI-89 / TI-92 Plus substitutes the contents of the variable (an expression, picture, list, etc.) in place of the variable name.

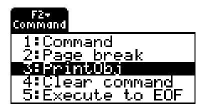
Inserting a Print Object Mark

Note: This does not insert a new line for the print object, it simply marks an existing line as a print object.

Tip: You can mark a line as a print object either before or after typing a variable name on that line.

In the Text Editor:

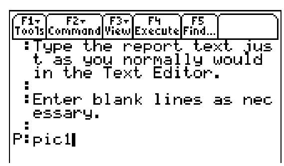
1. Place the cursor on the line for the print object.
2. Press [F2] to display the Command toolbar menu.



3. Select 3:PrintObj.

   "P" is displayed at the beginning of the text line (to the left of the colon).
4. Type the name of the variable that contains the print object.

   The line can contain only the variable name, with no additional text.



Inserting a Page Break Mark

When you print a lab report, page breaks occur automatically at the bottom of each printed page. However, you can manually force a page break at any line.

1. Place the cursor on the line that you want to print on the top of the next page. (The line can be blank or you can enter text on it.)
2. Press [F2] and select 2:Page break.

A "⤒" is displayed at the beginning of the line (to the left of the colon).

Deleting a Print Object or Page Break Mark

This deletes only the "P" or "⤒" mark; it does not delete any text that is on the line.

1. Place the cursor anywhere on the marked line.
2. Press [F2] and select 4:Clear command.

Printing the Report

General Steps	For Detailed Information
1. Connect the TI-89 / TI-92 Plus to your computer via the TI-GRAPH LINK cable.	Refer to the manual that came with your TI-GRAPH LINK.
2. Use the TI-GRAPH LINK software to get the lab report from the calculator, and then print the report.	

Example

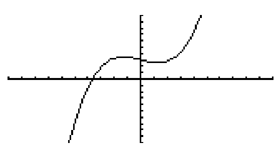
Assume you have stored:

- A function as y1(x) (specify y1, not y1(x)).
- A graph picture as pic1.
- Applicable information in variables der and sol.

When you print the lab report, the contents of the print objects are printed in place of their variable names.

```
 :My assignment was to stu
  dy the function:
 :
P:y1
 :
 :The three parts were:
 :
 :1. Graph the function.
P:pic1
 :
 :2. Find its derivative.
 :
P:der
 :
 :3. Look for critical poi
  nts.
 :
P:sol
```

```
My assignment was to study the function:
.1*x^3-.5*x+3
The three parts were:
1. Graph the function.
```



```
2. Find its derivative.
.3*x^2-.5
3. Look for critical points.
x=1.29099 or x=-1.29099
```

Note: *To store the derivative to variable der, enter:* ***d***(y1(x),x)→der

Note: *To store the derivative's critical points to variable sol, enter:* **solve**(der=0,x)→sol

In cases where a graph picture cannot fit on the current page, the entire picture is shifted to the top of the next page.

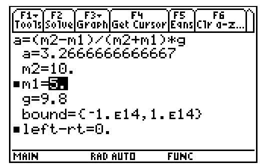
Numeric Solver

19

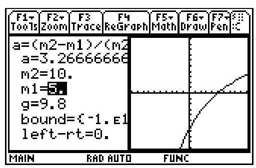
***Note:** To solve for the unknown variable from the Home screen or a program, use **nSolve()** as described in Appendix A.*

The Numeric Solver lets you enter an expression or equation, define values for all but one unknown variable, and then solve for the unknown variable.

After entering an equation and its known values, place the cursor on the unknown variable and press [F2].



You can also graph the solution.



The x axis is the unknown variable. The y axis is the left–rt value, which gives the solution's accuracy.

The solution is precise where the curve crosses the x axis.

As in the example above, the Numeric Solver is often used to solve closed-form equations. But it also gives you a quick way to solve equations such as transcendental equations in which there is no closed form.

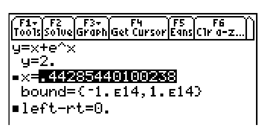
For example, you could rearrange the following equation manually to solve for any of the variables.

a = (m2 − m1) / (m2 + m1) ∗ g ⟶ m1 = (g − a) / (g + a) ∗ m2

With an equation such as the following, however, it may not be as easy to solve for x manually.

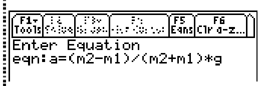
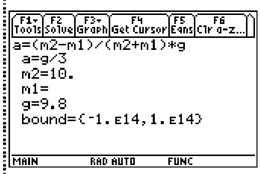
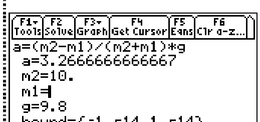
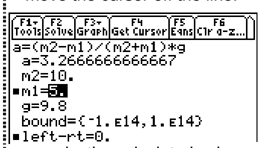
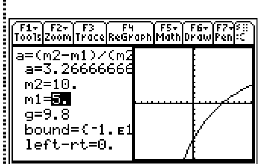
$y = x + e^x$

The Numeric Solver is particularly useful for such equations.



Preview of the Numeric Solver

Consider the equation a=(m2− m1)/(m2+m1)∗ g, where the known values are m2=10 and g=9.8. If you assume that a=1/3 g, find the value of m1.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the Numeric Solver.	[APPS] 9	[APPS] 9	
2. Enter the equation. *When you press* [ENTER] *or* ↓*, the screen lists the variables used in the equation.*	[alpha] A [=] [(] [alpha] M 2 [−] [alpha] M 1 [)] [÷] [(] [alpha] M 2 [+] [alpha] M 1 [)] [×] [alpha] G [ENTER]	A [=] [(] M 2 [−] M 1 [)] [÷] [(] M 2 [+] M 1 [)] [×] G [ENTER]	
3. Enter values for each variable, except the unknown variable m1. *Define* m2 *and* g *first. Then define* a. *(You must define* g *before you can define* a *in terms of* g.*) Accept the default for* bound. *If a variable has been defined previously, its value is shown as a default.*	↓ 1 0 ↓ ↓ 9 . 8 ↑ ↑ ↑ [alpha] G [÷] 3	↓ 1 0 ↓ ↓ 9 . 8 ↑ ↑ ↑ G [÷] 3	
4. Move the cursor to the unknown variable m1. *Optionally, you can enter an initial guess for* m1. *Even if you enter a value for all variables, the Numeric Solver solves for the variable marked by the cursor.*	↓ ↓	↓ ↓	 g/3 is evaluated when you move the cursor off the line.
5. Solve for the unknown variable. *To check the solution's accuracy, the left and right sides of the equation are evaluated separately. The difference is shown as* left− rt. *If the solution is precise,* left− rt=0.	[F2]	[F2]	 ▪ marks the calculated values.
6. Graph the solution using a ZoomStd viewing window. *The graph is displayed in a split screen. You can explore the graph by tracing, zooming, etc.*	[F3] 3	[F3] 3	
7. Return to the Numeric Solver and exit the split screen. *You can press* [ENTER] *or* ↓ *to redisplay the list of variables.*	[2nd] [⊞] [F3] 2	[2nd] [⊞] [F3] 2	The variable marked by the cursor (unknown variable m1) is on the x axis, and left−rt is on the y axis.

Displaying the Solver and Entering an Equation

After you display the Numeric Solver, start by entering the equation that you want to solve.

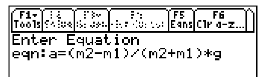
Displaying the Numeric Solver

To display the Numeric Solver, press [APPS] 9.

The Numeric Solver screen shows the last entered equation, if any.

Entering an Equation

On the **eqn:** line, type in your equation.



Tips: *In your equation:*

- *Do not use system function names* (such as y1(x) or r1(θ)) *as simple variables* (y1 or r1).
- *Be careful with implied multiplication. For example,* a(m2+m1) *is treated as a function reference, not as* a∗(m2+m1).

Note: *When you define the variables, you can either define* exp *or solve for it.*

Note: *After you press* [ENTER] *the current equation is stored automatically to the system variable* eqn.

You can:	**For example:**
Type an equation directly.	a=(m2− m1)/(m2+m1)∗ g a+b=c+sin(d)
Refer to a function or equation defined elsewhere.	Suppose you defined y1(x) on either the: • Y= Editor: y1(x)=1.25x∗ cos(x) – or – • Home screen: Define y1(x)=1.25x∗ cos(x) In the Numeric Solver, you then would enter: y1(x)=0 or y1(t)=0, etc. The argument does not have to match the one used to define the function or equation.
Type an expression without an = sign.	e+f− ln(g) After you press [ENTER], the expression is set equal to a system variable called exp and entered as: exp=e+f− ln(g)
Recall a previously entered equation or open a saved equation.	Refer to the applicable heading later in this section.

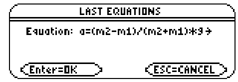
Recalling Previously Entered Equations

Your most recently entered equations (up to 11 with the default setting) are retained in memory. To recall one of these equations:

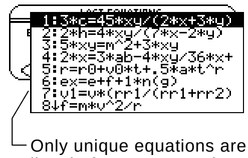
Tip: *You can specify how many equations are retained. From the Numeric Solver, press* [F1] *and select* 9:Format *(or use* ***TI-89:*** [◆] [I] ***TI-92 Plus:*** [◆] F*). Then select a number from 1 through 11.*

1. From the Numeric Solver screen, press [F5].

   A dialog box displays the most recently entered equation.



2. Select an equation.
   - To select the displayed equation, press [ENTER].
   - To select a different equation, press ⊙ to display a list. Then select the one you want.
3. Press [ENTER].



Only unique equations are listed. If you re-enter the same equation 5 times, it appears only once.

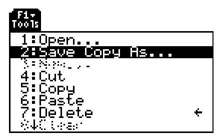
Saving Equations for Future Use

Because the number of equations that you can recall with [F5] Eqns is limited, a particular equation may not be retained indefinitely.

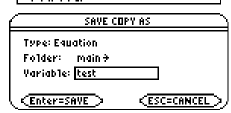
To store the current equation for future use, save it to a variable.

Note: *An equation variable has an EXPR data type, as shown on the MEMORY and VAR-LINK screens.*

1. From the Numeric Solver screen, press [F1] and select 2:Save Copy As.



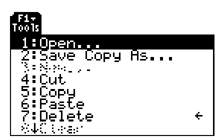
2. Specify a folder and a variable name for the equation.
3. Press [ENTER] twice.

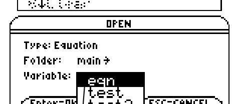


Opening a Saved Equation

To open a previously saved equation variable:

1. From the Numeric Solver screen, press [F1] and select 1:Open.
2. Select the applicable folder and equation variable.
3. Press [ENTER].





Variable eqn contains the current equation; it always appears alphabetically in the list.

Defining the Known Variables

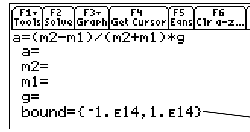
After you type an equation in the Numeric Solver, enter the applicable values for all variables except the unknown variable.

Defining the List of Variables

Note: ***If an existing variable is locked or archived, you cannot edit its value.***

After typing your equation on the **eqn:** line, press [ENTER] or ⊖.

The screen lists the variables in the order they appear in the equation. If a variable is already defined, its value is shown. You can edit these variable values.

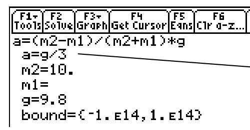


The solution must be within the specified bounds, which you can edit.

Enter a number or expression for all variables except the one you want to solve for.

Notes and Common Errors

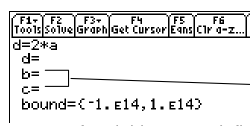
- If you define a variable:
  - In terms of another variable in the equation, that variable must be defined first.
  - In terms of another variable that is not in the equation, that variable must already have a value; it cannot be undefined.
  - As an expression, it is evaluated when you move the cursor off the line. The expression must evaluate to a real number.



Since a is defined in terms of g, you must define g before a. When you move the cursor to another line, g/3 is evaluated.

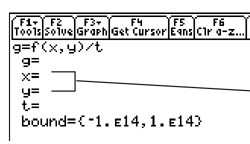
Note: *When you assign a value to a variable in the Numeric Solver, that variable is defined globally. It still exists after you leave the solver.*

- If the equation contains a variable already defined in terms of other variables, those other variables are listed.



If variable a was defined previously as b+c→a, then b and c are listed instead of a.

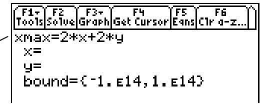
- If you refer to a previously defined function, any variables used as arguments in the function call are listed, not the variables used to define the function.



If f(a,b) was defined previously as √(a^2+b^2) and your equation contains f(x,y), then x and y are listed, not a and b.

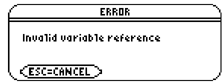
__Note:__ You cannot solve for a system variable other than exp. *Also, if the equation contains a system variable, you cannot use* [F3] *to graph.*

- If the equation contains a system variable (xmin, xmax, etc.), that variable is not listed. The solver uses the system variable's existing value.



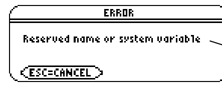
In the standard viewing window, xmax=10.

- Although you can use a system variable in the equation, an error occurs if you use [F3] to graph the solution.



__Note:__ This error occurs if you use a reserved name incorrectly or refer to an undefined system function as a simple variable without parentheses.

- If you see the error shown to the right, delete the entered variable value. Then edit the equation to use a different variable.



For example, y1(x) is undefined and you use y1.

Editing the Equation

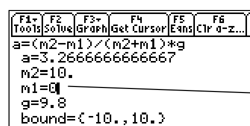
In the Numeric Solver, press ⊖ until the cursor is on the equation. The screen automatically changes to show only the **eqn:** line. Make your changes, and then press [ENTER] or ⊖ to return to the list of variables.

Specifying an Initial Guess and/or Bounds (Optional)

__Tip:__ To select an initial guess graphically, refer to pages 340 and 341.

To find a solution more quickly or to find a particular solution (if multiple solutions exist), you can optionally:

- Enter an initial guess for the unknown variable. The guess must be within the specified bounds.
- Enter lower and upper bounds close to the solution.



Initial guess must be within the bounds.

For the bounds, you can also enter variables or expressions that evaluate to appropriate values (bound={*lower*,*upper*}) or a valid list variable that contains a two-element list (bound=*list*). The bounds must be two floating point elements with the first one less than or equal to the second one.

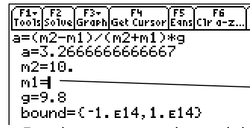
Solving for the Unknown Variable

After you type an equation in the Numeric Solver and enter values for the known variables, you are ready to solve for the unknown variable.

Finding the Solution

With all known variables defined:

1. Move the cursor to the unknown variable.

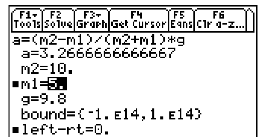


Put the cursor on the variable you want to solve for.

__Note:__ To stop (break) a calculation, press [ON]*. The unknown variable shows the value being tested when the break occurred.*

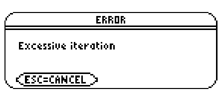
2. Press [F2] Solve.

   A ▪ marks the solution and left−rt. The ▪ disappears when you edit a value, move the cursor to the equation, or leave the solver.



Using the solution and your entered values, the left and right sides of the equation are evaluated separately. left−rt shows the difference, which indicates the solution's accuracy. The smaller the value, the more accurate the solution. If the solution is precise, left−rt=0.

__Note:__ An iterative process is used to solve an equation. If the iterative process cannot converge on a solution, this error occurs.

If you:	Do this:
Want to solve for other values	Edit the equation or variable values.
Want to find a different solution for an equation with multiple solutions	Enter an initial guess and/or a new set of bounds close to the other solution.
See the message:  	Press [ESC]. The unknown variable shows the value being tested when the error occurred. • The left−rt value may be small enough for you to accept the result. • If not, enter a different set of bounds.

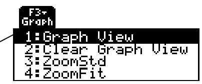
Graphing the Solution

You can graph an equation's solutions any time after defining the known variables, either before or after you solve for the unknown variable. By graphing the solutions, you can see how many solutions exist and use the cursor to select an accurate initial guess and bounds.

Displaying the Graph

In the Numeric Solver, leave the cursor on the unknown variable. Press [F3] and select:

1:Graph View
– or –
3:ZoomStd
– or –
4:ZoomFit



Graph View uses the current Window variable values.

For information about ZoomStd and ZoomFit, refer to Chapter 6.

Tips: *With split screens:*

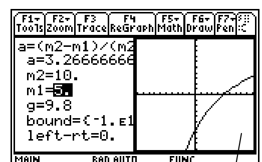
- *Use [2nd] [⊞] to switch between sides.*
- *The active side has a thick border.*
- *The toolbar belongs to the active side.*

For more information, refer to Chapter 14.

The graph is shown in a split screen, where:

- The unknown variable is plotted on the x axis.
- left−rt is plotted on the y axis.

Solutions for the equation exist at left−rt=0, where the graph crosses the x axis.



The current graph format settings are used.

You can explore the graph by using the free-moving cursor, tracing, zooming, etc., as described in Chapter 6.

How the Graph Affects Various Settings

Note: *If you were previously using different mode settings, you will need to reselect those settings manually.*

When you use the Numeric Solver to display a graph:

- The following modes are changed automatically to these settings:

Mode	Setting
Graph	FUNCTION
Split Screen	LEFT-RIGHT
Number of Graphs	1

Any functions selected in the Y= Editor will not be graphed.

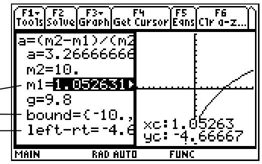
- All stat plots are deselected.
- After you leave the Numeric Solver, the Graph screen may continue to display the equation's solution, ignoring any selected Y= functions. If so, display the Y= Editor and then return to the Graph screen. Also, the graph is reset when you change the Graph mode or use **ClrGraph** from the Home screen ([F4] 5) or a program.

Selecting a New Initial Guess from the Graph

Note: *Cursor coordinate* xc *is the unknown variable value, and* yc *is the* left− rt *value.*

To use the graph cursor to select an initial guess:

1. Move the cursor (either free-moving or trace) to the point that you want to use as the new guess.
2. Use [2nd] [⊞] to make the Numeric Solver screen active.
3. Make sure the cursor is on the unknown variable, and press [F4].
4. Press [F2] to re-solve the equation.



[F4] sets the graph cursor's xc value as an initial guess and the yc value as left−rt. The graph's xmin and xmax values are set as the bounds.

Returning to a Full Screen

From the split screen:

- To display the Numeric Solver full screen, use [2nd] [⊞] to make the solver screen active, press [F3], and then select 2:Clear Graph View.

  – or –

- To display the Home screen, press [2nd] [QUIT] twice.

Clearing Variables Before Leaving the Numeric Solver

Tip: *Any time you want to clear single-character variables listed in the solver, use:*
TI-89: [2nd] [F6]
TI-92 Plus: [F6]

When you solve an equation, its variables still exist after you leave the Numeric Solver. If the equation contains single-character variables, their values may inadvertently affect later symbolic calculations. Before leaving the Numeric Solver, you may want to:

1. Press:
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]
   to clear all single-character variables in the current folder.
2. Press [ENTER] to confirm the action.

The screen returns to the solver's **eqn:** line.

Number Bases

20

***Note:** The* MATH/Base *menu lets you select from a list of operations related to number bases.*

Wherever you enter an integer in a TI-89 / TI-92 Plus calculation, you can enter it in decimal, binary, or hexadecimal form. You can also set the Base mode to specify the form for displaying integer results. Fractional and floating-point results are always displayed in decimal form.

Binary numbers use 0 and 1 in the base 2 format:

100
$2^0 * 0 = +0$
$2^1 * 0 = +0$
$2^2 * 1 = +4$

Hexadecimal numbers use 0 – 9 and A – F in the base 16 format:

A8F
$16^0 * F = +15$
$16^1 * 8 = +128$
$16^2 * A = +2560$

Dec Base 10	Bin Base 2	Hex Base 16
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	4
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F
16	10000	10

You can use the TI-89 / TI-92 Plus to convert a number from one base to another. For example, 100 binary = 4 decimal and A8F hex = 2703 decimal.

Hexadecimal numbers are often used as a shorthand notation for longer, hard-to-remember binary numbers. For example:

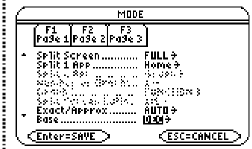
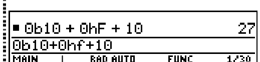
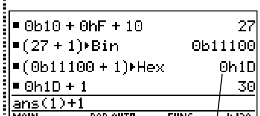
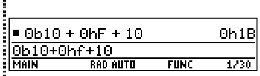
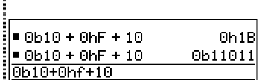
1010	1111	0011	0111
A	F	3	7

AF37 hexadecimal is usually easier to work with than 1010111100110111 binary.

The TI-89 / TI-92 Plus also lets you compare or manipulate binary numbers bit-by-bit.

Preview of Number Bases

Calculate 10 binary (base 2) + F hexadecimal (base 16) + 10 decimal (base 10). Then, use the ▸ operator to convert an integer from one base to another. Finally, see how changing the Base mode affects the displayed results.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. Display the MODE dialog box, Page 2. For Base mode, select DEC as the default number base. *Integer results are displayed according to the Base mode. Fractional and floating-point results are always displayed in decimal form.*	[MODE] [F2] (use ↓ to move to Base mode) → 1 [ENTER]	[MODE] [F2] (use ↓ to move to Base mode) → 1 [ENTER]	
2. Calculate 0b10+0hF+10. *To enter a binary or hex number, you must use the 0b or 0h prefix (zero and the letter B or H). Otherwise, the entry is treated as a decimal number.*	0 [alpha] B 1 0 [+] 0 [2nd] [a-lock] H F [alpha] [+] 1 0 [ENTER]	0 B 1 0 [+] 0 H F [+] 1 0 [ENTER]	 **Important:** The 0b or 0h prefix is a zero, not the letter O, followed by B or H.
3. Add 1 to the result and convert it to binary. [2nd] [▸] *displays the ▸ conversion operator.*	[+] 1 [2nd] [▸] [2nd] [a-lock] B I N [alpha] [ENTER]	[+] 1 [2nd] [▸] B I N [ENTER]	
4. Add 1 to the result and convert it to hexadecimal.	[+] 1 [2nd] [▸] [2nd] [a-lock] H E X [alpha] [ENTER]	[+] 1 [2nd] [▸] H E X [ENTER]	
5. Add 1 to the result and leave it in the default decimal base.	[+] 1 [ENTER]	[+] 1 [ENTER]	
6. Change the Base mode to HEX. *When Base = HEX or BIN, the magnitude of a result is restricted to certain size limitations. Refer to page 346.*	[MODE] [F2] (use ↓ to move to Base mode) → 2 [ENTER]	[MODE] [F2] (use ↓ to move to Base mode) → 2 [ENTER]	Results use the 0b or 0h prefix to identify the base.
7. Calculate 0b10+0hF+10.	0 [alpha] B 1 0 [+] 0 [2nd] [a-lock] H F [alpha] [+] 1 0 [ENTER]	0 B 1 0 [+] 0 H F [+] 1 0 [ENTER]	
8. Change the Base mode to BIN.	[MODE] [F2] (use ↓ to move to Base mode) → 3 [ENTER]	[MODE] [F2] (use ↓ to move to Base mode) → 3 [ENTER]	
9. Re-enter 0b10+0hF+10.	[ENTER]	[ENTER]	

Entering and Converting Number Bases

Regardless of the Base mode, you must always use the appropriate prefix when entering a binary or hexadecimal number.

Entering a Binary or Hexadecimal Number

To enter a binary number, use the form:

0b*binaryNumber* (for example: 0b11100110)

Binary number with up to 32 digits

Zero, not the letter O, and the letter b

Note: *You can type the b or h in the prefix, as well as hex characters* A – F, *in uppercase or lowercase.*

To enter a hexadecimal number, use the form:

0h*hexadecimalNumber* (for example: 0h89F2C)

Hexadecimal number with up to 8 digits

Zero, not the letter O, and the letter h

If you enter a number without the 0b or 0h prefix, such as 11, it is always treated as a decimal number. If you omit the 0h prefix on a hexadecimal number containing A – F, all or part of the entry is treated as a variable.

Converting between Number Bases

Use the ▶ conversion operator.

integerExpression ▶Bin
integerExpression ▶Dec
integerExpression ▶Hex

For ▶, press [2nd] [▶]. Also, you can select base conversions from the MATH/Base menu.

Note: *If your entry is not an integer, a* Domain error *is displayed.*

For example, to convert 256 from decimal to binary:

256▶Bin

To convert 101110 from binary to hexadecimal:

0b101110▶Hex

For a binary or hex entry, you must use the 0b or 0h prefix.

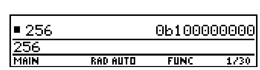
Results use the 0b or 0h prefix to identify the base.

Alternate Method for Conversions

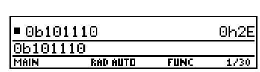
Instead of using ▶, you can:

1. Use [MODE] (page 346) to set the Base mode to the base that you want to convert to.
2. From the Home screen, type the number that you want to convert (using the correct prefix) and press [ENTER].

If Base mode = BIN:



If Base mode = HEX:

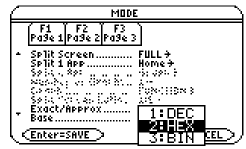


Performing Math Operations with Hex or Bin Numbers

For any operation that uses an integer number, you can enter a hexadecimal or binary number. Results are displayed according to the Base mode. However, results are restricted to certain size limits when Base = HEX or BIN.

Setting the Base Mode for Displayed Results

1. Press [MODE] [F2] to display Page 2 of the MODE screen.
2. Scroll to the Base mode, press ⓑ, and select the applicable setting.
3. Press [ENTER] to close the MODE screen.

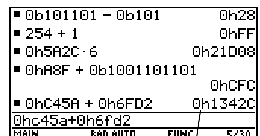


***Note:** The* Base *mode affects output only. You must always use the* 0h *or* 0b *prefix to enter a hex or binary number.*

The Base mode controls the displayed format of integer results only.

Fractional and floating-point results are always shown in decimal form.

If Base mode = HEX:



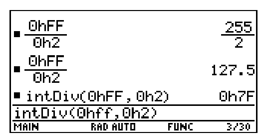
0h prefix in result identifies the base.

Dividing When Base = HEX or BIN

When Base=HEX or BIN, a division result is displayed in hexadecimal or binary form only if the result is an integer.

To ensure that division always produces an integer, use **intDiv()** instead of [÷].

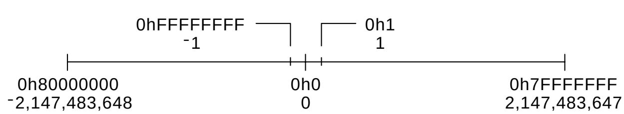
If Base mode = HEX:



Press [◆] [ENTER] to display the result in APPROXIMATE form.

Size Limitations When Base = HEX or BIN

When Base=HEX or BIN, an integer result is stored internally as a signed, 32-bit binary number, which uses the range (shown in hexadecimal and decimal):



If a result's magnitude is too large to be stored in a signed, 32-bit binary form, a symmetric modulo operation brings the result into the range. Any number greater than 0h7FFFFFFF is affected. For example, 0h80000000 through 0hFFFFFFFF become negative numbers.

Comparing or Manipulating Bits

The following operators and functions let you compare or manipulate bits in a binary number. You can enter an integer in any number base. Your entries are converted to binary automatically for the bitwise operation, and results are displayed according to the Base mode.

Boolean Operations

Note: You can select these operators from the MATH/Base *menu. For an example using each operator, refer to Appendix A in this book.*

Operator with syntax	Description
not *integer*	Returns the one's complement, where each bit is flipped.
[(-)] *integer*	Returns the two's complement, which is the one's complement + 1.
integer1 **and** *integer2*	In a bit-by-bit **and** comparison, the result is 1 if both bits are 1; otherwise, the result is 0. The returned value represents the bit results.
integer1 **or** *integer2*	In a bit-by-bit **or** comparison, the result is 1 if either bit is 1; the result is 0 only if both bits are 0. The returned value represents the bit results.
integer1 **xor** *integer2*	In a bit-by-bit **xor** comparison, the result is 1 if either bit (but not both) is 1; the result is 0 if both bits are 0 or both bits are 1. The returned value represents the bit results.

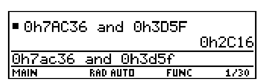
Suppose you enter:

0h7AC36 **and** 0h3D5F

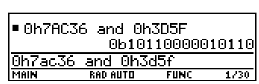
Internally, the hexadecimal integers are converted to a signed, 32-bit binary number.

Then corresponding bits are compared.

If Base mode = HEX:



If Base mode = BIN:



Note: If you enter an integer that is too large to be stored in a signed, 32-bit binary form, a symmetric modulo operation brings the value into the range (page 346).

0h7AC36 = 0b00000000000001111010110000110110
and **and**
0h3D5F = <u>0b00000000000000000011110101011111</u>
0b00000000000000000010110000010110 = 0h2C16

Leading zeros are not shown in the result.

The result is displayed according to the Base mode.

Rotating and Shifting Bits

Note: *You can select these functions from the* MATH/Base *menu. For an example using each function, refer to Appendix A in this book.*

Function with syntax	Description
rotate(*integer***)** – or – **rotate(***integer*,*#ofRotations***)**	If *#ofRotations* is: • omitted — bits rotate once to the right (default is ⁻1). • negative — bits rotate the specified number of times to the right. • positive — bits rotate the specified number of times to the left. In a right rotation, the rightmost bit rotates to the leftmost bit; vice versa for a left rotation.
shift(*integer***)** – or – **shift(***integer*,*#ofShifts***)**	If *#ofShifts* is: • omitted — bits shift once to the right (default is ⁻1). • negative — bits shift the specified number of times to the right. • positive — bits shift the specified number of times to the left. In a right shift, the rightmost bit is dropped and 0 or 1 is inserted to match the leftmost bit. In a left shift, the leftmost bit is dropped and 0 is inserted as the rightmost bit.

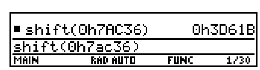
Suppose you enter:

shift(0h7AC36**)**

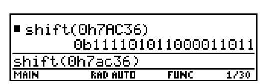
Internally, the hexadecimal integer is converted to a signed, 32-bit binary number.

Then the shift is applied to the binary number.

If Base mode = HEX:



If Base mode = BIN:



Each bit shifts to the right.

0h7AC36 = 0b00000000000000111101011000110110

Inserts 0 if leftmost bit is 0, or 1 if leftmost bit is 1.

Dropped

0b00000000000000011110101100011011 = 0h3D61B

Leading zeros are not shown in the result.

The result is displayed according to the Base mode.

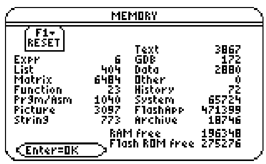
Note: *If you enter an integer that is too large to be stored in a signed, 32-bit binary form, a symmetric modulo operation brings the value into the range (page 346).*

Memory and Variable Management

21

This chapter describes how to manage variables stored in the TI-89 / TI-92 Plus's memory.

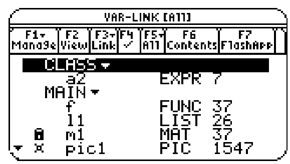
Note: *Remember that variables can contain expressions, lists, functions, programs, graph figures, etc.*



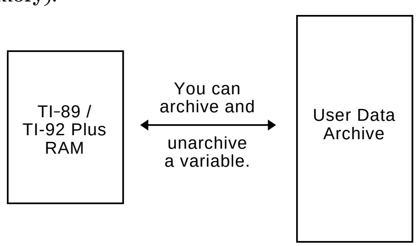
The MEMORY screen shows how the memory is currently being used.

Note: *You can also use VAR-LINK to transfer variables between two linked TI-89s, a TI-92, or a TI-92 Plus. Refer to Chapter 22.*

The VAR-LINK screen displays a list of defined variables and folders. For information about folders, refer to Chapter 5.



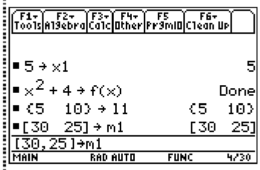
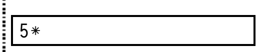
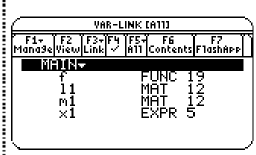
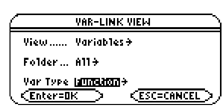
You can also store variables in the TI-89 / TI-92 Plus's user data archive, a protected area of memory separate from RAM (random access memory).



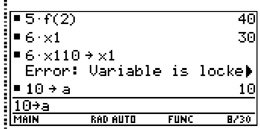
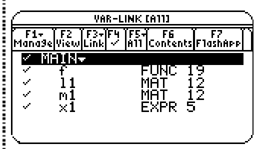
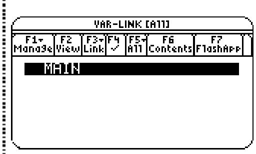
Archiving variables can be very useful (page 360). However, if you do not need the benefits of the user data archive, you do not need to use it.

Preview of Memory and Variable Management

Assign values to a variety of variable data types. Use the VAR-LINK screen to view a list of the defined variables. Then move a variable to the user data archive memory and explore the ways in which you can and cannot access an archived variable. (Archived variables are locked automatically.) Finally, unarchive the variable and delete the unused variables so that they will not take up memory.

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
1. From the Home screen, assign variables with the following variable types. Expression: 5 → x1 Function: x^2 +4 → f(x) List: {5,10} → l1 Matrix: [30,25] → m1	[HOME] [CLEAR] 5 [STO▶] X 1 [ENTER] X [^] 2 [+] 4 [STO▶] [alpha] F [(] X [)] [ENTER] [2nd] [{] 5 [,] 1 0 [2nd] [}] [STO▶] [alpha] L 1 [ENTER] [2nd] [[] 3 0 [,] 2 5 [2nd] []] [STO▶] [alpha] M 1 [ENTER]	[◆] [HOME] [CLEAR] 5 [STO▶] X 1 [ENTER] X [^] 2 [+] 4 [STO▶] F [(] X [)] [ENTER] [2nd] [{] 5 [,] 1 0 [2nd] [}] [STO▶] L 1 [ENTER] [2nd] [[] 3 0 [,] 2 5 [2nd] []] [STO▶] M 1 [ENTER]	
2. Suppose you start to perform an operation using a function variable but can't remember its name.	5 [×]	5 [×]	
3. Display the VAR-LINK screen. *This example assumes that the variables assigned above are the only ones defined.*	[2nd] [VAR-LINK]	[2nd] [VAR-LINK]	
4. Change the screen's view to show only function variables. *Although this may not seem particularly useful in an example with four variables, consider how useful it could be if there were many variables of all different types.*	[F2] ⊖ ⊖ ⊙ 5 [ENTER]	[F2] ⊙ ⊙ ⊙ 5 [ENTER]	 

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
5. Highlight the f function variable, and view its contents. *Notice that the function was assigned using f(x) but is listed as f on the screen.*	⊝ [2nd] [F6]	⊙ [F6]	x^2+4
6. Close the Contents window.	[ESC]	[ESC]	
7. With the f variable still highlighted, close VAR-LINK and paste the variable name to the entry line.	[ENTER]	[ENTER]	5∗f(Notice that " (" is pasted.
8. Complete the operation.	2 [)] [ENTER]	2 [)] [ENTER]	5∗f(2)
<u>Archiving a variable:</u>			
9. Redisplay VAR-LINK, and highlight the variable you want to archive. *The previous change in view is no longer in effect. The screen lists all defined variables.*	[2nd] [VAR-LINK] (use ⊝ to highlight x1)	[2nd] [VAR-LINK] (use ⊙ to highlight x1)	VAR-LINK [All] F1▾ Manage · F2 View · F3▾ Link · F4 ✓ · F5▾ All · F6 Contents · F7 FlashApp MAIN▾ f FUNC 19 l1 LIST 10 m1 MAT 12 t1 FIG 26 x1 EXPR 5
10. Use the [F1] Manage toolbar menu to archive the variable.	[F1] 8	[F1] 8	F1▾ Manage 2↑Copy 3:Rename 4:Move 5:Create Folder 6:Lock 7:UnLock 8:Archive Variable 9:Unarchive Variable VAR-LINK [All] F1▾ Manage · F2 View · F3▾ Link · F4 ✓ · F5▾ All · F6 Contents · F7 FlashApp MAIN▾ f FUNC 19 l1 MAT 12 m1 MAT 12 ¤ x1 EXPR 5 ¤ indicates the variable is archived.
11. Return to the Home screen and use the archived variable in a calculation.	[HOME] 6 [×] X 1 [ENTER]	[◆] [HOME] 6 [×] X 1 [ENTER]	■ 5·f(2) 40 ■ 6·x1 30 6∗x1 MAIN RAD AUTO FUNC 6/30
12. Attempt to store a different value to the archived variable.	1 0 [STO▸] X 1 [ENTER]	1 0 [STO▸] X 1 [ENTER]	ERROR Variable is locked, protected, or archived ESC=CANCEL
13. Cancel the error message.	[ESC]	[ESC]	

Steps	TI-89 Keystrokes	TI-92 Plus Keystrokes	Display
14. Use VAR-LINK to unarchive the variable.	[2nd] [VAR-LINK] (use ⊖ to highlight x1) [F1] 9	[2nd] [VAR-LINK] (use ⊖ to highlight x1) [F1] 9	
15. Return to the Home screen and store a different value to the unarchived variable.	[HOME] [ENTER]	[♦] [HOME] [ENTER]	
Deleting variables:			
16. Display VAR-LINK, and use the [F5] All toolbar menu to select all variables. *A ✓ mark indicates items that are selected. Notice that this also selected the MAIN folder.* ***Note:** Instead of using [F5] (if you don't want to delete all your variables), you can select individual variables. Highlight each variable to delete and press [F4].* *For information about deleting individual variables, refer to page 357.*	[2nd] [VAR-LINK] [F5] 1	[2nd] [VAR-LINK] [F5] 1	 
17. Use [F1] to delete. ***Note:** You can press [←] (instead of [F1] 1) to delete the marked variables.*	[F1] 1	[F1] 1	
18. Confirm the deletion.	[ENTER]	[ENTER]	
19. Because [F5] 1 also selected the MAIN folder, an error message states that you cannot delete the MAIN folder. Acknowledge the message. *When VAR-LINK is redisplayed, the deleted variables are not listed.*	[ENTER]	[ENTER]	
20. Close VAR-LINK and return to the current application (Home screen in this example). *When you use [ESC] (instead of [ENTER]) to close VAR-LINK, the highlighted name is not pasted to the entry line.*	[ESC]	[ESC]	

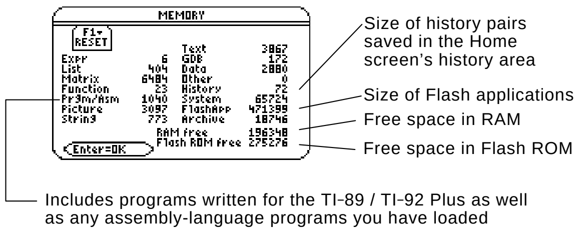
Checking and Resetting Memory

The MEMORY screen shows the amount of memory (in bytes) used by all variables in each data type, regardless of whether the variables are stored in RAM or the user data archive. You can also use this screen to reset the memory.

Displaying the MEMORY Screen

Tip: To display the size of individual variables and determine if they are in the user data archive, use the VAR-LINK *screen.*

Press [2nd] [MEM].



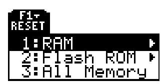
To close the screen, press [ENTER]. To reset the memory, use the following procedure.

Resetting the Memory

Important: To delete individual (instead of all) variables, use VAR-LINK as described on page 357.

From the MEMORY screen:

1. Press [F1].
2. Select the applicable item.



Item	Description
RAM	1:All RAM: Resetting RAM erases all data and programs from RAM. 2:Default: Resets all system variables and modes to their original factory settings. This does not affect any user-defined variables, functions, or folders.
Flash ROM	1:Archive: Resetting Archive erases all data and programs from Flash ROM. 2:Flash Apps: Resetting Flash Apps erases all Flash applications from Flash ROM. 3:Both: Resetting both erases all data, programs, and Flash applications from Flash ROM.
All Memory	Resetting will delete all data, programs, and Flash applications from RAM and Flash ROM.

Tip: To cancel the reset, press [ESC] *instead of* [ENTER].

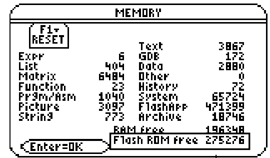
3. When prompted for confirmation, press [ENTER].

   The TI-89 / TI-92 Plus displays a message when the reset is complete.

4. Press [ENTER] to acknowledge the message.

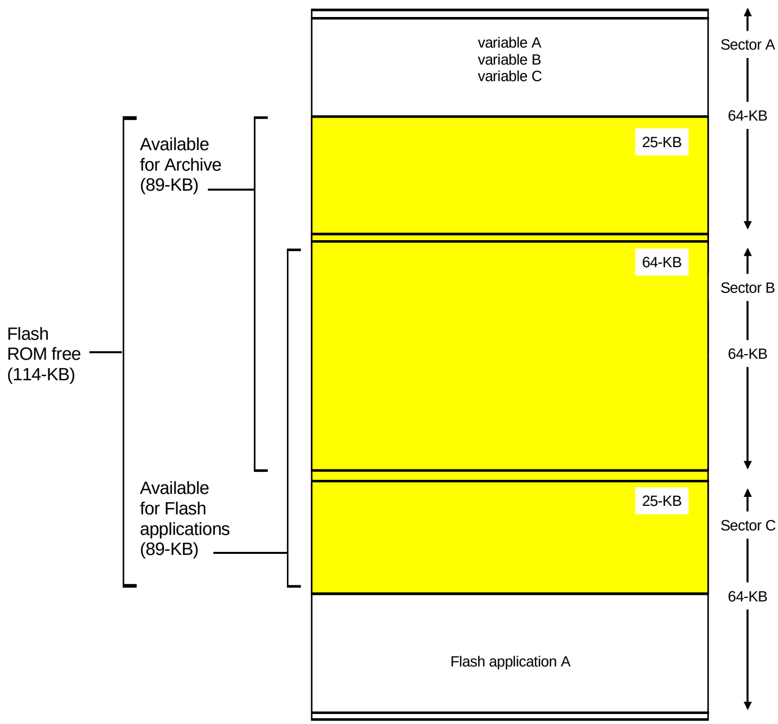
Flash ROM free on the MEMORY Screen

The Flash ROM free displayed on the Memory screen [2nd] [MEM] is shared by archive and Flash applications. This Flash ROM is divided into sectors of 64-KB memory. Each individual sector can contain either archive or Flash applications, but not both. Therefore, the actual maximum available space for archive or Flash applications can be less than the total Flash ROM free shown on the memory screen.



Shows Flash ROM free

***Note:** For TI-92 Plus Modules and some TI-89 users, their maximum archive space is about 384-KB regardless of how much free Flash ROM is available.*



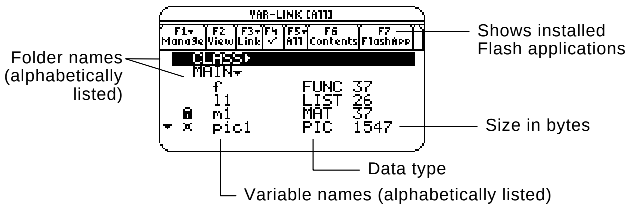
Displaying the VAR-LINK Screen

The VAR-LINK screen lists the variables and folders that are currently defined. After displaying the screen, you can manipulate the variables and/or folders as described later in this chapter.

Displaying the VAR-LINK Screen

Note: *For information about using folders, refer to Chapter 5.*

Press [2nd] [VAR-LINK]. By default, the VAR-LINK screen lists all user-defined variables in all folders and with all data types.



This...	Indicates this...
[F3] Link	Lets you transmit variables and Flash applications between units and update the product software in your TI-89 / TI-92 Plus. Refer to Chapter 22.
▶	Collapsed folder view.
▼	Expanded folder view (to right of folder name).
▼	You can scroll for more variables and/or folders.
✓	If selected with [F4].
🔒	Locked
¤	Archived

To scroll through the list:

- Press ⊝ or ⊜. (Use [2nd] ⊝ or [2nd] ⊜ to scroll one page at a time.)

  — or —

- Type a letter. If there are any variable names that start with that letter, the cursor moves to highlight the first of those variable names.

Tip: *Type a letter repeatedly to cycle through the names that start with that letter.*

Variable Types as Listed on VAR-LINK

Type	Description
ASM	Assembly-language program
DATA	Data
EXPR	Expression (includes numeric values)
FUNC	Function
GDB	Graph database
LIST	List
MAT	Matrix
PIC	Picture of a graph
PRGM	Program
STR	String
TEXT	Text Editor session

Listing Only a Specified Folder and/or Variable Type, or Flash application

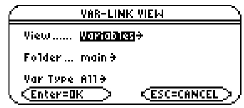
Tip: To cancel a menu, press [ESC].

Tip: To list system variables (window variables, etc.), select 3:System.

If you have a lot of variables and/or folders, or Flash applications, it may be difficult to locate a particular variable. By changing VAR-LINK's view, you can specify the information you want to see.

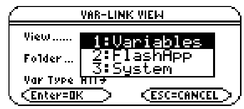
From the VAR-LINK screen:

1. Press [F2] View.

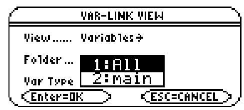


2. Highlight the setting you want to change, and press ⊳. This displays a menu of valid choices.

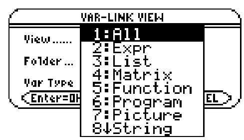
   View — Allows you to choose variables, Flash applications, or system variables to view.



   Folder — Always lists 1:All and 2:main, but lists other folders only if you have created them.



   Var Type — Lists the valid variable types.



↓ indicates that you can scroll for additional variable types.

3. Select the new setting.

4. When you are back on the VAR-LINK VIEW screen, press [ENTER].

The VAR-LINK screen is updated to show only the specified folder, and/or variable type, or Flash application.

Closing the VAR-LINK Screen

Tip: For more information on using the [ENTER] *paste feature, refer to page 359.*

To close the VAR-LINK screen and return to the current application, use [ENTER] or [ESC] as described below.

Press:	To:
[ENTER]	Paste the highlighted variable or folder name to the cursor location in the current application.
[ESC]	Return to the current application without pasting the highlighted name.

Manipulating Variables and Folders with VAR-LINK

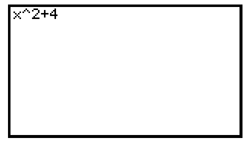
On the VAR-LINK screen, you can show the contents of a variable. You can also select one or more listed items and manipulate them by using the operations in this section.

Showing the Contents of a Variable

Note: *You cannot edit the contents from this screen.*

You can show all variable types except ASM, DATA, or GDB. For example, you must open a DATA variable in the Data/Matrix Editor.

1. On VAR-LINK, move the cursor to highlight the variable.
2. Press:
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]
   If you highlight a folder, the screen shows the number of variables in that folder.



3. To return to VAR-LINK, press any key.

Selecting Items from the List

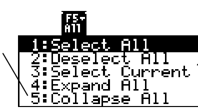
Note: *If you use [F4] to ✓ one or more items and then highlight a different item, the following operations affect only the ✓'ed items.*

Tip: *Press either ◀ ▶ to toggle between expand or collapse view when you have a folder highlighted.*

For other operations, select one or more variables and/or folders.

To select:	Do this:
A single variable or folder	Move the cursor to highlight the item.
A group of variables or folders	Highlight each item and press [F4]. A ✓ is displayed to the left of each selected item. (If you select a folder, all variables in that folder are selected.) Use [F4] to select or deselect an item.
All folders and all variables	Expand the folder ▶, press [F5] All and select 1:Select All.

Selecting 4:Expand All or 5:Collapse All will expand or collapse your folders or Flash applications.



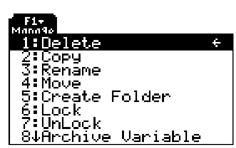
Selects the last set of items transmitted to your unit during the current VAR-LINK session. Refer to Chapter 22.

Deleting Variables or Folders

Tip: *When you use [F4] to select an expanded folder, its variables are selected automatically so that you can delete the folder and its variables at the same time.*

To delete a folder, you must delete all of the variables in that folder. However, you cannot delete the MAIN folder even if it is empty.

1. On VAR-LINK, select the variables and/or folders.
2. Press [F1] Manage and select 1:Delete. (You can press [←] instead of [F1] 1.)

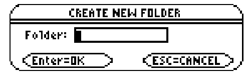


3. To confirm the deletion, press [ENTER].

Creating a New Folder

For information about using folders, refer to Chapter 5.

1. On VAR-LINK, press [F1] Manage and select 5:Create Folder.
2. Type a unique name, and press [ENTER] twice.

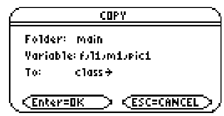


Copying or Moving Variables from One Folder to Another

You must have at least one folder other than MAIN. You cannot use VAR-LINK to copy variables within the same folder.

1. On VAR-LINK, select the variables.
2. Press [F1] Manage and select 2:Copy or 4:Move.
3. Select the destination folder.
4. Press [ENTER].

   The copied or moved variables retain their original names.



***Tip:** To copy a variable to a different name in the same folder, use [STO▶] (such as* a1→a2) *or the* **CopyVar** *command from the Home screen.*

Renaming Variables or Folders

Remember, if you use [F4] to select a folder, the variables in that folder are selected automatically. As necessary, use [F4] to deselect individual variables.

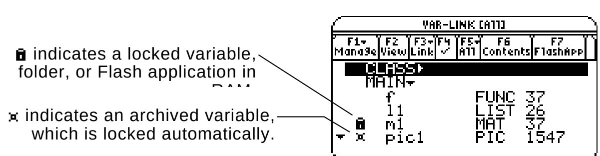
1. On VAR-LINK, select the variables and/or folders.
2. Press [F1] Manage and select 3:Rename.
3. Type a unique name, and press [ENTER] twice.

   If you selected multiple items, you are prompted to enter a new name for each one.

Locking or Unlocking Variables Folders, or Flash Applications

When a variable is locked, you cannot delete, rename, or store to it. However, you can copy, move, or display its contents. When a folder is locked, you can manipulate the variables in the folder (assuming the variables are not locked), but you cannot delete the folder. When a Flash application is locked, you cannot delete it.

1. On VAR-LINK, select the variables and/or folders, or Flash application.
2. Press [F1] Manage and select 6:Lock or 7:UnLock.



Pasting a Variable Name to an Application

Suppose you are typing an expression on the Home screen and can't remember which variable to use. You can display the VAR-LINK screen, select a variable from the list, and paste that variable name directly onto the Home screen's entry line.

Which Applications Can You Use?

From the following applications, you can paste a variable name to the current cursor location.

- Home screen, Y= Editor, Table Editor, or Data/Matrix Editor — The cursor must be on the entry line.
- Text Editor, Window Editor, Numeric Solver, or Program Editor — The cursor can be anywhere on the screen.

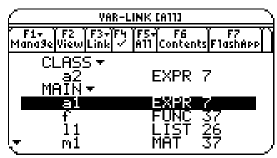
Procedure

Starting from an application listed above:

1. Position the cursor where you want to insert the variable name.

   `sin(|`

2. Press [2nd] [VAR-LINK].
3. Highlight the applicable variable.

Note: *You can also highlight and paste folder names.*

4. Press [ENTER] to paste the variable name.

   `sin(a1|`

5. Finish typing the expression.

   `sin(a1)|`

Note: *This pastes the variable's name, not its contents. Use* [2nd] [RCL], *instead of* [2nd] [VAR-LINK], *to recall a variable's contents.*

If you paste a variable name that is not in the current folder, the variable's pathname is pasted.

`sin(class\a2|`

Assuming that CLASS is *not* the current folder, this is pasted if you highlight the a2 variable in CLASS.

Archiving and Unarchiving a Variable

To archive or unarchive one or more variables interactively, use the VAR-LINK screen. You can also perform these operations from the Home screen or a program.

Why Would You Want to Archive a Variable?

Note: *You cannot archive variables with reserved names or system variables.*

The user data archive lets you:

- Store data, programs, or any other variables to a safe location where they cannot be edited or deleted inadvertently.
- Create additional free RAM by archiving variables. For example:
  - You can archive variables that you need to access but do not need to edit or change, or variables that you are not using currently but need to retain for future use.
  - If you acquire additional programs for your TI-89 / TI-92 Plus, particularly if they are large, you may need to create additional free RAM before you can install those programs.

Additional free RAM can improve performance times for certain types of calculations.

Checking for Available Space

Note: *If there is not enough space, unarchive or delete variables as necessary.*

Before archiving or unarchiving variables, particularly those with a large byte size (such as large programs):

1. Use the VAR-LINK screen to find the size of the variable.
2. Use the MEMORY screen to see if there is enough free space.

For an:	Sizes must be such that:
Archive	Archive free size > variable size
Unarchive	RAM free size > variable size

Even if there appears to be enough free space, you may see a Garbage Collection message (page 362) when you attempt to archive a variable. Depending on the usability of empty blocks in the user data archive, you may need to unarchive existing variables to create more free space.

From the VAR-LINK Screen

__Tip:__ To select a single variable, highlight it. To select multiple variables, highlight each variable and press F4 *✓.*

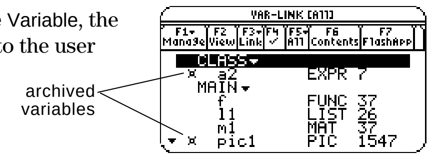
To archive or unarchive:

1. Press 2nd [VAR-LINK] to display the VAR-LINK screen.
2. Select one or more variables, which can be in different folders. (You can select an entire folder by selecting the folder name.)
3. Press F1 and select either:

   8:Archive Variable
   – or –
   9:Unarchive Variable

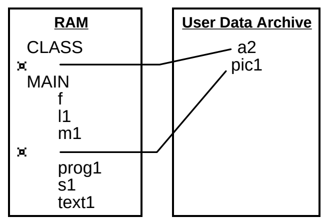
__Note:__ If you get a Garbage Collection message, refer to page 362.

If you select 8:Archive Variable, the variables are moved to the user data archive.



__Note:__ An archived variable is locked automatically. You can access the variable, but you cannot edit or delete it. Refer to page 364.

You can access an archived variable just as you would any locked variable. For all purposes, an archived variable is still in its original folder; it is simply stored in the user data archive instead of RAM.



From the Home Screen or a Program

Use the **Archive** and **Unarchiv** commands (Appendix A).

Archive *variable1*, *variable2*, …

Unarchiv *variable1*, *variable2*, …

If a Garbage Collection Message Is Displayed

If you use the user data archive extensively, you may see a Garbage Collection message. This occurs if you try to archive a variable when there is not enough free archive memory. However, the TI-89 / TI-92 Plus will attempt to rearrange the archived variables to make additional room.

Responding to the Garbage Collection Message

When you see the message to the right:

- To continue archiving, press [ENTER].
  – or –
- To cancel, press [ESC].

After garbage collection, depending on how much additional space is freed, the variable may or may not be archived. If not, you can unarchive some variables and try again.

Why not Perform Garbage Collection Automatically, without a Message?

The message:

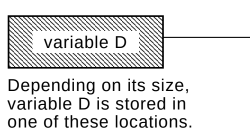
- Lets you know why an archive will take longer than usual. It also alerts you that the archive may fail if there is not enough memory.
- Can alert you when a program is caught in a loop that repetitively fills the user data archive. Cancel the archive and investigate the reason.

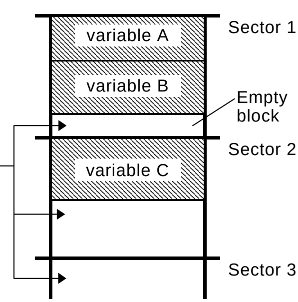
Why Is Garbage Collection Necessary?

The user data archive is divided into sectors. When you first begin archiving, variables are stored consecutively in sector 1. This continues to the end of the sector. If there is not enough space left in the sector, the next variable is stored at the beginning of the next sector. Typically, this leaves an empty block at the end of the previous sector.

__Note:__ An archived variable is stored in a continuous block within a single sector; it cannot cross a sector boundary.

Each variable that you archive is stored in the first empty block large enough to hold it.



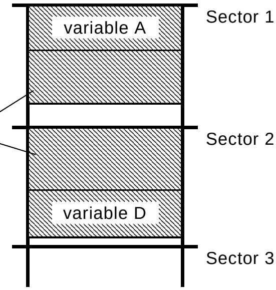


__Note:__ Garbage collection occurs when the variable you are archiving is larger than any empty block.

This process continues to the end of the last sector. Depending on the size of individual variables, the empty blocks may account for a significant amount of space.

How Unarchiving a Variable Affects the Process

When you unarchive a variable, it is copied to RAM but is not actually deleted from the user data archive memory.

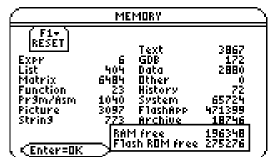


After you unarchive variables B and C, they continue to take up space.

Unarchived variables are “marked for deletion,” meaning they will be deleted during the next garbage collection.

If the MEMORY Screen Shows Enough Free Space

Even if the MEMORY screen shows enough free space to archive a variable, you may still get a Garbage Collection message.



Shows free space that will be available after all “marked for deletion” variables are deleted.

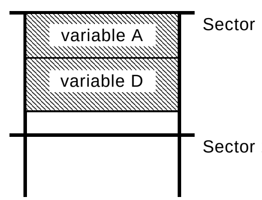
When you unarchive a variable, the Archive free amount increases immediately, but the space is not actually available until after the next garbage collection.

If the RAM free amount shows enough available space for your variable, however, there probably will be enough space to archive it after garbage collection (depending on the usability of any empty blocks).

The Garbage Collection Process

The garbage collection process:

- Deletes unarchived variables from the user data archive.
- Rearranges the remaining variables into consecutive blocks.



Memory Error When Accessing an Archived Variable

An archived variable is treated the same as a locked variable. You can access the variable, but you cannot edit or delete it. In some cases, however, you may get a Memory Error when you try to access an archived variable.

What Causes the Memory Error?

The Memory Error message is displayed if there is not enough free RAM to access the archived variable. This may cause you to ask, "If the variable is in the user data archive, why does it matter how much RAM is available?" The answer is that the following operations can be performed only if a variable is in RAM.

Note: *As described below, a temporary copy lets you open or execute an archived variable. However, you cannot save any changes to the variable.*

- Opening a text variable in the Text Editor.
- Opening a data variable, list, or matrix in the Data/Matrix Editor.
- Opening a program or function in the Program Editor.
- Running a program or referring to a function.

So that you don't have to unarchive variables unnecessarily, the TI-89 / TI-92 Plus performs a "behind-the scenes" copy. For example, if you run a program that is in the user data archive, the TI-89 / TI-92 Plus:

Note: *Except for programs and functions, referring to an archived variable does not copy it. If variable* ab *is archived, it is not copied if you perform* 6∗ab.

1. Copies the program to RAM.
2. Runs the program.
3. Deletes the copy from RAM when the program is finished.

The error message is displayed if there is not enough free RAM for the temporary copy.

Correcting the Error

To free up enough RAM to access the variable:

1. Use the VAR-LINK screen ([2nd] [VAR-LINK]) to determine the size of the archived variable that you want to access.
2. Use the MEMORY screen ([2nd] [MEM]) to check the RAM free size.
3. Free up the needed amount of memory by:
   - Deleting unnecessary variables from RAM.
   - Archiving large variables or programs (moving them from RAM to the user data archive).

Note: *Typically, the* RAM free *size must be larger than the archived variable.*

Linking and Upgrading

22

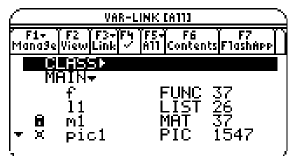
This chapter describes how to use the VAR-LINK screen to:

- Transmit variables, Flash applications, and folders between two units
- Upgrade the product software (base code)
- Collect ID Lists

It also includes information on transmitting variables under program control, and calculator compatibility.

Variables include programs, functions, graph figures, etc.

The VAR-LINK screen displays a list of defined variables, Flash applications, and folders. For information about using folders, refer to Chapter 5.



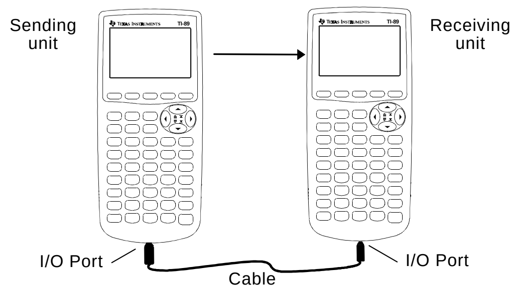
Linking Two Units

The TI-89 and the TI-92 Plus each come with a cable that lets you link two units. Once connected, you can transmit information between two units.

Connecting before Sending or Receiving

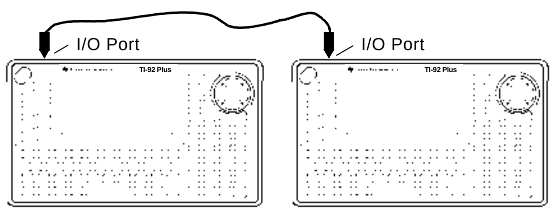
Using firm pressure, insert one end of the cable into the I/O port of each unit. Either unit can send or receive, depending on how you set them up from the VAR-LINK screen.

This shows how to link two TI-89 units together:

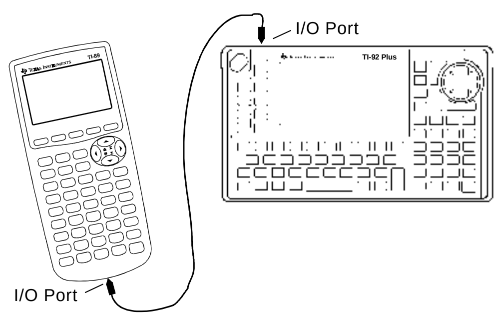


***Note:** You can link a TI-89 or TI-92 Plus to another TI-89, a TI-92 Plus, or a TI-92, but not to a graphing calculator such as a TI-81, TI-82, TI-83, TI-83 Plus, TI-85, or TI-86.*

This shows how to link two TI-92 Plus units together:



You can also use the unit-to-unit cable that came with your calculator to link a TI-89 and a TI-92 Plus together.



Transmitting Variables, Flash Applications, and Folders

Transmitting variables is a convenient way to share any variable listed on the VAR-LINK screen — functions, programs, etc. You can also transmit Flash applications and folders.

Setting Up the Units

Most Flash applications will transfer only from a TI-89 to a TI-89 or from a TI-92 Plus to a TI-92 Plus. You cannot send Flash applications to a TI-92 unless it contains a Plus module and Advanced Mathematics 2.x product software (base code). For more calculator compatibility information, refer to page 380.

1. Link two units as described on page 366.
2. On the **sending** unit, press [2nd] [VAR-LINK] to display the VAR-LINK screen.
3. On the **sending** unit, select the variables, folders, or Flash applications you want to send. Collapsed folders become expanded when selected.
   - To select a single variable or Flash application, move the cursor to highlight it.
   - To select a single folder, highlight it and press [F4] to place a checkmark (✓) beside it. This selects the folder and its contents.
   - To select multiple variables, Flash applications, or folders highlight each one and press [F4] to place a checkmark (✓) beside it.
   - To select all variables, Flash applications, or folders use [F5] All 1:Select All.

***Note:** Use [F4] to select multiple variables, Flash applications, or folders. Use [F4] again to deselect any that you do not want to transmit.*

4. On the **receiving** unit, press [2nd] [VAR-LINK] to display the VAR-LINK screen. (The sending unit remains on the VAR-LINK screen.)
5. On both the receiving *and* the sending unit, press [F3] Link to display the menu options.
6. On the **receiving** unit, select 2:Receive.

   The message VAR-LINK: WAITING TO RECEIVE and the BUSY indicator are displayed in the status line of the receiving unit.
7. On the **sending** unit, select either:
   - 1:Send to TI-89/92 Plus

     — or —
   - 3:Send to TI-92

   This starts the transmission.

During transmission, a progress bar is displayed in the status line of the receiving unit. When transmission is complete, the VAR-LINK screen is updated on the receiving unit.

Rules for Transmitting Variables, Flash Applications, or Folders

Unlocked and unarchived variables having the same name on both the sending and receiving units will be overwritten from the sending unit.

Locked and archived variables having the same name on both the sending and receiving units must be unlocked or unarchived on the receiving unit before they can be overwritten from the sending unit.

You can lock, but you cannot archive a Flash application or a folder.

If you select:	What happens:
Unlocked variable	The variable is transmitted to the current folder and it remains unlocked on the receiving unit.
Locked variable	The variable is transmitted to the current folder and it remains locked on the receiving unit.
Archived variable	The variable is transmitted to the current folder and it remains archived on the receiving unit.
Unlocked Flash application	If the receiving unit has the correct certification, the Flash application is transmitted. It remains unlocked on the receiving unit.
Locked Flash application	If the receiving unit has the correct certification, the Flash application is transmitted. It remains locked on the receiving unit.
Unlocked Folder	The folder and its selected contents are transmitted. The folder remains unlocked on the receiving unit.
Locked Folder	The folder and its selected contents are transmitted. The folder becomes unlocked on the receiving unit.

***Note:** You cannot send an archived variable to a TI-92. You must unarchive it first.*

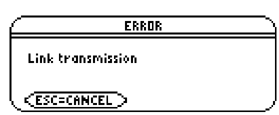
***Note:** You must expand a folder before transmitting it or its contents.*

Canceling a Transmission

From either the sending or receiving unit:

1. Press [ON].

   An error message is displayed.



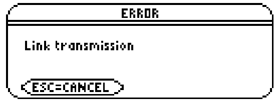
2. Press [ESC] or [ENTER].

Common Error and Notification Messages

__Note:__ The sending unit may not always display this message. Instead, it may remain BUSY until you cancel the transmission.

Shown on: **Message and Description:**

Sending unit



This is displayed after several seconds if:

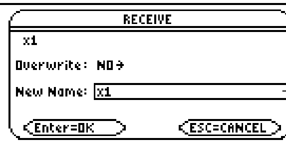
- A cable is not attached to the sending unit's I/O port.
  — or —
- A receiving unit is not attached to the other end of the cable.
  — or —
- The receiving unit is not set up to receive.

Press [ESC] or [ENTER] to cancel the transmission.

Sending unit

The receiving unit does not have the correct certification for the product software (base code) or Flash application being sent.

Receiving unit

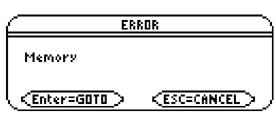


New Name is active only if you change Overwrite to NO.

The receiving unit has a variable with the same name as the specified variable being sent.

- To overwrite the existing variable, press [ENTER]. (By default, Overwrite = YES.)
- To store the variable to a different name, set Overwrite = NO. In the New Name input box, type a variable name that does not exist in the receiving unit. Then press [ENTER] twice.
- To skip this variable and continue with the next one, set Overwrite = SKIP and press [ENTER].
- To cancel the transmission, press [ESC].

Receiving unit



The receiving unit does not have enough memory for what is being sent. Press [ESC] or [ENTER] to cancel the transmission.

Deleting Variables, Flash Applications, or Folders

Note: *You cannot delete the Main folder.*

Note: *Use* [F4] *to select multiple variables, Flash applications, or folders. Use* [F4] *again to deselect any that you do not want to delete.*

1. Press [2nd] [VAR-LINK] to display the VAR-LINK screen.
2. Select the variables, folders, or Flash applications to delete.
   - To select a single variable or Flash application, move the cursor to highlight it.
   - To select a single folder, highlight it and press [F4] to place a checkmark (✓) beside it. This selects the folder and its contents.
   - To select multiple variables, Flash applications, or folders highlight each one and press [F4] to place a checkmark (✓) beside it.
   - To select all variables, Flash applications, or folders use [F5] All 1:Select All.
3. Press [F1] and choose 1:Delete.
   — or —
   Press [←]. A confirmation message appears.
4. Press [ENTER] to confirm the deletion.

Where to Get Flash Applications

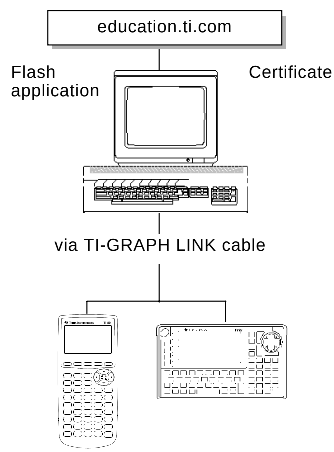
For up-to-date information about available Flash applications, check the Texas Instruments web site at:

education.ti.com

or contact Texas Instruments as described in Appendix C.

You can download a Flash application and/or certificate from the Texas Instruments web site to a computer, and use a TI-GRAPH LINK computer-to-calculator cable to install the application or certificate on your TI-89 / TI-92 Plus.

For installation instructions, refer to the Flash Applications instructions in the front of this guidebook, or to your TI™ Connect online help or TI-GRAPH LINK guidebook.



Transmitting Variables under Program Control

You can use a program containing **GetCalc** and **SendCalc** or **SendChat** to transmit a variable from one calculator to another.

Overview of Commands

SendCalc sends a variable to the link port, where a linked calculator can receive the variable value. The linked calculator must be on the Home screen or must execute **GetCalc** from a program. If you send to a TI-92, however, an error occurs if the TI-92 executes **GetCalc** from a program. In this case, you must use **SendChat** instead.

SendChat, a general alternative to **SendCalc**, is useful if the receiving calculator is a TI-92 (or for a generic chat program that allows a TI-89, TI-92, or TI-92 Plus to be the receiving calculator). **SendChat** sends a variable only if that variable is compatible with the TI-92, which is typically true in chat programs. However, **SendChat** will not send an archived variable, a TI-89 or TI-92 Plus graph data base, etc.

The "Chat" Program

The following program uses **GetCalc** and **SendChat**. The program sets up two loops that let the linked calculators take turns sending and receiving/displaying a variable named msg. **InputStr** lets each user enter a message in the msg variable.

```
:Chat()
:Prgm
:ClrIO
:Disp "On first unit to send,"," enter 1;","On first to receive,"
:InputStr " enter 0",msg
:If msg="0" Then
:  While true
:    GetCalc msg
:    Disp msg
:    InputStr msg
:    SendChat msg
:  EndWhile
:Else
:  While true
:    InputStr msg
:    SendChat msg
:    GetCalc msg
:    Disp msg
:  EndWhile
:EndIf
:EndPrgm
```

Sets up this unit to receive and display the variable msg.

Then lets this user enter a message in msg and send it.

Loop executed by the unit that receives the first message.

Lets this user enter a message in msg and send it.

Then sets up this unit to receive and display msg.

Loop executed by the unit that sends the first message.

To synchronize **GetCalc** and **SendChat**, the loops are arranged so that the receiving unit executes **GetCalc** while the sending unit is waiting for the user to enter a message.

Running the Program

Note: For information about using the Program Editor, refer to Chapter 17.

This procedure assumes that:

- The two calculators are linked with the connecting cable as described on page 366.
- The Chat program is loaded on both calculators. (A program loaded on a TI-92 must use **SendCalc** instead of **SendChat**.)
  - Use each calculator' s Program Editor to enter the program.
    — or —
  - Enter the program on one calculator and then use VAR-LINK to transmit the program variable to the other calculator as described on page 367.

To run the program on both calculators:

1. On the Home screen of each calculator, enter:

   chat()

2. When each calculator displays its initial prompt, respond as shown below.

On the:	Type:
Calculator that will send the first message.	1 and press [ENTER].
Calculator that will receive the first message.	0 and press [ENTER].

3. Take turns typing a message and pressing [ENTER] to send the variable msg to the other calculator.

Stopping the Program

Because the Chat program sets up an infinite loop on both calculators, press [ON] (on both calculators) to break the program. If you press [ESC] to acknowledge the error message, the program stops on the Program I/O screen. Press [F5] or [ESC] to return to the Home screen.

Upgrading Product Software (Base Code)

You can upgrade the product software (base code) on your TI-89 / TI-92 Plus. You can also transfer product software (base code) from one TI-89 or TI-92 Plus to another, provided that the receiving unit has the correct certification that allows it to run that software.

Product Software (Base Code) Upgrades

The term *product software* includes these two types of base code upgrades:

- Maintenance upgrades (which are released free of charge).
- Feature upgrades (some of which are for purchase). Before downloading a purchased feature upgrade from the Texas Instruments web site, you must provide your calculator's electronic ID number. This information is used to create a customized electronic certificate that specifies which product software your unit is licensed to run.

Installing either a maintenance upgrade or a feature upgrade resets all calculator memory to the original factory settings. This means that all user-defined variables, programs, lists, and Flash applications will be deleted. See the important information concerning batteries (below) and "Backing Up Your Unit Before a Product Software (Base Code) Installation" on page 374 before performing a base code (maintenance or feature) upgrade.

Important Product Software (Base Code) Download Information

New batteries should be installed before beginning a base code (maintenance or feature upgrade) download.

When in base code download mode, the Automatic Power Down™ (APD™) feature does not function. If you leave your calculator in download mode for an extended time before you actually start the downloading process, your batteries may become depleted. You will then need to replace the depleted batteries with new batteries before downloading.

You can also transfer base code from calculator-to-calculator using a unit-to-unit cable. If you accidentally interrupt the transfer before it is complete, you will need to reinstall the base code via a computer. Again, remember to install new batteries before downloading.

Please contact Texas Instruments as described in Appendix C if you experience a problem.

Backing Up Your Unit Before a Product Software (Base Code) Installation

When you install a product software (base code) upgrade, the installation process:

- Deletes all user-defined variables (in both RAM and the user data archive), functions, programs, and folders.
- Could delete all Flash applications.
- Resets all system variables and modes to their original factory settings. This is equivalent to using the MEMORY screen to reset all memory.

Important: *Before installation, install new batteries.*

To retain any existing variables or Flash applications, do the following *before installing the upgrade*:

- Transmit the variables or Flash applications to another calculator as described on page 367.

  — or —

- Use a TI-GRAPH LINK™ computer-to-calculator cable and TI™ Connect or TI-GRAPH LINK software (available at no charge from the Texas Instruments web site) to send the variables and/or Flash applications to a computer.

Note: *The computer-to-calculator cable is not the same as the cable that came with your calculator.*

If you have a TI-GRAPH LINK computer-to-calculator cable and software for the TI-92, be aware that the TI-92 TI-GRAPH LINK *software* is not compatible with either the TI-89 or the TI-92 Plus. The cable, however, works with all units. For information about obtaining a TI-GRAPH LINK computer-to-calculator cable for the TI-89 / TI-92 Plus, check the Texas Instruments web site at:

education.ti.com

or contact Texas Instruments as described in Appendix C.

Where to Get Product Software (Base Code)

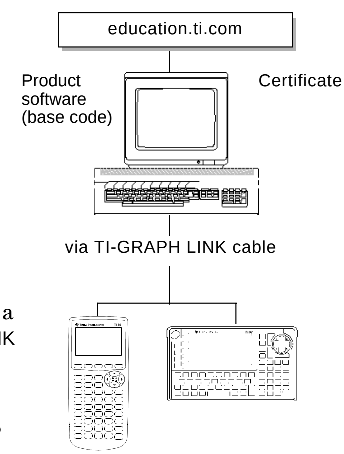
For up-to-date information about available product software (base code) upgrades and installation instructions, check the Texas Instruments web site at:

education.ti.com

or contact Texas Instruments as described in Appendix C.

You can download product software and/or a certificate from the Texas Instruments web site to a computer, and use a TI-GRAPH LINK computer-to-calculator cable to install it on your TI-89 / TI-92 Plus.

For complete information, refer to the instructions on the web.



Transferring Product Software (Base Code)

If the sending TI-89 or TI-92 Plus has its original product software (base code) or a free maintenance upgrade, the receiving TI-89 or TI-92 Plus does not need a new certificate. Its current certificate is valid, and the maintenance upgrade can be transferred.

If the sending TI-89 or TI-92 Plus has a purchased feature upgrade, the upgrade must be purchased for the receiving unit. A certificate can then be downloaded and installed on the receiving unit. After the certificate is installed, the feature upgrade can be transmitted.

You can see which version of product software is in your TI-89 / TI-92 Plus. From the Home screen, press [F1] and select A:About.

Product software (base code) will transfer only from a TI-89 to a TI-89 or from a TI-92 Plus to a TI-92 Plus. You cannot send Advanced Mathematics 2.x product software (base code) to a TI-92 unless it contains a Plus module. For more calculator compatibility information, refer to page 380.

To transfer product software (base code) from unit to unit:

Important: *For each receiving unit, remember to back up information as necessary and install new batteries.*

1. Link two units as described on page 366.
2. On the receiving *and* the sending unit, press [2nd] [VAR-LINK] to display the VAR-LINK screen.
3. On the receiving *and* the sending unit, press [F3] Link to display the menu options.

Important: *Be sure both the sending and receiving units are in the VAR-LINK screen.*

4. On the **receiving** unit, select 5:Receive Product SW.

   A warning message displays. Press [ESC] to halt the process, or press [ENTER] to proceed. Pressing [ENTER], displays VAR-LINK: WAITING TO RECEIVE and BUSY in the status line of the receiving unit.
5. On the **sending** unit, select 4:Send Product SW.

   A warning message displays. Press [ESC] to halt the process, or press [ENTER] to start the transmission.

Transferring Product Software (continued)

During the transfer, the receiving unit shows how the transfer is progressing. When the transfer is complete:

- The sending unit returns to the VAR-LINK screen.
- The receiving unit returns to the Home screen. You may need to use [◆] [−] (lighten) or [◆] [+] (darken) to adjust the contrast.

Do Not Attempt to Cancel a Product Software (Base Code) Transfer

After the transfer starts, the receiving unit's existing base code is effectively deleted. If you interrupt the transfer before it is complete, the receiving unit will not operate properly. You will then need to reinstall the base code (maintenance or feature) upgrade via a computer.

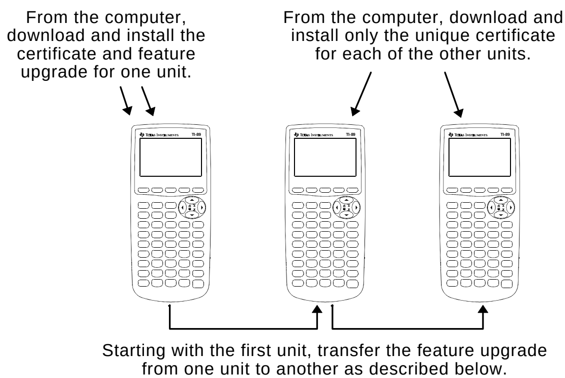
If You're Upgrading Product Software (Base Code) on Multiple Units

To perform a maintenance upgrade on multiple units, you can transfer an upgrade from one unit to another instead of installing it on each unit via a computer. Maintenance upgrades are released free of charge and you do not need to obtain a certificate before you download or install them.

Note: *Group certificates are also available. See* *page 378.*

Before installing a purchased feature upgrade, each TI-89 or TI-92 Plus must have its own unique certificate. During download and installation, you can choose both the certificate and feature upgrade or only the certificate. The illustration below shows the most efficient way to prepare multiple units for a purchased feature upgrade.

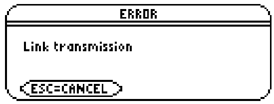
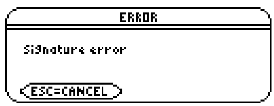
Tip: *Generally, transmitting a base code upgrade from unit-to-unit is much quicker than installing it via a computer.*



Preparing multiple TI-92 Plus units for a purchased feature upgrade works the same as illustrated above.

Error Messages

Most error messages are displayed on the sending unit. Depending on when the error occurs during the transfer process, you may see an error message on the receiving unit.

Error Message	Description
	The sending and receiving units are not connected properly, or the receiving unit is not set up to receive.
	The certificate on the receiving unit is not valid for the product software (base code) on the sending unit. You must obtain and install a valid certificate.
	An error occurred during the transfer. The current product software in the receiving unit is corrupted. You must reinstall the product software from a computer.
	Replace the batteries on the unit displaying this message.

Collecting and Transmitting ID Lists

The VAR-LINK screen [F3] 6:Send ID List menu option allows collection of electronic ID numbers from individual TI-89 / TI-92 Plus calculators.

ID Lists and Group Certificates

The ID list feature provides a convenient way to collect calculator IDs for group purchase of commercial applications. After the IDs are collected, transmit them to Texas Instruments so a group certificate can be issued.

A group certificate allows distribution of purchased software to multiple TI-89 / TI-92 Plus units. The software can be loaded, deleted from, and reloaded to the calculators as often as needed for as long as the software remains listed in the group certificate. You may add new ID numbers and/or new commercial applications to a group certificate.

Collecting ID Lists

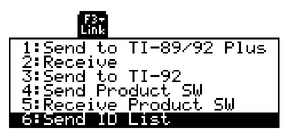
You can use one calculator to collect all of the IDs, or use several collection units and then consolidate their ID lists onto one calculator.

To send an ID number from one calculator to another, first connect two units by using the calculator-to-calculator cable that came with the TI-89 / TI-92 Plus. Refer to the illustrations on page 366.

Note: You cannot view the ID list on the sending or collecting units.

Note: Each time an ID list is successfully sent from one calculator to another, the ID list is automatically deleted from the sending unit.

Note: If an ID is collected from a calculator twice, the duplicate ID is automatically deleted from the list.

Step:	On the:	Do this:
1.	Collecting unit (Receiving unit)	Display the Home screen. Press: **TI-89**: [HOME] **TI-92 Plus**: [♦] [HOME]
2.	Sending unit	a. Press [2nd][VAR-LINK]to display the VAR-LINK screen. b. Press [F3] Link and select 6:Send ID List.  The sending unit adds a *copy* of its unique ID number to the collection unit's ID list. The sending unit always retains its own ID number, which cannot be deleted from the calculator.
3.	Additional units	Repeat steps 1 and 2 until all the IDs are collected onto one calculator. Depending on available memory in the collection calculator, it is possible to collect over 4,000 IDs.

Transmitting the ID List to a Computer

After all the IDs are collected onto one calculator, use the TI-GRAPH LINK™ software and a computer-to-calculator cable (available separately) to store the ID list on a computer. The ID list can then be sent as an e-mail attachment, or it can be printed and faxed or mailed to Texas Instruments.

For complete instructions on how to transmit an ID list from a TI-89 / TI-92 Plus to a computer, refer to the TI-GRAPH LINK guidebook. The general steps are:

1. Connect the cable to the computer and to the calculator that contains the ID list.
2. Start the TI-GRAPH LINK software on the computer.
3. Display the Home screen on the calculator. Press:
   TI-89: [HOME]
   TI-92 Plus: [♦] [HOME]
4. In the TI-GRAPH LINK software, select Get ID List from the Link menu.
5. Select a directory on the computer in which to store the ID list and record this location for future reference.
6. Click OK to store the ID list on the computer's hard drive.

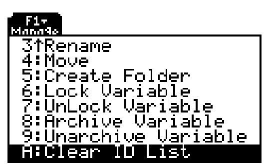
The ID list remains on the collection calculator until you either clear it or send it to another TI-89 / TI-92 Plus.

Clearing the ID List

The ID list remains on the collection calculator after it is uploaded to the computer. You can then use the collection calculator to upload the list to other computers.

To clear the ID list from the collection unit:

1. Press [2nd] [VAR-LINK] to display the VAR-LINK screen.
2. Press [F1] Manage and select A:Clear ID List.



Compatibility between a TI-89, TI-92 Plus, and TI-92

In general, TI-89 and TI-92 Plus data and programs are compatible, with some differences. However, both calculators have incompatibilities with the TI-92. Where possible, data transfer with a TI-92 is allowed.

Main Types of Incompatibilities

All data is compatible between a TI-89 and TI-92 Plus, but some programs written for one may not run the same on the other because of differences in the calculators' screen sizes and keyboards.

Compared to a TI-92, the TI-89 and TI-92 Plus:

- Have functions, instructions, and system variables that do not exist on the TI-92.
- Can use the same variable to define and then evaluate a user-defined function or program. For example, you can define a function in terms of x and then evaluate that function using an expression containing x. This causes a Circular definition error on the TI-92. Refer to Chapter 17: Programming for more information.
- Manage local variables differently than the TI-92. Refer to Chapter 17: Programming for more information.

Text versus Tokenized

When you create a function or program in the Program Editor, it exists in text form until you run it. Then it is converted automatically to a tokenized form.

- Data in text form can always be shared between a TI-89, TI-92 Plus, and TI-92. However, the function or program may not give the same results when run on a different calculator.
- Data in tokenized form contains information that describes included functionality. The TI-89 and TI-92 Plus use the same tokenized forms, but the TI-92 is different.
  - If you attempt to send a tokenized function, program, or other data type from a TI-89 or TI-92 Plus to a TI-92, the TI-89 or TI-92 Plus automatically checks to be sure the functionality is acceptable for the TI-92. If not, the data is not sent. This is for your protection because the tokenized data could cause the TI-92 to lock up if the data is sent with invalid functionality.
  - Even if the tokenized data is sent, this does not guarantee that the data will give the same results on the other calculator.

Note: *If you use the Program Editor to edit a function or program that is in tokenized form, it returns to text form until the next time you run it.*

TI-92 to TI-89 or TI-92 Plus

All user-defined variables, including functions and programs, can be sent from a TI-92 to a TI-89 or TI-92 Plus. However, they may behave differently. Examples are:

- Conflicts between TI-89 / TI-92 Plus system variable, function, and instruction names and TI-92 user-defined names.
- Programs or functions that use symbolic local variables. On a TI-89 and TI-92 Plus, a local variable must be initialized with a value before it can be referenced (meaning that a local variable cannot be used symbolically), or you must use a global variable instead. This includes programs that evaluate strings as local variables that are symbolic, such as **expr()**.

TI-89 or TI-92 Plus to TI-92

Any functionality that exists on a TI-89 or TI-92 Plus and NOT on a TI-92 will NOT run as expected on a TI-92. In some cases (text form), the data will transfer but may give an error when run on the TI-92. In other cases (tokenized form), the data may not be sent to the TI-92.

If the data contains only functionality available on a TI-92, it can probably be sent to and run on a TI-92 with the same results. Exceptions include:

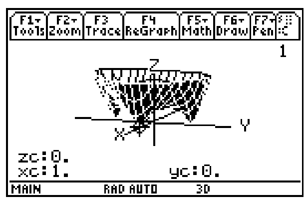
- Graph databases (GDBs) will not be sent because the TI-89 and TI-92 Plus use a GDB structure that has more information than the TI-92 GDB.
- A function or program defined in terms of a variable such as x and then evaluated using some expression containing that same variable will run on a TI-89 and TI-92 Plus, but will cause a Circular definition error on a TI-92.
- Some existing TI-92 functions and instructions have enhanced functionality on a TI-89 and TI-92 Plus (such as **NewData**, **setMode()**, and matrix functions that use the optional tolerance argument). These functions and instructions may not be sent at all or may cause an error on a TI-92.
- Archived variables will not be sent to a TI-92. Unarchive the variables first.
- Data variables that contain headers will not be sent. Those without headers will be sent only if the contents are TI-92 compatible.
- Product software (base code) upgrades.
- Flash applications.

You can upgrade a TI-92 to a TI-92 Plus by installing a TI-92 Plus Module. See the Texas Instruments web site **education.ti.com** for more information.

Activities

23

This chapter contains activities that show how the TI-89 / TI-92 Plus can be used to solve, analyze, and visualize actual mathematical problems.



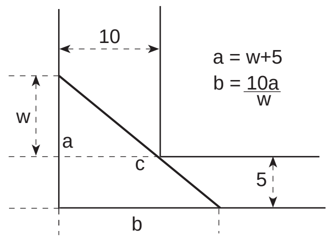
Analyzing the Pole-Corner Problem

A ten-foot-wide hallway meets a five-foot-wide hallway in the corner of a building. Find the maximum length pole that can be moved around the corner without tilting the pole.

Maximum Length of Pole in Hallway

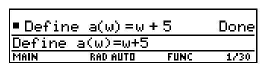
The maximum length of a pole c is the shortest line segment touching the interior corner and opposite sides of the two hallways as shown in the diagram below.

Hint: Use proportional sides and the Pythagorean theorem to find the length c with respect to w. Then find the zeros of the first derivative of c(w). The minimum value of c(w) is the maximum length of the pole.

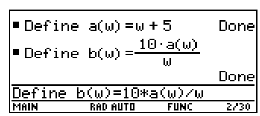


Tip: *When you want to define a function, use multiple character names as you build the definition.*

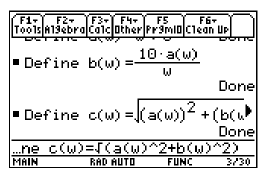
1. **Define** the expression for side a in terms of w and store it in a(w).



2. **Define** the expression for side b in terms of w and store it in b(w).

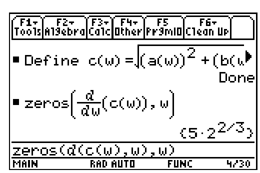


3. **Define** the expression for side c in terms of w and store it in c(w)
   Enter: Define c(w)= √(a(w)^2+b(w)^2)



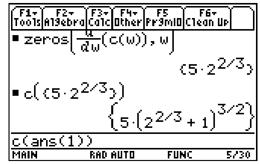
Note: *The maximum length of the pole is the minimum value of* c(w)*.*

4. Use the **zeros()** function to compute the zeros of the first derivative of c(w) to find the minimum value of c(w).



5. Compute the exact maximum length of the pole.

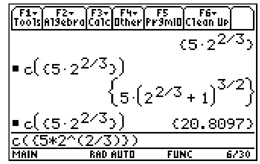
   Enter: c([2nd] [ANS])



Hint: Use the auto-paste feature to copy the result from step 4 to the entry line inside the parentheses of c( ) and press [◆] [ENTER].

6. Compute the approximate maximum length of the pole.

   Result: Approximately 20.8097 feet.



Deriving the Quadratic Formula

This activity shows you how to derive the quadratic formula:

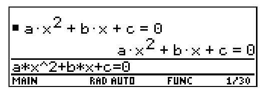
$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Detailed information about using the functions in this example can be found in Chapter 3: Symbolic Manipulation.

Performing Computations to Derive the Quadratic Formula

Perform the following steps to derive the quadratic formula by completing the square of the generalized quadratic equation.

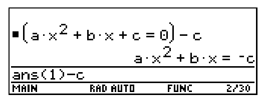
1. Clear all one-character variables in the current folder.
   TI-89: [2nd] [F6]
   TI-92 Plus: [F6]
   Choose 1:Clear a-z and press [ENTER] to confirm.



2. On the Home screen, enter the generalized quadratic equation: $ax^2+bx+c=0$.

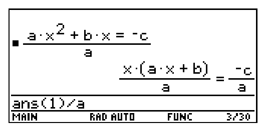
Note: *This example uses the result of the last answer to perform computations on the TI-89 / TI-92 Plus. This feature reduces keystroking and chances for error.*

3. Subtract c from both sides of the equation.
   TI-89: [2nd] [ANS] [−] [alpha] C
   TI-92 Plus: [2nd] [ANS] [−] C

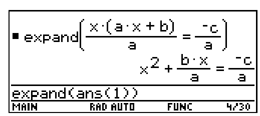


Tip: *Continue to use the last answer ([2nd] [ANS]) as in step 3 in steps 4 through 9.*

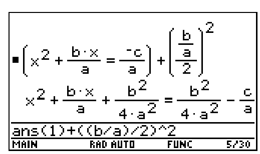
4. Divide both sides of the equation by the leading coefficient a.



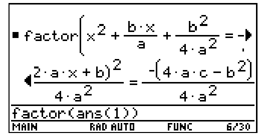
5. Use the **expand()** function to expand the result of the last answer.



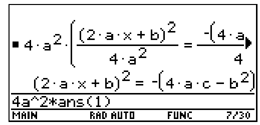
6. Complete the square by adding $((b/a)/2)^2$ to both sides of the equation.



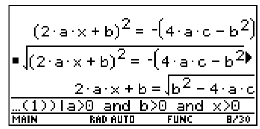
7. Factor the result using the **factor()** function.



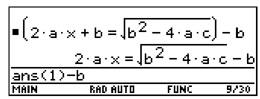
8. Multiply both sides of the equation by $4a^2$.



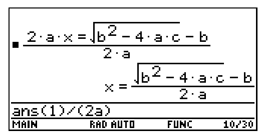
9. Take the square root of both sides of the equation with the constraint that a>0 and b>0 and x>0.



10. Solve for x by subtracting b from both sides and then dividing by 2a.



***Note:** This is only one of the two general quadratic solutions due to the constraint in step 9.*



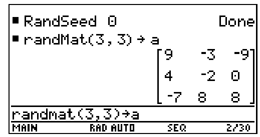
Exploring a Matrix

This activity shows you how to perform several matrix operations.

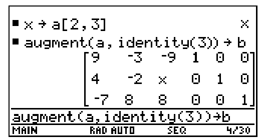
Exploring a 3x3 Matrix

Perform these steps to generate a random matrix, augment and find the identity matrix, and then solve to find an invalid value of the inverse.

1. On the Home screen, use **RandSeed** to set the random number generator seed to the factory default, and then use **randMat()** to create a random 3x3 matrix and store it in a.



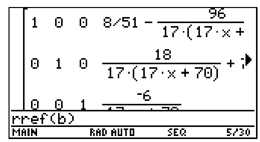
2. Replace the [2,3] element of the matrix with the variable x, and then use the **augment()** function, to augment the 3x3 identity to a and store the result in b.



Tip: Use the cursor in the history area to scroll the result.

3. Use **rref()** to “row reduce” matrix b:

   The result will have the identity matrix in the first three columns and a^‾1 in the last three columns.

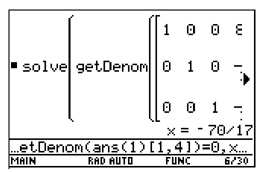


Tip: Use the cursor in the history area to scroll the result.

4. Solve for the value of x that will cause the inverse of the matrix to be invalid.

   Enter: solve(getDenom([2nd] [ANS] [1,4])=0,x)

   Result: x=‾70/17



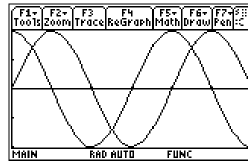
Exploring cos(x) = sin(x)

This activity uses two methods to find where cos(x) = sin(x) for the values of x between 0 and 3π.

Method 1: Graph Plot

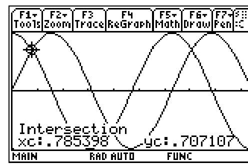
Perform the following steps to observe where the graphs of the functions y1(x)=cos(x) and y2(x)=sin(x) intersect.

1. In the Y= Editor, set y1(x)=cos(x) and 2(x)=sin(x).
2. In the Window Editor, set xmin=0 and xmax=3π.
3. Press [F2] and select A:ZoomFit.



Hint: *Press* [F5] *and select* 5:Intersection. *Respond to the screen prompts to select the two curves, and the lower and upper bounds for intersection* A.

4. Find the intersection point of the two functions.
5. Note the x and y coordinates. (Repeat steps 4 and 5 to find the other intersections.)

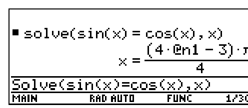


Method 2: Symbolic Manipulation

Perform the following steps to solve the equation sin(x)=cos(x) with respect to x.

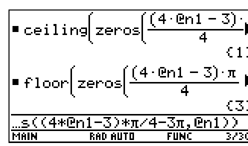
1. On the Home screen, enter solve(sin(x)= cos(x),x).

   The solution for x is where @n1 is any integer.



Hint: *Move the cursor into the history area to highlight the last answer. Press* [ENTER] *to copy the result of the general solution.*

2. Using the **ceiling()** and **floor()** functions, find the ceiling and floor values for the intersection points as shown.



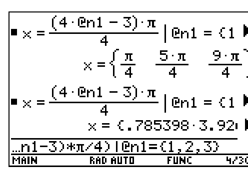
Hint: *To get the "with" operator:*

TI-89: [|]

TI-92 Plus: [2nd] [']

3. Enter the general solution for x and apply the constraint for @n1 as shown.

   Compare the result with Method 1.



Finding Minimum Surface Area of a Parallelepiped

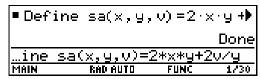
This activity shows you how to find the minimum surface area of a parallelepiped having a constant volume V. Detailed information about the steps used in this example can be found in Chapter 3: Symbolic Manipulation and Chapter 10: 3D Graphing.

Exploring a 3D Graph of the Surface Area of a Parallelepiped

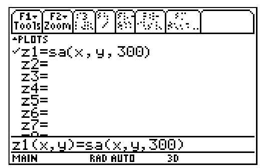
Perform the following steps to define a function for the surface area of a parallelepiped, draw a 3D graph, and use the **Trace** tool to find a point close to the minimum surface area.

1. On the Home screen, define the function sa(x,y,v) for the surface area of a parallelepiped.

   Enter: define sa(x,y,v)=2∗x∗y+ 2v/x+2v/y

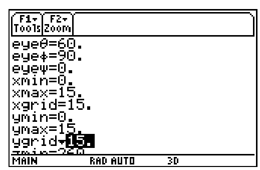


2. Select the 3D Graph mode. Then enter the function for z1(x,y) as shown in this example with volume v=300.

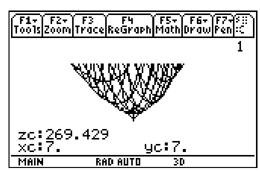


3. Set the Window variables to:

eye=	[60,90,0]
x=	[0,15,15]
y=	[0,15,15]
z=	[260,300]
ncontour=	[5]



4. Graph the function and use **Trace** to go to the point close to the minimum value of the surface area function.

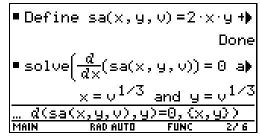


Finding the Minimum Surface Area Analytically

Perform the following steps to solve the problem analytically on the Home screen.

1. Solve for x and y in terms of v.

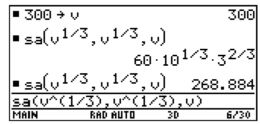
   Enter:
   solve(d(sa(x,y,v),x)=0 and d(sa(x,y,v),y)=0,{x,y})



Hint: Press [ENTER] to obtain the exact result in symbolic form. Press [◆] [ENTER] to obtain the approximate result in decimal form.

2. Find the minimum surface area when the value of v equals 300.

   Enter: 300→v
   Enter: sa(v^(1/3), v^(1/3),v)



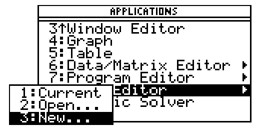
Running a Tutorial Script Using the Text Editor

This activity shows you how to use the Text Editor to run a tutorial script. Detailed information about text operations can be found in Chapter 18: Text Editor.

Running a Tutorial Script

Perform the following steps to write a script using the Text Editor, test each line, and observe the results in the history area on the Home screen.

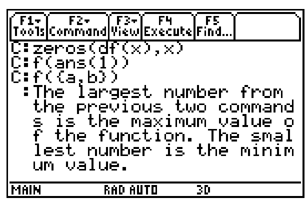
1. Open the Text Editor, and create a new variable named demo1.



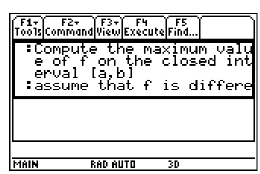
Note: The command symbol "C" *is accessed from the* [F2] 1:Command *toolbar menu.*

2. Type the following lines into the Text Editor.

    : Compute the maximum value of f on the closed interval [a,b]
    : assume that f is differentiable on [a,b]
    C : define f(x)=x^3−2x^2+x−7
    C : 1→a:3.22→b
    C : *d*(f(x),x)→df(x)
    C : zeros(df(x),x)
    C : f(ans(1))
    C : f({a,b})
    : The largest number from the previous two commands is the maximum value of the function. The smallest number is the minimum value.

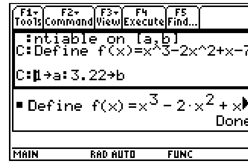


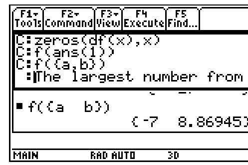
3. Press [F3] and select 1:Script view to show the Text Editor and the Home screen on a split-screen. Move the cursor to the first line in the Text Editor.



Note: ***Note:*** *Press* [F3] *and select* 2:Clear split *to go back to a full-sized Text Editor screen.*

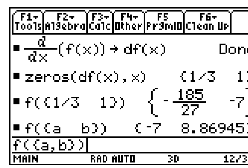
4. Press [F4] repeatedly to execute each line in the script one at a time.





Tip: *Press* [2nd] [QUIT] *twice to display the Home screen.*

5. To see the results of the script on a full-sized screen, go to the Home screen.



Decomposing a Rational Function

This activity examines what happens when a rational function is decomposed into a quotient and remainder. Detailed information about the steps used in this example can be found in Chapter 6: Basic Function Graphing and Chapter 3: Symbolic Manipulation.

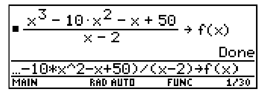
Decomposing a Rational Function

Note: *Actual entries are displayed in reverse type in the example screens.*

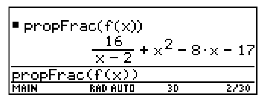
To examine the decomposition of the rational function f(x)=(x^3 − 10x^2 − x+50)/(x− 2) on a graph:

1. On the Home screen, enter the rational function as shown below and store it in a function f(x).

   Enter: (x^3− 10x^2− x+50)/(x− 2)→f(x)



2. Use the proper fraction function (**propFrac**) to split the function into a quotient and remainder.

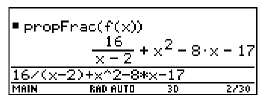


Hint: Move the cursor into the history area to highlight the last answer. Press [ENTER] *to copy it to the entry line.*

3. Copy the last answer to the entry line.

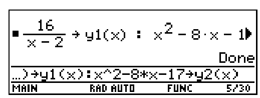
   —or—

   Enter: 16/(x− 2)+x^2− 8∗x− 17

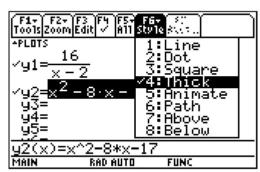


4. Edit the last answer in the entry line. Store the remainder to y1(x) and the quotient to y2(x) as shown.

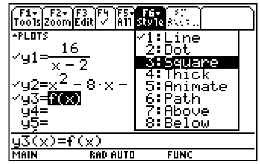
   Enter: 16/(x− 2)→y1(x): x^2− 8∗x− 17→y2(x)



5. In the Y= Editor, select the thick graphing style for y2(x).

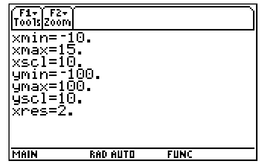


6. Add the original function f(x) to y3(x) and select the square graphing style.



7. In the Window Editor, set the window variables to:

x= [⁻10,15,10]
y= [⁻100,100,10]

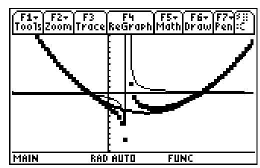


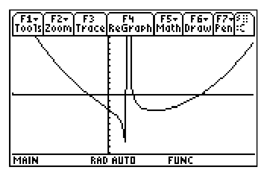
***Note**: Be sure the Graph mode is set to* Function.

8. Draw the graph.

Observe that the global behavior of the f(x) function is basically represented by the quadratic quotient y2(x). The rational expression is basically a quadratic function as x gets very large in both the positive and negative directions.

The lower graph is y3(x)=f(x) graphed separately using the line style.





Studying Statistics: Filtering Data by Categories

This activity provides a statistical study of the weights of high school students using categories to filter the data. Detailed information about using the commands in this example can be found in Chapter 15: Data/Matrix Editor, and Chapter 16: Statistics and Data Plots.

Filtering Data by Categories

Each student is placed into one of eight categories depending on the student's sex and academic year (freshman, sophomore, junior, or senior). The data (weight in pounds) and respective categories are entered in the Data/Matrix Editor.

Table 1: Category vs. Description

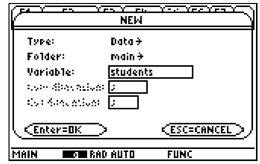
Category (C2)	Academic Year and Sex
1	Freshman boys
2	Freshman girls
3	Sophomore boys
4	Sophomore girls
5	Junior boys
6	Junior girls
7	Senior boys
8	Senior girls

Table 2: C1 (weight of each student in pounds) vs. C2 (category)

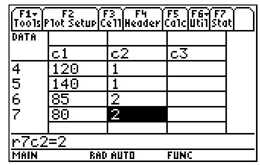
C1	C2	C1	C2	C1	C2	C1	C2
110	1	115	3	130	5	145	7
125	1	135	3	145	5	160	7
105	1	110	3	140	5	165	7
120	1	130	3	145	5	170	7
140	1	150	3	165	5	190	7
85	2	90	4	100	6	110	8
80	2	95	4	105	6	115	8
90	2	85	4	115	6	125	8
80	2	100	4	110	6	120	8
95	2	95	4	120	6	125	8

Perform the following steps to compare the weight of high school students to their year in school.

1. Start the Data/Matrix Editor, and create a new Data variable named students.

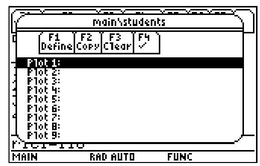


2. Enter the data and categories from Table 2 into columns c1 and c2, respectively.

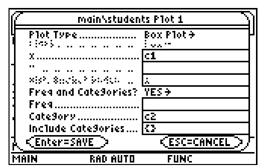


Note: Set up several box plots to compare different subsets of the entire data set.

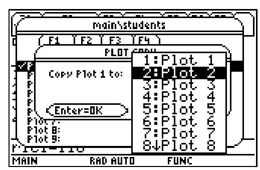
3. Open the F2 Plot Setup toolbar menu.



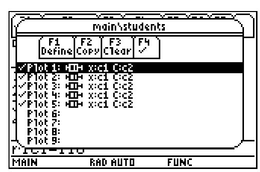
4. Define the plot and filter parameters for Plot 1 as shown in this screen.



5. Copy Plot 1 to Plot 2.

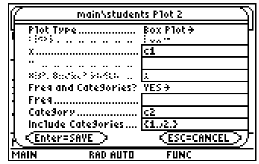


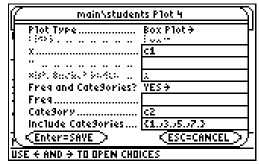
6. Repeat step 5 and copy Plot 1 to Plot 3, Plot 4, and Plot 5.



7. Press [F1], and modify the Include Categories item for Plot 2 through Plot 5 to the following:

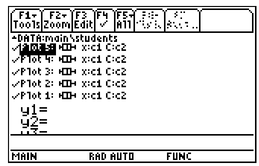
   Plot 2: {1,2}
   (freshman boys, girls)
   Plot 3: {7,8}
   (senior boys, girls)
   Plot 4: {1,3,5,7}
   (all boys)
   Plot 5: {2,4,6,8}
   (all girls)



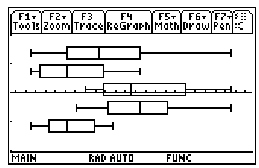


__Note:__ Only Plot 1 through Plot 5 should be selected.

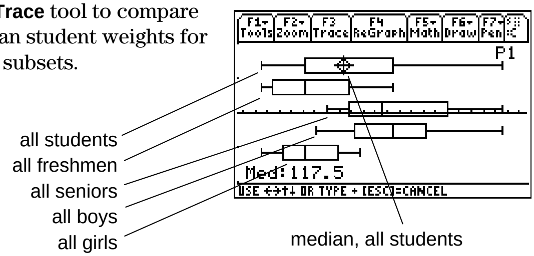
8. In the Y= Editor, deselect any functions that may be selected from a previous activity.



9. Display the plots by pressing [F2] and selecting 9:Zoomdata.



10. Use the **Trace** tool to compare the median student weights for different subsets.



CBL 2/CBL Program for the TI-89 / TI-92 Plus

This activity provides a program that can be used when the TI-89 / TI-92 Plus is connected to a Calculator-Based Laboratory™ (CBL 2™/CBL™) unit. This program works with the “Newton’s Law of Cooling” experiment, and is similar to the “Coffee To Go” experiment in the *CBL System Experiment Workbook*. You can use your computer keyboard to type lengthy text and then use TI-GRAPH LINK to send it to the TI-89 / TI-92 Plus.
More TI-89 / TI-92 Plus CBL 2/CBL programs are available from the TI web site at:
education.ti.com/cbl

Program Instruction	Description
:cooltemp()	Program name
:Prgm	
:Local i	Declare local variable; exists only at run time.
:setMode("Graph","FUNCTION")	Set up the TI-89 / TI-92 Plus for function graphing.
:PlotsOff	Turn off any previous plots.
:FnOff	Turn off any previous functions.
:ClrDraw	Clear any items previously drawn on graph screens.
:ClrGraph	Clear any previous graphs.
:ClrIO	Clear the TI-89 / TI-92 Plus Program IO (input/output) screen.
:-10→xmin:99→xmax:10→xscl	Set up the Window variables.
:-20→ymin:100→ymax:10→yscl	
:{0}→data	Create and/or clear a list named data.
:{0}→time	Create and/or clear a list named time.
:Send{1,0}	Send a command to clear the CBL 2/CBL unit.
:Send{1,2,1}	Set up Chan. 2 of the CBL 2/CBL to AutoID to record temp.
:Disp "Press ENTER to start"	Prompt the user to press [ENTER].
:Disp "graphingTemperature."	
:Pause	Wait until the user is ready to start.
:PtText "TEMP(C)",2,99	Label the y axis of the graph.
:PtText "T(S)",80,-5	Label the x axis of the graph.
:Send{3,1,-1,0}	Send the **Trigger** command to the CBL 2/CBL; collect data in real-time.
:	
:For i,1,99	Repeat next two instructions for 99 temperature readings.
:Get data[i]	Get a temperature from the CBL 2/CBL and store it in a list.
:PtOn i,data[i]	Plot the temperature data on a graph.
:EndFor	
:seq(i,i,1,99,1)→time	Create a list to represent time or data sample number.
:NewPlot 1,1,time,data,,,,4	Plot time and data using NewPlot and the **Trace** tool.
:DispG	Display the graph.
:PtText "TEMP(C)",2,99	Re-label the axes.
:PtText "T(S)",80,-5	
:EndPrgm	Stop the program.

You can also use the Calculator-Based Ranger™ (CBR™) to explore the mathematical and scientific relationships between distance, velocity, acceleration, and time using data collected from activities you perform.

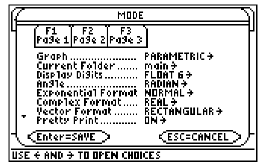
Studying the Flight of a Hit Baseball

This activity uses the split screen settings to show a parametric graph and a table at the same time to study the flight of a hit baseball.

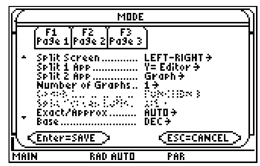
Setting Up a Parametric Graph and Table

Perform the following steps to study the flight of a hit baseball that has an initial velocity of 95 feet per second and an initial angle of 32 degrees.

1. Set the modes for Page 1 as shown in this screen.

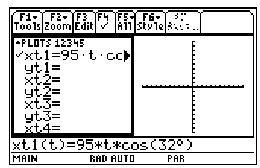


2. Set the modes for Page 2 as shown in this screen.

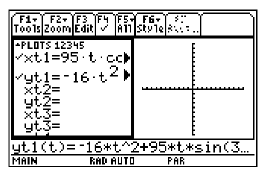


Hint: *Press* [2nd] [°] *to obtain the degree symbol.*

3. In the Y= Editor on the left side, enter the equation for the distance of the ball at time t for xt1(t).
   xt1(t)=95∗t∗cos(32°)

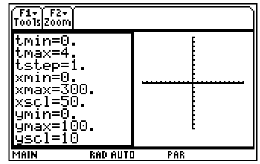


4. In the Y= Editor, enter the equation for the height of the ball at time t for yt1(t).
   yt1(t)=⁻16∗t^2+95∗t∗ sin(32°)



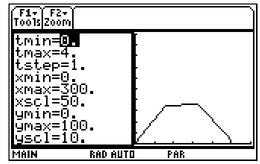
5. Set the Window variables to:

t values=	[0,4,.1]
x values=	[0,300,50]
y values=	[0,100,10]



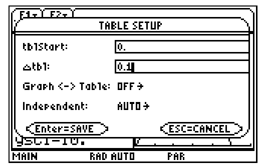
Hint: *Press* [2nd] [⊞].

6. Switch to the right side and display the graph.



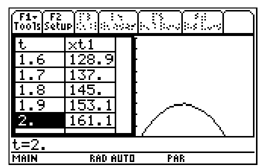
Hint: *Press* [◆] [TblSet].

7. Display the TABLE SETUP dialog box, and change tblStart to 0 and Δtbl to 0.1.



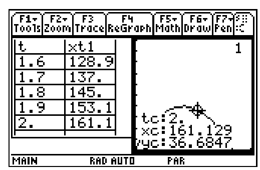
Hint: *Press* [◆] [TABLE].

8. Display the table in the left side and press ⊖ to highlight t=2.



Note: *As you move the trace cursor from* tc=0.0 *to* tc=3.1*, you will see the position of the ball at time* tc.

9. Switch to the right side. Press [F3], and trace the graph to show the values of xc and yc when tc=2.



Optional Exercise

Assuming the same initial velocity of 95 feet per second, find the angle that the ball should be hit to achieve the greatest distance.

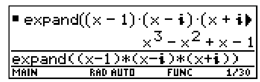
Visualizing Complex Zeros of a Cubic Polynomial

This activity describes graphing the complex zeros of a cubic polynomial. Detailed information about the steps used in this example can be found in Chapter 3: Symbolic Manipulation and Chapter 10: 3D Graphing.

Visualizing Complex Roots

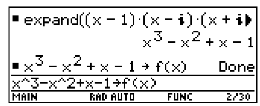
Perform the following steps to expand the cubic polynomial (x− 1)(x− *i*)(x+*i*), find the absolute value of the function, graph the modulus surface, and use the **Trace** tool to explore the modulus surface.

1. On the Home screen, use the **expand()** function to expand the cubic expression (x− 1)(x− *i*) (x+*i*) and see the first polynomial.



Hint: Move the cursor into the history area to highlight the last answer and press ENTER*, to copy it to the entry line.*

2. Copy and paste the last answer to the entry line and store it in the function f(x).

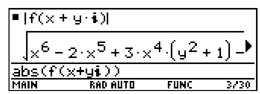


Note: *The absolute value of a function forces any roots to visually just touch rather than cross the x axis. Likewise, the absolute value of a function of two variables will force any roots to visually just touch the xy plane.*

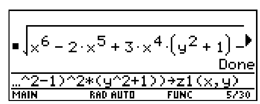
Note: *The graph of* z1(x,y) *will be the modulus surface.*

3. Use the **abs()** function to find the absolute value of f(x+y*i*).

   (This calculation may take about 2 minutes.)

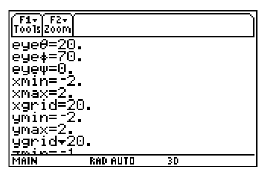


4. Copy and paste the last answer to the entry line and store it in the function z1(x,y).



5. Set the unit to 3D graph mode, turn on the axes for graph format, and set the Window variables to:

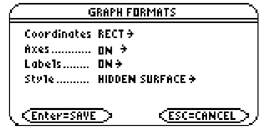
eye=	[20,70,0]
x=	[⁻2,2,20]
y=	[⁻2,2,20]
z=	[⁻1,2]
ncontour=	[5]



__Note__: Calculating and drawing the graph takes about three minutes.

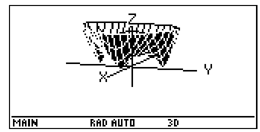
6. In the Y=Editor, press:
   TI-89: ◆ |
   TI-92 Plus: ◆ F
   and set the Graph Format variables to:

   Axes= ON
   Labels= ON
   Style= HIDDEN SURFACE

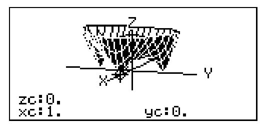


7. Graph the modulus surface.

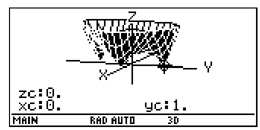
   The 3D graph is used to visually display a picture of the roots where the surface touches the xy plane.



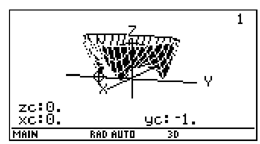
8. Use the **Trace** tool to explore the function values at x=1 and y=0.



9. Use the **Trace** tool to explore the function values at x=0 and y=1.



10. Use the **Trace** tool to explore the function values at x=0 and y=⁻1.



Summary

Note that zc is zero for each of the function values in steps 7–9. Thus, the complex zeros 1, ⁻i, i of the polynomial $x^3 - x^2 + x - 1$ can be visualized with the three points where the graph of the modulus surface touches the xy plane.

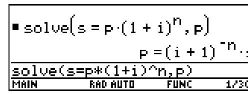
Solving a Standard Annuity Problem

This activity can be used to find the interest rate, starting principal, number of compounding periods, and future value of an annuity.

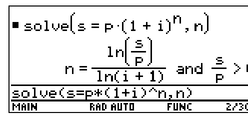
Finding the Interest Rate of an Annuity

Perform the following steps to find the interest rate (i) of an annuity where the starting principal (p) is 1,000, number of compounding periods (n) is 6, and the future value (s) is 2,000.

1. On the Home screen, enter the equation to solve for p.



2. Enter the equation to solve for n.



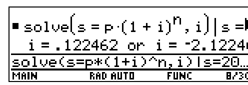
Tip: **To enter the "with" (|) operator:**
TI-89: [|]
TI-92 Plus: [2nd] [']

Tip: *Press* [◆] [ENTER] *to obtain a floating-point result.*

3. Enter the equation to solve for i using the "with" operator.

   solve(s=p∗ (1+i)^n,i) | s=2000 and p=1000 and n=6

   Result: The interest rate is 12.246%.



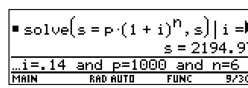
Finding the Future Value of an Annuity

Find the future value of an annuity using the values from the previous example where the interest rate is 14%.

Enter the equation to solve for s.

solve(s=p∗ (1+i)^n,s)| i=.14 and p=1000 and n=6

Result: The future value at 14% interest is 2,194.97.



Computing the Time-Value-of-Money

This activity creates a function that can be used to find the cost of financing an item. Detailed information about the steps used in this example can be found in Chapter 17: Programming.

Time-Value-of-Money Function

Tip: You can use your computer keyboard to type lengthy text and then use TI-GRAPH LINK to send it to the TI-89 / TI-92 Plus.

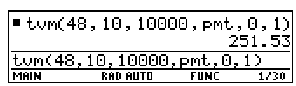
In the Program Editor, define the following Time-Value-of-Money (tvm) function where temp1 = number of payments, temp2 = annual interest rate, temp3 = present value, temp4 = monthly payment, temp5 = future value, and temp6 = begin- or end-of-payment period (1 = begining of month, 0 = end of month).

```
:tvm(temp1,temp2,temp3,temp4,temp5,temp6)
:Func
:Local tempi,tempfunc,tempstr1
:⁻temp3+(1+temp2/1200∗temp6)∗temp4∗((1−(1+temp2/1200)^
     (⁻temp1))/(temp2/1200))−temp5∗(1+temp2/1200)^(⁻temp1)
     →tempfunc
:For tempi,1,5,1
:"temp"&exact(string(tempi))→tempstr1
:If when(#tempstr1=0,false,false,true) Then
:If tempi=2
:Return approx(nsolve(tempfunc=0,#tempstr1) | #tempstr1>0 and
     #tempstr1<100)
:Return approx(nsolve(tempfunc=0,#tempstr1))
:EndIf
:EndFor
:Return "parameter error"
:EndFunc
```

Finding the Monthly Payment

Find the monthly payment on 10,000 if you make 48 payments at 10% interest per year.

On the Home screen, enter the tvm values to find pmt.

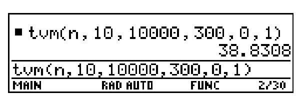


Result: The monthly payment is 251.53.

Finding the Number of Payments

Find the number of payments it will take to pay off the loan if you could make a 300 payment each month.

On the Home screen, enter the tvm values to find n.



Result: The number of payments is 38.8308.

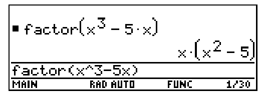
Finding Rational, Real, and Complex Factors

This activity shows how to find rational, real, or complex factors of expressions. Detailed information about the steps used in this example can be found in Chapter 3: Symbolic Manipulation.

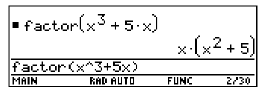
Finding Factors

Enter the expressions shown below on the Home screen.

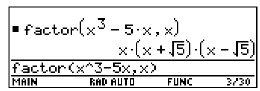
1. factor(x^3– 5x) [ENTER] displays a rational result.



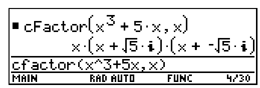
2. factor(x^3+5x) [ENTER] displays a rational result.



3. factor(x^3– 5x,x) [ENTER] displays a real result.



4. cfactor(x^3+5x,x) [ENTER] displays a complex result.



Simulation of Sampling without Replacement

This activity simulates drawing different colored balls from an urn without replacing them. Detailed information about the steps used in this example can be found in Chapter 17: Programming.

Sampling-without-Replacement Function

In the Program Editor, define drawball() as a function that can be called with two parameters. The first parameter is a list where each element is the number of balls of a certain color. The second parameter is the number of balls to select. This function returns a list where each element is the number of balls of each color that were selected.

```
:drawball(urnlist,drawnum)
:Func
:Local templist,drawlist,colordim,
   numballs,i,pick,urncum,j
:If drawnum>sum(urnlist)
:Return “too few balls”
:dim(urnlist)→colordim
:urnlist→templist
:newlist(colordim)→drawlist
:For i,1,drawnum,1
:sum(templist)→numballs
:rand(numballs)→pick
:For j,1,colordim,1
:cumSum(templist)→urncum
```

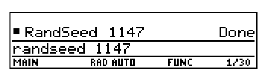
(continued in next column)

```
:If pick ≤ urncum[j] Then
:drawlist[j]+1→drawlist[j]
:templist[j]−1→templist[j]
:Exit
:EndIf
:EndFor
:EndFor
:Return drawlist
:EndFunc
```

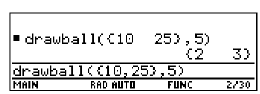
Sampling without Replacement

Suppose an urn contains *n1* balls of a color, *n2* balls of a second color, *n3* balls of a third color, etc. Simulate drawing balls without replacing them.

1. Enter a random seed using the **RandSeed** command.



2. Assuming the urn contains 10 red balls and 25 white balls, simulate picking 5 balls at random from the urn without replacement. Enter drawball({10,25},5).



   Result: 2 red balls and 3 white balls.

Functions and Instructions

A

This appendix describes the syntax and the action of each TI-89 / TI-92 Plus function and instruction.

Name of the function or instruction.

Key or menu for entering the name.
You can also type the name.

Example

Circle **CATALOG**

Circle *x*, *y*, *r* [, *drawMode*]

Draws a circle with its center at window coordinates (*x*, *y*) and with a radius of *r*.

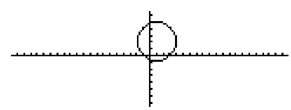
x, *y*, and *r* must be real values.

If *drawMode* = 1, draws the circle (default).
If *drawMode* = 0, turns off the circle.
If *drawMode* = -1, inverts pixels along the circle.

Note: Regraphing erases all drawn items.

In a ZoomSqr viewing window:

`ZoomSqr:Circle 1,2,3` [ENTER]



Arguments are shown in *italics*. Arguments in [ ] brackets are optional. Do not type the brackets.

Explanation of the function or instruction.

Syntax line shows the order and the type of arguments that you supply. Be sure to separate multiple arguments with a comma (**,**).

Quick-Find Locator

This section lists the TI-89 / TI-92 Plus functions and instructions in functional groups along with the page numbers where they are described in this appendix.

Math

Matrices

Programming

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≤	530	**>**	530	**≥**	530
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DispG	438	**DispHome**	438	**DispTbl**	438
DropDown	440	**Else**	442	**ElseIf**	442
EndCustm	443	**EndDlog**	443	**EndFor**	443
EndFunc	443	**EndIf**	443	**EndLoop**	443
EndPrgm	443	**EndTBar**	443	**EndTry**	443
EndWhile	443	**entry()**	443	**Exec**	444
Exit	444	**For**	450	**format()**	450
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getMode()	453	**getType()**	454	**getUnits()**	454
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InputStr	458	**Item**	459	**Lbl**	459
left()	460	**Local**	464	**Lock**	464
Loop	466	**MoveVar**	469	**NewFold**	471
NewProb	472	**not**	473	**or**	475
Output	476	**part()**	477	**PassErr**	479
Pause	479	**PopUp**	481	**Prgm**	481
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Return	491	**right()**	491	**Send**	494
SendCalc	494	**SendChat**	494	**setFold()**	495
setGraph()	495	**setMode()**	496	**setTable()**	497
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Strings

Alphabetical Listing of Operations

Operations whose names are not alphabetic (such as +, !, and >) are listed at the end of this appendix, starting on page 526. Unless otherwise specified, all examples in this section were performed in the default reset mode, and all variables are assumed to be undefined. Additionally, due to formatting restraints, approximate results are truncated at three decimal places (3.14159265359 is shown as 3.141...).

abs() MATH/Number menu

abs(*expression1***)** ⇒ *expression*
abs(*list1***)** ⇒ *list*
abs(*matrix1***)** ⇒ *matrix*

Returns the absolute value of the argument.

If the argument is a complex number, returns the number's modulus.

Note: All undefined variables are treated as real variables.

```
abs({π/2,⁻π/3}) [ENTER]      {π/2  π/3}
abs(2−3i) [ENTER]            √13
abs(z) [ENTER]               |z|
abs(x+yi) [ENTER]            √(x²+y²)
```

and MATH/Test and MATH/Base menus

Boolean expression1 **and** *expression2* ⇒ *Boolean expression*
Boolean list1 **and** *list2* ⇒ *Boolean list*
Boolean matrix1 **and** *matrix2* ⇒ *Boolean matrix*

Returns true or false or a simplified form of the original entry.

```
x≥3 and x≥4 [ENTER]                        x≥4
{x≥3,x≤0} and {x≥4,x≤⁻2} [ENTER]
                                 {x ≥ 4   x ≤ ⁻2}
```

---

integer1 **and** *integer2* ⇒ *integer*

Compares two real integers bit-by-bit using an **and** operation. Internally, both integers are converted to signed, 32-bit binary numbers. When corresponding bits are compared, the result is 1 if both bits are 1; otherwise, the result is 0. The returned value represents the bit results, and is displayed according to the Base mode.

You can enter the integers in any number base. For a binary or hexadecimal entry, you must use the 0b or 0h prefix, respectively. Without a prefix, integers are treated as decimal (base 10).

If you enter a decimal integer that is too large for a signed, 32-bit binary form, a symmetric modulo operation is used to bring the value into the appropriate range.

In Hex base mode:

```
0h7AC36 and 0h3D5F [ENTER]   0h2C16
```

Important: Zero, not the letter O.

In Bin base mode:

```
0b100101 and 0b100 [ENTER]    0b100
```

In Dec base mode:

```
37 and 0b100 [ENTER]              4
```

Note: A binary entry can have up to 32 digits (not counting the 0b prefix). A hexadecimal entry can have up to 8 digits.

AndPic CATALOG

AndPic *picVar*[, *row*, *column*]

Displays the Graph screen and logically "ANDS" the picture stored in *picVar* and the current graph screen at pixel coordinates *(row, column)*.

picVar must be a picture type.

Default coordinates are (0,0), which is the upper left corner of the screen.

In function graphing mode and Y= Editor:

`y1(x) = cos(x)` ⦿

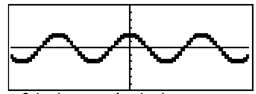
TI-89: [2nd][F6] `Style = 3:Square`

TI-92 Plus: [F6] `Style = 3:Square`

[F2] `Zoom = 7:ZoomTrig`

[F1] `= 2:Save Copy As...`

`Type = Picture, Variable = PIC1`



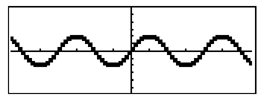
`y2(x) = sin(x)`

TI-89: [2nd][F6] `Style = 3:Square`

TI-92 Plus: [F6] `Style = 3:Square`

`y1 = no checkmark (F4 to deselect)`

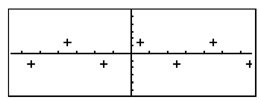
[F2] `Zoom = 7:ZoomTrig`



TI-89: [HOME]

TI-92 Plus: [♦][HOME]

`AndPic PIC1` [ENTER] `Done`



angle() MATH/Complex menu

angle(*expression1***)** ⇒ *expression*

Returns the angle of *expression1*, interpreting *expression1* as a complex number.

Note: All undefined variables are treated as real variables.

In Degree angle mode:

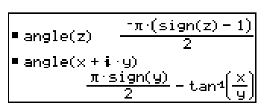
`angle(0+2i)` [ENTER] `90`

In Radian angle mode:

`angle(1+i)` [ENTER] $\frac{\pi}{4}$

`angle(z)` [ENTER]

`angle(x+iy)` [ENTER]



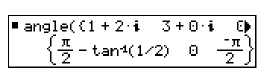
---

angle(*list1***)** ⇒ *list*
angle(*matrix1***)** ⇒ *matrix*

Returns a list or matrix of angles of the elements in *list1* or *matrix1*, interpreting each element as a complex number that represents a two-dimensional rectangular coordinate point.

In Radian angle mode:

`angle({1+2i,3+0i,0−4i})` [ENTER]



ans() — [2nd] [ANS] key

ans() ⇒ *value*
ans(*integer***)** ⇒ *value*

Returns a previous answer from the Home screen history area.

integer, if included, specifies which previous answer to recall. Valid range for *integer* is from 1 to 99 and cannot be an expression. Default is 1, the most recent answer.

To use **ans()** to generate the Fibonacci sequence on the Home screen, press:

1 [ENTER]	1
1 [ENTER]	1
[2nd] [ANS] [+] [2nd] [ANS] [(] [←] 2 [ENTER]	2
[ENTER]	3
[ENTER]	5

approx() — MATH/Algebra menu

approx(*expression***)** ⇒ *value*

Returns the evaluation of *expression* as a decimal value, when possible, regardless of the current Exact/Approx mode.

This is equivalent to entering *expression* and pressing [◆] [ENTER] on the Home screen.

approx(π) [ENTER] 3.141...

approx(*list1***)** ⇒ *list*
approx(*matrix1***)** ⇒ *matrix*

Returns a list or matrix where each element has been evaluated to a decimal value, when possible.

approx({sin(π),cos(π)}) [ENTER]
{0. ⁻1.}

approx([√(2),√(3)]) [ENTER]
[1.414... 1.732...]

Archive — CATALOG

Archive *var1* [, *var2*] [, *var3*] …

Moves the specified variables from RAM to the user data archive memory.

You can access an archived variable the same as you would a variable in RAM. However, you cannot delete, rename, or store to an archived variable because it is locked automatically.

To unarchive variables, use **Unarchiv**.

10→arctest [ENTER]	10
Archive arctest [ENTER]	Done
5*arctest [ENTER]	50
15→arctest [ENTER]	

[ESC]	
Unarchiv arctest [ENTER]	Done
15→arctest [ENTER]	15

arcLen() — MATH/Calculus menu

arcLen(*expression1,var,start,end***)** ⇒ *expression*

Returns the arc length of *expression1* from *start* to *end* with respect to variable *var*.

Regardless of the graphing mode, arc length is calculated as an integral assuming a function mode definition.

arcLen(cos(x),x,0,π) [ENTER] 3.820...

arcLen(f(x),x,a,b) [ENTER]

$$\int_a^b \sqrt{\left(\frac{d}{dx}(f(x))\right)^2+1}\,dx$$

arcLen(*list1,var,start,end***)** ⇒ *list*

Returns a list of the arc lengths of each element of *list1* from *start* to *end* with respect to *var*.

arcLen({sin(x),cos(x)},x,0,π)
{3.820... 3.820...}

augment() MATH/Matrix menu

augment(*list1*, *list2***)** ⇒ *list*

Returns a new list that is *list2* appended to the end of *list1*.

```
augment({1,-3,2},{5,4}) [ENTER]
                              {1 -3 2 5 4}
```

---

augment(*matrix1*, *matrix2***)** ⇒ *matrix*
augment(*matrix1*; *matrix2***)** ⇒ *matrix*

Returns a new matrix that is *matrix2* appended to *matrix1*. When the "," character is used, the matrices must have equal row dimensions, and *matrix2* is appended to *matrix1* as new columns. When the ";" character is used, the matrices must have equal column dimensions, and *matrix2* is appended to *matrix1* as new rows. Does not alter *matrix1* or *matrix2*.

[1,2;3,4]→M1 [ENTER] $\begin{bmatrix}1 & 2\\3 & 4\end{bmatrix}$

[5;6]→M2 [ENTER] $\begin{bmatrix}5\\6\end{bmatrix}$

augment(M1,M2) [ENTER] $\begin{bmatrix}1 & 2 & 5\\3 & 4 & 6\end{bmatrix}$

[5,6]→M2 [ENTER] [5 6]

augment(M1;M2) [ENTER] $\begin{bmatrix}1 & 2\\3 & 4\\5 & 6\end{bmatrix}$

avgRC() CATALOG

avgRC(*expression1*, *var* [, *h*]**)** ⇒ *expression*

Returns the forward-difference quotient (average rate of change).

expression1 can be a user-defined function name (see **Func**).

h is the step value. If *h* is omitted, it defaults to 0.001.

Note that the similar function **nDeriv()** uses the central-difference quotient.

avgRC(f(x),x,h) [ENTER] $\dfrac{\text{f(x+h) - f(x)}}{\text{h}}$

avgRC(sin(x),x,h)|x=2 [ENTER] $\dfrac{\text{sin(h+2) - sin(2)}}{\text{h}}$

```
avgRC(x^2-x+2,x) [ENTER]
                              2.·(x-.4995)
avgRC(x^2-x+2,x,.1) [ENTER]
                              2.·(x-.45)
avgRC(x^2-x+2,x,3) [ENTER]    2·(x+1)
```

▶Bin MATH/Base menu

integer1 **▶Bin** ⇒ *integer*

Converts *integer1* to a binary number. Binary or hexadecimal numbers always have a 0b or 0h prefix, respectively.

Zero, not the letter O, followed by b or h.

0b *binaryNumber*
0h *hexadecimalNumber*

A binary number can have up to 32 digits. A hexadecimal number can have up to 8.

Without a prefix, *integer1* is treated as decimal (base 10). The result is displayed in binary, regardless of the Base mode.

If you enter a decimal integer that is too large for a signed, 32-bit binary form, a symmetric modulo operation is used to bring the value into the appropriate range.

```
256▶Bin [ENTER]          0b100000000
0h1F▶Bin [ENTER]         0b11111
```

BldData   CATALOG

BldData [*dataVar*]

Creates data variable *dataVar* based on the information used to plot the current graph. **BldData** is valid in all graphing modes.

If *dataVar* is omitted, the data is stored in the system variable sysData.

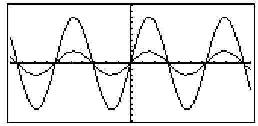
Note: The first time you start the Data/Matrix Editor after using **BldData**, *dataVar* or sysData (depending on the argument you used with **BldData**) is set as the current data variable.

The incremental values used for any independent variables (x in the example to the right) are calculated according to the Window variable values.

For information about the increments used to evaluate a graph, refer to the chapter that describes that graphing mode.

In function graphing mode and Radian angle mode:

```
8*sin(x)→y1(x) [ENTER]          Done
2*sin(x)→y2(x) [ENTER]          Done
ZoomStd [ENTER]
```



TI-89: [HOME]

TI-92 Plus: [♦] [HOME]

```
BldData [ENTER]                 Done
[APPS] 6 [ENTER]
```

DATA	x	y1	y2
	c1	c2	c3
1	-10.	4.3522	1.088
2	-9.832	3.168	.792
3	-9.664	1.8945	.47363
4	-9.496	.56769	.14192

3D graphing mode has two independent variables. In the sample data to the right, notice that x remains constant as y increments through its range of values.

Then, x increments to its next value and y again increments through its range. This pattern continues until x has incremented through its range.

Note: The following sample data is from a 3D graph.

DATA	x	y	z1
	c1	c2	c3
1	-10.	-10.	0.
2	-10.	-8.571	5.8309
3	-10.	-7.143	8.9706
4	-10.	-5.714	9.8677

ceiling()   MATH/Number menu

ceiling(*expression1***)** ⇒ *integer*

Returns the nearest integer that is ≥ the argument.

The argument can be a real or a complex number.

Note: See also **floor()**.

```
ceiling(0.456) [ENTER]          1.
```

---

ceiling(*list1***)** ⇒ *list*
ceiling(*matrix1***)** ⇒ *matrix*

Returns a list or matrix of the ceiling of each element.

```
ceiling({-3.1,1,2.5}) [ENTER]
                          {-3.  1  3.}
```

```
ceiling([0,-3.2i;1.3,4]) [ENTER]
```

$$\begin{bmatrix} 0 & -3.\cdot i \\ 2. & 4 \end{bmatrix}$$

cFactor() MATH/Algebra/Complex menu

cFactor(*expression1*[, *var*]**)** ⇒ *expression*
cFactor(*list1*[,*var*]**)** ⇒ *list*
cFactor(*matrix1*[,*var*]**)** ⇒ *matrix*

cFactor(*expression1***)** returns *expression1* factored with respect to all of its variables over a common denominator.

expression1 is factored as much as possible toward linear rational factors even if this introduces new non-real numbers. This alternative is appropriate if you want factorization with respect to more than one variable.

```
cFactor(a^3*x^2+a*x^2+a^3+a) [ENTER]
        a·(a + ⁻i)·(a + i)·(x + ⁻i)·(x + i)
cFactor(x^2+4/9) [ENTER]
        (3·x + ⁻2·i)·(3·x + 2·i)
        ------------------------
                   9
cFactor(x^2+3) [ENTER]          x² + 3
cFactor(x^2+a) [ENTER]          x² + a
```

---

cFactor(*expression1,var***)** returns *expression1* factored with respect to variable *var*.

expression1 is factored as much as possible toward factors that are linear in *var*, with perhaps non-real constants, even if it introduces irrational constants or subexpressions that are irrational in other variables.

```
cFactor(a^3*x^2+a*x^2+a^3+a,x)
[ENTER]
        a·(a² + 1)·(x + ⁻i)·(x + i)
cFactor(x^2+3,x) [ENTER]
        (x + √3·i)·(x + ⁻√3·i)
cFactor(x^2+a,x) [ENTER]
        (x + √a·⁻i)·(x + √a·i)
```

The factors and their terms are sorted with *var* as the main variable. Similar powers of *var* are collected in each factor. Include *var* if factorization is needed with respect to only that variable and you are willing to accept irrational expressions in any other variables to increase factorization with respect to *var*. There might be some incidental factoring with respect to other variables.

For the AUTO setting of the Exact/Approx mode, including *var* also permits approximation with floating-point coefficients where irrational coefficients cannot be explicitly expressed concisely in terms of the built-in functions. Even when there is only one variable, including *var* might yield more complete factorization.

```
cFactor(x^5+4x^4+5x^3-6x-3)
[ENTER]
        x⁵ + 4·x⁴ + 5·x³ −6·x−3
cFactor(ans(1),x) [ENTER]
  (x −.965)·(x +.612)·(x + 2.13)·
        (x + 1.11 − 1.07·i)·
        (x + 1.11 + 1.07·i)
```

Note: See also **factor()**.

char() MATH/String menu

char(*integer***)** ⇒ *character*

Returns a character string containing the character numbered *integer* from the TI-89 / TI-92 Plus character set. See Appendix B for a complete listing of character codes.

The valid range for *integer* is 0–255.

```
char(38) [ENTER]          "&"
char(65) [ENTER]          "A"
```

Circle CATALOG

Circle x, y, r [, *drawMode*]

Draws a circle with its center at window coordinates (x, y) and with a radius of r.

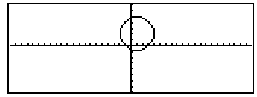
x, y, and r must be real values.

If *drawMode* = 1, draws the circle (default).
If *drawMode* = 0, turns off the circle.
If *drawMode* = -1, inverts pixels along the circle.

Note: Regraphing erases all drawn items. See also **PxlCrcl**.

In a ZoomSqr viewing window:

```
ZoomSqr:Circle 1,2,3 [ENTER]
```



ClrDraw CATALOG

ClrDraw

Clears the Graph screen and resets the Smart Graph feature so that the next time the Graph screen is displayed, the graph will be redrawn.

While viewing the Graph screen, you can clear all drawn items (such as lines and points) by pressing [F4] (ReGraph) or pressing:
TI-89: [2nd] [F6]
TI-92 Plus: [F6]
and selecting 1:ClrDraw.

ClrErr CATALOG

ClrErr

Clears the error status. It sets errornum to zero and clears the internal error context variables.

The **Else** clause of the **Try...EndTry** in the program should use **ClrErr** or **PassErr**. If the error is to be processed or ignored, use **ClrErr**. If what to do with the error is not known, use **PassErr** to send it to the next error handler. If there are no more pending **Try...EndTry** error handlers, the error dialog box will be displayed as normal.

Note: See also **PassErr** and **Try**.

Program listing:

```
:clearerr()
:Prgm
:PlotsOff:FnOff:ZoomStd
:For i,0,238
:Δx*i+xmin→xcord
: Try
:  PtOn xcord,ln(xcord)
: Else
:  If errornum=800 or
    errornum=260 Then
:   ClrErr © clear the error
:  Else
:   PassErr © pass on any other
    error
:  EndIf
: EndTry
:EndFor
:EndPrgm
```

ClrGraph CATALOG

ClrGraph

Clears any functions or expressions that were graphed with the **Graph** command or were created with the **Table** command. (See **Graph** or **Table**.)

Any previously selected Y= functions will be graphed the next time that the graph is displayed.

ClrHome CATALOG

ClrHome

Clears all items stored in the **entry()** and **ans()** Home screen history area. Does not clear the current entry line.

While viewing the Home screen, you can clear the history area by pressing [F1] and selecting 8:Clear Home.

For functions such as **solve()** that return arbitrary constants or integers (@1, @2, etc.), **ClrHome** resets the suffix to 1.

ClrIO CATALOG

ClrIO

Clears the Program I/O screen.

ClrTable CATALOG

ClrTable

Clears all table values. Applies only to the ASK setting on the Table Setup dialog box.

While viewing the Table screen in Ask mode, you can clear the values by pressing [F1] and selecting 8:Clear Table.

colDim() MATH/Matrix/Dimensions menu

colDim(*matrix***)** ⇒ *expression*

Returns the number of columns contained in *matrix*.

Note: See also **rowDim()**.

```
colDim([0,1,2;3,4,5]) [ENTER]        3
```

colNorm() MATH/Matrix/Norms menu

colNorm(*matrix***)** ⇒ *expression*

Returns the maximum of the sums of the absolute values of the elements in the columns in *matrix*.

Note: Undefined matrix elements are not allowed. See also **rowNorm()**.

```
[1,-2,3;4,5,-6]→mat [ENTER]
```

$$\begin{bmatrix}1 & -2 & 3\\ 4 & 5 & -6\end{bmatrix}$$

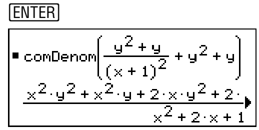
```
colNorm(mat) [ENTER]        9
```

comDenom() MATH/Algebra menu

comDenom(*expression1*[,*var*]**)** ⇒ *expression*
comDenom(*list1*[,*var*]**)** ⇒ *list*
comDenom(*matrix1*[,*var*]**)** ⇒ *matrix*

comDenom(*expression1***)** returns a reduced ratio of a fully expanded numerator over a fully expanded denominator.

```
comDenom((y^2+y)/(x+1)^2+y^2+y)
[ENTER]
```



comDenom(*expression1*,*var***)** returns a reduced ratio of numerator and denominator expanded with respect to *var*. The terms and their factors are sorted with *var* as the main variable. Similar powers of *var* are collected. There might be some incidental factoring of the collected coefficients. Compared to omitting *var*, this often saves time, memory, and screen space, while making the expression more comprehensible. It also makes subsequent operations on the result faster and less likely to exhaust memory.

comDenom((y^2+y)/(x+1)^2+y^2+y,x) [ENTER]

$$\blacksquare\ \mathrm{comDenom}\left(\frac{y^2+y}{(x+1)^2}+y^2+y,\blacktriangleright\right.$$
$$\frac{x^2\cdot y\cdot(y+1)+2\cdot x\cdot y\cdot(y+1)\blacktriangleright}{x^2+2\cdot x+1}$$

comDenom((y^2+y)/(x+1)^2+y^2+y,y) [ENTER]

$$\blacksquare\ \mathrm{comDenom}\left(\frac{y^2+y}{(x+1)^2}+y^2+y,\blacktriangleright\right.$$
$$\frac{y^2\cdot(x^2+2\cdot x+2)+y\cdot(x^2+:\blacktriangleright}{x^2+2\cdot x+1}$$

If *var* does not occur in *expression1*, **comDenom(***expression1*,*var***)** returns a reduced ratio of an unexpanded numerator over an unexpanded denominator. Such results usually save even more time, memory, and screen space. Such partially factored results also make subsequent operations on the result much faster and much less likely to exhaust memory.

comDenom(exprn,abc)→comden(exprn) [ENTER] Done

comden((y^2+y)/(x+1)^2+y^2+y) [ENTER]

$$\blacksquare\ \mathrm{comden}\left(\frac{y^2+y}{(x+1)^2}+y^2+y\right)$$
$$\frac{(x^2+2\cdot x+2)\cdot y\cdot(y+1)}{(x+1)^2}$$

Even when there is no denominator, the **comden** function is often a fast way to achieve partial factorization if **factor()** is too slow or if it exhausts memory.

comden(1234x^2∗(y^3−y)+2468x∗(y^2−1)) [ENTER]
$1234\cdot x\cdot(x\cdot y+2)\cdot(y^2-1)$

Hint: Enter this **comden()** function definition and routinely try it as an alternative to **comDenom()** and **factor()**.

conj() MATH/Complex menu

conj(*expression1***)** ⇒ *expression*
conj(*list1***)** ⇒ *list*
conj(*matrix1***)** ⇒ *matrix*

Returns the complex conjugate of the argument.

Note: All undefined variables are treated as real variables.

conj(1+2*i*) [ENTER] $1-2\cdot i$

conj([2,1−3*i*;⁻*i*,⁻7]) [ENTER]

$$\begin{bmatrix} 2 & 1+3\cdot i \\ i & -7 \end{bmatrix}$$

conj(z) z

conj(x+*i*y) $x+{}^{-}i\cdot y$

CopyVar CATALOG

CopyVar *var1*, *var2*

Copies the contents of variable *var1* to *var2*. If *var2* does not exist, **CopyVar** creates it.

Note: CopyVar is similar to the store instruction (→) when you are copying an expression, list, matrix, or character string except that no simplification takes place when using **CopyVar**. You must use **CopyVar** with non-algebraic variable types such as Pic and GDB variables.

x+y→a [ENTER]	x + y
10→x [ENTER]	10
CopyVar a,b [ENTER]	Done
a→c [ENTER]	y + 10
DelVar x [ENTER]	Done
b [ENTER]	x + y
c [ENTER]	y + 10

cos() TI-89: [2nd] [COS] key TI-92 Plus: [COS] key

cos(*expression1***)** ⇒ *expression*
cos(*list1***)** ⇒ *list*

cos(*expression1***)** returns the cosine of the argument as an expression.

cos(*list1***)** returns a list of the cosines of all elements in *list1*.

Note: The argument is interpreted as either a degree or radian angle, according to the current angle mode setting. You can use ° or ʳ to override the angle mode temporarily.

In Degree angle mode:

`cos((π/4)ʳ)` [ENTER] $\frac{\sqrt{2}}{2}$

`cos(45)` [ENTER] $\frac{\sqrt{2}}{2}$

`cos({0,60,90})` [ENTER] `{1 1/2 0}`

In Radian angle mode:

`cos(π/4)` [ENTER] $\frac{\sqrt{2}}{2}$

`cos(45°)` [ENTER] $\frac{\sqrt{2}}{2}$

---

cos(*squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix cosine of *squareMatrix1*. This is *not* the same as calculating the cosine of each element.

When a scalar function f(A) operates on *squareMatrix1* (A), the result is calculated by the algorithm:

1. Compute the eigenvalues (λ_i) and eigenvectors (V_i) of A.

   squareMatrix1 must be diagonalizable. Also, it cannot have symbolic variables that have not been assigned a value.

2. Form the matrices:

$$B = \begin{bmatrix} \lambda_1 & 0 & \dots & 0 \\ 0 & \lambda_2 & \dots & 0 \\ 0 & 0 & \dots & 0 \\ 0 & 0 & \dots & \lambda_n \end{bmatrix} \text{ and } X = [V_1, V_2, \dots, V_n]$$

3. Then $A = X\,B\,X^{-1}$ and $f(A) = X\,f(B)\,X^{-1}$. For example, $\cos(A) = X \cos(B)\,X^{-1}$ where:

$$\cos(B) = \begin{bmatrix} \cos(\lambda_1) & 0 & \dots & 0 \\ 0 & \cos(\lambda_2) & \dots & 0 \\ 0 & 0 & \dots & 0 \\ 0 & 0 & \dots & \cos(\lambda_n) \end{bmatrix}$$

All computations are performed using floating-point arithmetic.

In Radian angle mode:

`cos([1,5,3;4,2,1;6,⁻2,1])` [ENTER]

$$\begin{bmatrix} .212\ldots & .205\ldots & .121\ldots \\ .160\ldots & .259\ldots & .037\ldots \\ .248\ldots & ^{-}.090\ldots & .218\ldots \end{bmatrix}$$

$\cos^{-1}()$ **TI-89:** [♦] [COS-1] **key** **TI-92 Plus:** [2nd] [COS-1] **key**

cos^{-1} **(***expression1***)** ⇒ *expression*
cos^{-1} **(***list1***)** ⇒ *list*

cos^{-1} **(***expression1***)** returns the angle whose cosine is *expression1* as an expression.

cos^{-1} **(***list1***)** returns a list of the inverse cosines of each element of *list1*.

Note: The result is returned as either a degree or radian angle, according to the current angle mode setting.

In Degree angle mode:

`cos-1(1)` [ENTER] 0

In Radian angle mode:

`cos-1({0,.2,.5})` [ENTER]

$\{\frac{\pi}{2}$ 1.369... 1.047...}

---

cos^{-1}**(***squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix inverse cosine of *squareMatrix1*. This is *not* the same as calculating the inverse cosine of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode and Rectangular complex format mode:

`cos-1([1,5,3;4,2,1;6,-2,1])` [ENTER]

$$\begin{bmatrix} 1.734...+.064...\cdot i & -1.490...+2.105...\cdot i & ... \\ -.725...+1.515...\cdot i & .623...+.778...\cdot i & ... \\ -2.083...+2.632...\cdot i & 1.790...-1.271...\cdot i & ... \end{bmatrix}$$

cosh() MATH/Hyperbolic menu

cosh(*expression1***)** ⇒ *expression*
cosh(*list1***)** ⇒ *list*

cosh (*expression1***)** returns the hyperbolic cosine of the argument as an expression.

cosh (*list1***)** returns a list of the hyperbolic cosines of each element of *list1*.

`cosh(1.2)` [ENTER] 1.810...

`cosh({0,1.2})` [ENTER] {1 1.810...}

---

cosh(*squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix hyperbolic cosine of *squareMatrix1*. This is *not* the same as calculating the hyperbolic cosine of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode:

`cosh([1,5,3;4,2,1;6,-2,1])` [ENTER]

$$\begin{bmatrix} 421.255 & 253.909 & 216.905 \\ 327.635 & 255.301 & 202.958 \\ 226.297 & 216.623 & 167.628 \end{bmatrix}$$

$\cosh^{-1}()$ MATH/Hyperbolic menu

cosh^{-1} **(***expression1***)** ⇒ *expression*
cosh^{-1} **(***list1***)** ⇒ *list*

cosh^{-1} **(***expression1***)** returns the inverse hyperbolic cosine of the argument as an expression.

cosh^{-1} **(***list1***)** returns a list of the inverse hyperbolic cosines of each element of *list1*.

`cosh-1(1)` [ENTER] 0

`cosh-1({1,2.1,3})` [ENTER]
{0 1.372... cosh-1(3)}

cosh⁻¹(*squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix inverse hyperbolic cosine of *squareMatrix1*. This is *not* the same as calculating the inverse hyperbolic cosine of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode and Rectangular complex format mode:

```
cosh-1([1,5,3;4,2,1;6,-2,1]) [ENTER]
```

$$\begin{bmatrix} 2.525...+1.734...\cdot i & ^{-}.009...-1.490...\cdot i & ... \\ .486...-.725...\cdot i & 1.662...+.623...\cdot i & ... \\ ^{-}.322...-2.083...\cdot i & 1.267...+1.790...\cdot i & ... \end{bmatrix}$$

crossP() MATH/Matrix/Vector ops menu

crossP(*list1***,** *list2***)** ⇒ *list*

Returns the cross product of *list1* and *list2* as a list.

list1 and *list2* must have equal dimension, and the dimension must be either 2 or 3.

```
crossP({a1,b1},{a2,b2}) [ENTER]
                {0 0 a1·b2-a2·b1}

crossP({0.1,2.2,-5},{1,-.5,0}) [ENTER]
                {-2.5 -5. -2.25}
```

crossP(*vector1***,** *vector2***)** ⇒ *vector*

Returns a row or column vector (depending on the arguments) that is the cross product of *vector1* and *vector2*.

Both *vector1* and *vector2* must be row vectors, or both must be column vectors. Both vectors must have equal dimension, and the dimension must be either 2 or 3.

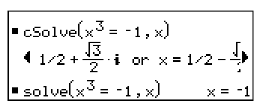
```
crossP([1,2,3],[4,5,6]) [ENTER]
                [-3 6 -3]

crossP([1,2],[3,4]) [ENTER]
                [0 0 -2]
```

cSolve() MATH/Algebra/Complex menu

cSolve(*equation***,** *var***)** ⇒ *Boolean expression*

Returns candidate complex solutions of an equation for *var*. The goal is to produce candidates for all real and non-real solutions. Even if *equation* is real, **cSolve()** allows non-real results in real mode.

```
cSolve(x^3=-1,x) [ENTER]
solve(x^3=-1,x) [ENTER]
```



Although the TI-89 / TI-92 Plus processes all undefined variables as if they were real, **cSolve()** can solve polynomial equations for complex solutions.

cSolve() temporarily sets the domain to complex during the solution even if the current domain is real. In the complex domain, fractional powers having odd denominators use the principal rather than the real branch. Consequently, solutions from **solve()** to equations involving such fractional powers are not necessarily a subset of those from **cSolve()**.

```
cSolve(x^(1/3)=-1,x) [ENTER]  false

solve(x^(1/3)=-1,x) [ENTER]   x = -1
```

cSolve() starts with exact symbolic methods. Except in EXACT mode, **cSolve()** also uses iterative approximate complex polynomial factoring, if necessary.

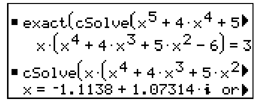
Note: See also **cZeros()**, **solve()**, and **zeros()**.

Note: If *equation* is non-polynomial with functions such as **abs()**, **angle()**, **conj()**, **real()**, or **imag()**, you should place an underscore _ (**TI-89:** [◆] [_] **TI-92 Plus:** [2nd] [_]) at the end of *var*. By default, a variable is treated as a real value.
If you use *var_* , the variable is treated as complex.

You should also use *var_* for any other variables in *equation* that might have unreal values. Otherwise, you may receive unexpected results.

Display Digits mode in Fix 2:

```
exact(cSolve(x^5+4x^4+5x
  ^3-6x-3=0,x)) [ENTER]
cSolve(ans(1),x) [ENTER]
```



z is treated as real:

```
cSolve(conj(z)=1+i,z) [ENTER]
                              z=1+i
```

z_ is treated as complex:

```
cSolve(conj(z_)=1+i,z_) [ENTER]
                              z_=1−i
```

---

cSolve(*equation1* **and** *equation2* [**and** …], {*varOrGuess1*, *varOrGuess2* [, …]}) ⇒ *Boolean expression*

Returns candidate complex solutions to the simultaneous algebraic equations, where each *varOrGuess* specifies a variable that you want to solve for.

Optionally, you can specify an initial guess for a variable. Each *varOrGuess* must have the form:

variable
– or –
variable = real or non-real number

For example, x is valid and so is x=3+*i*.

<u>If all of the equations are polynomials and if you do NOT specify any initial guesses</u>, **cSolve()** uses the lexical Gröbner/Buchberger elimination method to attempt to determine **all** complex solutions.

Complex solutions can include both real and non-real solutions, as in the example to the right.

Note: The following examples use an underscore _ (**TI-89:** [◆] [_] **TI-92 Plus:** [2nd] [_]) so that the variables will be treated as complex.

```
cSolve(u_*v_-u_=v_ and
v_^2=⁻u_,{u_,v_}) [ENTER]
```

$u\_=1/2 + \frac{\sqrt{3}}{2}\cdot i$ and $v\_=1/2 - \frac{\sqrt{3}}{2}\cdot i$
or $u\_=1/2 - \frac{\sqrt{3}}{2}\cdot i$ and $v\_=1/2 + \frac{\sqrt{3}}{2}\cdot i$
or u_=0 and v_=0

Simultaneous *polynomial* equations can have extra variables that have no values, but represent given numeric values that could be substituted later.

cSolve(u_∗v_−u_=c_∗v_ and v_^2=⁻u_,{u_,v_}) [ENTER]

$$u\_=\frac{^-(\sqrt{1-4\cdot c\_}+1)^2}{4} \text{ and } v\_=\frac{\sqrt{1-4\cdot c\_}+1}{2}$$
or
$$u\_=\frac{^-(\sqrt{1-4\cdot c\_}-1)^2}{4} \text{ and } v\_=\frac{^-(\sqrt{1-4\cdot c\_}-1)}{2}$$
or u_=0 and v_=0

You can also include solution variables that do not appear in the equations. These solutions show how families of solutions might contain arbitrary constants of the form @*k*, where *k* is an integer suffix from 1 through 255. The suffix resets to 1 when you use **ClrHome** or [F1] 8:Clear Home.

cSolve(u_∗v_−u_=v_ and v_^2=⁻u_,{u_,v_,w_}) [ENTER]

$$u\_=1/2+\frac{\sqrt{3}}{2}\cdot i \text{ and } v\_=1/2-\frac{\sqrt{3}}{2}\cdot i$$
and w_=@1
or
$$u\_=1/2-\frac{\sqrt{3}}{2}\cdot i \text{ and } v\_=1/2+\frac{\sqrt{3}}{2}\cdot i$$
and w_=@1
or u_=0 and v_=0 and w_=@1

For polynomial systems, computation time or memory exhaustion may depend strongly on the order in which you list solution variables. If your initial choice exhausts memory or your patience, try rearranging the variables in the equations and/or *varOrGuess* list.

If you do not include any guesses and if any equation is non-polynomial in any variable but all equations are linear in all solution variables, **cSolve()** uses Gaussian elimination to attempt to determine all solutions.

cSolve(u_+v_=*e*^(w_) and u_−v_=*i*, {u_,v_}) [ENTER]

$$u\_=\frac{e^{w\_}}{2}+1/2\cdot i \text{ and } v\_=\frac{e^{w\_}-i}{2}$$

If a system is neither polynomial in all of its variables nor linear in its solution variables, **cSolve()** determines at most one solution using an approximate iterative method. To do so, the number of solution variables must equal the number of equations, and all other variables in the equations must simplify to numbers.

cSolve(*e*^(z_)=w_ and w_=z_^2, {w_,z_}) [ENTER]

w_=.494… and z_=⁻.703…

A non-real guess is often necessary to determine a non-real solution. For convergence, a guess might have to be rather close to a solution.

cSolve(*e*^(z_)=w_ and w_=z_^2, {w_,z_=1+*i*}) [ENTER]

w_=.149… + 4.891…·*i* and z_=1.588… + 1.540…·*i*

CubicReg MATH/Statistics/Regressions menu

CubicReg *list1*, *list2*[, [*list3*] [, *list4*, *list5*]]

Calculates the cubic polynomial regression and updates all the statistics variables.

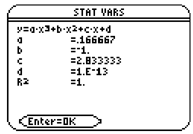
All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

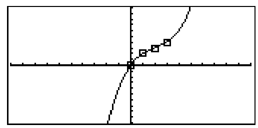
In function graphing mode.

```
{0,1,2,3}→L1 [ENTER]           {0 1 2 3}
{0,2,3,4}→L2 [ENTER]           {0 2 3 4}
CubicReg L1,L2 [ENTER]              Done
ShowStat [ENTER]
```




```
[ENTER]
regeq(x)→y1(x) [ENTER]              Done
NewPlot 1,1,L1,L2 [ENTER]           Done
```

[◆] [GRAPH]



cumSum() MATH/List menu

cumSum(*list1***)** ⇒ *list*

Returns a list of the cumulative sums of the elements in *list1*, starting at element 1.

```
cumSum({1,2,3,4}) [ENTER]
                               {1 3 6 10}
```

---

cumSum(*matrix1***)** ⇒ *matrix*

Returns a matrix of the cumulative sums of the elements in *matrix1*. Each element is the cumulative sum of the column from top to bottom.

`[1,2;3,4;5,6]→m1 [ENTER]` $\begin{bmatrix}1 & 2\\3 & 4\\5 & 6\end{bmatrix}$

`cumSum(m1) [ENTER]` $\begin{bmatrix}1 & 2\\4 & 6\\9 & 12\end{bmatrix}$

CustmOff CATALOG

CustmOff

Removes a custom toolbar.

CustmOn and **CustmOff** enable a program to control a custom toolbar. Manually, you can press [2nd] [CUSTOM] to toggle a custom toolbar on and off. Also, a custom toolbar is removed automatically when you change applications.

See **Custom** program listing example.

CustmOn CATALOG

CustmOn

Activates a custom toolbar that has already been set up in a **Custom...EndCustm** block.

CustmOn and **CustmOff** enable a program to control a custom toolbar. Manually, you can press [2nd] [CUSTOM] to toggle a custom toolbar on and off.

See **Custom** program listing example.

Custom [2nd] [CUSTOM] key

Custom
   block
EndCustm

Sets up a toolbar that is activated when you press [2nd] [CUSTOM]. It is very similar to the **ToolBar** instruction except that Title and Item statements cannot have labels.

block can be either a single statement or a series of statements separated with the ":" character.

Note: [2nd] [CUSTOM] acts as a toggle. The first instance invokes the menu, and the second instance removes the menu. The menu is removed also when you change applications.

Program listing:

```
:Test()
:Prgm
:Custom
:Title  "Lists"
:Item   "List1"
:Item   "Scores"
:Item   "L3"
:Title  "Fractions"
:Item   "f(x)"
:Item   "h(x)"
:Title  "Graph"
:EndCustm
:EndPrgm
```

Cycle CATALOG

Cycle

Transfers program control immediately to the next iteration of the current loop (**For**, **While**, or **Loop**).

Cycle is not allowed outside the three looping structures (**For**, **While**, or **Loop**).

Program listing:

```
:© Sum the integers from 1 to
  100 skipping 50.
:0→temp
:For i,1,100,1
:If i=50
:Cycle
:temp+i→temp
:EndFor
:Disp temp
```

Contents of temp after execution: `5000`

CyclePic CATALOG

CyclePic *picNameString*, *n* [, [*wait*] , [*cycles*], [*direction*]]

Displays all the PIC variables specified and at the specified interval. The user has optional control over the time between pictures, the number of times to cycle through the pictures, and the direction to go, circular or forward and backwards.

direction is 1 for circular or ⁻1 for forward and backwards. Default = 1.

1. Save three pics named pic1, pic2, and pic3.
2. Enter: CyclePic "pic",3,.5,4,⁻1
3. The three pictures (3) will be displayed automatically—one-half second (.5) between pictures, for four cycles (4), and forward and backwards (⁻1).

▶Cylind MATH/Matrix/Vector ops menu

vector **▶Cylind**

Displays the row or column vector in cylindrical form [r∠θ, z].

vector must have exactly three elements. It can be either a row or a column.

[2,2,3] ▶Cylind [ENTER]

$[2\cdot\sqrt{2}\ \angle\frac{\pi}{4}\quad 3]$

cZeros() MATH/Algebra/Complex menu

cZeros(*expression*, *var***)** ⇒ *list*

Returns a list of candidate real and non-real values of *var* that make *expression*=0. **cZeros()** does this by computing **exp▶list(cSolve(***expression*=0,*var***),***var***)**. Otherwise, **cZeros()** is similar to **zeros()**.

Note: See also **cSolve()**, **solve()**, and **zeros()**.

Note: If *expression* is non-polynomial with functions such as **abs()**, **angle()**, **conj()**, **real()**, or **imag()**, you should place an underscore _ (**TI-89:** [◆] [_] **TI-92 Plus:** [2nd] [_]) at the end of *var*. By default, a variable is treated as a real value. If you use *var*_ , the variable is treated as complex.

You should also use *var*_ for any other variables in *expression* that might have unreal values. Otherwise, you may receive unexpected results.

Display Digits mode in Fix 3:

```
cZeros(x^5+4x^4+5x^3-6x-3,x) [ENTER]
        {⁻2.125  ⁻.612  .965
          ⁻1.114 - 1.073·i
          ⁻1.114 + 1.073·i}
```

z is treated as real:

```
cZeros(conj(z)-1-i,z) [ENTER]
                      {1+i}
```

z_ is treated as complex:

```
cZeros(conj(z_)-1-i,z_) [ENTER]
                      {1-i}
```

---

cZeros({*expression1*, *expression2* [, …] **}**, **{***varOrGuess1*,*varOrGuess2* [, …] **})** ⇒ *matrix*

Returns candidate positions where the expressions are zero simultaneously. Each *varOrGuess* specifies an unknown whose value you seek.

Optionally, you can specify an initial guess for a variable. Each *varOrGuess* must have the form:

variable
– or –
variable = *real or non-real number*

For example, x is valid and so is x=3+*i*.

<u>If all of the expressions are polynomials and you do NOT specify any initial guesses,</u> **cZeros()** uses the lexical Gröbner/Buchberger elimination method to attempt to determine **all** complex zeros.

Complex zeros can include both real and non-real zeros, as in the example to the right.

Each row of the resulting matrix represents an alternate zero, with the components ordered the same as the *varOrGuess* list. To extract a row, index the matrix by [*row*].

Note: The following examples use an underscore _ (**TI-89:** [◆] [_] **TI-92 Plus:** [2nd] [_]) so that the variables will be treated as complex.

```
cZeros({u_*v_-u_-v_,v_^2+u_},
{u_,v_}) [ENTER]
```

$$\begin{bmatrix} 1/2 - \frac{\sqrt{3}}{2}\cdot i & 1/2 + \frac{\sqrt{3}}{2}\cdot i \\ 1/2 + \frac{\sqrt{3}}{2}\cdot i & 1/2 - \frac{\sqrt{3}}{2}\cdot i \\ 0 & 0 \end{bmatrix}$$

Extract row 2:

```
ans(1)[2] [ENTER]
```

$$\begin{bmatrix} 1/2 + \frac{\sqrt{3}}{2}\cdot i & 1/2 - \frac{\sqrt{3}}{2}\cdot i \end{bmatrix}$$

Simultaneous *polynomials* can have extra variables that have no values, but represent given numeric values that could be substituted later.

```
cZeros({u_*v_-u_-(c_*v_),
v_^2+u_},{u_,v_}) [ENTER]
```

$$\begin{bmatrix} \frac{-(\sqrt{1-4\cdot c\_}+1)^2}{4} & \frac{\sqrt{1-4\cdot c\_}+1}{2} \\ \frac{-(\sqrt{1-4\cdot c\_}-1)^2}{4} & \frac{-(\sqrt{1-4\cdot c\_}-1)}{2} \\ 0 & 0 \end{bmatrix}$$

You can also include unknown variables that do not appear in the expressions. These zeros show how families of zeros might contain arbitrary constants of the form @*k*, where *k* is an integer suffix from 1 through 255. The suffix resets to 1 when you use **ClrHome** or [F1] 8:Clear Home.

```
cZeros({u_*v_-u_-v_,v_^2+u_},
{u_,v_,w_}) [ENTER]
```

$$\begin{bmatrix} 1/2-\frac{\sqrt{3}}{2}\cdot i & 1/2+\frac{\sqrt{3}}{2}\cdot i & @1 \\ 1/2+\frac{\sqrt{3}}{2}\cdot i & 1/2-\frac{\sqrt{3}}{2}\cdot i & @1 \\ 0 & 0 & @1 \end{bmatrix}$$

For polynomial systems, computation time or memory exhaustion may depend strongly on the order in which you list unknowns. If your initial choice exhausts memory or your patience, try rearranging the variables in the expressions and/or *varOrGuess* list.

If you do not include any guesses and if any expression is non-polynomial in any variable but all expressions are linear in all unknowns, **cZeros()** uses Gaussian elimination to attempt to determine all zeros.

```
cZeros({u_+v_-e^(w_),u_-v_-i},
{u_,v_}) [ENTER]
```

$$\begin{bmatrix} \frac{e^{w\_}}{2}+1/2\cdot i & \frac{e^{w\_}-i}{2} \end{bmatrix}$$

If a system is neither polynomial in all of its variables nor linear in its unknowns, **cZeros()** determines at most one zero using an approximate iterative method. To do so, the number of unknowns must equal the number of expressions, and all other variables in the expressions must simplify to numbers.

```
cZeros({e^(z_)-w_,w_-z_^2},
{w_,z_}) [ENTER]
```

[.494… ⁻.703…]

A non-real guess is often necessary to determine a non-real zero. For convergence, a guess might have to be rather close to a zero.

```
cZeros({e^(z_)-w_,w_-z_^2},
{w_,z_=1+i}) [ENTER]
```

[.149…+4.89…·i 1.588…+1.540…·i]

d()   [2nd] [*d*] key or MATH/Calculus menu

d(*expression1*, *var* [,*order*]) ⇒ *expression*
d(*list1*,*var* [,*order*]) ⇒ *list*
d(*matrix1*,*var* [,*order*]) ⇒ *matrix*

Returns the first derivative of *expression1* with respect to variable *var*. *expression1* can be a list or a matrix.

order, if included, must be an integer. If the order is less than zero, the result will be an anti-derivative.

***d*()** does not follow the normal evaluation mechanism of fully simplifying its arguments and then applying the function definition to these fully simplified arguments. Instead, ***d*()** performs the following steps:

1. Simplify the second argument only to the extent that it does not lead to a non-variable.
2. Simplify the first argument only to the extent that it does recall any stored value for the variable determined by step 1.
3. Determine the symbolic derivative of the result of step 2 with respect to the variable from step 1.
4. If the variable from step 1 has a stored value or a value specified by a "with" (|) operator, substitute that value into the result from step 3.

```
d(3x^3-x+7,x) [ENTER]                 9x²-1
d(3x^3-x+7,x,2) [ENTER]               18·x
d(f(x)*g(x),x) [ENTER]
```

$$\frac{d}{dx}(f(x))\cdot g(x)+\frac{d}{dx}(g(x))\cdot f(x)$$

```
d(sin(f(x)),x) [ENTER]
```

$$\cos(f(x))\frac{d}{dx}(f(x))$$

```
d(x^3,x)|x=5 [ENTER]                  75
d(d(x^2*y^3,x),y) [ENTER]             6·y²·x
```

d(x^2,x,⁻1) [ENTER] $\frac{x^3}{3}$

```
d({x^2,x^3,x^4},x) [ENTER]
                           {2·x  3·x²  4·x³}
```

▶DD   MATH/Angle menu

number **▶DD** ⇒ *value*
list1 **▶DD** ⇒ *list*
matrix1 **▶DD** ⇒ *matrix*

Returns the decimal equivalent of the argument. The argument is a number, list, or matrix that is interpreted by the Mode setting in radians or degrees.

Note: **▶DD** can also accept input in radians.

In Degree angle mode:

```
1.5°▶DD [ENTER]                         1.5°
45°22'14.3"▶DD [ENTER]              45.370...°
{45°22'14.3",60°0'0"}▶DD [ENTER]
                              {45.370... 60}°
```

In Radian angle mode:

```
1.5▶DD [ENTER]                          85.9°
```

▶Dec   MATH/Base menu

integer1 **▶Dec** ⇒ *integer*

Converts *integer1* to a decimal (base 10) number. A binary or hexadecimal entry must always have a 0b or 0h prefix, respectively.

```
0b10011▶Dec [ENTER]                     19
0h1F▶Dec [ENTER]                        31
```

Zero, not the letter O, followed by b or h.

0b *binaryNumber*
0h *hexadecimalNumber*

A binary number can have up to 32 digits. A hexadecimal number can have up to 8.

Without a prefix, *integer1* is treated as decimal. The result is displayed in decimal, regardless of the Base mode.

Define CATALOG

Define *funcName*(*arg1Name*, *arg2Name*, ...) = *expression*

Creates *funcName* as a user-defined function. You then can use *funcName*(), just as you use built-in functions. The function evaluates *expression* using the supplied arguments and returns the result.

funcName cannot be the name of a system variable or built-in function.

The argument names are placeholders; you should not use those same names as arguments when you use the function.

Note: This form of **Define** is equivalent to executing the expression: *expression*→*funcName*(*arg1Name*,*arg2Name*). This command also can be used to define simple variables; for example, Define a=3.

```
Define g(x,y)=2x-3y [ENTER]     Done
g(1,2) [ENTER]                    ⁻4
1→a:2→b:g(a,b) [ENTER]            ⁻4

Define h(x)=when(x<2,2x-3,
⁻2x+3) [ENTER]                  Done

h(⁻3) [ENTER]                     ⁻9
h(4) [ENTER]                      ⁻5

Define eigenvl(a)=
  cZeros(det(identity(dim(a)
  [1])-x*a),x) [ENTER]          Done
eigenvl([⁻1,2;4,3]) [ENTER]
```

$$\left\{\frac{2\cdot\sqrt{3}-1}{11} \quad \frac{^{-}(2\cdot\sqrt{3}+1)}{11}\right\}$$

Define *funcName*(*arg1Name*, *arg2Name*, ...) = **Func**
block
EndFunc

Is identical to the previous form of **Define**, except that in this form, the user-defined function *funcName*() can execute a block of multiple statements.

block can be either a single statement or a series of statements separated with the ":" character. *block* also can include expressions and instructions (such as **If**, **Then**, **Else**, and **For**). This allows the function *funcName*() to use the **Return** instruction to return a specific result.

Note: It is usually easier to author and edit this form of Function in the program editor rather than on the entry line.

```
Define g(x,y)=Func:If x>y Then
:Return x:Else:Return y:EndIf
:EndFunc [ENTER]                Done

g(3,⁻7) [ENTER]                    3
```

Define *progName*(*arg1Name*, *arg2Name*, ...) **= Prgm**
block
EndPrgm

Creates *progName* as a program or subprogram, but cannot return a result using **Return**. Can execute a block of multiple statements.

block can be either a single statement or a series of statements separated with the ":" character. *block* also can include expressions and instructions (such as **If**, **Then**, **Else**, and **For**) without restrictions.

Note: It is usually easier to author and edit a program block in the Program Editor rather than on the entry line.

```
Define listinpt()=prgm:Local
  n,i,str1,num:InputStr "Enter
  name of list",str1:Input "No.
  of elements",n:For
  i,1,n,1:Input "element
  "&string(i),num:
  num→#str1[i]:EndFor:EndPrgm
  [ENTER]
                                 Done
listinpt() [ENTER]Enter name of list
```

DelFold CATALOG

DelFold *folderName1*[, *folderName2*] [, *folderName3*] ...

Deletes user-defined folders with the names *folderName1*, *folderName2*, etc. An error message is displayed if the folders contain any variables.

Note: You cannot delete the main folder.

`NewFold games [ENTER]` Done

(creates the folder `games`)

`DelFold games [ENTER]` Done

(deletes the folder `games`)

DelVar CATALOG

DelVar *var1*[, *var2*] [, *var3*] ...

Deletes the specified variables from memory.

```
2→a [ENTER]                  2
(a+2)^2 [ENTER]             16
DelVar a [ENTER]          Done
(a+2)^2 [ENTER]        (a + 2)²
```

deSolve() MATH/Calculus menu

deSolve(_1stOr2ndOrderOde_, _independentVar_, _dependentVar_**)** ⇒ *a general solution*

Returns an equation that explicitly or implicitly specifies a general solution to the 1st- or 2nd-order ordinary differential equation (ODE). In the ODE:

- Use a prime symbol (', press [2nd] [′]) to denote the 1st derivative of the dependent variable with respect to the independent variable.
- Use two prime symbols to denote the corresponding second derivative.

The ' symbol is used for derivatives within **deSolve()** only. In other cases, use ***d*( )**.

The general solution of a 1st-order equation contains an arbitrary constant of the form @*k*, where *k* is an integer suffix from 1 through 255. The suffix resets to 1 when you use **ClrHome** or [F1] 8: Clear Home. The solution of a 2nd-order equation contains two such constants.

Note: To type a prime symbol ('), press [2nd] [′].

```
deSolve(y''+2y'+y=x^2,x,y)[ENTER]
              y=(@1·x+@2)·e^-x+x^2-4·x+6
right(ans(1))→temp [ENTER]
                (@1·x+@2)·e^-x+x^2-4·x+6
d(temp,x,2)+2*d(temp,x)+temp-x^2
[ENTER]                                0
DelVar temp [ENTER]                 Done
```

Apply **solve()** to an implicit solution if you want to try to convert it to one or more equivalent explicit solutions.

```
deSolve(y'=(cos(y))^2*x,x,y) [ENTER]
```
$\tan(y)=\frac{x^2}{2}+@3$

When comparing your results with textbook or manual solutions, be aware that different methods introduce arbitrary constants at different points in the calculation, which may produce different general solutions.

```
solve(ans(1),y) [ENTER]
```
$y=\tan^{-1}\left(\frac{x^2+2\cdot @3}{2}\right)+@n1\cdot\pi$

Note: To type an @ symbol, press:

TI-89: [◆] [STO▸]

TI-92 Plus: [2nd] R

```
ans(1)|@3=c-1 and @n1=0 [ENTER]
```
$y=\tan^{-1}\left(\frac{x^2+2\cdot(c-1)}{2}\right)$

---

deSolve(*1stOrderOde* **and** *initialCondition*, *independentVar*, *dependentVar***)** ⇒ *a particular solution*

Returns a particular solution that satisfies *1stOrderOde* and *initialCondition*. This is usually easier than determining a general solution, substituting initial values, solving for the arbitrary constant, and then substituting that value into the general solution.

initialCondition is an equation of the form:

dependentVar (*initialIndependentValue*) = *initialDependentValue*

The *initialIndependentValue* and *initialDependentValue* can be variables such as x0 and y0 that have no stored values. Implicit differentiation can help verify implicit solutions.

```
sin(y)=(y*e^(x)+cos(y))y'→ode [ENTER]
```
$\sin(y)=(e^x\cdot y+\cos(y))\cdot y'$

```
deSolve(ode and y(0)=0,x,y)→soln [ENTER]
```
$\frac{^-(2\cdot\sin(y)+y^2)}{2}={}^-(e^x-1)\cdot e^{-x}\cdot\sin(y)$

```
soln|x=0 and y=0 [ENTER]          true
```

```
d(right(eq)-left(eq),x)/
(d(left(eq)-right(eq),y))
→impdif(eq,x,y) [ENTER]
                                  Done
ode|y'=impdif(soln,x,y) [ENTER]
                                  true
DelVar ode,soln [ENTER]           Done
```

---

deSolve(*2ndOrderOde* **and** *initialCondition1* **and** *initialCondition2*, *independentVar*, *dependentVar***)** ⇒ *a particular solution*

Returns a particular solution that satisfies *2ndOrderOde* and has a specified value of the dependent variable and its first derivative at one point.

```
deSolve(y''=y^(-1/2) and
y(0)=0 and y'(0)=0,t,y) [ENTER]
```
$\frac{2\cdot y^{3/4}}{3}=t$

```
solve(ans(1),y) [ENTER]
```
$y=\frac{2^{2/3}\cdot(3\cdot t)^{4/3}}{4}$ and $t\geq 0$

For *initialCondition1*, use the form:

dependentVar (*initialIndependentValue*) = *initialDependentValue*

For *initialCondition2*, use the form:

dependentVar' (*initialIndependentValue*) = *initial1stDerivativeValue*

deSolve(_2ndOrderOde_ **and** _boundaryCondition1_ **and** _boundaryCondition2_, _independentVar_, _dependentVar_**)** ⇒ _a particular solution_

Returns a particular solution that satisfies _2ndOrderOde_ and has specified values at two different points.

```
deSolve(w''-2w'/x+(9+2/x^2)w=
x*e^(x) and w(π/6)=0 and
w(π/3)=0,x,w) [ENTER]
```

$$w=\frac{e^{\frac{\pi}{3}}\cdot x\cdot \cos(3\cdot x)}{10}-\frac{e^{\frac{\pi}{6}}\cdot x\cdot \sin(3\cdot x)}{10}+\frac{x\cdot e^{x}}{10}$$

det() MATH/Matrix menu

det(_squareMatrix_[, _tol_]**)** ⇒ _expression_

Returns the determinant of _squareMatrix_.

Optionally, any matrix element is treated as zero if its absolute value is less than _tol_. This tolerance is used only if the matrix has floating-point entries and does not contain any symbolic variables that have not been assigned a value. Otherwise, _tol_ is ignored.

- If you use [◆] [ENTER] or set the mode to Exact/Approx=APPROXIMATE, computations are done using floating-point arithmetic.
- If _tol_ is omitted or not used, the default tolerance is calculated as:

  5E⁻14 * **max(dim(**_squareMatrix_**))** * **rowNorm(**_squareMatrix_**)**

```
det([a,b;c,d]) [ENTER]         a·d-b·c
det([1,2;3,4]) [ENTER]              ⁻2
det(identity(3)-x*[1,⁻2,3;
⁻2,4,1;⁻6,⁻2,7]) [ENTER]
              ⁻(98·x³-55·x²+12·x-1)
```

```
[1E20,1;0,1]→mat1        [1.E20  1]
                         [0      1]
det(mat1) [ENTER]                 0
det(mat1,.1) [ENTER]          1.E20
```

diag() MATH/Matrix menu

diag(_list_**)** ⇒ _matrix_
diag(_rowMatrix_**)** ⇒ _matrix_
diag(_columnMatrix_**)** ⇒ _matrix_

Returns a matrix with the values in the argument list or matrix in its main diagonal.

`diag({2,4,6}) [ENTER]`

$$\begin{bmatrix}2 & 0 & 0\\ 0 & 4 & 0\\ 0 & 0 & 6\end{bmatrix}$$

diag(_squareMatrix_**)** ⇒ _rowMatrix_

Returns a row matrix containing the elements from the main diagonal of _squareMatrix_.

squareMatrix must be square.

`[4,6,8;1,2,3;5,7,9] [ENTER]`

$$\begin{bmatrix}4 & 6 & 8\\ 1 & 2 & 3\\ 5 & 7 & 9\end{bmatrix}$$

`diag(ans(1)) [ENTER]` [4 2 9]

Dialog CATALOG

Dialog
block
EndDlog

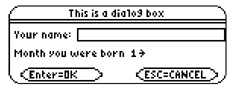
Generates a dialog box when the program is executed.

block can be either a single statement or a series of statements separated with the ":" character. Valid *block* options in the [F3] I/O, 1:Dialog menu item in the Program Editor are 1:Text, 2:Request, 4:DropDown, and 7:Title.

The variables in a dialog box can be given values that will be displayed as the default (or initial) value. If [ENTER] is pressed, the variables are updated from the dialog box and variable ok is set to 1. If [ESC] is pressed, its variables are not updated, and system variable ok is set to zero.

Program listing:

```
:Dlogtest()
:Prgm
:Dialog
:Title    "This is a dialog box"
:Request  "Your name",Str1
:Dropdown "Month you were born",
  seq(string(i),i,1,12),Var1
:EndDlog
:EndPrgm
```



dim() MATH/Matrix/Dimensions menu

dim(*list***)** ⇒ *integer*

Returns the dimension of *list*.

```
dim({0,1,2}) [ENTER]        3
```

---

dim(*matrix***)** ⇒ *list*

Returns the dimensions of *matrix* as a two-element list {rows, columns}.

```
dim([1,⁻1,2;⁻2,3,5]) [ENTER]  {2 3}
```

---

dim(*string***)** ⇒ *integer*

Returns the number of characters contained in character string *string*.

```
dim("Hello") [ENTER]              5
dim("Hello"&" there") [ENTER]    11
```

Disp CATALOG

Disp [*exprOrString1*] [, *exprOrString2*] **...**

Displays the current contents of the Program I/O screen. If one or more *exprOrString* is specified, each expression or character string is displayed on a separate line of the Program I/O screen.

An expression can include conversion operations such as ▸**DD** and ▸**Rect**. You can also use the ▸ operator to perform unit and number base conversions.

If Pretty Print = ON, expressions are displayed in pretty print.

From the Program I/O screen, you can press [F5] to display the Home screen, or a program can use **DispHome**.

```
Disp "Hello" [ENTER]          Hello
Disp cos(2.3) [ENTER]        ⁻.666…
{1,2,3,4}→L1 [ENTER]
Disp L1 [ENTER]           {1 2 3 4}
Disp 180_min▸_hr [ENTER]     3.·_hr
```

Note: To type an underscore (_), press:
TI-89: [◆] [_]
TI-92 Plus: [2nd] [_]
To type ▸, press [2nd] [▸].

DispG CATALOG

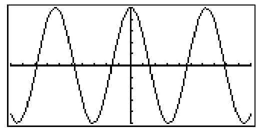
DispG

Displays the current contents of the Graph screen.

In function graphing mode:

Program segment:

```
    :
:5*cos(x)→y1(x)
:⁻10→xmin
:10→xmax
:⁻5→ymin
:5→ymax
:DispG
    :
```



DispHome CATALOG

DispHome

Displays the current contents of the Home screen.

Program segment:

```
    :
:Disp "The result is: ",xx
:Pause "Press Enter to quit"
:DispHome
:EndPrgm
```

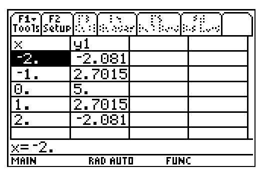
DispTbl CATALOG

DispTbl

Displays the current contents of the Table screen.

Note: The cursor pad is active for scrolling. Press [ESC] or [ENTER] to resume execution if in a program.

5*cos(x)→y1(x) [ENTER]
DispTbl [ENTER]



▶DMS MATH/Angle menu

expression **▶DMS**
list **▶DMS**
matrix **▶DMS**

Interprets the argument as an angle and displays the equivalent DMS (*DDDDDD°MM′SS.ss″*) number. See °, ', " on page 536 for DMS (degree, minutes, seconds) format.

Note: **▶DMS** will convert from radians to degrees when used in radian mode. If the input is followed by a degree symbol (°), no conversion will occur. You can use **▶DMS** only at the end of an entry line.

In Degree angle mode:

```
45.371 ▶DMS [ENTER]        45° 22'15.6"

{45.371,60} ▶DMS [ENTER]
                 {45° 22'15.6"   60° }
```

dotP() MATH/Matrix/Vector ops menu

dotP(*list1*, *list2***)** ⇒ *expression*

Returns the "dot" product of two lists.

```
dotP({a,b,c},{d,e,f}) [ENTER]
                    a·d+b·e+c·f
dotP({1,2},{5,6}) [ENTER]     17
```

---

dotP(*vector1*, *vector2***)** ⇒ *expression*

Returns the "dot" product of two vectors.

Both must be row vectors, or both must be column vectors.

```
dotP([a,b,c],[d,e,f]) [ENTER]
                    a·d+b·e+c·f
dotP([1,2,3],[4,5,6]) [ENTER] 32
```

DrawFunc CATALOG

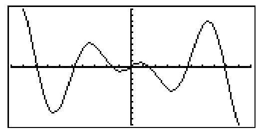
DrawFunc *expression*

Draws *expression* as a function, using x as the independent variable.

Note: Regraphing erases all drawn items.

In function graphing mode and ZoomStd window:

```
DrawFunc 1.25x*cos(x) [ENTER]
```



DrawInv CATALOG

DrawInv *expression*

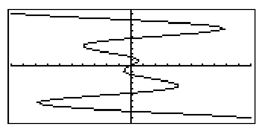
Draws the inverse of *expression* by plotting x values on the y axis and y values on the x axis.

x is the independent variable.

Note: Regraphing erases all drawn items.

In function graphing mode and ZoomStd window:

```
DrawInv 1.25x*cos(x) [ENTER]
```



DrawParm CATALOG

DrawParm *expression1*, *expression2*
[, *tmin*] [, *tmax*] [, *tstep*]

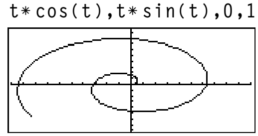
Draws the parametric equations *expression1* and *expression2*, using t as the independent variable.

Defaults for *tmin*, *tmax*, and *tstep* are the current settings for the Window variables tmin, tmax, and tstep. Specifying values does not alter the window settings. If the current graphing mode is not parametric, these three arguments are required.

Note: Regraphing erases all drawn items.

In function graphing mode and ZoomStd window:

```
DrawParm
t*cos(t),t*sin(t),0,10,.1 [ENTER]
```



DrawPol CATALOG

DrawPol *expression*[, θ*min*] [, θ*max*] [, θ*step*]

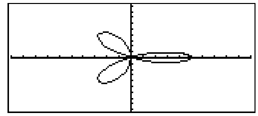
Draws the polar graph of *expression*, using θ as the independent variable.

Defaults for θ*min*, θ*max*, and θ*step* are the current settings for the Window variables θmin, θmax, and θstep. Specifying values does not alter the window settings. If the current graphing mode is not polar, these three arguments are required.

Note: Regraphing erases all drawn items.

In function graphing mode and ZoomStd window:

```
DrawPol 5*cos(3*θ),0,3.5,.1
```
[ENTER]



DrawSlp CATALOG

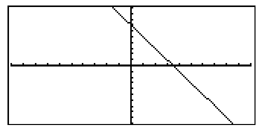
DrawSlp *x1*, *y1*, *slope*

Displays the graph and draws a line using the formula y−y1=slope·(x−x1).

Note: Regraphing erases all drawn items.

In function graphing mode and ZoomStd window:

```
DrawSlp 2,3,⁻2
```
[ENTER]



DropDown CATALOG

DropDown *titleString*, {*item1String*, *item2String*, ...}, *varName*

Displays a drop-down menu with the name *titleString* and containing the items **1:***item1String*, **2:***item2String*, and so forth. **DropDown** must be within a **Dialog...EndDlog** block.

If *varName* already exists and has a value within the range of items, the referenced item is displayed as the default selection. Otherwise, the menu's first item is the default selection.

When you select an item from the menu, the corresponding number of the item is stored in the variable *varName*. (If necessary, **DropDown** creates *varName*.)

See **Dialog** program listing example.

DrwCtour CATALOG

DrwCtour *expression*
DrwCtour *list*

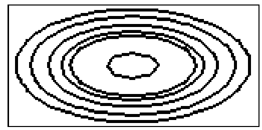
Draws contours on the current 3D graph at the z values specified by *expression* or *list*. The 3D graphing mode must already be set. **DrwCtour** automatically sets the graph format style to CONTOUR LEVELS.

By default, the graph automatically contains the number of equally spaced contours specified by the ncontour Window variable. **DrwCtour** draws contours in addition to the defaults.

To turn off the default contours, set ncontour to zero, either by using the Window screen or by storing 0 to the ncontour system variable.

In 3D graphing mode:

```
(1/5)x^2+(1/5)y^2-10→z1(x,y)
[ENTER]
                                    Done
-10→xmin:10→xmax [ENTER]              10
-10→ymin:10→ymax [ENTER]              10
-10→zmin:10→zmax [ENTER]              10
0→ncontour [ENTER]                     0
DrwCtour {-9,-4.5,-3,0,4.5,9}
[ENTER]
```



- Use the cursor to change the viewing angle. Press 0 (zero) to return to the original view.
- To toggle between different graph format styles, press:

  TI-89: [I] **TI-92 Plus**: F
- Press X, Y, or Z to look down the corresponding axis.

E TI-89: [EE] key TI-92 Plus: [2nd] [EE] key

*mantissa***E***exponent*

Enters a number in scientific notation. The number is interpreted as *mantissa* × 10*exponent*.

Hint: If you want to enter a power of 10 without causing a decimal value result, use 10^*integer*.

```
2.3E4 [ENTER]                      23000.
2.3E9+4.1E15 [ENTER]               4.1E15
3*10^4 [ENTER]                      30000
```

e^() TI-89: [◆] [e^x] key TI-92 Plus: [2nd] [e^x] key

e^(*expression1***)** ⇒ *expression*

Returns *e* raised to the *expression1* power.

Note: On the TI-89, pressing [◆] [e^x] to display e^(is different from pressing [alpha] [E]. On the TI-92 Plus, pressing [2nd][e^x] to display e^ is different from accessing the character e from the QWERTY keyboard.

You can enter a complex number in $re^{i\theta}$ polar form. However, use this form in Radian angle mode only; it causes a Domain error in Degree angle mode.

```
e^(1) [ENTER]                          e
e^(1.) [ENTER]                    2.718...
e^(3)^2 [ENTER]                       e^9
```

---

e^(*list1***)** ⇒ *list*

Returns *e* raised to the power of each element in *list1*.

```
e^({1,1.,0,.5}) [ENTER]
              {e  2.718...  1  1.648...}
```

e^(*squareMatrix1*) ⇒ *squareMatrix*

Returns the matrix exponential of *squareMatrix1*. This is *not* the same as calculating *e* raised to the power of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

```
e^([1,5,3;4,2,1;6,⁻2,1]) ENTER
```

$$\begin{bmatrix} 782.209 & 559.617 & 456.509 \\ 680.546 & 488.795 & 396.521 \\ 524.929 & 371.222 & 307.879 \end{bmatrix}$$

eigVc() MATH/Matrix menu

eigVc(*squareMatrix*) ⇒ *matrix*

Returns a matrix containing the eigenvectors for a real or complex *squareMatrix*, where each column in the result corresponds to an eigenvalue. Note that an eigenvector is not unique; it may be scaled by any constant factor. The eigenvectors are normalized, meaning that if V = [x_1, x_2, … , x_n], then:

$$\sqrt{x_1{}^2 + x_2{}^2 + \ldots + x_n{}^2} = 1$$

squareMatrix is first balanced with similarity transformations until the row and column norms are as close to the same value as possible. The *squareMatrix* is then reduced to upper Hessenberg form and the eigenvectors are computed via a Schur factorization.

In Rectangular complex format mode:

```
[-1,2,5;3,-6,9;2,-5,7]→m1 ENTER
```

$$\begin{bmatrix} ^-1 & 2 & 5 \\ 3 & ^-6 & 9 \\ 2 & ^-5 & 7 \end{bmatrix}$$

```
eigVc(m1) ENTER
```

$$\begin{bmatrix} ^-.800\ldots & .767\ldots & .767\ldots \\ .484\ldots & .573\ldots+.052\ldots\cdot i & .573\ldots-.052\ldots\cdot i \\ .352\ldots & .262\ldots+.096\ldots\cdot i & .262\ldots-.096\ldots\cdot i \end{bmatrix}$$

eigVl() MATH/Matrix menu

eigVl(*squareMatrix*) ⇒ *list*

Returns a list of the eigenvalues of a real or complex *squareMatrix*.

squareMatrix is first balanced with similarity transformations until the row and column norms are as close to the same value as possible. The *squareMatrix* is then reduced to upper Hessenberg form and the eigenvalues are computed from the upper Hessenberg matrix.

In Rectangular complex format mode:

```
[-1,2,5;3,-6,9;2,-5,7]→m1 ENTER
```

$$\begin{bmatrix} ^-1 & 2 & 5 \\ 3 & ^-6 & 9 \\ 2 & ^-5 & 7 \end{bmatrix}$$

```
eigVl(m1) ENTER
```

$\{^-4.409\ldots \quad 2.204\ldots+.763\ldots\cdot i \quad 2.204\ldots-.763\ldots\cdot i\}$

Else See **If**, page 456.

ElseIf **CATALOG** See also **If**, page 456.

If *Boolean expression1* **Then**
    block1
ElseIf *Boolean expression2* **Then**
    block2
    ⋮
ElseIf *Boolean expressionN* **Then**
    blockN
EndIf
    ⋮

ElseIf can be used as a program instruction for program branching.

Program segment:

```
  :
:If choice=1 Then
:  Goto option1
:  ElseIf choice=2 Then
:  Goto option2
:  ElseIf choice=3 Then
:  Goto option3
:  ElseIf choice=4 Then
:  Disp "Exiting Program"
:  Return
:EndIf
  :
```

EndCustm
See **Custom**, page 429.

EndDlog
See **Dialog**, page 437.

EndFor
See **For**, page 450.

EndFunc
See **Func**, page 451.

EndIf
See **If**, page 456.

EndLoop
See **Loop**, page 466.

EndPrgm
See **Prgm**, page 481.

EndTBar
See **ToolBar**, page 515.

EndTry
See **Try**, page 515.

EndWhile
See **While**, page 518.

entry() CATALOG

entry() ⇒ *expression*
entry(*integer***)** ⇒ *expression*

Returns a previous entry-line entry from the Home screen history area.

integer, if included, specifies which entry expression in the history area. The default is 1, the most recently evaluated entry. Valid range is from 1 to 99 and cannot be an expression.

Note: If the last entry is still highlighted on the Home screen, pressing [ENTER] is equivalent to executing **entry(1)**.

On the Home screen:

```
1+1/x [ENTER]                    1/x + 1
1+1/entry(1) [ENTER]             2 - 1/(x+1)
[ENTER]                          1/(2·(2·x+1)) + 3/2
[ENTER]                          5/3 - 1/(3·(3·x+2))
entry(4) [ENTER]                 1/x + 1
```

exact() MATH/Number menu

exact(*expression1* [, *tol*]**)** ⇒ *expression*
exact(*list1* [, *tol*]**)** ⇒ *list*
exact(*matrix1* [, *tol*]**)** ⇒ *matrix*

Uses Exact mode arithmetic regardless of the Exact/Approx mode setting to return, when possible, the rational-number equivalent of the argument.

tol specifies the tolerance for the conversion; the default is 0 (zero).

```
exact(.25) [ENTER]               1/4
exact(.333333) [ENTER]           333333/1000000
exact(.33333,.001)               1/3
exact(3.5x+y) [ENTER]            7·x/2 + y
exact({.2,.33,4.125}) [ENTER]
                                 {1/5 33/100 33/8}
```

Exec CATALOG

Exec *string* [, *expression1*] [, *expression2*] ...

Executes a *string* consisting of a series of Motorola 68000 op-codes. These codes act as a form of an assembly-language program. If needed, the optional *expressions* let you pass one or more arguments to the program.

For more information, check the TI Web site: **education.ti.com**

Warning: Exec gives you access to the full power of the microprocessor. Please be aware that you can easily make a mistake that locks up the calculator and causes you to lose your data. We suggest you make a backup of the calculator contents before attempting to use the **Exec** command.

Exit CATALOG

Exit

Exits the current **For**, **While**, or **Loop** block.

Exit is not allowed outside the three looping structures (**For**, **While**, or **Loop**).

Program listing:

```
:0→temp
:For i,1,100,1
:  temp+i→temp
:  If temp>20
:  Exit
:EndFor
:Disp temp
```

Contents of **temp** after execution: 21

exp▸list() CATALOG

exp▸list(*expression*,*var***)** ⇒ *list*

Examines *expression* for equations that are separated by the word “or,” and returns a list containing the right-hand sides of the equations of the form *var=expression*. This gives you an easy way to extract some solution values embedded in the results of the **solve()**, **cSolve()**, **fMin()**, and **fMax()** functions.

Note: exp▸list() is not necessary with the **zeros** and **cZeros()** functions because they return a list of solution values directly.

```
solve(x^2-x-2=0,x) [ENTER]   x=2 or x=-1

exp▸list(solve(x^2-x-2=0,x),x)
[ENTER]
                                 {-1  2}
```

expand() MATH/Algebra menu

expand(*expression1* [, *var*]**)** ⇒ *expression*
expand(*list1* [,*var*]**)** ⇒ *list*
expand(*matrix1* [,*var*]**)** ⇒ *matrix*

expand(*expression1***)** returns *expression1* expanded with respect to all its variables. The expansion is polynomial expansion for polynomials and partial fraction expansion for rational expressions.

The goal of **expand()** is to transform *expression1* into a sum and/or difference of simple terms. In contrast, the goal of **factor()** is to transform *expression1* into a product and/or quotient of simple factors.

```
expand((x+y+1)^2) [ENTER]
```

$x^2 + 2\cdot x\cdot y + 2\cdot x + y^2 + 2\cdot y + 1$

```
expand((x^2-x+y^2-y)/(x^2*y^2
 -x^2*y-x*y^2+x*y)) [ENTER]
```

$\blacksquare\ \text{expand}\left(\dfrac{x^2 - x + y^2 - y}{x^2\cdot y^2 - x^2\cdot y - x\cdot y^2 + x\cdot y}\right)$

$\dfrac{1}{x-1} - \dfrac{1}{x} + \dfrac{1}{y-1} - \dfrac{1}{y}$

---

expand(*expression1*,*var***)** returns *expression* expanded with respect to *var*. Similar powers of *var* are collected. The terms and their factors are sorted with *var* as the main variable. There might be some incidental factoring or expansion of the collected coefficients. Compared to omitting *var*, this often saves time, memory, and screen space, while making the expression more comprehensible.

```
expand((x+y+1)^2,y) [ENTER]
```

$y^2 + 2\cdot y\cdot (x+1) + (x+1)^2$

```
expand((x+y+1)^2,x) [ENTER]
```

$x^2 + 2\cdot x\cdot (y+1) + (y+1)^2$

```
expand((x^2-x+y^2-y)/(x^2*y^2
 -x^2*y-x*y^2+x*y),y) [ENTER]
```

$\blacksquare\ \text{expand}\left(\dfrac{x^2 - x + y^2 - y}{x^2\cdot y^2 - x^2\cdot y - x\cdot y^2 + x\cdot y}\right)$

$\dfrac{1}{y-1} - \dfrac{1}{y} + \dfrac{1}{x\cdot(x-1)}$

```
expand(ans(1),x) [ENTER]
```

$\blacksquare\ \text{expand}\left(\dfrac{1}{y-1} - \dfrac{1}{y} + \dfrac{1}{x\cdot(x-1)}\right)$

$\dfrac{1}{x-1} - \dfrac{1}{x} + \dfrac{1}{y\cdot(y-1)}$

Even when there is only one variable, using *var* might make the denominator factorization used for partial fraction expansion more complete.

Hint: For rational expressions, **propFrac()** is a faster but less extreme alternative to **expand()**.

Note: See also **comDenom()** for an expanded numerator over an expanded denominator.

```
expand((x^3+x^2-2)/(x^2-2))
[ENTER]
```

$\dfrac{2\cdot x}{x^2-2} + x+1$

```
expand(ans(1),x) [ENTER]
```

$\dfrac{1}{x-\sqrt{2}} + \dfrac{1}{x+\sqrt{2}} + x+1$

expand(*expression1*,[*var*]**)** also distributes logarithms and fractional powers regardless of *var*. For increased distribution of logarithms and fractional powers, inequality constraints might be necessary to guarantee that some factors are nonnegative.

expand(*expression1*, [*var*]**)** also distributes absolute values, **sign()**, and exponentials, regardless of *var*.

Note: See also **tExpand()** for trigonometric angle-sum and multiple-angle expansion.

ln(2x*y)+√(2x*y) [ENTER]
ln(2·x·y) + √(2·x·y)

expand(ans(1)) [ENTER]
ln(x·y) + √2·√(x·y) + ln(2)

expand(ans(1))|y>=0 [ENTER]
ln(x) + √2·√x·√y + ln(y) + ln(2)

sign(x*y)+abs(x*y)+ e^(2x+y) [ENTER]
$e^{2\cdot x+y}$ + sign(x·y) + |x·y|

expand(ans(1)) [ENTER]
sign(x)·sign(y) + |x|·|y|+ $(e^{x})^{2}\cdot e^{y}$

expr() MATH/String menu

expr(*string***)** ⇒ *expression*

Returns the character string contained in *string* as an expression and immediately executes it.

expr("1+2+x^2+x") [ENTER] x^2 + x + 3

expr("expand((1+x)^2)") [ENTER]
x^2 + 2·x + 1

"Define cube(x)=x^3"→funcstr [ENTER]
"Define cube(x)=x^3"

expr(funcstr) [ENTER] Done

cube(2) [ENTER] 8

ExpReg MATH/Statistics/Regressions menu

ExpReg *list1*, *list2* [, [*list3*] [, *list4*, *list5*]]

Calculates the exponential regression and updates all the system statistics variables.

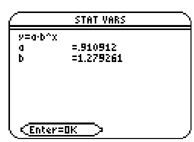
All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

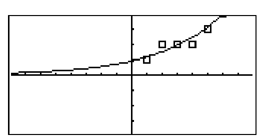
In function graphing mode:

{1,2,3,4,5,6,7,8}→L1 [ENTER]
{1 2 …}
{1,2,2,2,3,4,5,7}→L2 [ENTER]
{1 2 …}
ExpReg L1,L2 [ENTER] Done
ShowStat [ENTER]



[ENTER]
Regeq(x)→y1(x) [ENTER] Done
NewPlot 1,1,L1,L2 [ENTER] Done

[◆] [GRAPH]



factor() MATH/Algebra menu

factor(*expression1*[, *var*]**)** ⇒ *expression*
factor(*list1*[,*var*]**)** ⇒ *list*
factor(*matrix1*[,*var*]**)** ⇒ *matrix*

factor(*expression1*) returns *expression1* factored with respect to all of its variables over a common denominator.

expression1 is factored as much as possible toward linear rational factors without introducing new non-real subexpressions. This alternative is appropriate if you want factorization with respect to more than one variable.

```
factor(a^3*x^2-a*x^2-a^3+a) [ENTER]
        a·(a -1)·(a +1)·(x -1)·(x +1)
factor(x^2+1) [ENTER]           x² + 1
factor(x^2-4) [ENTER] (x - 2)·(x + 2)
factor(x^2-3) [ENTER]           x² - 3
factor(x^2-a) [ENTER]           x² - a
```

---

factor(*expression1*,*var***)** returns *expression1* factored with respect to variable *var*.

expression1 is factored as much as possible toward real factors that are linear in *var*, even if it introduces irrational constants or subexpressions that are irrational in other variables.

The factors and their terms are sorted with *var* as the main variable. Similar powers of *var* are collected in each factor. Include *var* if factorization is needed with respect to only that variable and you are willing to accept irrational expressions in any other variables to increase factorization with respect to *var*. There might be some incidental factoring with respect to other variables.

```
factor(a^3*x^2-a*x^2-a^3+a,x)
[ENTER]
           a·(a² - 1)·(x - 1)·(x + 1)
factor(x^2-3,x) [ENTER]
                   (x + √3)·(x - √3)
factor(x^2-a,x) [ENTER]
                   (x + √a)·(x - √a)
```

For the AUTO setting of the Exact/Approx mode, including *var* permits approximation with floating-point coefficients where irrational coefficients cannot be explicitly expressed concisely in terms of the built-in functions. Even when there is only one variable, including *var* might yield more complete factorization.

```
factor(x^5+4x^4+5x^3-6x-3)
[ENTER]
           x⁵ + 4·x⁴ + 5·x³- 6·x - 3
factor(ans(1),x) [ENTER]
           (x-.964…)·(x +.611…)·
       (x + 2.125…)·(x² + 2.227…·
                        x + 2.392…)
```

Note: See also **comDenom()** for a fast way to achieve partial factoring when **factor()** is not fast enough or if it exhausts memory.

Note: See also **cFactor()** for factoring all the way to complex coefficients in pursuit of linear factors.

factor(*rationalNumber***)** returns the rational number factored into primes. For composite numbers, the computing time grows exponentially with the number of digits in the second-largest factor. For example, factoring a 30-digit integer could take more than a day, and factoring a 100-digit number could take more than a century.

```
factor(152417172689) [ENTER]
                    123457·1234577

isPrime(152417172689) [ENTER]false
```

Note: To stop (break) a computation, press [ON].

If you merely want to determine if a number is prime, use **isPrime()** instead. It is much faster, particularly if *rationalNumber* is not prime and if the second-largest factor has more than five digits.

Fill — MATH/Matrix menu

Fill *expression*, *matrixVar* ⇒ *matrix*

Replaces each element in variable *matrixVar* with *expression*.

matrixVar must already exist.

```
[1,2;3,4]→amatrx [ENTER]      [1  2]
                              [3  4]
Fill 1.01,amatrx [ENTER]        Done
amatrx [ENTER]           [1.01 1.01]
                         [1.01 1.01]
```

Fill *expression*, *listVar* ⇒ *list*

Replaces each element in variable *listVar* with *expression*.

listVar must already exist.

```
{1,2,3,4,5}→alist [ENTER]
                         {1 2 3 4 5}
Fill 1.01,alist [ENTER]         Done
alist [ENTER]
          {1.01 1.01 1.01 1.01 1.01}
```

floor() — MATH/Number menu

floor(*expression***)** ⇒ *integer*

Returns the greatest integer that is ≤ the argument. This function is identical to **int()**.

The argument can be a real or a complex number.

```
floor(⁻2.14) [ENTER]              ⁻3.
```

floor(*list1***)** ⇒ *list*
floor(*matrix1***)** ⇒ *matrix*

Returns a list or matrix of the floor of each element.

Note: See also **ceiling()** and **int()**.

```
floor({3/2,0,⁻5.3}) [ENTER]
                          {1 0 ⁻6.}
floor([1.2,3.4;2.5,4.8]) [ENTER]
                          [1. 3.]
                          [2. 4.]
```

fMax() — MATH/Calculus menu

fMax(*expression*, *var***)** ⇒ *Boolean expression*

Returns a Boolean expression specifying candidate values of *var* that maximize *expression* or locate its least upper bound.

```
fMax(1-(x-a)^2-(x-b)^2,x) [ENTER]
```

$x = \frac{a+b}{2}$

```
fMax(.5x^3-x-2,x) [ENTER]       x = ∞
```

Use the "|" operator to restrict the solution interval and/or specify the sign of other undefined variables.

For the APPROX setting of the Exact/Approx mode, **fMax()** iteratively searches for one approximate local maximum. This is often faster, particularly if you use the "|" operator to constrain the search to a relatively small interval that contains exactly one local maximum.

Note: See also **fMin()** and **max()**.

```
fMax(.5x^3-x-2,x)|x≤1 [ENTER]
                        x = ⁻.816...
fMax(a*x^2,x) [ENTER]
  x = ∞ or x = ⁻∞ or x = 0 or a = 0
fMax(a*x^2,x)|a<0 [ENTER]      x = 0
```

fMin() MATH/Calculus menu

fMin(*expression*, *var***)** ⇒ *Boolean expression*

Returns a Boolean expression specifying candidate values of *var* that minimize *expression* or locate its greatest lower bound.

Use the "|" operator to restrict the solution interval and/or specify the sign of other undefined variables.

For the APPROX setting of the Exact/Approx mode, **fMin()** iteratively searches for one approximate local minimum. This is often faster, particularly if you use the "|" operator to constrain the search to a relatively small interval that contains exactly one local minimum.

Note: See also **fMax()** and **min()**.

```
fMin(1-(x-a)^2-(x-b)^2,x) [ENTER]
                 x = ∞ or x = ⁻∞
fMin(.5x^3-x-2,x)|x≥1 [ENTER]  x = 1
fMin(a*x^2,x) [ENTER]
  x = ∞ or x = ⁻∞ or x = 0 or a = 0
fMin(a*x^2,x)|a>0 and x>1 [ENTER]
                            x = 1.
fMin(a*x^2,x)|a>0 [ENTER]      x = 0
```

FnOff CATALOG

FnOff

Deselects all Y= functions for the current graphing mode.

In split-screen, two-graph mode, **FnOff** only applies to the active graph.

FnOff [1] [, 2] ... [,99]

Deselects the specified Y= functions for the current graphing mode.

In function graphing mode:
FnOff 1,3 [ENTER] deselects y1(x) and y3(x).

In parametric graphing mode:
FnOff 1,3 [ENTER] deselects xt1(t), yt1(t), xt3(t), and yt3(t).

FnOn CATALOG

FnOn

Selects all Y= functions that are defined for the current graphing mode.

In split-screen, two-graph mode, **FnOn** only applies to the active graph.

FnOn [1] [, 2] ... [,99]

Selects the specified Y= functions for the current graphing mode.

Note: In 3D graphing mode, only one function at a time can be selected. FnOn 2 selects z2(x,y) and deselects any previously selected function. In the other graph modes, previously selected functions are not affected.

For — CATALOG

For *var*, *low*, *high* [, *step*]
    block
EndFor

Executes the statements in *block* iteratively for each value of *var*, from *low* to *high*, in increments of *step*.

var must not be a system variable.

step can be positive or negative. The default value is 1.

block can be either a single statement or a series of statements separated with the ":" character.

Program segment:

```
  :
:0→tempsum : 1→step
:For i,1,100,step
:  tempsum+i→tempsum
:EndFor
:Disp tempsum
  :
```

Contents of `tempsum` after execution: `5050`

Contents of `tempsum` when `step` is changed to 2: `2500`

format() — MATH/String menu

format(*expression*[, *formatString*]**)** ⇒ *string*

Returns *expression* as a character string based on the format template.

expression must simplify to a number. *formatString* is a string and must be in the form: "F[*n*]", "S[*n*]", "E[*n*]", "G[*n*][*c*]", where [ ] indicate optional portions.

F[*n*]: Fixed format. *n* is the number of digits to display after the decimal point.

S[*n*]: Scientific format. *n* is the number of digits to display after the decimal point.

E[*n*]: Engineering format. *n* is the number of digits after the first significant digit. The exponent is adjusted to a multiple of three, and the decimal point is moved to the right by zero, one, or two digits.

G[*n*][*c*]: Same as fixed format but also separates digits to the left of the radix into groups of three. *c* specifies the group separator character and defaults to a comma. If *c* is a period, the radix will be shown as a comma.

[R*c*]: Any of the above specifiers may be suffixed with the R*c* radix flag, where *c* is a single character that specifies what to substitute for the radix point.

```
format(1.234567,"f3") [ENTER]
                          "1.235"
format(1.234567,"s2") [ENTER]
                          "1.23E0"
format(1.234567,"e3") [ENTER]
                          "1.235E0"
format(1.234567,"g3") [ENTER]
                          "1.235"
format(1234.567,"g3") [ENTER]
                          "1,234.567"
format(1.234567,"g3,r:") [ENTER]
                          "1:235"
```

fpart() — MATH/Number menu

fpart(*expression1***)** ⇒ *expression*
fpart(*list1***)** ⇒ *list*
fpart(*matrix1***)** ⇒ *matrix*

Returns the fractional part of the argument.

For a list or matrix, returns the fractional parts of the elements.

The argument can be a real or a complex number.

```
fpart(⁻1.234) [ENTER]                    ⁻.234

fpart({1, ⁻2.3, 7.003}) [ENTER]
                               {0  ⁻.3  .003}
```

Func — CATALOG

Func
  block
EndFunc

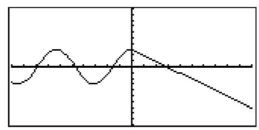
Required as the first statement in a multi-statement function definition.

block can be either a single statement or a series of statements separated with the ":" character.

Note: when() also can be used to define and graph piecewise-defined functions.

In function graphing mode, define a piecewise function:

```
Define g(x)=Func:If x<0 Then
  :Return 3*cos(x):Else:Return
  3-x:EndIf:EndFunc [ENTER]     Done

Graph g(x) [ENTER]
```



gcd() — MATH/Number menu

gcd(*number1*, *number2***)** ⇒ *expression*

Returns the greatest common divisor of the two arguments. The **gcd** of two fractions is the **gcd** of their numerators divided by the **lcm** of their denominators.

In Auto or Approximate mode, the **gcd** of fractional floating-point numbers is 1.0.

```
gcd(18,33) [ENTER]                          3
```

---

gcd(*list1*, *list2***)** ⇒ *list*

Returns the greatest common divisors of the corresponding elements in *list1* and *list2*.

```
gcd({12,14,16},{9,7,5}) [ENTER]
                                   {3 7 1}
```

---

gcd(*matrix1*, *matrix2***)** ⇒ *matrix*

Returns the greatest common divisors of the corresponding elements in *matrix1* and *matrix2*.

```
gcd([2,4;6,8],[4,8;12,16]) [ENTER]
```

$$\begin{bmatrix} 2 & 4 \\ 6 & 8 \end{bmatrix}$$

Get — CATALOG

Get *var*

Retrieves a CBL 2™/CBL™ (Calculator-Based Laboratory™) or CBR™ (Calculator-Based Ranger™) value from the link port and stores it in variable *var*.

Program segment:

```
  ⋮
:Send {3,1,⁻1,0}
:For i,1,99
:  Get data[i]
:  PtOn i,data[i]
:EndFor
  ⋮
```

GetCalc CATALOG

GetCalc *var*

Retrieves a value from the link port and stores it in variable *var*. This is for unit-to-unit linking.

Note: To get a variable to the link port from another unit, use [2nd] [VAR-LINK] on the other unit to select and send a variable, or do a **SendCalc** on the other unit.

Program segment:

```
 :
:Disp "Press Enter when ready"
:Pause
:GetCalc L1
:Disp "List L1 received"
 :
```

getConfg() CATALOG

getConfg() ⇒ *ListPairs*

Returns a list of calculator attributes. The attribute name is listed first, followed by its value.

TI-89:

```
getConfg() [ENTER]
       {"Product Name" "Advanced
           Mathematics Software"
    "Version" "2.00, 09/25/1999"
        "Product ID" "03-1-4-68"
       "ID #" "01012 34567 ABCD"
                 "Cert. Rev. #" 0
               "Screen Width" 160
              "Screen Height" 100
               "Window Width" 160
               "Window Height" 67
                "RAM Size" 262132
                "Free RAM" 197178
            "Archive Size" 655360
          "Free Archive" 655340}
```

TI-92 Plus:

```
getConfg() [ENTER]
       {"Product Name" "Advanced
           Mathematics Software"
    "Version" "2.00, 09/25/1999"
        "Product ID" "01-1-4-80"
       "ID #" "01012 34567 ABCD"
                 "Cert. Rev. #" 0
               "Screen Width" 240
              "Screen Height" 120
               "Window Width" 240
               "Window Height" 91
                "RAM Size" 262144
                "Free RAM" 192988
            "Archive Size" 720896
          "Free Archive" 720874}
```

Note: Your screen may display different attribute values. The Cert. Rev. # attribute appears only if you have purchased and installed additional software into the calculator.

getDenom() MATH/Algebra/Extract menu

getDenom(*expression1***)** ⇒ *expression*

Transforms *expression1* into one having a reduced common denominator, and then returns its denominator.

```
getDenom((x+2)/(y-3)) [ENTER]   y - 3

getDenom(2/7) [ENTER]               7

getDenom(1/x+(y^2+y)/y^2) [ENTER]
                                  x·y
```

getFold() CATALOG

getFold() ⇒ *nameString*

Returns the name of the current folder as a string.

```
getFold() [ENTER]                "main"
getFold()→oldfoldr [ENTER]       "main"
oldfoldr [ENTER]                 "main"
```

getKey() CATALOG

getKey() ⇒ *integer*

Returns the key code of the key pressed. Returns 0 if no key is pressed.

The prefix keys (shift [↑], second function [2nd], option [◆], alpha [alpha], and drag [✋]) are not recognized by themselves; however, they modify the keycodes of the key that follows them. For example: [◆] [X] ≠ [X] ≠ [2nd] [X].

For a listing of key codes, see Appendix B.

Program listing:

```
:Disp
:Loop
:  getKey()→key
:  while key=0
:    getKey()→key
:  EndWhile
:  Disp key
:  If key = ord("a")
:  Stop
:EndLoop
```

getMode() CATALOG

getMode(*modeNameString***)** ⇒ *string*
getMode("ALL") ⇒ *ListStringPairs*

If the argument is a specific mode name, returns a string containing the current setting for that mode.

If the argument is **"ALL"**, returns a list of string pairs containing the settings of all the modes. If you want to restore the mode settings later, you must store the **getMode("ALL")** result in a variable, and then use **setMode()** to restore the modes.

For a listing of mode names and possible settings, see **setMode()**.

Note: To set or return information about the Unit System mode, use **setUnits()** or **getUnits()** instead of **setMode()** or **getMode()**.

```
getMode("angle") [ENTER]      "RADIAN"
getMode("graph") [ENTER]    "FUNCTION"
getMode("all") [ENTER]
                 {"Graph" "FUNCTION"
           "Display Digits" "FLOAT 6"
                    "Angle" "RADIAN"
       "Exponential Format" "NORMAL"
             "Complex Format" "REAL"
      "Vector Format" "RECTANGULAR"
                  "Pretty Print" "ON"
                "Split Screen" "FULL"
                 "Split 1 App" "Home"
                "Split 2 App" "Graph"
              "Number of Graphs" "1"
                "Graph 2" "FUNCTION"
           "Split Screen Ratio" "1,1"
                "Exact/Approx" "AUTO"
                        "Base" "DEC"}
```

Note: Your screen may display different mode settings.

getNum() MATH/Algebra/Extract menu

getNum(*expression1***)** ⇒ *expression*

Transforms *expression1* into one having a reduced common denominator, and then returns its numerator.

```
getNum((x+2)/(y-3)) [ENTER]     x + 2
getNum(2/7) [ENTER]                 2
getNum(1/x+1/y) [ENTER]         x + y
```

getType() CATALOG

getType(*var***)** ⇒ *string*

Returns a string indicating the data type of variable *var*.

If *var* has not been defined, returns the string "NONE".

```
{1,2,3}→temp [ENTER]          {1 2 3}
getType(temp) [ENTER]          "LIST"

2+3i→temp [ENTER]              2 + 3i
getType(temp) [ENTER]          "EXPR"

DelVar temp [ENTER]              Done
getType(temp) [ENTER]          "NONE"
```

Data Type	Variable Contents
"ASM"	Assembly-language program
"DATA"	Data type
"EXPR"	Expression (includes complex/arbitrary/undefined, ∞, ⁻∞, TRUE, FALSE, pi, *e*)
"FUNC"	Function
"GDB"	Graph data base
"LIST"	List
"MAT"	Matrix
"NONE"	Variable does not exist
"NUM"	Real number
"OTHER"	Miscellaneous data type for future use by software applications
"PIC"	Picture
"PRGM"	Program
"STR"	String
"TEXT"	Text type
"VAR"	Name of another variable

getUnits() CATALOG

getUnits() ⇒ *list*

Returns a list of strings that contain the current default units for all categories except constants, temperature, amount of substance, luminous intensity, and acceleration. *list* has the form:

{"*system*" "*cat1*" "*unit1*" "*cat2*" "*unit2*" …}

The first string gives the system (SI, ENG/US, or CUSTOM). Subsequent pairs of strings give a category (such as Length) and its default unit (such as _m for meters).

To set the default units, use **setUnits()**.

```
getUnits() [ENTER]
      {"SI"  "Area"  "NONE"
        "Capacitance"  "_F"
          "Charge"  "_coul"
                          … }
```

Note: Your screen may display different default units.

Goto CATALOG

Goto *labelName*

Transfers program control to the label *labelName*.

labelName must be defined in the same program using a **Lbl** instruction.

Program segment:

```
   :
:0→temp
:1→i
:Lbl TOP
:  temp+i→temp
:  If i<10 Then
:   i+1→i
:   Goto TOP
:  EndIf
:Disp temp
   :
```

Graph CATALOG

Graph *expression1*[, *expression2*] [, *var1*] [, *var2*]

The Smart Graph feature graphs the requested expressions/ functions using the current graphing mode.

Expressions entered using the **Graph** or **Table** commands are assigned increasing function numbers starting with 1. They can be modified or individually deleted using the edit functions available when the table is displayed by pressing [F4] Header. The currently selected Y= functions are ignored.

If you omit an optional *var* argument, **Graph** uses the independent variable of the current graphing mode.

Note: Not all optional arguments are valid in all modes because you can never have all four arguments at the same time.

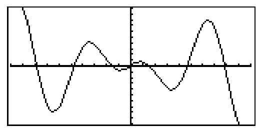
Some valid variations of this instruction are:

Function graphing	**Graph** *expr*, *x*
Parametric graphing	**Graph** *xExpr*, *yExpr*, *t*
Polar graphing	**Graph** *expr*, θ
Sequence graphing	Not allowed.
3D graphing	**Graph** *expr*, *x*, *y*
Diff Equations graphing	Not allowed.

Note: Use **ClrGraph** to clear these functions, or go to the Y= Editor to re-enable the system Y= functions.

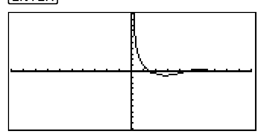
In function graphing mode and ZoomStd window:

`Graph 1.25a*cos(a),a` [ENTER]



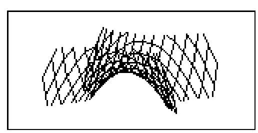
In parametric graphing mode and ZoomStd window:

`Graph time,2cos(time)/time,time` [ENTER]



In 3D graphing mode:

`Graph (v^2 - w^2)/4,v,w` [ENTER]



▶Hex   MATH/Base menu

integer1 **▶Hex** ⇒ *integer*

Converts *integer1* to a hexadecimal number. Binary or hexadecimal numbers always have a 0b or 0h prefix, respectively.

Zero, not the letter O, followed by b or h.

0b *binaryNumber*
0h *hexadecimalNumber*

A binary number can have up to 32 digits. A hexadecimal number can have up to 8.

Without a prefix, *integer1* is treated as decimal (base 10). The result is displayed in hexadecimal, regardless of the Base mode.

If you enter a decimal integer that is too large for a signed, 32-bit binary form, a symmetric modulo operation is used to bring the value into the appropriate range.

```
256▶Hex [ENTER]                  0h100

0b111100001111▶Hex [ENTER]       0hF0F
```

identity()   MATH/Matrix menu

identity(*expression***)** ⇒ *matrix*

Returns the identity matrix with a dimension of *expression*.

expression must evaluate to a positive integer.

```
identity(4) [ENTER]
```

$$\begin{bmatrix}1 & 0 & 0 & 0\\ 0 & 1 & 0 & 0\\ 0 & 0 & 1 & 0\\ 0 & 0 & 0 & 1\end{bmatrix}$$

If   CATALOG

If *Boolean expression*
    statement

If *Boolean expression* **Then**
    block
EndIf

If *Boolean expression* evaluates to true, executes the single statement *statement* or the block of statements *block* before continuing execution.

If *Boolean expression* evaluates to false, continues execution without executing the statement or block of statements.

block can be either a single statement or a sequence of statements separated with the ":" character.

Program segment:

```
     :
:If x<0
:Disp "x is negative"
     :
```

—or—

```
     :
:If x<0 Then
:  Disp "x is negative"
:  abs(x)→x
:EndIf
     :
```

If *Boolean expression* **Then**
    block1
Else
    block2
EndIf

If *Boolean expression* evaluates to true, executes *block1* and then skips *block2*.

If *Boolean expression* evaluates to false, skips *block1* but executes *block2*.

block1 and *block2* can be a single statement.

Program segment:

```
     :
:If x<0 Then
:  Disp "x is negative"
:    Else
:  Disp "x is positive or zero"
:EndIf
     :
```

If *Boolean expression1* **Then**
  block1
ElseIf *Boolean expression2* **Then**
  block2
  ⋮
ElseIf *Boolean expressionN* **Then**
  blockN
EndIf

Allows for program branching. If *Boolean expression1* evaluates to true, executes *block1*. If *Boolean expression1* evaluates to false, evaluates *Boolean expression2*, etc.

Program segment:

```
  :
:If choice=1 Then
:  Goto option1
:  ElseIf choice=2 Then
:    Goto option2
:  ElseIf choice=3 Then
:    Goto option3
:  ElseIf choice=4 Then
:    Disp "Exiting Program"
:    Return
:EndIf
  :
```

imag() MATH/Complex menu

imag(*expression1***)** ⇒ *expression*

imag(*expression1***)** returns the imaginary part of the argument.

Note: All undefined variables are treated as real variables. See also **real()**.

```
imag(1+2i) ENTER        2
imag(z) ENTER           0
imag(x+iy) ENTER        y
```

imag(*list1***)** ⇒ *list*

Returns a list of the imaginary parts of the elements.

```
imag({⁻3,4⁻i,i}) ENTER    {0 ⁻1 1}
```

imag(*matrix1***)** ⇒ *matrix*

Returns a matrix of the imaginary parts of the elements.

imag([a,b;ic,id]) ENTER $\begin{bmatrix} 0 & 0 \\ c & d \end{bmatrix}$

Input CATALOG

Input

Pauses the program, displays the current Graph screen, and lets you update variables *xc* and *yc* (also *rc* and θ*c* for polar coordinate mode) by positioning the graph cursor.

When you press ENTER, the program resumes.

Program segment:

```
  :
:© Get 10 points from the Graph
  Screen
:For i,1,10
:  Input
:  xc→XLIST[i]
:  yc→YLIST[i]
:EndFor
  :
```

Input [*promptString*,] *var*

Input [*promptString*], *var* pauses the program, displays *promptString* on the Program I/O screen, waits for you to enter an expression, and stores the expression in variable *var*.

If you omit *promptString*, "?" is displayed as a prompt.

Program segment:

```
  :
:For i,1,9,1
:  "Enter x" & string(i)→str1
:  Input str1,#(right(str1,2))
:EndFor
  :
```

InputStr CATALOG

InputStr [*promptString*,] *var*

Pauses the program, displays *promptString* on the Program I/O screen, waits for you to enter a response, and stores your response as a string in variable *var*.

If you omit *promptString*, "?" is displayed as a prompt.

Note: The difference between **Input** and **InputStr** is that **InputStr** always stores the result as a string so that " " are not required.

Program segment:

```
  :
:InputStr "Enter Your Name",str1
  :
```

inString() MATH/String menu

inString(*srcString*, *subString*[, *start*]**)** ⇒ *integer*

Returns the character position in string *srcString* at which the first occurrence of string *subString* begins.

start, if included, specifies the character position within *srcString* where the search begins. Default = 1 (the first character of *srcString*).

If *srcString* does not contain *subString* or *start* is > the length of *srcString*, returns zero.

```
inString("Hello there","the")
[ENTER]                                  7
"ABCEFG"→s1:If inString(s1,
"D")=0:Disp "D not found." [ENTER]
                              D not found.
```

int() CATALOG

int(*expression***)** ⇒ *integer*
int(*list1***)** ⇒ *list*
int(*matrix1***)** ⇒ *matrix*

Returns the greatest integer that is less than or equal to the argument. This function is identical to **floor()**.

The argument can be a real or a complex number.

For a list or matrix, returns the greatest integer of each of the elements.

```
int(⁻2.5) [ENTER]                      ⁻3.

int([⁻1.234,0,0.37]) [ENTER]
                              [⁻2. 0 0.]
```

intDiv() CATALOG

intDiv(*number1*, *number2***)** ⇒ *integer*
intDiv(*list1*, *list2***)** ⇒ *list*
intDiv(*matrix1*, *matrix2***)** ⇒ *matrix*

Returns the signed integer part of argument 1 divided by argument 2.

For lists and matrices returns the signed integer part of argument 1 divided by argument 2 for each element pair.

```
intDiv(⁻7,2) [ENTER]                    ⁻3

intDiv(4,5) [ENTER]                      0

intDiv({12,⁻14,⁻16},{5,4,⁻3})
[ENTER]
                               {2 ⁻3 5}
```

integrate See ∫(), page 532.

iPart() MATH/Number menu

iPart(*number***)** ⇒ *integer*
iPart(*list1***)** ⇒ *list*
iPart(*matrix1***)** ⇒ *matrix*

Returns the integer part of the argument.

For lists and matrices, returns the integer part of each element.

The argument can be a real or a complex number.

```
iPart(⁻1.234) [ENTER]                   ⁻1.

iPart({3/2,⁻2.3,7.003}) [ENTER]
                                {1 ⁻2. 7.}
```

isPrime() MATH/Test menu

isPrime(*number***)** ⇒ *Boolean constant expression*

Returns true or false to indicate if *number* is a whole number ≥ 2 that is evenly divisible only by itself and 1.

If *number* exceeds about 306 digits and has no factors ≤ 1021, **isPrime(***number***)** displays an error message.

If you merely want to determine if *number* is prime, use **isPrime()** instead of **factor()**. It is much faster, particularly if *number* is not prime and has a second-largest factor that exceeds about five digits.

```
IsPrime(5) [ENTER]                    true
IsPrime(6) [ENTER]                   false
```

Function to find the next prime after a specified number:

```
Define nextPrim(n)=Func:Loop:
n+1→n:if isPrime(n):return n:
EndLoop:EndFunc [ENTER]               Done

nextPrim(7) [ENTER]                     11
```

Item CATALOG

Item *itemNameString*
Item *itemNameString*, *label*

Valid only within a **Custom...EndCustm** or **ToolBar...EndTBar** block. Sets up a drop-down menu element to let you paste text to the cursor position (**Custom**) or branch to a label (**ToolBar**).

Note: Branching to a label is not allowed within a **Custom** block.

See **Custom** example.

Lbl CATALOG

Lbl *labelName*

Defines a label with the name *labelName* in the program.

You can use a **Goto** *labelName* instruction to transfer program control to the instruction immediately following the label.

labelName must meet the same naming requirements as a variable name.

Program segment:

```
   :
:Lbl lbl1
:InputStr "Enter password",
str1
:If str1≠password
:  Goto lbl1
:Disp "Welcome to ..."
   :
```

lcm() MATH/Number menu

lcm(*number1*, *number2***)** ⇒ *expression*
lcm(*list1*, *list2***)** ⇒ *list*
lcm(*matrix1*, *matrix2***)** ⇒ *matrix*

Returns the least common multiple of the two arguments. The **lcm** of two fractions is the **lcm** of their numerators divided by the **gcd** of their denominators. The **lcm** of fractional floating-point numbers is their product.

For two lists or matrices, returns the least common multiples of the corresponding elements.

```
lcm(6,9) [ENTER]                          18

lcm({1/3,-14,16},{2/15,7,5})
[ENTER]
                                {2/3 14 80}
```

left() MATH/String menu

left(*sourceString*[, *num*]**)** ⇒ *string*

Returns the leftmost *num* characters contained in character string *sourceString*.

If you omit *num*, returns all of *sourceString*.

```
left("Hello",2) [ENTER]                 "He"
```

---

left(*list1*[, *num*]**)** ⇒ *list*

Returns the leftmost *num* elements contained in *list1*.

If you omit *num*, returns all of *list1*.

```
left({1,3,-2,4},3) [ENTER]
                                  {1 3 -2}
```

---

left(*comparison***)** ⇒ *expression*

Returns the left-hand side of an equation or inequality.

```
left(x<3) [ENTER]                          x
```

limit() MATH/Calculus menu

limit(*expression1*, *var*, *point*[, *direction*]**)** ⇒ *expression*
limit(*list1*, *var*, *point*[, *direction*]**)** ⇒ *list*
limit(*matrix1*, *var*, *point*[, *direction*]**)** ⇒ *matrix*

Returns the limit requested.

direction: negative=from left, positive=from right, otherwise=both. (If omitted, *direction* defaults to both.)

```
limit(2x+3,x,5) [ENTER]                   13

limit(1/x,x,0,1) [ENTER]                   ∞

limit(sin(x)/x,x,0) [ENTER]                1

limit((sin(x+h)-sin(x))/h,h,0)
[ENTER]
                                      cos(x)

limit((1+1/n)^n,n,∞) [ENTER]               e
```

Limits at positive ∞ and at negative ∞ are always converted to one-sided limits from the finite side.

Depending on the circumstances, **limit()** returns itself or undef when it cannot determine a unique limit. This does not necessarily mean that a unique limit does not exist. undef means that the result is either an unknown number with finite or infinite magnitude, or it is the entire set of such numbers.

limit() uses methods such as L'Hopital's rule, so there are unique limits that it cannot determine. If *expression1* contains undefined variables other than *var*, you might have to constrain them to obtain a more concise result.

Limits can be very sensitive to rounding error. When possible, avoid the APPROX setting of the Exact/Approx mode and approximate numbers when computing limits. Otherwise, limits that should be zero or have infinite magnitude probably will not, and limits that should have finite non-zero magnitude might not.

```
limit(a^x,x,∞) [ENTER]                undef
limit(a^x,x,∞)|a>1 [ENTER]                ∞
limit(a^x,x,∞)|a>0 and a<1
[ENTER]                                   0
```

Line CATALOG

Line *xStart*, *yStart*, *xEnd*, *yEnd*[, *drawMode*]

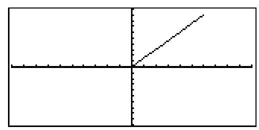
Displays the Graph screen and draws, erases, or inverts a line segment between the window coordinates (*xStart*, *yStart*) and (*xEnd*, *yEnd*), including both endpoints.

If *drawMode* = 1, draws the line (default).
If *drawMode* = 0, turns off the line.
If *drawMode* = ⁻1, turns a line that is on to off or off to on (inverts pixels along the line).

Note: Regraphing erases all drawn items. See also **PxlLine**.

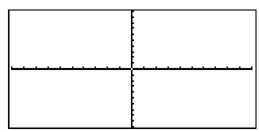
In the ZoomStd window, draw a line and then erase it.

```
Line 0,0,6,9 [ENTER]
```



TI-89: [HOME]
TI-92 Plus: [◆] [HOME]

```
Line 0,0,6,9,0 [ENTER]
```



LineHorz CATALOG

LineHorz *y* [, *drawMode*]

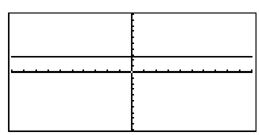
Displays the Graph screen and draws, erases, or inverts a horizontal line at window position *y*.

If *drawMode* = 1, draws the line (default).
If *drawMode* = 0, turns off the line.
If *drawMode* = ⁻1, turns a line that is on to off or off to on (inverts pixels along the line).

Note: Regraphing erases all drawn items. See also **PxlHorz**.

In a ZoomStd window:

```
LineHorz 2.5 [ENTER]
```



LineTan CATALOG

LineTan *expression1*, *expression2*

Displays the Graph screen and draws a line tangent to *expression1* at the point specified.

expression1 is an expression or the name of a function, where x is assumed to be the independent variable, and *expression2* is the x value of the point that is tangent.

Note: In the example shown, *expression1* is graphed separately. **LineTan** does not graph *expression1*.

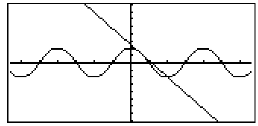
In function graphing mode and a ZoomTrig window:

`Graph cos(x)`

TI-89: [HOME]

TI-92 Plus: [♦] [HOME]

`LineTan cos(x),π/4` [ENTER]



LineVert CATALOG

LineVert *x* [, *drawMode*]

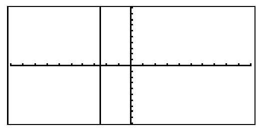
Displays the Graph screen and draws, erases, or inverts a vertical line at window position *x*.

If *drawMode* = 1, draws the line (default).
If *drawMode* = 0, turns off the line.
If *drawMode* = ⁻1, turns a line that is on to off or off to on (inverts pixels along the line).

Note: Regraphing erases all drawn items. See also **PxlVert**.

In a ZoomStd window:

`LineVert ⁻2.5` [ENTER]



LinReg MATH/Statistics/Regressions menu

LinReg *list1*, *list2*[, [*list3*] [, *list4*, *list5*]]

Calculates the linear regression and updates all the system statistics variables.

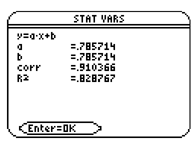
All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

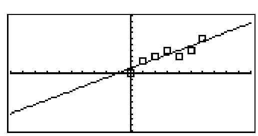
In function graphing mode:

```
{0,1,2,3,4,5,6}→L1 [ENTER]
                               {0 1 2 ...}
{0,2,3,4,3,4,6}→L2 [ENTER]
                               {0 2 3 ...}
LinReg L1,L2 [ENTER]                  Done
ShowStat [ENTER]
```




```
[ENTER]
Regeq(x)→y1(x) [ENTER]                Done
NewPlot 1,1,L1,L2 [ENTER]             Done
```

[♦] [GRAPH]



list▶mat() MATH/List menu

list▶mat(*list* [**,** *elementsPerRow*]**)** ⇒ *matrix*

Returns a matrix filled row-by-row with the elements from *list*.

elementsPerRow, if included, specifies the number of elements per row. Default is the number of elements in *list* (one row).

If *list* does not fill the resulting matrix, zeros are added.

```
list▶mat({1,2,3}) [ENTER]    [1 2 3]

list▶mat({1,2,3,4,5},2) [ENTER]
                             [1 2]
                             [3 4]
                             [5 0]
```

Δlist() MATH/List menu

list(*list1*) ⇒ *list*

Returns a list containing the differences between consecutive elements in *list1*. Each element of *list1* is subtracted from the next element of *list1*. The resulting list is always one element shorter than the original *list1*.

```
Δlist({20,30,45,70}) [ENTER]
                        {10,15,25}
```

ln() TI-89: [2nd] [LN] key TI-92 Plus: [LN] key

ln(*expression1***)** ⇒ *expression*
ln(*list1***)** ⇒ *list*

Returns the natural logarithm of the argument.

For a list, returns the natural logarithms of the elements.

```
ln(2.0) [ENTER]                 .693...
```

If complex format mode is REAL:

```
ln({⁻3,1.2,5}) [ENTER]
          Error: Non-real result
```

If complex format mode is RECTANGULAR:

```
ln({⁻3,1.2,5}) [ENTER]
     {ln(3) + π•i   .182...   ln(5)}
```

---

ln(*squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix natural logarithm of *squareMatrix1*. This is *not* the same as calculating the natural logarithm of each element. For information about the calculation method, refer to **cos()** on.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode and Rectangular complex format mode:

```
ln([1,5,3;4,2,1;6,⁻2,1]) [ENTER]

[1.831…+1.734…•i    .009…– 1.490…•i   … ]
[.448…– .725…•i     1.064…+.623•i     … ]
[⁻.266…– 2.083…•i   1.124…+1.790…•i   … ]
```

LnReg — MATH/Statistics/Regressions menu

LnReg *list1*, *list2*[, [*list3*] [, *list4*, *list5*]]

Calculates the logarithmic regression and updates all the system statistics variables.

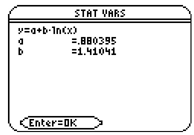
All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

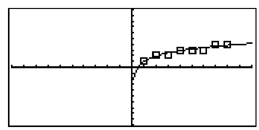
Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

In function graphing mode:

```
{1,2,3,4,5,6,7,8}→L1 [ENTER]
                                {1 2 3 ...}
{1,2,2,3,3,3,4,4}→L2 [ENTER]
                                {1 2 2 ...}
LnReg L1,L2 [ENTER]                    Done
ShowStat [ENTER]
```




```
[ENTER]
Regeq(x)→y1(x) [ENTER]                 Done
NewPlot 1,1,L1,L2 [ENTER]              Done

[◆] [GRAPH]
```



Local — CATALOG

Local *var1*[, *var2*] [, *var3*] ...

Declares the specified *vars* as local variables. Those variables exist only during evaluation of a program or function and are deleted when the program or function finishes execution.

Note: Local variables save memory because they only exist temporarily. Also, they do not disturb any existing global variable values. Local variables must be used for **For** loops and for temporarily saving values in a multi-line function since modifications on global variables are not allowed in a function.

Program listing:

```
:prgmname()
:Prgm
:Local x,y
:Input "Enter x",x
:Input "Enter y",y
:Disp x*y
:EndPrgm
```

Note: *x* and *y* do not exist after the program executes.

Lock — CATALOG

Lock *var1*[, *var2*] ...

Locks the specified variables. This prevents you from accidentally deleting or changing the variable without first using the unlock instruction on that variable.

In the example to the right, the variable L1 is locked and cannot be deleted or modified.

Note: The variables can be unlocked using the **Unlock** command.

```
{1,2,3,4}→L1 [ENTER]              {1,2,3,4}

Lock L1 [ENTER]                        Done

DelVar L1 [ENTER]
Error: Variable is locked or protected
```

log() CATALOG

log(*expression1***)** ⇒ *expression*
log(*list1***)** ⇒ *list*

Returns the base-10 logarithm of the argument.

For a list, returns the base-10 logs of the elements.

`log(2.0)` [ENTER] `.301…`

If complex format mode is REAL:

`log({⁻3,1.2,5})` [ENTER]
`Error: Non-real result`

If complex format mode is RECTANGULAR:

`log({⁻3,1.2,5})` [ENTER]

$$\left\{\frac{\ln(3)}{\ln(10)} + \frac{\pi}{\ln(10)}\cdot i \quad .079\ldots \quad \frac{\ln(5)}{\ln(10)}\right\}$$

---

log(*squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix base-10 logarithm of *squareMatrix1*. This is *not* the same as calculating the base-10 logarithm of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode and Rectangular complex format mode:

`log([1,5,3;4,2,1;6,⁻2,1])` [ENTER]

$$\begin{bmatrix} .795\ldots+.753\ldots\cdot i & .003\ldots-.647\ldots\cdot i & \ldots \\ .194\ldots-.315\ldots\cdot i & .462\ldots+.270\cdot i & \ldots \\ ^{-}.115\ldots-.904\ldots\cdot i & .488\ldots+.777\ldots\cdot i & \ldots \end{bmatrix}$$

Logistic MATH/Statistics/Regressions menu

Logistic *list1*, *list2* [, [*iterations*], [*list3*] [, *list4*, *list5*]]

Calculates the logistic regression and updates all the system statistics variables.

All the lists must have equal dimensions except for *list5*.

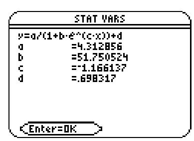
list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

iterations specifies the maximum number of times a solution will be attempted. If omitted, 64 is used. Typically, larger values result in better accuracy but longer execution times, and vice versa.

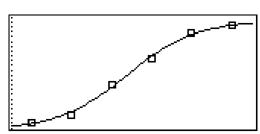
Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

In function graphing mode:

`{1,2,3,4,5,6}→L1` [ENTER] `{1 2 3 …}`
`{1,1.3,2.5,3.5,4.5,4.8}→L2`
[ENTER]
`{1 1.3 2.5 …}`
`Logistic L1,L2` [ENTER] `Done`
`ShowStat` [ENTER]



[ENTER]
`regeq(x)→y1(x)` [ENTER] `Done`
`NewPlot 1,1,L1,L2` [ENTER] `Done`
[◆] [GRAPH]
[F2] 9



Loop CATALOG

Loop
block
EndLoop

Repeatedly executes the statements in *block*. Note that the loop will be executed endlessly, unless a **Goto** or **Exit** instruction is executed within *block*.

block is a sequence of statements separated with the ":" character.

Program segment:

```
  :
:1→i
:Loop
:  Rand(6)→die1
:  Rand(6)→die2
:  If die1=6 and die2=6
:    Goto End
:  i+1→i
:EndLoop
:Lbl End
:Disp "The number of rolls is", i
  :
```

LU MATH/Matrix menu

LU *matrix*, *lMatName*, *uMatName*, *pMatName*[, *tol*]

Calculates the Doolittle LU (lower-upper) decomposition of a real or complex *matrix*. The lower triangular matrix is stored in *lMatName*, the upper triangular matrix in *uMatName*, and the permutation matrix (which describes the row swaps done during the calculation) in *pMatName*.

lMatName ∗ *uMatName* = *pMatName* ∗ *matrix*

Optionally, any matrix element is treated as zero if its absolute value is less than *tol*. This tolerance is used only if the matrix has floating-point entries and does not contain any symbolic variables that have not been assigned a value. Otherwise, *tol* is ignored.

- If you use [◆] [ENTER] or set the mode to Exact/Approx=APPROXIMATE, computations are done using floating-point arithmetic.
- If *tol* is omitted or not used, the default tolerance is calculated as:

  5E-14 ∗ **max(dim(***matrix***))** ∗ **rowNorm(***matrix***)**

The **LU** factorization algorithm uses partial pivoting with row interchanges.

[6,12,18;5,14,31;3,8,18]→m1 [ENTER]

$$\begin{bmatrix} 6 & 12 & 18 \\ 5 & 14 & 31 \\ 3 & 8 & 18 \end{bmatrix}$$

LU m1,lower,upper,perm [ENTER] Done

lower [ENTER] $\begin{bmatrix} 1 & 0 & 0 \\ 5/6 & 1 & 0 \\ 1/2 & 1/2 & 1 \end{bmatrix}$

upper [ENTER] $\begin{bmatrix} 6 & 12 & 18 \\ 0 & 4 & 16 \\ 0 & 0 & 1 \end{bmatrix}$

perm [ENTER] $\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

[m,n;o,p]→m1 [ENTER] $\begin{bmatrix} m & n \\ o & p \end{bmatrix}$

LU m1,lower,upper,perm [ENTER] Done

lower [ENTER] $\begin{bmatrix} 1 & 0 \\ \frac{m}{o} & 1 \end{bmatrix}$

upper [ENTER] $\begin{bmatrix} o & p \\ 0 & n - \frac{m \cdot p}{o} \end{bmatrix}$

perm [ENTER] $\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$

mat▸list() MATH/List menu

mat▸list(*matrix***)** ⇒ *list*

Returns a list filled with the elements in *matrix*. The elements are copied from *matrix* row by row.

```
mat▸list([1,2,3]) ENTER        {1 2 3}
[1,2,3;4,5,6]→M1 ENTER
                              [1 2 3]
                              [4 5 6]
mat▸list(M1) ENTER    {1 2 3 4 5 6}
```

max() MATH/List menu

max(*expression1, expression2***)** ⇒ *expression*
max(*list1, list2***)** ⇒ *list*
max(*matrix1, matrix2***)** ⇒ *matrix*

Returns the maximum of the two arguments. If the arguments are two lists or matrices, returns a list or matrix containing the maximum value of each pair of corresponding elements.

```
max(2.3,1.4) ENTER               2.3
max({1,2},{⁻4,3}) ENTER        {1 3}
```

---

max(*list***)** ⇒ *expression*

Returns the maximum element in *list*.

```
max({0,1,⁻7,1.3,.5}) ENTER      1.3
```

---

max(*matrix1***)** ⇒ *matrix*

Returns a row vector containing the maximum element of each column in *matrix1*.

Note: See also **fMax()** and **min()**.

```
max([1,⁻3,7;⁻4,0,.3]) ENTER
                             [1 0 7]
```

mean() MATH/Statistics menu

mean(*list*[, *freqlist*]**)** ⇒ *expression*

Returns the mean of the elements in *list*.

Each *freqlist* element counts the number of consecutive occurrences of the corresponding element in *list*.

```
mean({.2,0,1,⁻.3,.4}) ENTER      .26
mean({1,2,3},{3,2,1}) ENTER      5/3
```

---

mean(*matrix1*[, *freqmatrix*]**)** ⇒ *matrix*

Returns a row vector of the means of all the columns in *matrix1*.

Each *freqmatrix* element counts the number of consecutive occurrences of the corresponding element in *matrix1*.

In vector format rectangular mode:

```
mean([.2,0;-1,3;.4,-.5]) ENTER
                      [⁻.133... .833...]
mean([1/5,0;-1,3;2/5,-1/2])
ENTER
                           [⁻2/15  5/6]
mean([1,2;3,4;5,6],[5,3;4,1;
6,2]) ENTER            [47/15, 11/3]
```

median() MATH/Statistics menu

median(*list***)** ⇒ *expression*

Returns the median of the elements in *list1*.

```
median({.2,0,1,⁻.3,.4}) ENTER     .2
```

---

median(*matrix1***)** ⇒ *matrix*

Returns a row vector containing the medians of the columns in *matrix1*.

Note: All entries in the list or matrix must simplify to numbers.

```
median([.2,0;1,⁻.3;.4,⁻.5])
ENTER
                              [.4 ⁻.3]
```

MedMed MATH/Statistics/Regressions menu

MedMed *list1*, *list2*[, [*list3*] [, *list4*, *list5*]]

Calculates the median-median line and updates all the system statistics variables.

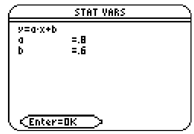
All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

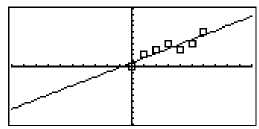
In function graphing mode:

```
{0,1,2,3,4,5,6}→L1 [ENTER] {0 1 2 …}
{0,2,3,4,3,4,6}→L2 [ENTER] {0 2 3 …
MedMed L1,L2 [ENTER]                Done
ShowStat [ENTER]
```




```
[ENTER]
Regeq(x)→y1(x) [ENTER]              Done
NewPlot 1,1,L1,L2 [ENTER]           Done
```

[◆] [GRAPH]



mid() MATH/String menu

mid(*sourceString*, *start*[, *count*]**)** ⇒ *string*

Returns *count* characters from character string *sourceString*, beginning with character number *start*.

If *count* is omitted or is greater than the dimension of *sourceString*, returns all characters from *sourceString*, beginning with character number *start*.

count must be ≥ 0. If *count* = 0, returns an empty string.

```
mid("Hello there",2) [ENTER]
                        "ello there"
mid("Hello there",7,3) [ENTER]
                               "the"
mid("Hello there",1,5) [ENTER]
                             "Hello"
mid("Hello there",1,0) [ENTER]
                                  ""
```

---

mid(*sourceList*, *start* [, *count*]**)** ⇒ *list*

Returns *count* elements from *sourceList*, beginning with element number *start*.

If *count* is omitted or is greater than the dimension of *sourceList*, returns all elements from *sourceList*, beginning with element number *start*.

count must be ≥ 0. If count = 0, returns an empty list.

```
mid({9,8,7,6},3) [ENTER]        {7 6}
mid({9,8,7,6},2,2) [ENTER]      {8 7}
mid({9,8,7,6},1,2) [ENTER]      {9 8}
mid({9,8,7,6},1,0) [ENTER]         {}
```

---

mid(*sourceStringList*, *start*[, *count*]**)** ⇒ *list*

Returns *count* strings from the list of strings *sourceStringList*, beginning with element number *start*.

```
mid({"A","B","C","D"},2,2) [ENTER]
                            {"B" "C"}
```

min() MATH/List menu

min(*expression1*, *expression2***)** ⇒ *expression*
min(*list1*, *list2***)** ⇒ *list*
min(*matrix1*, *matrix2***)** ⇒ *matrix*

Returns the minimum of the two arguments. If the arguments are two lists or matrices, returns a list or matrix containing the minimum value of each pair of corresponding elements.

```
min(2.3,1.4) [ENTER]                     1.4
min({1,2},{⁻4,3}) [ENTER]           {⁻4 2}
```

---

min(*list***)** ⇒ *expression*

Returns the minimum element of *list*.

```
min({0,1,⁻7,1.3,.5}) [ENTER]             ⁻7
```

---

min(*matrix1***)** ⇒ *matrix*

Returns a row vector containing the minimum element of each column in *matrix1*.

```
min([1,⁻3,7;⁻4,0,.3]) [ENTER]
                                [⁻4 ⁻3 .3]
```

Note: See also **fMin()** and **max()**.

mod() MATH/Number menu

mod(*expression1*, *expression2***)** ⇒ *expression*
mod(*list1*, *list2***)** ⇒ *list*
mod(*matrix1*, *matrix2***)** ⇒ *matrix*

Returns the first argument modulo the second argument as defined by the identities:

mod(x,0) ≡ x
mod(x,y) ≡ x− y floor(x/y)

When the second argument is non-zero, the result is periodic in that argument. The result is either zero or has the same sign as the second argument.

If the arguments are two lists or two matrices, returns a list or matrix containing the modulo of each pair of corresponding elements.

Note: See also **remain()**.

```
mod(7,0) [ENTER]                           7
mod(7,3) [ENTER]                           1
mod(⁻7,3) [ENTER]                          2
mod(7,⁻3) [ENTER]                         ⁻2
mod(⁻7,⁻3) [ENTER]                        ⁻1
mod({12,⁻14,16},{9,7,⁻5}) [ENTER]
                                  {3 0 ⁻4}
```

MoveVar CATALOG

MoveVar *var*, *oldFolder*, *newFolder*

Moves variable *var* from *oldFolder* to *newFolder*. If *newFolder* does not exist, **MoveVar** creates it.

```
{1,2,3,4}→L1 [ENTER]               {1 2 3 4}
MoveVar L1,Main,Games [ENTER]           Done
```

mRow() MATH/Matrix/Row ops menu

mRow(*expression*, *matrix1*, *index***)** ⇒ *matrix*

Returns a copy of *matrix1* with each element in row *index* of *matrix1* multiplied by *expression*.

```
mRow(⁻1/3,[1,2;3,4],2) [ENTER]
```

$$\begin{bmatrix} 1 & 2 \\ -1 & -4/3 \end{bmatrix}$$

mRowAdd() MATH/Matrix/Row ops menu

mRowAdd(*expression*, *matrix1*, *index1*, *index2***)** ⇒ *matrix*

Returns a copy of *matrix1* with each element in row *index2* of *matrix1* replaced with:

expression × row *index1* + row *index2*

```
mRowAdd(⁻3,[1,2;3,4],1,2) [ENTER]
```
$$\begin{bmatrix} 1 & 2 \\ 0 & -2 \end{bmatrix}$$

```
mRowAdd(n,[a,b;c,d],1,2) [ENTER]
```
$$\begin{bmatrix} a & b \\ a\cdot n+c & b\cdot n+d \end{bmatrix}$$

nCr() MATH/Probability menu

nCr(*expression1*, *expression2***)** ⇒ *expression*

For integer *expression1* and *expression2* with *expression1* ≥ *expression2* ≥ 0, **nCr()** is the number of combinations of *expression1* things taken *expression2* at a time. (This is also known as a binomial coefficient.) Both arguments can be integers or symbolic expressions.

nCr(*expression*, 0**)** ⇒ 1

nCr(*expression*, *negInteger***)** ⇒ 0

nCr(*expression*, *posInteger***)** ⇒ *expression* • (*expression*− 1)... (*expression*−*posInteger*+1)/ *posInteger*!

nCr(*expression*, *nonInteger***)** ⇒ *expression*!/ ((*expression*−*nonInteger*)! • *nonInteger*!)

```
nCr(z,3)
```
$$\frac{z\cdot(z-2)\cdot(z-1)}{6}$$

```
ans(1)|z=5
```
10

```
nCr(z,c)
```
$$\frac{z!}{c!(z-c)!}$$

```
ans(1)/nPr(z,c)
```
$$\frac{1}{c!}$$

---

nCr(*list1*, *list2***)** ⇒ *list*

Returns a list of combinations based on the corresponding element pairs in the two lists. The arguments must be the same size list.

```
nCr({5,4,3},{2,4,2}) [ENTER]
{10  1  3}
```

---

nCr(*matrix1*, *matrix2***)** ⇒ *matrix*

Returns a matrix of combinations based on the corresponding element pairs in the two matrices. The arguments must be the same size matrix.

```
nCr([6,5;4,3],[2,2;2,2]) [ENTER]
```
$$\begin{bmatrix} 15 & 10 \\ 6 & 3 \end{bmatrix}$$

nDeriv() MATH/Calculus menu

nDeriv(*expression1*, *var*[, *h*]**)** ⇒ *expression*
nDeriv(*expression1*, *var*, *list***)** ⇒ *list*
nDeriv(*list*, *var*[, *h*]**)** ⇒ *list*
nDeriv(*matrix*, *var*[, *h*]**)** ⇒ *matrix*

Returns the numerical derivative as an expression. Uses the central difference quotient formula.

h is the step value. If *h* is omitted, it defaults to 0.001.

When using *list* or *matrix*, the operation gets mapped across the values in the list or across the matrix elements.

Note: See also **avgRC()** and ***d*()**.

```
nDeriv(cos(x),x,h) [ENTER]
```
$$\frac{^-(\cos(x-h)-\cos(x+h))}{2\cdot h}$$

```
limit(nDeriv(cos(x),x,h),h,0) [ENTER]
                         ⁻sin(x)
nDeriv(x^3,x,0.01) [ENTER]
               3.•(x²+.000033)
nDeriv(cos(x),x)|x=π/2 [ENTER]
                             ⁻1.
nDeriv(x^2,x,{.01,.1}) [ENTER]
                    {2.•x  2.•x}
```

NewData CATALOG

NewData *dataVar*, *list1*[, *list2*] [, *list3*]...

Creates data variable *dataVar*, where the columns are the lists in order.

Must have at least one list.

list1, *list2*, ..., *listn* can be lists as shown, expressions that resolve to lists, or list variable names.

NewData makes the new variable current in the Data/Matrix Editor.

```
NewData mydata,{1,2,3},{4,5,6}
[ENTER]
                                Done
```

(Go to the Data/Matrix Editor and open the *var* `mydata` to display the data variable below.)

DATA			
	c1	c2	c3
1	1	4	
2	2	5	
3	3	6	
4			

NewData *dataVar*, *matrix*

Creates data variable *dataVar* based on *matrix*.

NewData sysData, *matrix*

Loads the contents of *matrix* into the system data variable sysData.

NewFold CATALOG

NewFold *folderName*

Creates a user-defined folder with the name *folderName*, and then sets the current folder to that folder. After you execute this instruction, you are in the new folder.

```
NewFold games [ENTER]          Done
```

newList() CATALOG

newList(*numElements***)** ⇒ *list*

Returns a list with a dimension of *numElements*. Each element is zero.

```
newList(4) [ENTER]         {0 0 0 0}
```

newMat() CATALOG also Math/Matrix menu

newMat(*numRows*, *numColumns***)** ⇒ *matrix*

Returns a matrix of zeros with the dimension *numRows* by *numColumns*.

`newMat(2,3)` [ENTER] $\begin{bmatrix}0 & 0 & 0\\ 0 & 0 & 0\end{bmatrix}$

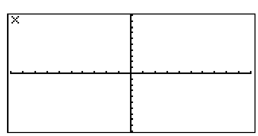
NewPic CATALOG

NewPic *matrix*, *picVar* [, *maxRow*][, *maxCol*]

Creates a pic variable *picVar* based on *matrix*. *matrix* must be an *n×2* matrix in which each row represents a pixel. Pixel coordinates start at 0,0. If *picVar* already exists, **NewPic** replaces it.

The default for *picVar* is the minimum area required for the matrix values. The optional arguments, *maxRow* and *maxCol*, determine the maximum boundary limits for *picVar*.

```
NewPic [1,1;2,2;3,3;4,4;5,5;
  5,1;4,2;2,4;1,5],xpic [ENTER] Done

RclPic xpic [ENTER]
```



NewPlot CATALOG

NewPlot *n*, *type*, *xList* [,[*yList*], [*frqList*], [*catList*], [*includeCatList*], [*mark*] [, *bucketSize*]]

Creates a new plot definition for plot number *n*.

type specifies the type of the graph plot.
1 = scatter plot
2 = xyline plot
3 = box plot
4 = histogram
5 = modified box plot

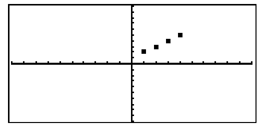
mark specifies the display type of the mark.
1 = ▫ (box)
2 = × (cross)
3 = + (plus)
4 = ▪ (square)
5 = · (dot)

bucketSize is the width of each histogram "bucket" (*type* = 4), and will vary based on the window variables xmin and xmax. *bucketSize* must be >0. Default = 1.

Note: *n* can be 1–9. Lists must be variable names or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor), except for *includeCatList*, which does not have to be a variable name and cannot be c1–c99.

```
FnOff [ENTER]                      Done
PlotsOff [ENTER]                   Done
{1,2,3,4}→L1 [ENTER]          {1 2 3 4}
{2,3,4,5}→L2 [ENTER]          {2 3 4 5}
NewPlot 1,1,L1,L2,,,,4 [ENTER]     Done
```

Press [◆] [GRAPH] to display:



NewProb CATALOG

NewProb

Performs a variety of operations that let you begin a new problem from a cleared state without resetting the memory.

- Clears all single-character variable names (Clear a–z) in the current folder, unless the variables are locked or archived.
- Turns off all functions and stat plots (**FnOff** and **PlotsOff**) in the current graphing mode.
- Perfoms **ClrDraw**, **ClrErr**, **ClrGraph**, **ClrHome**, **ClrIO**, and **ClrTable**.

```
NewProb [ENTER]                    Done
```

nInt() MATH/Calculus menu

nInt(*expression1*, *var*, *lower*, *upper***)** ⇒ *expression*

If the integrand *expression1* contains no variable other than *var*, and if *lower* and *upper* are constants, positive ∞, or negative ∞, then **nInt()** returns an approximation of **∫(***expression1*, *var*, *lower*, *upper***)**. This approximation is a weighted average of some sample values of the integrand in the interval *lower*<*var*<*upper*.

```
nInt(e^(⁻x^2),x,⁻1,1) [ENTER]
                              1.493...
```

The goal is six significant digits. The adaptive algorithm terminates when it seems likely that the goal has been achieved, or when it seems unlikely that additional samples will yield a worthwhile improvement.

A warning is displayed (“Questionable accuracy”) when it seems that the goal has not been achieved.

Nest **nInt()** to do multiple numeric integration. Integration limits can depend on integration variables outside them.

Note: See also ∫**()**.

```
nInt(cos(x),x,⁻π,π+1E⁻12) [ENTER]
                          ⁻1.041...E⁻12
∫(cos(x),x,⁻π,π+10^(⁻12)) [ENTER]
```

$$-\sin\left(\frac{1}{1000000000000}\right)$$

```
ans(1)[◆][ENTER]              ⁻1.E⁻12

nInt(nInt(e^(⁻x*y)/√(x^2-y^2),
  y,⁻x,x),x,0,1) [ENTER]      3.304...
```

norm() MATH/Matrix/Norms menu

norm($matrix$**)** ⇒ *expression*

Returns the Frobenius norm.

```
norm([a,b;c,d]) [ENTER]
```

$$\sqrt{a^2+b^2+c^2+d^2}$$

```
norm([1,2;3,4]) [ENTER]             √30
```

not MATH/Test menu

not *Boolean expression1* ⇒ *Boolean expression*

Returns true, false, or a simplified *Boolean expression1*.

```
not 2>=3 [ENTER]                  true
not x<2 [ENTER]                   x ≥ 2
not not innocent [ENTER]      innocent
```

---

not *integer1* ⇒ *integer*

Returns the one’s complement of a real integer. Internally, *integer1* is converted to a signed, 32-bit binary number. The value of each bit is flipped (0 becomes 1, and vice versa) for the one’s complement. Results are displayed according to the Base mode.

You can enter the integer in any number base. For a binary or hexadecimal entry, you must use the 0b or 0h prefix, respectively. Without a prefix, the integer is treated as decimal (base 10).

If you enter a decimal integer that is too large for a signed, 32-bit binary form, a symmetric modulo operation is used to bring the value into the appropriate range.

In Hex base mode:

```
not 0h7AC36 [ENTER]        0hFFF853C9
```

Important: Zero, not the letter O.

In Bin base mode:

```
0b100101▶dec [ENTER]               37

not 0b100101 [ENTER]
0b11111111111111111111111111011010

ans(1)▶dec [ENTER]                ⁻38
```

Note: A binary entry can have up to 32 digits (not counting the 0b prefix). A hexadecimal entry can have up to 8 digits.

Note: To type the ▶ conversion operator, press [2nd] [▶]. You can also select base conversions from the MATH/Base menu.

nPr() MATH/Probability menu

nPr(*expression1*, *expression2***)** ⇒ *expression*

For integer *expression1* and *expression2* with *expression1* ≥ *expression2* ≥ 0, **nPr()** is the number of permutations of *expression1* things taken *expression2* at a time. Both arguments can be integers or symbolic expressions.

nPr(*expression*, 0**)** ⇒ 1

nPr(*expression*, *negInteger***)** ⇒ 1/((*expression*+1) • (*expression*+2)... (*expression* − *negInteger*))

nPr(*expression*, *posInteger***)** ⇒ *expression* • (*expression* − 1)... (*expression* − *posInteger*+1)

nPr(*expression*, *nonInteger***)** ⇒ *expression*!/ (*expression* − *nonInteger*)!

```
nPr(z,3) [ENTER]                 z·(z-2)·(z-1)
ans(1)|z=5 [ENTER]                          60
nPr(z,⁻3) [ENTER]        1/((z+1)·(z+2)·(z+3))
nPr(z,c) [ENTER]                      z!/(z-c)!
ans(1)*nPr(z-c,⁻c) [ENTER]                   1
```

---

nPr(*list1*, *list2***)** ⇒ *list*

Returns a list of permutations based on the corresponding element pairs in the two lists. The arguments must be the same size list.

```
nPr({5,4,3},{2,4,2}) [ENTER]
                                   {20 24 6}
```

---

nPr(*matrix1*, *matrix2***)** ⇒ *matrix*

Returns a matrix of permutations based on the corresponding element pairs in the two matrices. The arguments must be the same size matrix.

```
nPr([6,5;4,3],[2,2;2,2]) [ENTER]
```

$$\begin{bmatrix} 30 & 20 \\ 12 & 6 \end{bmatrix}$$

nSolve() MATH/Algebra menu

nSolve(*equation*, *varOrGuess***)** ⇒ *number or error_string*

Iteratively searches for one approximate real numeric solution to *equation* for its one variable. Specify *varOrGuess* as:

variable
– or –
variable = *real number*

For example, x is valid and so is x=3.

nSolve() is often much faster than **solve()** or **zeros()**, particularly if the "|" operator is used to constrain the search to a small interval containing exactly one simple solution.

nSolve() attempts to determine either one point where the residual is zero or two relatively close points where the residual has opposite signs and the magnitude of the residual is not excessive. If it cannot achieve this using a modest number of sample points, it returns the string "no solution found."

If you use **nSolve()** in a program, you can use **getType()** to check for a numeric result before using it in an algebraic expression.

Note: See also **cSolve()**, **cZeros()**, **solve()**, and **zeros()**.

```
nSolve(x^2+5x-25=9,x) [ENTER]
                                    3.844...
nSolve(x^2=4,x=⁻1) [ENTER]                ⁻2.
nSolve(x^2=4,x=1) [ENTER]                  2.
```

Note: If there are multiple solutions, you can use a guess to help find a particular solution.

```
nSolve(x^2+5x-25=9,x)|x<0 [ENTER]
                                   ⁻8.844...
nSolve(((1+r)^24-1)/r=26,r)|r>
0 and r<.25 [ENTER]                  .0068...
nSolve(x^2=⁻1,x) [ENTER]
                          "no solution found"
```

OneVar MATH/Statistics menu

OneVar *list1* [[, *list2*] [, *list3*] [, *list4*]]

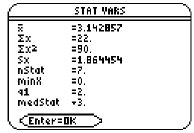
Calculates 1-variable statistics and updates all the system statistics variables.

All the lists must have equal dimensions except for *list4*.

list1 represents xlist.
list2 represents frequency.
list3 represents category codes.
list4 represents category include list.

Note: *list1* through *list3* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list4* does not have to be a variable name and cannot be c1–c99.

```
{0,2,3,4,3,4,6}→L1 [ENTER]
OneVar L1 [ENTER]                  Done
ShowStat [ENTER]
```



or MATH/Test menu

Boolean expression1 **or** *Boolean expression2* ⇒ *Boolean expression*

Returns true or false or a simplified form of the original entry.

Returns true if either or both expressions simplify to true. Returns false only if both expressions evaluate to false.

Note: See **xor**.

```
x≥3 or x≥4 [ENTER]                 x ≥ 3
```

Program segment:

```
  :
If x<0 or x≥5
  Goto END
  :
If choice=1 or choice=2
  Disp "Wrong choice"
  :
```

---

integer1 **or** *integer2* ⇒ *integer*

Compares two real integers bit-by-bit using an **or** operation. Internally, both integers are converted to signed, 32-bit binary numbers. When corresponding bits are compared, the result is 1 if either bit is 1; the result is 0 only if both bits are 0. The returned value represents the bit results, and is displayed according to the Base mode.

You can enter the integers in any number base. For a binary or hexadecimal entry, you must use the 0b or 0h prefix, respectively. Without a prefix, integers are treated as decimal (base 10).

If you enter a decimal integer that is too large for a signed, 32-bit binary form, a symmetric modulo operation is used to bring the value into the appropriate range.

Note: See **xor**.

In Hex base mode:

```
0h7AC36 or 0h3D5F [ENTER]   0h7BD7F
```

Important: Zero, not the letter O.

In Bin base mode:

```
0b100101 or 0b100 [ENTER]  0b100101
```

Note: A binary entry can have up to 32 digits (not counting the 0b prefix). A hexadecimal entry can have up to 8 digits.

ord() MATH/String menu

ord(*string***)** ⇒ *integer*
ord(*list1***)** ⇒ *list*

Returns the numeric code of the first character in character string *string*, or a list of the first characters of each list element.

See Appendix B for a complete listing of character codes.

```
ord("hello") [ENTER]                 104
char(104) [ENTER]                    "h"
ord(char(24)) [ENTER]                 24
ord({"alpha","beta"}) [ENTER]
                                {97  98}
```

Output CATALOG

Output *row*, *column*, *exprOrString*

Displays *exprOrString* (an expression or character string) on the Program I/O screen at the text coordinates (*row*, *column*).

An expression can include conversion operations such as **▶DD** and **▶Rect**. You can also use the ▶ operator to perform unit and number base conversions.

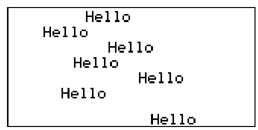
If Pretty Print = ON, *exprOrString* is "pretty printed."

From the Program I/O screen, you can press [F5] to display the Home screen, or a program can use **DispHome**.

Program segment:

```
    :
:RandSeed 1147
:ClrIO
:For i,1,90,10
:  Output i, rand(100),"Hello"
:EndFor
    :
```

Result after execution:



P▶Rx() MATH/Angle menu

P▶Rx(*rExpression*, θ*Expression***)** ⇒ *expression*
P▶Rx(*rList*, θ*List***)** ⇒ *list*
P▶Rx(*rMatrix*, θ*Matrix***)** ⇒ *matrix*

Returns the equivalent x-coordinate of the (r, θ) pair.

Note: The θ argument is interpreted as either a degree or radian angle, according to the current angle mode. If the argument is an expression, you can use ° or ʳ to override the angle mode setting temporarily.

In Radian angle mode:

```
P▶Rx(r,θ) [ENTER]                cos(θ)·r
P▶Rx(4,60°) [ENTER]                     2
P▶Rx({⁻3,10,1.3},{π/3,⁻π/4,0})
[ENTER]
                    {⁻3/2   5·√2   1.3}
```

P▶Ry() MATH/Angle menu

P▶Ry(*rExpression*, θ*Expression***)** ⇒ *expression*
P▶Ry(*rList*, θ*List***)** ⇒ *list*
P▶Ry(*rMatrix*, θ*Matrix***)** ⇒ *matrix*

Returns the equivalent y-coordinate of the (r, θ) pair.

Note: The θ argument is interpreted as either a degree or radian angle, according to the current angle mode. If the argument is an expression, you can use ° or ʳ to override the angle mode setting temporarily.

In Radian angle mode:

```
P▶Ry(r,θ) [ENTER]                sin(θ)·r
P▶Ry(4,60°) [ENTER]                  2·√3
P▶Ry({⁻3,10,1.3},{π/3,⁻π/4,0})
[ENTER]
```

$$\left\{ \frac{-3\cdot\sqrt{3}}{2} \quad -5\cdot\sqrt{2} \quad 0. \right\}$$

part() CATALOG

part(*expression1*[*,nonNegativeInteger*]**)**

This advanced programming function lets you identify and extract all of the sub-expressions in the simplified result of *expression1*.

For example, if *expression1* simplifies to cos(π∗ x+3):

- The **cos()** function has one argument: (π∗ x+3).
- The sum of (π∗ x+3) has two operands: π∗ x and 3.
- The number 3 has no arguments or operands.
- The product π∗ x has two operands: π and x.
- The variable x and the symbolic constant π have no arguments or operands.

If x has a numeric value and you press ◆ [ENTER], the numeric value of π∗ x is calculated, the result is added to 3, and then the cosine is calculated. **cos()** is the **top-level** operator because it is applied **last**.

---

part(*expression1***)** ⇒ *number*

Simplifies *expression1* and returns the number of top-level arguments or operands. This returns 0 if *expression1* is a number, variable, or symbolic constant such as π, *e*, ***i***, or ∞.

```
part(cos(π∗x+3)) [ENTER]          1
```

Note: cos(π∗ x+3) has one argument.

part(*expression1***, 0)** ⇒ *string*

Simplifies *expression1* and returns a string that contains the top-level function name or operator. This returns **string(***expression1***)** if *expression1* is a number, variable, or symbolic constant such as π, *e*, ***i***, or ∞.

```
part(cos(π∗x+3),0) [ENTER]    "cos"
```

part(*expression1***,** *n***)** ⇒ *expression*

Simplifies *expression1* and returns the n^{th} argument or operand, where *n* is > 0 and ≤ the number of top-level arguments or operands returned by **part(***expression1***)**. Otherwise, an error is returned.

```
part(cos(π∗x+3),1) [ENTER]    3+π·x
```

Note: Simplification changed the order of the argument.

By combining the variations of **part()**, you can extract all of the sub-expressions in the simplified result of *expression1*. As shown in the example to the right, you can store an argument or operand and then use **part()** to extract further sub-expressions. **Note:** When using **part()**, do not rely on any particular order in sums and products.	`part(cos(π*x+3))` [ENTER] 1 `part(cos(π*x+3),0)` [ENTER] "cos" `part(cos(π*x+3),1)→temp` [ENTER] 3+π•x `temp` [ENTER] π•x+3 `part(temp,0)` [ENTER] "+" `part(temp)` [ENTER] 2 `part(temp,2)` [ENTER] 3 `part(temp,1)→temp` [ENTER] π•x `part(temp,0)` [ENTER] "*" `part(temp)` [ENTER] 2 `part(temp,1)` [ENTER] π `part(temp,2)` [ENTER] x
Expressions such as (x+y+z) and (x−y−z) are represented internally as (x+y)+z and (x−y)−z. This affects the values returned for the first and second argument. There are technical reasons why **part(**x+y+z,1**)** returns y+x instead of x+y.	`part(x+y+z)` [ENTER] 2 `part(x+y+z,2)` [ENTER] z `part(x+y+z,1)` [ENTER] y+x
Similarly, x*y*z is represented internally as (x*y)*z. Again, there are technical reasons why the first argument is returned as y•x instead of x•y.	`part(x*y*z)` [ENTER] 2 `part(x*y*z,2)` [ENTER] z `part(x*y*z,1)` [ENTER] y•x
When you extract sub-expressions from a matrix, remember that matrices are stored as lists of lists, as illustrated in the example to the right.	`part([a,b,c;x,y,z],0)` [ENTER] "{" `part([a,b,c;x,y,z])` [ENTER] 2 `part([a,b,c;x,y,z],2)→temp` [ENTER] {x y z} `part(temp,0)` [ENTER] "{" `part(temp)` [ENTER] 3 `part(temp,3)` [ENTER] z `delVar temp` [ENTER] Done

The example Program Editor function to the right uses **getType()** and **part()** to partially implement symbolic differentiation. Studying and completing this function can help teach you how to differentiate manually. You could even include functions that the TI-89 / TI-92 Plus cannot differentiate, such as Bessel functions.

```
:d(y,x)
:Func
:Local f
:If getType(y)="VAR"
:  Return when(y=x,1,0,0)
:If part(y)=0
:  Return 0 © y=π,∞,i,numbers
:part(y,0)→f
:If f="-" © if negate
:  Return ⁻d(part(y,1),x)
:If f="−" © if minus
:  Return d(part(y,1),x)
    −d(part(y,2),x)
:If f="+"
:  Return d(part(y,1),x)
    +d(part(y,2),x)
:If f="∗"
:  Return
part(y,1)∗d(part(y,2),x)
    +part(y,2)∗d(part(y,1),x)
:If f="{"
:  Return seq(d(part(y,k),x),
    k,1,part(y))
:Return undef
:EndFunc
```

PassErr CATALOG

PassErr

See **ClrErr** program listing example.

Passes an error to the next level.

If "errornum" is zero, **PassErr** does not do anything.

The **Else** clause in the program should use **ClrErr** or **PassErr**. If the error is to be processed or ignored, use **ClrErr**. If what to do with the error is not known, use **PassErr** to send it to the next error handler. (See also **ClrErr**.)

Pause CATALOG

Pause [*expression*]

Suspends program execution. If you include *expression*, displays *expression* on the Program I/O screen.

expression can include conversion operations such as ▸**DD** and ▸**Rect**. You can also use the ▸ operator to perform unit and number base conversions.

If the result of *expression* is too big to fit on a single screen, you can use the cursor pad to scroll the display.

Program execution resumes when you press [ENTER].

Program segment:

```
  ⋮
:ClrIO
:DelVar temp
:1→temp[1]
:1→temp[2]
:Disp temp[2]
:© Guess the Pattern
:For i,3,20
:  temp[i-2]+temp[i-1]→temp[i]
:  Disp temp[i]
:  Disp temp,"Can you guess the
    next","number?"
:  Pause
:EndFor
  ⋮
```

PlotsOff CATALOG

PlotsOff [**1**] [**, 2**] [**, 3**] **...** [**, 9**]

Turns off the specified plots for graphing. When in 2-graph mode, only affects the active graph.

If no parameters, then turns off all plots.

```
PlotsOff 1,2,5 [ENTER]          Done
PlotsOff [ENTER]                Done
```

PlotsOn CATALOG

PlotsOn [**1**] [**, 2**] [**, 3**] **...** [**, 9**]

Turns on the specified plots for graphing. When in 2-graph mode, only affects the active graph.

If you do not include any arguments, turns on all plots.

```
PlotsOn 2,4,5 [ENTER]           Done
PlotsOn [ENTER]                 Done
```

▸Polar MATH/Matrix/Vector ops menu

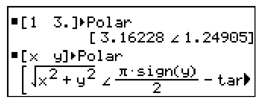
vector **▸Polar**

Displays *vector* in polar form [r ∠θ]. The vector must be of dimension 2 and can be a row or a column.

Note: **▸Polar** is a display-format instruction, not a conversion function. You can use it only at the end of an entry line, and it does not update ans.

Note: See also **▸Rect**.

```
[1,3.]▸Polar [ENTER]
[x,y]▸Polar [ENTER]
```



---

complexValue **▸Polar**

Displays *complexVector* in polar form.

- Degree angle mode returns (r∠θ).
- Radian angle mode returns $re^{i\theta}$.

complexValue can have any complex form. However, an $re^{i\theta}$ entry causes an error in Degree angle mode.

Note: You must use the parentheses for an (r∠θ) polar entry.

In Radian angle mode:

3+4*i*▸Polar [ENTER] $e^{i\cdot(\frac{\pi}{2}-\tan^{-1}(3/4))}\cdot 5$

(4∠π/3)▸Polar [ENTER] $e^{\frac{i\cdot\pi}{3}}\cdot 4$

In Degree angle mode:

3+4*i*▸Polar [ENTER] (5∠90−tan⁻¹(3/4))

polyEval() MATH/List menu

polyEval(*list1*, *expression1***)** ⇒ *expression*
polyEval(*list1*, *list2***)** ⇒ *expression*

Interprets the first argument as the coefficient of a descending-degree polynomial, and returns the polynomial evaluated for the value of the second argument.

```
polyEval({a,b,c},x) [ENTER]
                         a·x²+b·x+c
polyEval({1,2,3,4},2) [ENTER]    26
polyEval({1,2,3,4},{2,-7})
[ENTER]                  {26  -262}
```

PopUp CATALOG

PopUp *itemList*, *var*

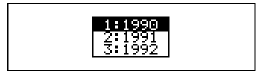
Displays a pop-up menu containing the character strings from *itemList*, waits for you to select an item, and stores the number of your selection in *var*.

The elements of *itemList* must be character strings: {*item1String*, *item2String*, *item3String*, ...}

If *var* already exists and has a valid item number, that item is displayed as the default choice.

itemList must contain at least one choice.

```
PopUp
{"1990","1991","1992"},var1
[ENTER]
```



PowerReg MATH/Statistics/Regressions menu

PowerReg *list1*, *list2*[, [*list3*] [, *list4*, *list5*]]

Calculates the power regression and updates all the system statistics variables.

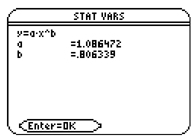
All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

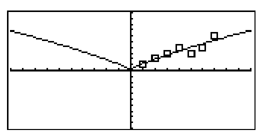
In function graphing mode:

```
{1,2,3,4,5,6,7}→L1 [ENTER]
                         {1 2 3 ...}
{1,2,3,4,3,4,6}→L2 [ENTER]
                         {1 2 3 ...}
PowerReg L1,L2 [ENTER]          Done
ShowStat [ENTER]
```




```
[ENTER]
Regeq(x)→y1(x) [ENTER]          Done
NewPlot 1,1,L1,L2 [ENTER]       Done
```

[◆] [GRAPH]



Prgm CATALOG

Prgm
⋮
EndPrgm

Required instruction that identifies the beginning of a program. Last line of program must be **EndPrgm**.

Program segment:

```
:prgmname()
:Prgm
:
:EndPrgm
```

product() MATH/List menu

product(*list***[**, *start***[**, *end***]])** ⇒ *expression*

Returns the product of the elements contained in *list*. *Start* and *end* are optional. They specify a range of elements.

```
product({1,2,3,4}) [ENTER]          24
product({2,x,y}) [ENTER]         2·x·y
product({4,5,8,9},2,3) [ENTER]      40
```

---

product(*matrix1***[**, *start***[**, *end***]])** ⇒ *matrix*

Returns a row vector containing the products of the elements in the columns of *matrix1*. *Start* and *end* are optional. They specify a range of rows.

```
product([1,2,3;4,5,6;7,8,9])
[ENTER]                  [28 80 162]
product([1,2,3;4,5,6;7,8,9],
1,2) [ENTER]               [4,10,18]
```

Prompt CATALOG

Prompt *var1*[, *var2*] [, *var3*] **...**

Displays a prompt on the Program I/O screen for each variable in the argument list, using the prompt var1?. Stores the entered expression in the corresponding variable.

Prompt must have at least one argument.

Program segment:

```
:
Prompt A,B,C
:
EndPrgm
```

propFrac() MATH/Algebra menu

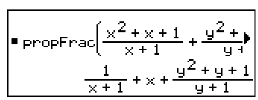
propFrac(*expression1***[**, *var***])** ⇒ *expression*

propFrac(*rational_number***)** returns *rational_number* as the sum of an integer and a fraction having the same sign and a greater denominator magnitude than numerator magnitude.

```
propFrac(4/3) [ENTER]          1 + 1/3
propFrac(⁻4/3) [ENTER]         ⁻1−1/3
```

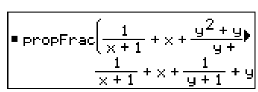
propFrac(*rational_expression,var***)** returns the sum of proper ratios and a polynomial with respect to *var*. The degree of *var* in the denominator exceeds the degree of *var* in the numerator in each proper ratio. Similar powers of *var* are collected. The terms and their factors are sorted with *var* as the main variable.

```
propFrac((x^2+x+1)/(x+1)+
  (y^2+y+1)/(y+1),x) [ENTER]
```



If *var* is omitted, a proper fraction expansion is done with respect to the most main variable. The coefficients of the polynomial part are then made proper with respect to their most main variable first and so on.

```
propFrac(ans(1))
```



For rational expressions, **propFrac()** is a faster but less extreme alternative to **expand()**.

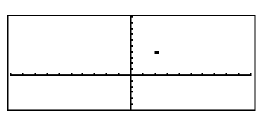
PtChg CATALOG

PtChg *x*, *y*
PtChg *xList*, *yList*

Displays the Graph screen and reverses the screen pixel nearest to window coordinates (*x*, *y*).

Note: PtChg through **PtText** show continuing similar examples.

```
PtChg 2,4 [ENTER]
```

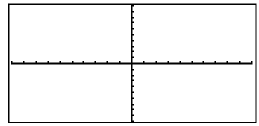


PtOff CATALOG

PtOff *x*, *y*
PtOff *xList*, *yList*

Displays the Graph screen and turns off the screen pixel nearest to window coordinates (*x*, *y*).

`PtOff 2,4` [ENTER]

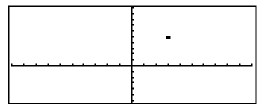


PtOn CATALOG

PtOn *x*, *y*
PtOn *xList*, *yList*

Displays the Graph screen and turns on the screen pixel nearest to window coordinates (*x*, *y*).

`PtOn 3,5` [ENTER]



ptTest() CATALOG

ptTest (*x*, *y***)** ⇒ *Boolean constant expression*
ptTest (*xList*, *yList***)** ⇒ *Boolean constant expression*

Returns true or false. Returns true only if the screen pixel nearest to window coordinates (*x*, *y*) is on.

`ptTest(3,5)` [ENTER] `true`

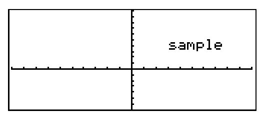
PtText CATALOG

PtText *string*, *x*, *y*

Displays the Graph screen and places the character string *string* on the screen at the pixel nearest the specified (*x*, *y*) window coordinates.

string is positioned with the upper-left corner of its first character at the coordinates.

`PtText "sample",3,5` [ENTER]



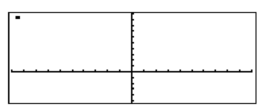
PxlChg CATALOG

PxlChg *row*, *col*
PxlChg *rowList*, *colList*

Displays the Graph screen and reverses the pixel at pixel coordinates (*row*, *col*).

Note: Regraphing erases all drawn items.

`PxlChg 2,4` [ENTER]



PxlCrcl CATALOG

PxlCrcl *row*, *col*, *r* [, *drawMode*]

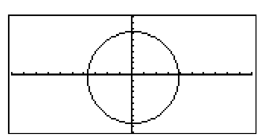
Displays the Graph screen and draws a circle centered at pixel coordinates (*row*, *col*) with a radius of *r* pixels.

If *drawMode* = 1, draws the circle (default).
If *drawMode* = 0, turns off the circle.
If *drawMode* = -1, inverts pixels along the circle.

Note: Regraphing erases all drawn items. See also **Circle**.

TI-89: `PxlCrcl 40,80,30,1` [ENTER]

TI-92 Plus: `PxlCrcl 50,125,40,1` [ENTER]



PxlHorz CATALOG

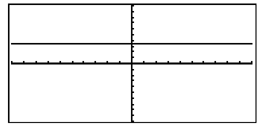
PxlHorz *row* [, *drawMode*]

Displays the Graph screen and draws a horizontal line at pixel position *row*.

If *drawMode* = 1, draws the line (default).
If *drawMode* = 0, turns off the line.
If *drawMode* = -1, turns a line that is on to off or off to on (inverts pixels along the line).

Note: Regraphing erases all drawn items. See also **LineHorz**.

`PxlHorz 25,1` [ENTER]



PxlLine CATALOG

PxlLine *rowStart*, *colStart*, *rowEnd*, *colEnd* [, *drawMode*]

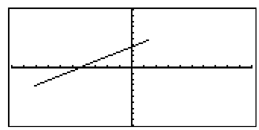
Displays the Graph screen and draws a line between pixel coordinates (*rowStart*, *colStart*) and (*rowEnd*, *colEnd*), including both endpoints.

If *drawMode* = 1, draws the line (default).
If *drawMode* = 0, turns off the line.
If *drawMode* = -1, turns a line that is on to off or off to on (inverts pixels along the line).

Note: Regraphing erases all drawn items. See also **Line.**

TI-89: `PxlLine 50,15,20,90,1` [ENTER]

TI-92 Plus: `PxlLine 80,20,30,150,1` [ENTER]



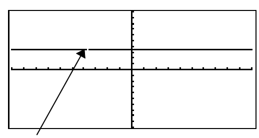
PxlOff CATALOG

PxlOff *row*, *col*
PxlOff *rowList*, *colList*

Displays the Graph screen and turns off the pixel at pixel coordinates (*row*, *col*).

Note: Regraphing erases all drawn items.

`PxlHorz 25,1` [ENTER]
`PxlOff 25,50` [ENTER]



`25,50`

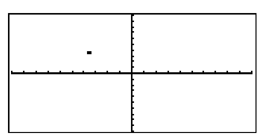
PxlOn CATALOG

PxlOn *row*, *col*
PxlOn *rowList*, *colList*

Displays the Graph screen and turns on the pixel at pixel coordinates (*row*, *col*).

Note: Regraphing erases all drawn items.

`PxlOn 25,50` [ENTER]



pxlTest() CATALOG

pxlTest (*row*, *col***)** ⇒ *Boolean expression*
pxlTest (*rowList*, *colList***)** ⇒ *Boolean expression*

Returns true if the pixel at pixel coordinates (*row*, *col*) is on. Returns false if the pixel is off.

Note: Regraphing erases all drawn items.

`PxlOn 25,50` [ENTER]

TI-89: [HOME]

TI-92 Plus: [♦] [HOME]

`PxlTest(25,50)` [ENTER] `true`
`PxlOff 25,50` [ENTER]

TI-89: [HOME]

TI-92 Plus: [♦] [HOME]

`PxlTest(25,50)` [ENTER] `false`

PxlText CATALOG

PxlText *string*, *row*, *col*

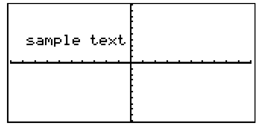
Displays the Graph screen and places character string *string* on the screen, starting at pixel coordinates (*row*, *col*).

string is positioned with the upper-left corner of its first character at the coordinates.

Note: Regraphing erases all drawn items.

TI-89: `PxlText "sample text",20,10` ENTER

TI-92 Plus: `PxlText "sample text",20,50` ENTER



PxlVert CATALOG

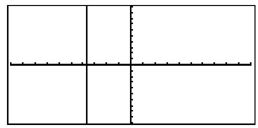
PxlVert *col* [, *drawMode*]

Draws a vertical line down the screen at pixel position *col*.

If *drawMode* = 1, draws the line (default).
If *drawMode* = 0, turns off the line.
If *drawMode* = -1, turns a line that is on to off or off to on (inverts pixels along the line).

Note: Regraphing erases all drawn items. See also **LineVert**.

`PxlVert 50,1` ENTER



QR MATH/Matrix menu

QR *matrix*, *qMatName*, *rMatName*[, *tol*]

Calculates the Householder QR factorization of a real or complex *matrix*. The resulting Q and R matrices are stored to the specified *MatNames*. The Q matrix is unitary. The R matrix is upper triangular.

Optionally, any matrix element is treated as zero if its absolute value is less than *tol*. This tolerance is used only if the matrix has floating-point entries and does not contain any symbolic variables that have not been assigned a value. Otherwise, *tol* is ignored.

- If you use ◆ ENTER or set the mode to Exact/Approx=APPROXIMATE, computations are done using floating-point arithmetic.
- If *tol* is omitted or not used, the default tolerance is calculated as:

  5E⁻14 ∗ **max(dim(***matrix***))** ∗ **rowNorm(***matrix***)**

The floating-point number (9.) in `m1` causes results to be calculated in floating-point form.

`[1,2,3;4,5,6;7,8,9.]→m1` ENTER

```
[1  2  3 ]
[4  5  6 ]
[7  8  9.]
```

`QR m1,qm,rm` ENTER   Done

`qm` ENTER

```
[.123…   .904…   .408… ]
[.492…   .301…   ⁻.816…]
[.861…   ⁻.301…  .408… ]
```

`rm` ENTER

```
[8.124…  9.601…  11.078…]
[0.      .904…   1.809… ]
[0.      0.      0.     ]
```

`[m,n;o,p]→m1` ENTER

```
[m  n]
[o  p]
```

The QR factorization is computed numerically using Householder transformations. The symbolic solution is computed using Gram-Schmidt. The columns in *qMatName* are the orthonormal basis vectors that span the space defined by *matrix*.

```
QR m1,qm,rm [ENTER]                Done
qm [ENTER]
```

$$\begin{bmatrix} \dfrac{m}{\sqrt{m^2+o^2}} & \dfrac{^-\mathrm{sign}(m\cdot p-n\cdot o)\cdot o}{\sqrt{m^2+o^2}} \\ \dfrac{o}{\sqrt{m^2+o^2}} & \dfrac{m\cdot \mathrm{sign}(m\cdot p-n\cdot o)}{\sqrt{m^2+o^2}} \end{bmatrix}$$

```
rm [ENTER]
```

$$\begin{bmatrix} \sqrt{m^2+o^2} & \dfrac{m\cdot n+o\cdot p}{\sqrt{m^2+o^2}} \\ 0 & \dfrac{|m\cdot p-n\cdot o|}{\sqrt{m^2+o^2}} \end{bmatrix}$$

QuadReg MATH/Statistics/Regressions menu

QuadReg *list1*, *list2*[, [*list3*] [, *list4*, *list5*]]

Calculates the quadratic polynomial regression and updates the system statistics variables.

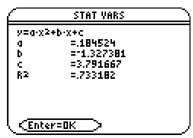
All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

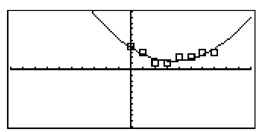
Note: *list1* through *list4* must be a variable name or c1–c99. (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

In function graphing mode:

```
{0,1,2,3,4,5,6,7}→L1 [ENTER]
                         {1 2 3 ...}
{4,3,1,1,2,2,3,3}→L2 [ENTER]
                         {4 3 1 ...}
QuadReg L1,L2 [ENTER]              Done
ShowStat [ENTER]
```




```
[ENTER]
Regeq(x)→y1(x) [ENTER]             Done
NewPlot 1,1,L1,L2 [ENTER]          Done
[◆] [GRAPH]
```



QuartReg MATH/Statistics/Regressions menu

QuartReg *list1*, *list2*[, [*list3*] [, *list4*, *list5*]]

Calculates the quartic polynomial regression and updates the system statistics variables.

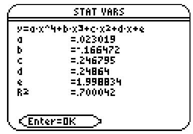
All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

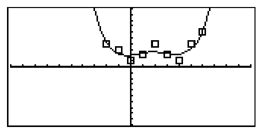
In function graphing mode:

```
{⁻2,⁻1,0,1,2,3,4,5,6}→L1 [ENTER]
                              {⁻2 ⁻1 0 ...}
{4,3,1,2,4,2,1,4,6}→L2 [ENTER]
                                {4 3 1 ...}
QuartReg L1,L2 [ENTER]                 Done
ShowStat [ENTER]
```




```
[ENTER]
Regeq(x)→y1(x) [ENTER]                 Done
NewPlot 1,1,L1,L2 [ENTER]              Done
```

[◆] [GRAPH]



R▶Pθ() MATH/Angle menu

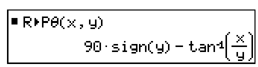
R▶Pθ (*xExpression*, *yExpression*) ⇒ *expression*
R▶Pθ (*xList*, *yList*) ⇒ *list*
R▶Pθ (*xMatrix*, *yMatrix*) ⇒ *matrix*

Returns the equivalent θ-coordinate of the (*x*,*y*) pair arguments.

Note: The result is returned as either a degree or radian angle, according to the current angle mode.

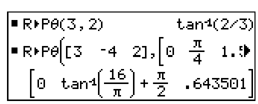
In Degree angle mode:

R▶Pθ(x,y) [ENTER]



In Radian angle mode:

R▶Pθ(3,2) [ENTER]
R▶Pθ([3,⁻4,2],[0,π/4,1.5]) [ENTER]



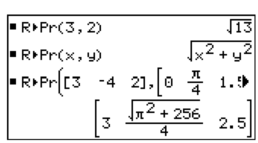
R▶Pr() MATH/Angle menu

R▶Pr (*xExpression*, *yExpression*) ⇒ *expression*
R▶Pr (*xList*, *yList*) ⇒ *list*
R▶Pr (*xMatrix*, *yMatrix*) ⇒ *matrix*

Returns the equivalent r-coordinate of the (*x*,*y*) pair arguments.

In Radian angle mode:

R▶Pr(3,2) [ENTER]
R▶Pr(x,y) [ENTER]
R▶Pr([3,⁻4,2],[0,π/4,1.5]) [ENTER]



rand() MATH/Probability menu

rand([*n*]**)** ⇒ *expression*

n is an integer ≠ zero.

With no parameter, returns the next random number between 0 and 1 in the sequence. When an argument is positive, returns a random integer in the interval [1, *n*]. When an argument is negative, returns a random integer in the interval [⁻*n*, ⁻1].

```
RandSeed 1147 [ENTER]            Done
```
(Sets the random-number seed.)

```
rand() [ENTER]                   .158...
rand(6) [ENTER]                  5
rand(⁻100) [ENTER]               ⁻49
```

randMat() MATH/Probability menu

randMat(*numRows*, *numColumns***)** ⇒ *matrix*

Returns a matrix of integers between -9 and 9 of the specified dimension.

Both arguments must simplify to integers.

```
RandSeed 1147 [ENTER]            Done
randMat(3,3) [ENTER]
```

$$\begin{bmatrix} 8 & ^-3 & 6 \\ ^-2 & 3 & ^-6 \\ 0 & 4 & ^-6 \end{bmatrix}$$

Note: The values in this matrix will change each time you press [ENTER].

randNorm() MATH/Probability menu

randNorm(*mean*, *sd***)** ⇒ *expression*

Returns a decimal number from the specific normal distribution. It could be any real number but will be heavily concentrated in the interval [*mean*-3* *sd*, *mean*+3* *sd*].

```
RandSeed 1147 [ENTER]            Done
randNorm(0,1) [ENTER]            .492...
randNorm(3,4.5) [ENTER]          -3.543...
```

randPoly() MATH/Probability menu

randPoly(*var*, *order***)** ⇒ *expression*

Returns a polynomial in *var* of the specified order. The coefficients are random integers in the range ⁻9 through 9. The leading coefficient will not be zero.

order must be 0–99.

```
RandSeed 1147 [ENTER]            Done
randPoly(x,5) [ENTER]
```

$^-2 \cdot x^5 + 3 \cdot x^4 - 6 \cdot x^3 + 4 \cdot x - 6$

RandSeed MATH/Probability menu

RandSeed *number*

If *number* = 0, sets the seeds to the factory defaults for the random-number generator. If *number* ≠ 0, it is used to generate two seeds, which are stored in system variables seed1 and seed2.

```
RandSeed 1147 [ENTER]            Done
rand() [ENTER]                   .158...
```

RclGDB CATALOG

RclGDB *GDBvar*

Restores all the settings stored in the Graph database variable GDBvar.

For a listing of the settings, see **StoGDB**.

Note: It is necessary to have something saved in GDBvar before you can restore it.

```
RclGDB GDBvar [ENTER]            Done
```

RclPic CATALOG

RclPic *picVar* [, *row*, *column*]

Displays the Graph screen and adds the picture stored in *picVar* at the upper left-hand corner pixel coordinates (*row*, *column*) using OR logic.

picVar must be a picture data type.

Default coordinates are (0, 0).

real() MATH/Complex menu

real(*expression1***)** ⇒ *expression*

Returns the real part of the argument.

Note: All undefined variables are treated as real variables. See also **imag()**.

```
real(2+3i) [ENTER]              2
real(z) [ENTER]                 z
real(x+iy) [ENTER]              x
```

---

real(*list1***)** ⇒ *list*

Returns the real parts of all elements.

```
real({a+i*b,3,i}) [ENTER]   {a  3  0}
```

---

real(*matrix1***)** ⇒ *matrix*

Returns the real parts of all elements.

```
real([a+i*b,3;c,i]) [ENTER]   [a 3]
                              [c 0]
```

▸Rect MATH/Matrix/Vector ops menu

vector **▸Rect**

Displays *vector* in rectangular form [x, y, z]. The vector must be of dimension 2 or 3 and can be a row or a column.

Note: **▸Rect** is a display-format instruction, not a conversion function. You can use it only at the end of an entry line, and it does not update ans.

Note: See also **▸Polar**.

```
[3,∠π/4,∠π/6]▸Rect [ENTER]
```

$$\left[\frac{3\cdot\sqrt{2}}{4} \quad \frac{3\cdot\sqrt{2}}{4} \quad \frac{3\cdot\sqrt{3}}{2}\right]$$

```
[a,∠b,∠c] [ENTER] [a·cos(b)·sin(c)
     a·sin(b)·sin(c)   a·cos(c)]
```

---

complexValue **▸Rect**

Displays *complexValue* in rectangular form a+b*i*. The *complexValue* can have any complex form. However, an r$e^{i\theta}$ entry causes an error in Degree angle mode.

Note: You must use parentheses for an (r∠θ) polar entry.

In Radian angle mode:

4e^(π/3)▸Rect [ENTER] $4\cdot e^{\frac{\pi}{3}}$

(4∠π/3)▸Rect [ENTER] $2+2\cdot\sqrt{3}\cdot i$

In Degree angle mode:

(4∠60)▸Rect [ENTER] $2+2\cdot\sqrt{3}\cdot i$

Note: To type **▸Rect** from the keyboard, press [2nd] [▸] for the ▸ operator. To type ∠, press [2nd] [∠].

ref() MATH/Matrix menu

ref(*matrix1*[, *tol*]**)** ⇒ *matrix*

Returns the row echelon form of *matrix1*.

Optionally, any matrix element is treated as zero if its absolute value is less than *tol*. This tolerance is used only if the matrix has floating-point entries and does not contain any symbolic variables that have not been assigned a value. Otherwise, *tol* is ignored.

- If you use ◆ [ENTER] or set the mode to Exact/Approx=APPROXIMATE, computations are done using floating-point arithmetic.
- If *tol* is omitted or not used, the default tolerance is calculated as:

  5E⁻14 ∗ **max(dim(***matrix1***))** ∗ **rowNorm(***matrix1***)**

Note: See also **rref()**.

ref([⁻2,⁻2,0,⁻6;1,⁻1,9,⁻9;⁻5,2,4,⁻4]) [ENTER]

$$\begin{bmatrix} 1 & -2/5 & -4/5 & 4/5 \\ 0 & 1 & 4/7 & 11/7 \\ 0 & 0 & 1 & -62/71 \end{bmatrix}$$

[a,b,c;e,f,g]→m1 [ENTER] $\begin{bmatrix} a & b & c \\ e & f & g \end{bmatrix}$

ref(m1) [ENTER] $\begin{bmatrix} 1 & \frac{f}{e} & \frac{g}{e} \\ 0 & 1 & \frac{a\cdot g-c\cdot e}{a\cdot f-b\cdot e} \end{bmatrix}$

remain() MATH/Number menu

remain(*expression1*, *expression2***)** ⇒ *expression*
remain(*list1*, *list2***)** ⇒ *list*
remain(*matrix1*, *matrix2***)** ⇒ *matrix*

Returns the remainder of the first argument with respect to the second argument as defined by the identities:

remain(x,0) ≡ x
remain(x,y) ≡ x− y∗iPart(x/y)

As a consequence, note that **remain(**− x,y**)** ≡ − **remain(**x,y**)**. The result is either zero or it has the same sign as the first argument.

Note: See also **mod()**.

remain(7,0) [ENTER] 7

remain(7,3) [ENTER] 1

remain(⁻7,3) [ENTER] ⁻1

remain(7,⁻3) [ENTER] 1

remain(⁻7,⁻3) [ENTER] ⁻1

remain({12,⁻14,16},{9,7,⁻5}) [ENTER]
{3 0 1}

remain([9,⁻7;6,4],[4,3;4,⁻3]) [ENTER]
$\begin{bmatrix} 1 & -1 \\ 2 & 1 \end{bmatrix}$

Rename CATALOG

Rename *oldVarName*, *newVarName*

Renames the variable *oldVarName* as *newVarName*.

{1,2,3,4}→L1 [ENTER] {1,2,3,4}
Rename L1, list1 [ENTER] Done
list1 [ENTER] {1,2,3,4}

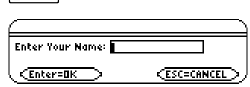
Request CATALOG

Request *promptString*, *var*

If **Request** is inside a **Dialog**...**EndDlog** construct, it creates an input box for the user to type in data. If it is a stand-alone instruction, it creates a dialog box for this input. In either case, if *var* contains a string, it is displayed and highlighted in the input box as a default choice. *promptString* must be ≤ 20 characters.

This instruction can be stand-alone or part of a dialog construct.

Request "Enter Your Name",str1 [ENTER]



Return CATALOG

Return [*expression*]

Returns *expression* as the result of the function. Use within a **Func**...**EndFunc** block, or **Prgm**...**EndPrgm** block.

Note: Use **Return** without an argument to exit a program.

Note: Enter the text as one long line on the Home screen (without line breaks).

```
Define factoral(nn)=Func
 :local answer,count:1→answer
 :For count,1,nn
 :answer∗count→answer:EndFor
 :Return answer:EndFunc [ENTER] Done
factoral(3) [ENTER]                6
```

right() MATH/List menu

right(*list1*[, *num*]**)** ⇒ *list*

Returns the rightmost *num* elements contained in *list1*.

If you omit *num*, returns all of *list1*.

```
right({1,3,⁻2,4},3) [ENTER]
                          {3 ⁻2 4}
```

---

right(*sourceString*[, *num*]**)** ⇒ *string*

Returns the rightmost *num* characters contained in character string *sourceString*.

If you omit *num*, returns all of *sourceString*.

```
right("Hello",2) [ENTER]        "lo"
```

---

right(*comparison***)** ⇒ *expression*

Returns the right side of an equation or inequality.

```
right(x<3) [ENTER]                 3
```

rotate() MATH/Base menu

rotate(*integer1*[,*#ofRotations*]**)** ⇒ *integer*

Rotates the bits in a binary integer. You can enter *integer1* in any number base; it is converted automatically to a signed, 32-bit binary form. If the magnitude of *integer1* is too large for this form, a symmetric modulo operation brings it within the range.

If *#of Rotations* is positive, the rotation is to the left. If *#of Rotations* is negative, the rotation is to the right. The default is ⁻1 (rotate right one bit).

For example, in a right rotation:

Each bit rotates right.

0b00000000000001111010110000110101

Rightmost bit rotates to leftmost.

produces:

0b10000000000000111101011000011010

The result is displayed according to the Base mode.

In Bin base mode:

```
rotate(0b1111010110000110101)
[ENTER]
0b10000000000000111101011000011010
rotate(256,1) [ENTER]  0b1000000000
```

In Hex base mode:

```
rotate(0h78E) [ENTER]          0h3C7
rotate(0h78E,⁻2) [ENTER]0h800001E3
rotate(0h78E,2) [ENTER]       0h1E38
```

Important: To enter a binary or hexadecimal number, always use the 0b or 0h prefix (zero, not the letter O).

rotate(*list1*[,#*ofRotations*]**)** ⇒ *list*

Returns a copy of *list1* rotated right or left by *#of Rotations* elements. Does not alter *list1*.

If *#of Rotations* is positive, the rotation is to the left. If *#of Rotations* is negative, the rotation is to the right. The default is ⁻1 (rotate right one element).

In Dec base mode:

```
rotate({1,2,3,4}) [ENTER]
                              {4 1 2 3}
rotate({1,2,3,4},⁻2) [ENTER]
                              {3 4 1 2}
rotate({1,2,3,4},1) [ENTER]
                              {2 3 4 1}
```

rotate(*string1*[,#*ofRotations*]**)** ⇒ *string*

Returns a copy of *string1* rotated right or left by *#of Rotations* characters. Does not alter *string1*.

If *#of Rotations* is positive, the rotation is to the left. If *#of Rotations* is negative, the rotation is to the right. The default is ⁻1 (rotate right one character).

```
rotate("abcd") [ENTER]          "dabc"
rotate("abcd",⁻2) [ENTER]       "cdab"
rotate("abcd",1) [ENTER]        "bcda"
```

round() MATH/Number menu

round(*expression1*[, *digits*]**)** ⇒ *expression*

Returns the argument rounded to the specified number of digits after the decimal point.

digits must be an integer in the range 0–12. If *digits* is not included, returns the argument rounded to 12 significant digits.

Note: Display digits mode may affect how this is displayed.

```
round(1.234567,3) [ENTER]       1.235
```

round(*list1*[, *digits*]**)** ⇒ *list*

Returns a list of the elements rounded to the specified number of digits.

```
round({π,√(2),ln(2)},4) [ENTER]
                  {3.1416 1.4142 .6931}
```

round(*matrix1*[, *digits*]**)** ⇒ *matrix*

Returns a matrix of the elements rounded to the specified number of digits.

```
round([ln(5),ln(3);π,e^(1)],1)
[ENTER]
```

$$\begin{bmatrix} 1.6 & 1.1 \\ 3.1 & 2.7 \end{bmatrix}$$

rowAdd() MATH/Matrix/Row ops menu

rowAdd(*matrix1*, *rIndex1*, *rIndex2***)** ⇒ *matrix*

Returns a copy of *matrix1* with row *rIndex2* replaced by the sum of rows *rIndex1* and *rIndex2*.

```
rowAdd([3,4;⁻3,⁻2],1,2) [ENTER]
```

$$\begin{bmatrix} 3 & 4 \\ 0 & 2 \end{bmatrix}$$

```
rowAdd([a,b;c,d],1,2) [ENTER]
```

$$\begin{bmatrix} a & b \\ a+c & b+d \end{bmatrix}$$

rowDim() MATH/Matrix/Dimensions menu

rowDim(*matrix***)** ⇒ *expression*

Returns the number of rows in *matrix*.

Note: See also **colDim()**.

```
[1,2;3,4;5,6]→M1 [ENTER]
```

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix}$$

```
rowdim(M1) [ENTER]                   3
```

rowNorm() MATH/Matrix/Norms menu

rowNorm(*matrix***)** ⇒ *expression*

Returns the maximum of the sums of the absolute values of the elements in the rows in *matrix*.

Note: All matrix elements must simplify to numbers. See also **colNorm()**.

```
rowNorm([-5,6,-7;3,4,9;9,-9,-7])
[ENTER]                                  25
```

rowSwap() MATH/Matrix/Row ops menu

rowSwap(*matrix1*, *rIndex1*, *rIndex2***)** ⇒ *matrix*

Returns *matrix1* with rows *rIndex1* and *rIndex2* exchanged.

```
[1,2;3,4;5,6]→Mat [ENTER]
```

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix}$$

```
rowSwap(Mat,1,3) [ENTER]
```

$$\begin{bmatrix} 5 & 6 \\ 3 & 4 \\ 1 & 2 \end{bmatrix}$$

RplcPic CATALOG

RplcPic *picVar*[, *row*][, *column*]

Clears the Graph screen and places picture *picVar* at pixel coordinates (*row*, *column*). If you do not want to clear the screen, use **RclPic**.

picVar must be a picture data type variable. *row* and *column*, if included, specify the pixel coordinates of the upper left corner of the picture. Default coordinates are (0, 0).

Note: For less than full-screen pictures, only the area affected by the new picture is cleared.

rref() MATH/Matrix menu

rref(*matrix1*[, *tol*]**)** ⇒ *matrix*

Returns the reduced row echelon form of *matrix1*.

```
rref([⁻2,⁻2,0,⁻6;1,⁻1,9,⁻9;
⁻5,2,4,⁻4]) [ENTER]
```

$$\begin{bmatrix} 1 & 0 & 0 & 66/71 \\ 0 & 1 & 0 & \frac{147}{71} \\ 0 & 0 & 1 & ^{-}62/71 \end{bmatrix}$$

Optionally, any matrix element is treated as zero if its absolute value is less than *tol*. This tolerance is used only if the matrix has floating-point entries and does not contain any symbolic variables that have not been assigned a value. Otherwise, *tol* is ignored.

- If you use [◆] [ENTER] or set the mode to Exact/Approx=APPROXIMATE, computations are done using floating-point arithmetic.
- If *tol* is omitted or not used, the default tolerance is calculated as:

  5E ⁻14 ∗ **max(dim(***matrix1***))** ∗ **rowNorm(***matrix1***)**

Note: See also **ref()**.

```
rref([a,b,x;c,d,y]) [ENTER]
```

$$\begin{bmatrix} 1 & 0 & \frac{d \cdot x - b \cdot y}{a \cdot d - b \cdot c} \\ 0 & 1 & \frac{^{-}(c \cdot x - a \cdot y)}{a \cdot d - b \cdot c} \end{bmatrix}$$

Send CATALOG

Send *list*

CBL 2™/CBL™ (Calculator-Based Laboratory™) or CBR™ (Calculator-Based Ranger™) instruction. Sends *list* to the link port.

Program segment:

```
  :
:Send {1,0}
:Send {1,2,1}
  :
```

SendCalc CATALOG

SendCalc *var*

Sends variable *var* to the link port, where another unit linked to that port can receive the variable value. The receiving unit must be on the Home screen or must execute **GetCalc** from a program.

If you send from a TI-89 or TI-92 Plus to a TI-92, an error occurs if the TI-92 executes **GetCalc** from a program. In this case, the sending unit must use **SendChat** instead.

Program segment:

```
  :
:a+b→x
:SendCalc x
  :
```

SendChat CATALOG

SendChat *var*

A general alternative to **SendCalc**, this is useful if the receiving unit is a TI-92 (or for a generic "chat" program that allows either a TI-92 or TI-92 Plus to be used). Refer to **SendCalc** for more information.

SendChat sends a variable only if that variable is compatible with the TI-92, which is typically true in "chat" programs. However, **SendChat** will not send an archived variable, a TI-89 graph data base, etc.

Program segment:

```
  :
:a+b→x
:SendChat x
  :
```

seq() MATH/List menu

seq(*expression*, *var*, *low*, *high*[, *step*]**)** ⇒ *list*

Increments *var* from *low* through *high* by an increment of *step*, evaluates *expression*, and returns the results as a list. The original contents of *var* are still there after **seq()** is completed.

var cannot be a system variable.

The default value for *step* = 1.

seq(n^2,n,1,6) [ENTER]
{1 4 9 16 25 36}

seq(1/n,n,1,10,2) [ENTER]
{1 1/3 1/5 1/7 1/9}

sum(seq(1/n^2,n,1,10,1)) [ENTER]

196...
―――
127...

or press [◆][ENTER] to get: 1.549...

setFold() CATALOG

setFold(*newfolderName***)** ⇒ *oldfolderString*

Returns the name of the current folder as a string and sets *newfolderName* as the current folder.

The folder *newfolderName* must exist.

```
newFold chris [ENTER]              Done
setFold(main) [ENTER]           "chris"
setFold(chris)→oldfoldr [ENTER]
                                 "main"
1→a [ENTER]                           1
setFold(#oldfoldr) [ENTER]      "chris"
a [ENTER]                             a
chris\a [ENTER]                       1
```

setGraph() CATALOG

setGraph(*modeNameString*, *settingString***)** ⇒ *string*

Sets the Graph mode *modeNameString* to *settingString*, and returns the previous setting of the mode. Storing the previous setting lets you restore it later.

modeNameString is a character string that specifies which mode you want to set. It must be one of the mode names from the table below.

settingString is a character string that specifies the new setting for the mode. It must be one of the settings listed below for the specific mode you are setting.

```
setGraph("Graph Order","Seq")
[ENTER]                           "SEQ"
setGraph("Coordinates","Off")
[ENTER]                          "RECT"
```

Note: Capitalization and blank spaces are optional when entering mode names.

Mode Name	Settings	
"Coordinates"	"Rect", "Polar", "Off"	
"Graph Order"	"Seq", "Simul" [1]	
"Grid"	"Off", "On" [2]	
"Axes"	"Off", "On" "Off", "Axes", "Box"	(not 3D graph mode) (3D graph mode)
"Leading Cursor"	"Off", "On" [2]	
"Labels"	"Off", "On"	
"Style"	"Wire Frame", "Hidden Surface", "Contour Levels", "Wire and Contour", "Implicit Plot" [3]	
"Seq Axes"	"Time", "Web", "U1-vs-U2" [4]	
"DE Axes"	"Time", "t-vs-y' ", "y-vs-y' ", "y1-vs-y2", "y1-vs-y2' ", "y1'-vs-y2' " [5] **Tip:** To type a prime symbol ('), press [2nd] [′].	
"Solution Method"	"RK", "Euler" [5]	
"Fields"	"SlpFld", "DirFld", "FldOff" [5]	

[1]Not available in Sequence, 3D, or Diff Equations graph mode.
[2]Not available in 3D graph mode.
[3]Applies only to 3D graph mode.
[4]Applies only to Sequence graph mode.
[5]Applies only to Diff Equations graph mode.

setMode() CATALOG

setMode(*modeNameString*, *settingString***)** ⇒ *string*
setMode(*list***)** ⇒ *stringList*

Sets mode *modeNameString* to the new setting *settingString*, and returns the current setting of that mode.

modeNameString is a character string that specifies which mode you want to set. It must be one of the mode names from the table below.

settingString is a character string that specifies the new setting for the mode. It must be one of the settings listed below for the specific mode you are setting.

list contains pairs of keyword strings and will set them all at once. This is recommended for multiple-mode changes. The example shown may not work if each of the pairs is entered with a separate **setMode()** in the order shown.

Use **setMode(***var***)** to restore settings saved with **getMode("ALL")→** *var*.

Note: To set or return information about the Unit System mode, use **setUnits()** or **getUnits()** instead of **setMode()** or **getMode()**.

```
setMode("Angle","Degree")
[ENTER]                    "RADIAN"

sin(45) [ENTER]            √2/2

setMode("Angle","Radian")
[ENTER]                    "DEGREE"

sin(π/4) [ENTER]           √2/2

setMode("Display Digits",
"Fix 2") [ENTER]           "FLOAT"

π [♦] [ENTER]              3.14

setMode ("Display Digits",
"Float") [ENTER]           "FIX 2"

π [♦] [ENTER]              3.141...

setMode ({"Split Screen",
"Left-Right","Split 1 App",
"Graph","Split 2 App","Table"})
[ENTER]
           {"Split 2 App" "Graph"
             "Split 1 App" "Home"
           "Split Screen" "FULL"}
```

Note: Capitalization and blank spaces are optional when entering mode names. Also, the results in these examples may be different on your unit.

Mode Name	Settings
"Graph"	"Function", "Parametric", "Polar", "Sequence", "3D", "Diff Equations"
"Display Digits"	"Fix 0", "Fix 1", ..., "Fix 12", "Float", "Float 1", ..., "Float 12"
"Angle"	"Radian", "Degree"
"Exponential Format"	"Normal", "Scientific", "Engineering"
"Complex Format"	"Real", "Rectangular", "Polar"
"Vector Format"	"Rectangular", "Cylindrical", "Spherical"
"Pretty Print"	"Off", "On"
"Split Screen"	"Full", "Top-Bottom", "Left-Right"
"Split 1 App"	"Home", "Y= Editor", "Window Editor", "Graph", "Table", "Data/Matrix Editor", "Program Editor", "Text Editor", "Numeric Solver", "*Flash App*"
"Split 2 App"	"Home", "Y= Editor", "Window Editor", "Graph", "Table", "Data/Matrix Editor", "Program Editor", "Text Editor", "Numeric Solver", "*Flash App*"
"Number of Graphs"	"1", "2"
"Graph2"	"Function", "Parametric", "Polar", "Sequence", "3D", "Diff Equations"
"Split Screen Ratio"	"1:1", "1:2", "2:1" (TI-92 Plus only)
"Exact/Approx"	"Auto", "Exact", "Approximate"
"Base"	"Dec", "Hex", "Bin"
"Language"	"English", "*Alternate Language*"

setTable() CATALOG

setTable(*modeNameString*, *settingString***)** ⇒ *string*

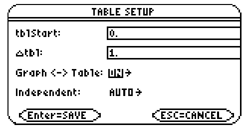
Sets the table parameter *modeNameString* to *settingString*, and returns the previous setting of the parameter. Storing the previous setting lets you restore it later.

modeNameString is a character string that specifies which parameter you want to set. It must be one of the parameters from the table below.

settingString is a character string that specifies the new setting for the parameter. It must be one of the settings listed below for the specific parameter you are setting.

```
setTable("Graph <->
Table","ON")
[ENTER]                    "OFF"
setTable("Independent","AUTO")
[ENTER]                    "ASK"
```

[♦] [TblSet]



Note: Capitalization and blank spaces are optional when entering parameters.

Parameter Name	Settings
"Graph <-> Table"	"Off", "On"
"Independent"	"Auto", "Ask"

setUnits() CATALOG

setUnits(*list1***)** ⇒ *list*

Sets the default units to the values specified in *list1*, and returns a list of the previous defaults.

- To specify the built-in SI (metric) or ENG/US system, *list1* uses the form:

  {"SI"} or {"ENG/US"}

- To specify a custom set of default units, *list1* uses the form:

  {"CUSTOM", "*cat1*", "*unit1*"[, "*cat2*", "*unit2*", …]}

  where each *cat* and *unit* pair specifies a category and its default unit. (You can specify built-in units only, not user-defined units.) Any category not specified will use its previous custom unit.

- To return to the previous custom default units, *list1* uses the form:

  {"CUSTOM"}

If you want different defaults depending on the situation, create separate lists and save them to unique list names. To use a set of defaults, specify that list name in **setUnits()**.

You can use **setUnits()** to restore settings previously saved with **setUnits()** → *var* or with **getUnits()** → *var*.

All unit names must begin with an underscore _.

TI-89: [♦] [_]
TI-92 Plus: [2nd] [_]

You can also select units from a menu by pressing:

TI-89: [2nd] [UNITS]
TI-92 Plus: [♦] [UNITS]

```
setUnits({"SI"}) [ENTER]
        {"SI"  "Area"  "NONE"
    "Capacitance"  "_F"  ...}

setUnits({"CUSTOM","Length",
"_cm","Mass","_gm"}) [ENTER]
        {"SI"  "Length"  "_m"
          "Mass"  "_kg"  ...}
```

Note: Your screen may display different units.

Shade CATALOG

Shade *expr1*, *expr2*, [*xlow*], [*xhigh*], [*pattern*], [*patRes*]

Displays the Graph screen, graphs *expr1* and *expr2*, and shades areas in which *expr1* is less than *expr2*. (*expr1* and *expr2* must be expressions that use x as the independent variable.)

xlow and *xhigh*, if included, specify left and right boundaries for the shading. Valid inputs are between xmin and xmax. Defaults are xmin and xmax.

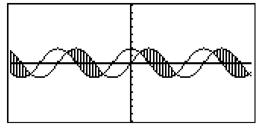
pattern specifies one of four shading patterns:
1 = vertical (default)
2 = horizontal
3 = negative-slope 45°
4 = positive-slope 45°

patRes specifies the resolution of the shading patterns:
1= solid shading
2= 1 pixel spacing (default)
3= 2 pixels spacing
⋮
10= 9 pixels spacing

Note: Interactive shading is available on the Graph screen through the **Shade** instruction. Automatic shading of a specific function is available through the **Style** instruction. **Shade** is not valid in 3D graphing mode.

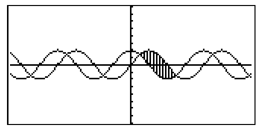
In the ZoomTrig viewing window:

```
Shade cos(x),sin(x) [ENTER]
```



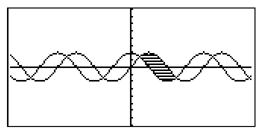
TI-89: [HOME]
TI-92 Plus: [♦] [HOME]

```
ClrDraw [ENTER]                Done
Shade cos(x),sin(x),0,5 [ENTER]
```



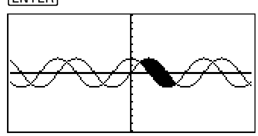
TI-89: [HOME]
TI-92 Plus: [♦] [HOME]

```
ClrDraw [ENTER]                Done
Shade cos(x),sin(x),0,5,2 [ENTER]
```



TI-89: [HOME]
TI-92 Plus: [♦] [HOME]

```
ClrDraw [ENTER]                Done
Shade cos(x),sin(x),0,5,2,1
[ENTER]
```



shift() CATALOG

shift(*integer1*[,#*ofShifts*]**)** ⇒ *integer*

Shifts the bits in a binary integer. You can enter *integer1* in any number base; it is converted automatically to a signed, 32-bit binary form. If the magnitude of *integer1* is too large for this form, a symmetric modulo operation brings it within the range.

If #*ofShifts* is positive, the shift is to the left. If #*ofShifts* is negative, the shift is to the right. The default is ⁻1 (shift right one bit).

In a right shift, the rightmost bit is dropped and 0 or 1 is inserted to match the leftmost bit. In a left shift, the leftmost bit is dropped and 0 is inserted as the rightmost bit.

For example, in a right shift:

Each bit shifts right.

0b00000000000001111010110000110101

Inserts 0 if leftmost bit is 0, or 1 if leftmost bit is 1. Dropped

produces:

0b00000000000000111101011000011010

The result is displayed according to the Base mode. Leading zeros are not shown.

In Bin base mode:

```
shift(0b1111010110000110101) [ENTER]
                0b111101011000011010
shift(256,1) [ENTER]
                         0b1000000000
```

In Hex base mode:

```
shift(0h78E) [ENTER]          0h3C7
shift(0h78E,⁻2) [ENTER]       0h1E3
shift(0h78E,2) [ENTER]       0h1E38
```

Important: To enter a binary or hexadecimal number, always use the 0b or 0h prefix (zero, not the letter O).

---

shift(*list1* [,#*ofShifts*]**)** ⇒ *list*

Returns a copy of *list1* shifted right or left by #*ofShifts* elements. Does not alter *list1*.

If #*ofShifts* is positive, the shift is to the left. If #*ofShifts* is negative, the shift is to the right. The default is ⁻1 (shift right one element).

Elements introduced at the beginning or end of *list* by the shift are set to the symbol "undef".

In Dec base mode:

```
shift({1,2,3,4}) [ENTER]
                   {undef 1 2 3}
shift({1,2,3,4},⁻2) [ENTER]
               {undef undef 1 2}
shift({1,2,3,4},1) [ENTER]
                   {2 3 4 undef}
```

---

shift(*string1* [,#*ofShifts*]**)** ⇒ *string*

Returns a copy of *string1* shifted right or left by #*ofShifts* characters. Does not alter *string1*.

If #*ofShifts* is positive, the shift is to the left. If #*ofShifts* is negative, the shift is to the right. The default is ⁻1 (shift right one character).

Characters introduced at the beginning or end of *string* by the shift are set to a space.

```
shift("abcd") [ENTER]          " abc"
shift("abcd",⁻2) [ENTER]       "  ab"
shift("abcd",1) [ENTER]        "bcd "
```

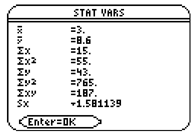
ShowStat CATALOG

ShowStat

Displays a dialog box containing the last computed statistics results if they are still valid. Statistics results are cleared automatically if the data to compute them has changed.

Use this instruction after a statistics calculation, such as **LinReg**.

```
{1,2,3,4,5}→L1 [ENTER]   {1 2 3 4 5}
{0,2,6,10,25}→L2 [ENTER]
                     {0 2 6 10 25}
TwoVar L1,L2 [ENTER]
ShowStat [ENTER]
```



sign() MATH/Number menu

sign(*expression1***)** ⇒ *expression*
sign(*list1***)** ⇒ *list*
sign(*matrix1***)** ⇒ *matrix*

For real and complex *expression1*, returns *expression1*/**abs(***expression1***)** when *expression1* ≠ 0.

Returns 1 if *expression1* is positive.
Returns ⁻1 if *expression1* is negative.
sign(0) returns ±1 if the complex format mode is REAL; otherwise, it returns itself.
sign(0) represents the unit circle in the complex domain.

For a list or matrix, returns the signs of all the elements.

```
sign(⁻3.2) [ENTER]            ⁻1.
sign({2,3,4,⁻5}) [ENTER]
                    {1 1 1 ⁻1}
sign(1+abs(x)) [ENTER]         1
```

If complex format mode is REAL:

```
sign([⁻3,0,3]) [ENTER]    [⁻1 ±1 1]
```

simult() MATH/Matrix menu

simult(*coeffMatrix*, *constVector*[, *tol*]**)** ⇒ *matrix*

Returns a column vector that contains the solutions to a system of linear equations.

coeffMatrix must be a square matrix that contains the coefficients of the equations.

constVector must have the same number of rows (same dimension) as *coeffMatrix* and contain the constants.

Optionally, any matrix element is treated as zero if its absolute value is less than *tol*. This tolerance is used only if the matrix has floating-point entries and does not contain any symbolic variables that have not been assigned a value. Otherwise, *tol* is ignored.

- If you use [◆] [ENTER] or set the mode to Exact/Approx=APPROXIMATE, computations are done using floating-point arithmetic.
- If *tol* is omitted or not used, the default tolerance is calculated as:

  5E⁻14 ∗ **max(dim(***coeffMatrix***))** ∗ **rowNorm(***coeffMatrix***)**

Solve for x and y: $x + 2y = 1$
$3x + 4y = {}^{-}1$

```
simult([1,2;3,4],[1;⁻1]) [ENTER]
```

$$\begin{bmatrix} {}^{-}3 \\ 2 \end{bmatrix}$$

The solution is x=⁻3 and y=2.

Solve: $ax + by = 1$
$cx + dy = 2$

```
[a,b;c,d]→matx1 [ENTER]
```

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

```
simult(matx1,[1;2]) [ENTER]
```

$$\begin{bmatrix} \frac{{}^{-}(2\cdot b-d)}{a\cdot d-b\cdot c} \\ \frac{2\cdot a-c}{a\cdot d-b\cdot c} \end{bmatrix}$$

simult(*coeffMatrix*, *constMatrix*[, *tol*]**)** ⇒ *matrix*

Solves multiple systems of linear equations, where each system has the same equation coefficients but different constants.

Each column in *constMatrix* must contain the constants for a system of equations. Each column in the resulting matrix contains the solution for the corresponding system.

Solve: $x + 2y = 1$, $3x + 4y = {}^-1$ and $x + 2y = 2$, $3x + 4y = {}^-3$

```
simult([1,2;3,4],[1,2;⁻1,⁻3]) [ENTER]
```

$$\begin{bmatrix} {}^-3 & {}^-7 \\ 2 & 9/2 \end{bmatrix}$$

For the first system, x=⁻3 and y=2. For the second system, x=⁻7 and y=9/2.

sin() TI-89: [2nd] [SIN] key TI-92 Plus: [SIN] key

sin(*expression1***)** ⇒ *expression*
sin(*list1***)** ⇒ *list*

sin(*expression1***)** returns the sine of the argument as an expression.

sin(*list1***)** returns a list of the sines of all elements in *list1*.

Note: The argument is interpreted as either a degree or radian angle, according to the current angle mode. You can use ° or ʳ to override the angle mode setting temporarily.

In Degree angle mode:

sin((π/4)ʳ) [ENTER] $\frac{\sqrt{2}}{2}$

sin(45) [ENTER] $\frac{\sqrt{2}}{2}$

sin({0,60,90}) [ENTER] $\{0 \quad \frac{\sqrt{3}}{2} \quad 1\}$

In Radian angle mode:

sin(π/4) [ENTER] $\frac{\sqrt{2}}{2}$

sin(45°) [ENTER] $\frac{\sqrt{2}}{2}$

sin(*squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix sine of *squareMatrix1*. This is *not* the same as calculating the sine of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode:

```
sin([1,5,3;4,2,1;6,⁻2,1]) [ENTER]
```

$$\begin{bmatrix} .942... & {}^-.045... & {}^-.031... \\ {}^-.045... & .949... & {}^-.020... \\ {}^-.048... & {}^-.005... & .961... \end{bmatrix}$$

$\sin^{-1}()$ TI-89: [◆] [SIN⁻¹] key TI-92 Plus: [2nd] [SIN⁻¹] key

sin⁻¹(*expression1***)** ⇒ *expression*
sin⁻¹(*list1***)** ⇒ *list*

sin⁻¹(*expression1***)** returns the angle whose sine is *expression1* as an expression.

sin⁻¹(*list1***)** returns a list of the inverse sines of each element of *list1*.

Note: The result is returned as either a degree or radian angle, according to the current angle mode setting.

In Degree angle mode:

sin⁻¹(1) [ENTER] 90

In Radian angle mode:

sin⁻¹({0,.2,.5}) [ENTER]
{0 .201... .523...}

sin^{-1}**(***squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix inverse sine of *squareMatrix1*. This is *not* the same as calculating the inverse sine of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode and Rectangular complex format mode:

```
sin⁻¹([1,5,3;4,2,1;6,⁻2,1]) ENTER
```

$$\begin{bmatrix} ^-.164... - .064...\cdot i & 1.490... - 2.105...\cdot i & ... \\ .725... - 1.515...\cdot i & .947... - .778...\cdot i & ... \\ 2.083... - 2.632...\cdot i & ^-1.790... + 1.271...\cdot i & ... \end{bmatrix}$$

sinh() MATH/Hyperbolic menu

sinh(*expression1***)** ⇒ *expression*
sinh(*list1***)** ⇒ *list*

sinh (*expression1***)** returns the hyperbolic sine of the argument as an expression.

sinh (*list***)** returns a list of the hyperbolic sines of each element of *list1*.

```
sinh(1.2) ENTER                1.509...
sinh({0,1.2,3.}) ENTER
              {0  1.509...  10.017...}
```

sinh(*squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix hyperbolic sine of *squareMatrix1*. This is *not* the same as calculating the hyperbolic sine of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode:

```
sinh([1,5,3;4,2,1;6,⁻2,1]) ENTER
```

$$\begin{bmatrix} 360.954 & 305.708 & 239.604 \\ 352.912 & 233.495 & 193.564 \\ 298.632 & 154.599 & 140.251 \end{bmatrix}$$

sinh^{-1}() MATH/Hyperbolic menu

sinh^{-1} **(***expression1***)** ⇒ *expression*
sinh^{-1} **(***list1***)** ⇒ *list*

sinh^{-1} **(***expression1***)** returns the inverse hyperbolic sine of the argument as an expression.

sinh^{-1} **(***list1***)** returns a list of the inverse hyperbolic sines of each element of *list1*.

```
sinh⁻¹(0) ENTER                     0
sinh⁻¹({0,2.1,3}) ENTER
              {0  1.487...  sinh⁻¹(3)}
```

sinh^{-1}**(***squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix inverse hyperbolic sine of *squareMatrix1*. This is *not* the same as calculating the inverse hyperbolic sine of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode:

```
sinh⁻¹([1,5,3;4,2,1;6,⁻2,1]) ENTER
```

$$\begin{bmatrix} .041... & 2.155... & 1.158... \\ 1.463... & .926... & .112... \\ 2.750... & ^-1.528... & .572... \end{bmatrix}$$

SinReg MATH/Statistics/Regressions menu

SinReg *list1*, *list2* [, [*iterations*], [*period*] [, *list3*, *list4*]]

Calculates the sinusoidal regression and updates all the system statistics variables.

All the lists must have equal dimensions except for *list4*.

list1 represents xlist.
list2 represents ylist.
list3 represents category codes.
list4 represents category include list.

iterations specifies the maximum number of times (1 through 16) a solution will be attempted. If omitted, 8 is used. Typically, larger values result in better accuracy but longer execution times, and vice versa.

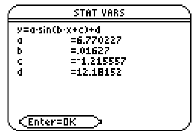
period specifies an estimated period. If omitted, the difference between values in *list1* should be equal and in sequential order. If you specify *period*, the differences between x values can be unequal.

Note: *list1* through *list3* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list4* does not have to be a variable name and cannot be c1–c99.

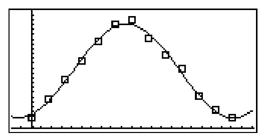
The output of **SinReg** is always in radians, regardless of the angle mode setting.

In function graphing mode:

```
seq(x,x,1,361,30)→L1 [ENTER]
                                {1 31 61 …}
{5.5,8,11,13.5,16.5,19,19.5,17,
14.5,12.5,8.5,6.5,5.5}→L2 [ENTER]
                                {5.5 8 11 …}
SinReg L1,L2 [ENTER]                    Done
ShowStat [ENTER]
```




```
[ENTER]
regeq(x)→y1(x) [ENTER]                  Done
NewPlot 1,1,L1,L2 [ENTER]               Done
[◆] [GRAPH]
[F2] 9
```



solve() MATH/Algebra menu

solve(*equation*, *var***)** ⇒ *Boolean expression*
solve(*inequality*, *var***)** ⇒ *Boolean expression*

Returns candidate real solutions of an equation or an inequality for *var*. The goal is to return candidates for all solutions. However, there might be equations or inequalities for which the number of solutions is infinite.

```
solve(a*x^2+b*x+c=0,x) [ENTER]
```

$$x = \frac{\sqrt{b^2-4\cdot a\cdot c}-b}{2\cdot a}$$

$$\text{or } x = \frac{-(\sqrt{b^2-4\cdot a\cdot c}+b)}{2\cdot a}$$

Solution candidates might not be real finite solutions for some combinations of values for undefined variables.

```
ans(1)| a=1 and b=1 and c=1
[ENTER]
                     Error: Non-real result
```

For the AUTO setting of the Exact/Approx mode, the goal is to produce exact solutions when they are concise, and supplemented by iterative searches with approximate arithmetic when exact solutions are impractical.

```
solve((x-a)e^(x)=⁻x*(x-a),x)
[ENTER]
                      x = a or x =⁻.567…
```

Due to default cancellation of the greatest common divisor from the numerator and denominator of ratios, solutions might be solutions only in the limit from one or both sides.

```
(x+1)(x-1)/(x-1)+x-3 [ENTER]
                                      2·x-2
solve(entry(1)=0,x) [ENTER]           x = 1
entry(2)|ans(1) [ENTER]               undef
limit(entry(3),x,1) [ENTER]               0
```

For inequalities of types ≥, ≤, <, or >, explicit solutions are unlikely unless the inequality is linear and contains only *var*.

```
solve(5x-2 ≥ 2x,x) [ENTER]          x ≥ 2/3
```

For the EXACT setting of the Exact/Approx mode, portions that cannot be solved are returned as an implicit equation or inequality.

```
exact(solve((x-a)e^(x)=-x*
  (x-a),x)) [ENTER]
                    e^x + x = 0 or x = a
```

Use the "|" operator to restrict the solution interval and/or other variables that occur in the equation or inequality. When you find a solution in one interval, you can use the inequality operators to exclude that interval from subsequent searches.

In Radian angle mode:

```
solve(tan(x)=1/x,x)|x>0 and x<1
[ENTER]                   x =.860...
```

false is returned when no real solutions are found. true is returned if **solve()** can determine that any finite real value of *var* satisfies the equation or inequality.

```
solve(x=x+1,x) [ENTER]        false

solve(x=x,x) [ENTER]           true
```

Since **solve()** always returns a Boolean result, you can use "and," "or," and "not" to combine results from **solve()** with each other or with other Boolean expressions.

```
2x-1≤1 and solve(x^2≠9,x) [ENTER]
                     x ≤ 1 and x ≠ -3
```

Solutions might contain a unique new undefined variable of the form @n*j* with *j* being an integer in the interval 1–255. Such variables designate an arbitrary integer.

In Radian angle mode:

```
solve(sin(x)=0,x) [ENTER]  x = @n1·π
```

In real mode, fractional powers having odd denominators denote only the real branch. Otherwise, multiple branched expressions such as fractional powers, logarithms, and inverse trigonometric functions denote only the principal branch. Consequently, **solve()** produces only solutions corresponding to that one real or principal branch.

```
solve(x^(1/3)=-1,x) [ENTER]   x = -1

solve(√(x)=-2,x) [ENTER]      false

solve(-√(x)=-2,x) [ENTER]     x = 4
```

Note: See also **cSolve()**, **cZeros()**, **nSolve()**, and **zeros()**.

---

solve(*equation1* **and** *equation2* [**and** …], **{***varOrGuess1*, *varOrGuess2* [**,** …]**})** ⇒ *Boolean expression*

Returns candidate real solutions to the simultaneous algebraic equations, where each *varOrGuess* specifies a variable that you want to solve for.

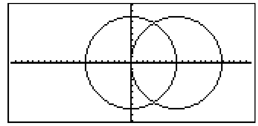
```
solve(y=x^2-2 and
x+2y=-1,{x,y}) [ENTER]
                    x=1 and y=-1
              or x=-3/2 and y=1/4
```

Optionally, you can specify an initial guess for a variable. Each *varOrGuess* must have the form:

variable
– or –
variable = real or non-real number

For example, x is valid and so is x=3.

If all of the equations are polynomials and if you do NOT specify any initial guesses, **solve()** uses the lexical Gröbner/Buchberger elimination method to attempt to determine **all** real solutions.



For example, suppose you have a circle of radius r at the origin and another circle of radius r centered where the first circle crosses the positive x-axis. Use **solve()** to find the intersections.

As illustrated by r in the example to the right, simultaneous *polynomial* equations can have extra variables that have no values, but represent given numeric values that could be substituted later.

```
solve(x^2+y^2=r^2 and
(x-r)^2+y^2=r^2,{x,y}) [ENTER]
```

$x=\frac{r}{2}$ and $y=\frac{\sqrt{3}\cdot r}{2}$

or $x=\frac{r}{2}$ and $y=\frac{^-\sqrt{3}\cdot r}{2}$

You can also (or instead) include solution variables that do not appear in the equations. For example, you can include z as a solution variable to extend the previous example to two parallel intersecting cylinders of radius r.

```
solve(x^2+y^2=r^2 and
(x-r)^2+y^2=r^2,{x,y,z}) [ENTER]
```

$x=\frac{r}{2}$ and $y=\frac{\sqrt{3}\cdot r}{2}$ and z=@1

or $x=\frac{r}{2}$ and $y=\frac{^-\sqrt{3}\cdot r}{2}$ and z=@1

The cylinder solutions illustrate how families of solutions might contain arbitrary constants of the form @*k*, where *k* is an integer suffix from 1 through 255. The suffix resets to 1 when you use **ClrHome** or [F1] 8:Clear Home.

For polynomial systems, computation time or memory exhaustion may depend strongly on the order in which you list solution variables. If your initial choice exhausts memory or your patience, try rearranging the variables in the equations and/or *varOrGuess* list.

If you do not include any guesses and if any equation is non-polynomial in any variable but all equations are linear in the solution variables, **solve()** uses Gaussian elimination to attempt to determine all real solutions.

```
solve(x+e^(z)*y=1 and
x-y=sin(z),{x,y}) [ENTER]
```

$x=\frac{e^{z}\cdot\sin(z)+1}{e^{z}+1}$ and $y=\frac{^-(\sin(z)-1)}{e^{z}+1}$

If a system is neither polynomial in all of its variables nor linear in its solution variables, **solve()** determines at most one solution using an approximate iterative method. To do so, the number of solution variables must equal the number of equations, and all other variables in the equations must simplify to numbers.

```
solve(e^(z)*y=1 and
-y=sin(z),{y,z}) [ENTER]
```

y=.041… and z=3.183…

Each solution variable starts at its guessed value if there is one; otherwise, it starts at 0.0.

Use guesses to seek additional solutions one by one. For convergence, a guess may have to be rather close to a solution.

```
solve(e^(z)*y=1 and
⁻y=sin(z),{y,z=2π}) [ENTER]
            y=.001… and z=6.281…
```

SortA   MATH/List menu

SortA *listName1*[, *listName2*] [, *listName3*] ...
SortA *vectorName1*[, *vectorName2*] [, *vectorName3*] ...

Sorts the elements of the first argument in ascending order.

If you include additional arguments, sorts the elements of each so that their new positions match the new positions of the elements in the first argument.

All arguments must be names of lists or vectors. All arguments must have equal dimensions.

```
{2,1,4,3}→list1 [ENTER]    {2,1,4,3}
SortA list1 [ENTER]             Done
list1 [ENTER]              {1 2 3 4}
{4,3,2,1}→list2 [ENTER]    {4 3 2 1}
SortA list2,list1 [ENTER]       Done
list2 [ENTER]              {1 2 3 4}
list1 [ENTER]              {4 3 2 1}
```

SortD   MATH/List menu

SortD *listName1*[, *listName2*] [, *listName3*] ...
SortD *vectorName1*[,*vectorName 2*] [,*vectorName 3*] ...

Identical to **SortA**, except **SortD** sorts the elements in descending order.

```
{2,1,4,3}→list1 [ENTER]    {2 1 4 3}
{1,2,3,4}→list2 [ENTER]    {1 2 3 4}
SortD list1,list2 [ENTER]       Done
list1 [ENTER]              {4 3 2 1}
list2 [ENTER]              {3 4 1 2}
```

▸Sphere   MATH/Matrix/Vector ops menu

vector **▸Sphere**

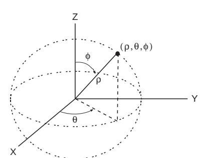
Displays the row or column vector in spherical form [ρ ∠θ ∠φ].

vector must be of dimension 3 and can be either a row or a column vector.

Note: **▸Sphere** is a display-format instruction, not a conversion function. You can use it only at the end of an entry line.

```
[1,2,3]▸Sphere
[◆] [ENTER] [3.741… ∠1.107… ∠.640…]
[2,∠π/4,3]▸Sphere
[◆] [ENTER] [3.605… ∠.785… ∠.588…]
```

[ENTER] $\left[\sqrt{13}\ \ \angle\frac{\pi}{4}\ \ \angle\cos^{-1}\left(\frac{3\cdot\sqrt{13}}{13}\right)\right]$



stdDev()   MATH/Statistics menu

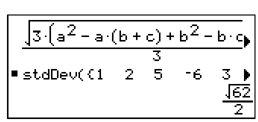
stdDev(*list*[, *freqlist*]**)** ⇒ *expression*

Returns the standard deviation of the elements in *list*.

Each *freqlist* element counts the number of consecutive occurrences of the corresponding element in *list*.

Note: *list* must have at least two elements.

```
stdDev({a,b,c}) [ENTER]
stdDev({1,2,5,⁻6,3,⁻2}) [ENTER]
```




```
stdDev({1.3,2.5,-6.4},{3,2,5})
[ENTER]                      4.33345
```

stdDev(*matrix1*[, *freqmatrix*]**)** ⇒ *matrix*

Returns a row vector of the standard deviations of the columns in *matrix1*.

Each *freqmatrix* element counts the number of consecutive occurrences of the corresponding element in *matrix1*.

Note: *matrix1* must have at least two rows.

```
stdDev([1,2,5;-3,0,1;.5,.7,3])
ENTER
            [2.179...  1.014...   2]

stdDev([-1.2,5.3;2.5,7.3;6,-4],
[4,2;3,3;1,7]) ENTER
                 [2.7005,5.44695]
```

StoGDB CATALOG

StoGDB *GDBvar*

Creates a Graph database (GDB) variable that contains the current:

* Graphing mode
* Y= functions
* Window variables
* Graph format settings
  1- or 2-Graph setting (split screen and ratio settings if 2-Graph mode)
  Angle mode
  Real/complex mode
* Initial conditions if Sequence or Diff Equations mode
* Table flags
* tblStart, Δtbl, tblInput

You can use **RclGDB** *GDBvar* to restore the graph environment.

***Note:** These items are saved for both graphs in 2-Graph mode.

Stop CATALOG

Stop

Used as a program instruction to stop program execution.

Program segment:

```
   :
For i,1,10,1
  If i=5
  Stop
EndFor
   :
```

StoPic CATALOG

StoPic *picVar* [, *pxlRow*, *pxlCol*] [, *width*, *height*]

Displays the graph screen and copies a rectangular area of the display to the variable *picVar*.

pxlRow and *pxlCol*, if included, specify the upper-left corner of the area to copy (defaults are 0, 0).

width and *height*, if included, specify the dimensions, in pixels, of the area. Defaults are the width and height, in pixels, of the current graph screen.

Store

See → (store), page 539.

string() MATH/String menu

string(*expression***)** ⇒ *string*

Simplifies *expression* and returns the result as a character string.

```
string(1.2345) [ENTER]        "1.2345"
string(1+2) [ENTER]           "3"
string(cos(x)+√(3)) [ENTER]
                              "cos(x) + √(3)"
```

Style CATALOG

Style *equanum*, *stylePropertyString*

Sets the system graphing function *equanum* in the current graph mode to use the graphing property *stylePropertyString*.

equanum must be an integer from 1–99 and the function must already exist.

stylePropertyString must be one of: "Line", "Dot", "Square", "Thick", "Animate", "Path", "Above", or "Below".

Note that in parametric graphing, only the *xt* half of the pair contains the style information.

Valid style names vs. graphing mode:

Function:	all styles
Parametric/Polar:	line, dot, square, thick, animate, path
Sequence:	line, dot, square, thick
3D:	none
Diff Equations:	line, dot, square, thick, animate, path

Note: Capitalization and blank spaces are optional when entering *stylePropertyString* names.

```
Style 1,"thick" [ENTER]       Done
Style 10,"path" [ENTER]       Done
```

Note: In function graphing mode, these examples set the style of y1(x) to "Thick" and y10(x) to "Path".

subMat() CATALOG

subMat(*matrix1*[, *startRow*] [, *startCol*] [, *endRow*] [, *endCol*]**)** ⇒ *matrix*

Returns the specified submatrix of *matrix1*.

Defaults: *startRow*=1, *startCol*=1, *endRow*=last row, *endCol*=last column.

[1,2,3;4,5,6;7,8,9]→m1 [ENTER]

$$\begin{bmatrix}1 & 2 & 3\\4 & 5 & 6\\7 & 8 & 9\end{bmatrix}$$

subMat(m1,2,1,3,2) [ENTER]

$$\begin{bmatrix}4 & 5\\7 & 8\end{bmatrix}$$

subMat(m1,2,2) [ENTER]

$$\begin{bmatrix}5 & 6\\8 & 9\end{bmatrix}$$

sum() MATH/List menu

sum(*list*[, *start*[, *end*]]**)** ⇒ *expression*

Returns the sum of the elements in *list*.

Start and *end* are optional. They specify a range of elements.

```
sum({1,2,3,4,5}) [ENTER]      15
sum({a,2a,3a}) [ENTER]        6·a
sum(seq(n,n,1,10)) [ENTER]    55
sum({1,3,5,7,9},3) [ENTER]    21
```

sum(_matrix1_**[**, _start_**[**, _end_**]])** ⇒ _matrix_

Returns a row vector containing the sums of the elements in the columns in _matrix1_.

Start and _end_ are optional. They specify a range of rows.

`sum([1,2,3;4,5,6])` ENTER `[5 7 9]`

`sum([1,2,3;4,5,6;7,8,9])` ENTER `[12 15 18]`

`sum([1,2,3;4,5,6;7,8,9],2,3)` ENTER `[11,13,15]`

switch() CATALOG

switch([_integer1_**])** ⇒ _integer_

Returns the number of the active window. Also can set the active window.

Note: Window 1 is left or top; Window 2 is right or bottom.

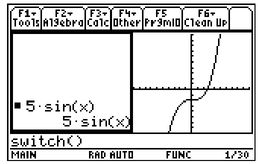
If _integer1_ = 0, returns the active window number.

If _integer1_ = 1, activates window 1 and returns the previously active window number.

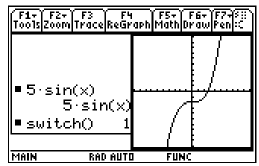
If _integer1_ = 2, activates window 2 and returns the previously active window number.

If _integer1_ is omitted, switches windows and returns the previously active window number.

integer1 is ignored if the TI-89 / TI-92 Plus is not displaying a split screen.



`switch()` ENTER



T (transpose) MATH/Matrix menu

matrix1 ^{T} ⇒ _matrix_

Returns the complex conjugate transpose of _matrix1_.

`[1,2,3;4,5,6;7,8,9]→mat1` ENTER

$$\begin{bmatrix}1 & 2 & 3\\ 4 & 5 & 6\\ 7 & 8 & 9\end{bmatrix}$$

`mat1`^{T} ENTER

$$\begin{bmatrix}1 & 4 & 7\\ 2 & 5 & 8\\ 3 & 6 & 9\end{bmatrix}$$

`[a,b;c,d]→mat2` ENTER $\begin{bmatrix}a & b\\ c & d\end{bmatrix}$

`mat2`^{T} ENTER $\begin{bmatrix}a & c\\ b & d\end{bmatrix}$

`[1+i,2+i;3+i,4+i]→mat3` ENTER

$$\begin{bmatrix}1+i & 2+i\\ 3+i & 4+i\end{bmatrix}$$

`mat3`^{T} ENTER $\begin{bmatrix}1-i & 3-i\\ 2-i & 4-i\end{bmatrix}$

Table — CATALOG

Table *expression1*[, *expression2*] [, *var1*]

Builds a table of the specified expressions or functions.

The expressions in the table can also be graphed. Expressions entered using the **Table** or **Graph** commands are assigned increasing function numbers starting with 1. The expressions can be modified or individually deleted using the edit functions available when the table is displayed by pressing [F4] Header. The currently selected functions in the Y= Editor are temporarily ignored.

To clear the functions created by **Table** or **Graph**, execute the **ClrGraph** command or display the Y= Editor.

If the *var* parameter is omitted, the current graph-mode independent variable is assumed. Some valid variations of this instruction are:

Function graphing: **Table** *expr*, *x*

Parametric graphing: **Table** *xExpr*, *yExpr*, *t*

Polar graphing: **Table** *expr*, θ

Note: The **Table** command is not valid for 3D, sequence, or diff equations graphing. As an alternative, you may want to use **BldData**.

In function graphing mode.

`Table 1.25x*cos(x)` [ENTER]

x	1		
0.	0.		
1.	.67538		
2.	-1.04		
3.	-3.712		
4.	-3.268		

`Table cos(time),time` [ENTER]

x	1	2	3
0.	0.	1.	
1.	.67538	.5403	
2.	-1.04	-.4161	
3.	-3.712	-.99	
4.	-3.268	-.6536	

tan() — TI-89: [2nd] [TAN] key — TI-92 Plus: [TAN] key

tan(*expression1***)** ⇒ *expression*
tan(*list1***)** ⇒ *list*

tan(*expression1***)** returns the tangent of the argument as an expression.

tan(*list1***)** returns a list of the tangents of all elements in *list1*.

Note: The argument is interpreted as either a degree or radian angle, according to the current angle mode. You can use ° or ʳ to override the angle mode temporarily.

In Degree angle mode:

`tan((π/4)ʳ)` [ENTER] 1

`tan(45)` [ENTER] 1

`tan({0,60,90})` [ENTER]
{0 √3 undef}

In Radian angle mode:

`tan(π/4)` [ENTER] 1

`tan(45°)` [ENTER] 1

`tan({π,π/3,-π,π/4})` [ENTER]
{0 √3 0 1}

---

tan(*squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix tangent of *squareMatrix1*. This is *not* the same as calculating the tangent of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode:

`tan([1,5,3;4,2,1;6,-2,1])` [ENTER]

$$\begin{bmatrix} -28.291... & 26.088... & 11.114... \\ 12.117... & -7.835... & -5.481... \\ 36.818... & -32.806... & -10.459... \end{bmatrix}$$

tan⁻¹() TI-89: ◆ [TAN⁻¹] key TI-92 Plus: [2nd] [TAN⁻¹] key

tan⁻¹ (*expression1*) ⇒ *expression*
tan⁻¹ (*list1*) ⇒ *list*

tan⁻¹ (*expression1*) returns the angle whose tangent is *expression1* as an expression.

tan⁻¹ (*list1*) returns a list of the inverse tangents of each element of *list1*.

Note: The result is returned as either a degree or radian angle, according to the current angle mode setting.

In Degree angle mode:

`tan⁻¹(1)` [ENTER] `45`

In Radian angle mode:

`tan⁻¹({0,.2,.5})` [ENTER]
`{0 .197... .463...}`

---

tan⁻¹(*squareMatrix1*) ⇒ *squareMatrix*

Returns the matrix inverse tangent of *squareMatrix1*. This is *not* the same as calculating the inverse tangent of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode:

`tan⁻¹([1,5,3;4,2,1;6,⁻2,1])`
[ENTER]

$$\begin{bmatrix} ^-.083... & 1.266... & .622... \\ .748... & .630... & ^-.070... \\ 1.686... & ^-1.182... & .455... \end{bmatrix}$$

tanh() MATH/Hyperbolic menu

tanh(*expression1*) ⇒ *expression*
tanh(*list1*) ⇒ *list*

tanh(*expression1*) returns the hyperbolic tangent of the argument as an expression.

tanh(*list*) returns a list of the hyperbolic tangents of each element of *list1*.

`tanh(1.2)` [ENTER] `.833...`

`tanh({0,1})` [ENTER] `{0 tanh(1)}`

---

tanh(*squareMatrix1*) ⇒ *squareMatrix*

Returns the matrix hyperbolic tangent of *squareMatrix1*. This is *not* the same as calculating the hyperbolic tangent of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode:

`tanh([1,5,3;4,2,1;6,⁻2,1])`
[ENTER]

$$\begin{bmatrix} ^-.097... & .933... & .425... \\ .488... & .538... & ^-.129... \\ 1.282... & ^-1.034... & .428... \end{bmatrix}$$

tanh⁻¹() MATH/Hyperbolic menu

tanh⁻¹ (*expression1*) ⇒ *expression*
tanh⁻¹ (*list1*) ⇒ *list*

tanh⁻¹ (*expression1*) returns the inverse hyperbolic tangent of the argument as an expression.

tanh⁻¹ (*list1*) returns a list of the inverse hyperbolic tangents of each element of *list1*.

In rectangular complex format mode:

`tanh⁻¹(0)` [ENTER] `0`

`tanh⁻¹({1,2.1,3})` [ENTER]

$\{\infty \quad .518... - 1.570...\cdot i \quad \frac{\ln(2)}{2} - \frac{\pi}{2}\cdot i\}$

tanh^{-1}**(***squareMatrix1***)** ⇒ *squareMatrix*

Returns the matrix inverse hyperbolic tangent of *squareMatrix1*. This is *not* the same as calculating the inverse hyperbolic tangent of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

In Radian angle mode and Rectangular complex format mode:

```
tanh⁻¹([1,5,3;4,2,1;6,⁻2,1]) [ENTER]
```

$$\begin{bmatrix} ^{-}.099...+.164...\cdot i & .267...-1.490...\cdot i & ... \\ ^{-}.087...-.725...\cdot i & .479...-.947...\cdot i & ... \\ .511...-2.083...\cdot i & ^{-}.878...+1.790...\cdot i & ... \end{bmatrix}$$

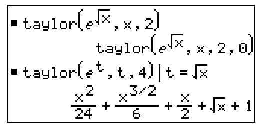
taylor() MATH/Calculus menu

taylor(*expression1*, *var*, *order*[, *point*]**)** ⇒ *expression*

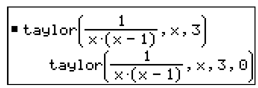
Returns the requested Taylor polynomial. The polynomial includes non-zero terms of integer degrees from zero through *order* in (*var* minus *point*). **taylor()** returns itself if there is no truncated power series of this order, or if it would require negative or fractional exponents. Use substitution and/or temporary multiplication by a power of (*var* minus *point*) to determine more general power series.

point defaults to zero and is the expansion point.

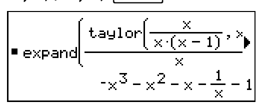
```
taylor(e^(√(x)),x,2) [ENTER]
taylor(e^(t),t,4)|t=√(x) [ENTER]
```




```
taylor(1/(x*(x-1)),x,3) [ENTER]
```




```
expand(taylor(x/(x*(x-1)),
x,4)/x,x) [ENTER]
```



tCollect() MATH\Algebra\Trig menu

tCollect(*expression1***)** ⇒ *expression*

Returns an expression in which products and integer powers of sines and cosines are converted to a linear combination of sines and cosines of multiple angles, angle sums, and angle differences. The transformation converts trigonometric polynomials into a linear combination of their harmonics.

Sometimes **tCollect()** will accomplish your goals when the default trigonometric simplification does not. **tCollect()** tends to reverse transformations done by **tExpand()**. Sometimes applying **tExpand()** to a result from **tCollect()**, or vice versa, in two separate steps simplifies an expression.

```
tCollect((cos(α))^2) [ENTER]
```

$$\frac{\cos(2\cdot\alpha)+1}{2}$$

```
tCollect(sin(α)cos(β)) [ENTER]
```

$$\frac{\sin(\alpha-\beta)+\sin(\alpha+\beta)}{2}$$

tExpand() MATH\Algebra\Trig menu

tExpand(*expression1***)** ⇒ *expression*

Returns an expression in which sines and cosines of integer-multiple angles, angle sums, and angle differences are expanded. Because of the identity $(\sin(x))^2+(\cos(x))^2=1$, there are many possible equivalent results. Consequently, a result might differ from a result shown in other publications.

Sometimes **tExpand()** will accomplish your goals when the default trigonometric simplification does not. **tExpand()** tends to reverse transformations done by **tCollect()**. Sometimes applying **tCollect()** to a result from **tExpand()**, or vice versa, in two separate steps simplifies an expression.

Note: Degree-mode scaling by π/180 interferes with the ability of **tExpand()** to recognize expandable forms. For best results, **tExpand()** should be used in Radian mode.

```
tExpand(sin(3φ)) [ENTER]
      4·sin(φ)·(cos(φ))²−sin(φ)

tExpand(cos(α−β)) [ENTER]
    cos(α)·cos(β)+sin(α)·sin(β)
```

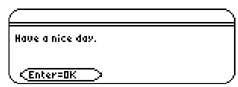
Text CATALOG

Text *promptString*

Displays the character string *promptString* dialog box.

If used as part of a **Dialog...EndDlog block**, *promptString* is displayed inside that dialog box. If used as a standalone instruction, **Text** creates a dialog box to display the string.

```
Text "Have a nice day." [ENTER]
                         Done
```



Then See **If,** page 456.

Title CATALOG

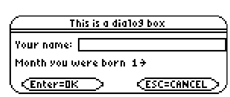
Title *titleString*, [*Lbl*]

Creates the title of a pull-down menu or dialog box when used inside a **Toolbar** or **Custom** construct, or a **Dialog...EndDlog** block.

Note: *Lbl* is only valid in the **Toolbar** construct. When present, it allows the menu choice to branch to a specified label inside the program.

Program segment:

```
  :
:Dialog
:Title    "This is a dialog
box"
:Request  "Your name",Str1
:Dropdown "Month you were
born",
  seq(string(i),i,1,12),Var1
:EndDlog
  :
```



tmpCnv() CATALOG

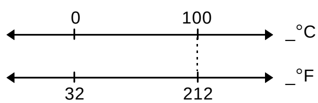
tmpCnv(*expression1*_°*tempUnit1*, _°*tempUnit2***)**
⇒ *expression* _°*tempUnit2*

Converts a temperature value specified by *expression1* from one unit to another. Valid temperature units are:

_°C	Celsius
_°F	Fahrenheit
_°K	Kelvin
_°R	Rankine

For °, press [2nd] [°].
TI-89: For _ , press [◆] [_].
TI-92 Plus: For _ , press [2nd] [_].

For example, 100_°C converts to 212_°F:



To convert a temperature range, use **∆tmpCnv()** instead.

```
tmpCnv(100_°c,_°f) [ENTER]  212.•_°F
tmpCnv(32_°f,_°c) [ENTER]      0.•_°C
tmpCnv(0_°c,_°k) [ENTER]  273.15•_°K
tmpCnv(0_°f,_°r) [ENTER]  459.67•_°R
```

Note: To select temperature units from a menu, press:

TI-89: [2nd] [UNITS]
TI-92 Plus: [◆] [UNITS]

∆tmpCnv() CATALOG

∆tmpCnv(*expression1*_°*tempUnit1*, _°*tempUnit2***)**
⇒ *expression* _°*tempUnit2*

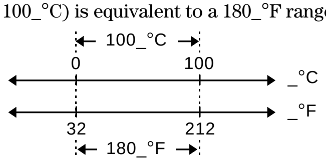
Converts a temperature range (the difference between two temperature values) specified by *expression1* from one unit to another. Valid temperature units are:

_°C	Celsius
_°F	Fahrenheit
_°K	Kelvin
_°R	Rankine

For °, press [2nd] [°].
TI-89: For _ , press [◆] [_].
TI-92 Plus: For _ , press [2nd] [_].

1_°C and 1_°K have the same magnitude, as do 1_°F and 1_°R. However, 1_°C is 9/5 as large as 1_°F.

For example, a 100_°C range (from 0_°C to 100_°C) is equivalent to a 180_°F range:



To convert a particular temperature value instead of a range, use **tmpCnv()**.

To get ∆, you can press [◆] [(] [⇧] [D] (or [2nd] [CHAR] 1 5).

```
∆tmpCnv(100_°c,_°f) [ENTER]
                        180.•_°F
∆tmpCnv(180_°f,_°c) [ENTER]
                        100.•_°C
∆tmpCnv(100_°c,_°k) [ENTER]
                        100.•_°K
∆tmpCnv(100_°f,_°r) [ENTER]
                        100.•_°R
∆tmpCnv(1_°c,_°f) [ENTER]
                          1.8•_°F
```

Note: To select temperature units from a menu, press:

TI-89: [2nd] [UNITS]
TI-92 Plus: [◆] [UNITS]

Toolbar CATALOG

Toolbar
block
EndTBar

Creates a toolbar menu.

block can be either a single statement or a sequence of statements separated with the ":" character. The statements can be either Title or Item.

Items must have labels. A Title must also have a label if it does not have an item.

Program segment:

```
  :
:Toolbar
:  Title "Examples"
:  Item "Trig", t
:  Item "Calc", c
:  Item "Stop", Pexit
:EndTbar
  :
```

Note: When run in a program, this segment creates a menu with three choices that branch to three places in the program.

Trace CATALOG

Trace

Draws a Smart Graph and places the trace cursor on the first defined Y= function at the previously defined cursor position, or at the reset position if regraphing was necessary.

Allows operation of the cursor and most keys when editing coordinate values. Several keys, such as the function keys, [APPS], and [MODE], are not activated during trace.

Note: Press [ENTER] to resume operation.

Try CATALOG

Try
block1
Else
block2
EndTry

Executes *block1* unless an error occurs. Program execution transfers to *block2* if an error occurs in *block1*. Variable errornum contains the error number to allow the program to perform error recovery.

block1 and *block2* can be either a single statement or a series of statements separated with the ":" character.

Program segment:

```
  :
:Try
:  NewFold(temp)
:  Else
:  ©Already exists
:  ClrErr
:EndTry
  :
```

Note: See **ClrErr** and **PassErr**.

TwoVar MATH/Statistics menu

TwoVar *list1*, *list2*[, [*list3*] [, *list4*, *list5*]]

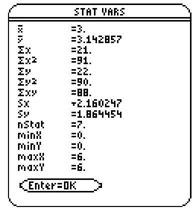
Calculates the **TwoVar** statistics and updates all the system statistics variables.

All the lists must have equal dimensions except for *list5*.

list1 represents xlist.
list2 represents ylist.
list3 represents frequency.
list4 represents category codes.
list5 represents category include list.

Note: *list1* through *list4* must be a variable name or c1–c99 (columns in the last data variable shown in the Data/Matrix Editor). *list5* does not have to be a variable name and cannot be c1–c99.

```
{0,1,2,3,4,5,6}→L1 [ENTER]
                        {0 1 2 …}
{0,2,3,4,3,4,6}→L2 [ENTER]
                        {0 2 3 …}
TwoVar L1,L2 [ENTER]         Done
ShowStat [ENTER]
```



Unarchiv CATALOG

Unarchiv *var1* [, *var2*] [, *var3*] …

Moves the specified variables from the user data archive memory to RAM.

You can access an archived variable the same as you would a variable in RAM. However, you cannot delete, rename, or store to an archived variable because it is locked automatically.

To archive variables, use **Archive**.

```
10→arctest [ENTER]             10
Archive arctest [ENTER]      Done
5*arctest [ENTER]              50
15→arctest [ENTER]
```


```
[ESC]
Unarchiv arctest [ENTER]     Done
15→arctest [ENTER]             15
```

unitV() MATH/Matrix/Vector ops menu

unitV(*vector1***)** ⇒ *vector*

Returns either a row- or column-unit vector, depending on the form of *vector1*.

vector1 must be either a single-row matrix or a single-column matrix.

unitV([a,b,c]) [ENTER]

$$\left[\frac{a}{\sqrt{a^2+b^2+c^2}} \quad \frac{b}{\sqrt{a^2+b^2+c^2}} \quad \frac{c}{\sqrt{a^2+b^2+c^2}}\right]$$

unitV([1,2,1]) [ENTER]

$$\left[\frac{\sqrt{6}}{6} \quad \frac{\sqrt{6}}{3} \quad \frac{\sqrt{6}}{6}\right]$$

unitV([1;2;3]) [ENTER]

$$\begin{bmatrix} \frac{\sqrt{14}}{14} \\ \frac{\sqrt{14}}{7} \\ \frac{3\cdot\sqrt{14}}{14} \end{bmatrix}$$

Unlock CATALOG

Unlock *var1*[, *var2*][, *var3*]...

Unlocks the specified variables.

Note: The variables can be locked using the **Lock** command.

variance() MATH/Statistics menu

variance(*list*[, *freqlist*]**)** ⇒ *expression*

Returns the variance of *list*.

Each *freqlist* element counts the number of consecutive occurrences of the corresponding element in *list*.

Note: *list* must contain at least two elements.

variance({a,b,c}) [ENTER]
$$\frac{a^2-a\cdot(b+c)+b^2-b\cdot c+c^2}{3}$$

variance({1,2,5,⁻6,3,⁻2}) [ENTER] 31/2

variance({1,3,5},{4,6,2}) [ENTER] 68/33

---

variance(*matrix1*[, *freqmatrix*]**)** ⇒ *matrix*

Returns a row vector containing the variance of each column in *matrix1*.

Each *freqmatrix* element counts the number of consecutive occurrences of the corresponding element in *matrix1*.

Note: *matrix1* must contain at least two rows.

variance([1,2,5;⁻3,0,1;
.5,.7,3]) [ENTER] [4.75 1.03 4]

variance([⁻1.1,2.2;3.4,5.1;
⁻2.3,4.3],[6,3;2,4;5,1]) [ENTER]
[3.91731,2.08411]

when() CATALOG

when(*condition*, *trueResult* [, *falseResult*]
[, *unknownResult*]**)** ⇒ *expression*

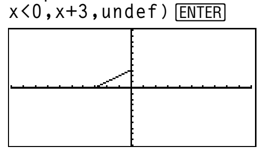
Returns *trueResult*, *falseResult*, or *unknownResult*, depending on whether *condition* is true, false, or unknown. Returns the input if there are too few arguments to specify the appropriate result.

Omit both *falseResult* and *unknownResult* to make an expression defined only in the region where *condition* is true.

when(x<0,x+3)|x=5 [ENTER]
when(x<0,3+x)

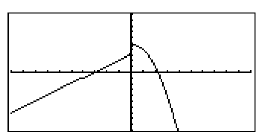
Use an undef *falseResult* to define an expression that graphs only on an interval.

ClrGraph [ENTER]
Graph when(x≥⁻π and
x<0,x+3,undef) [ENTER]



Omit only the *unknownResult* to define a two-piece expression.

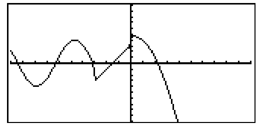
Graph when(x<0,x+3,5−x^2) [ENTER]



Nest **when()** to define expressions that have more than two pieces.

TI-89: [HOME]
TI-92 Plus: [♦] [HOME]

```
ClrGraph [ENTER]                    Done
Graph when(x<0,when(x<⁻π,
4*sin(x),2x+3),5-x^2) [ENTER]
```



when() is helpful for defining recursive functions.

```
when(n>0,n*factoral(n-1),1)
→factoral(n) [ENTER]                Done
factoral(3) [ENTER]                    6
3! [ENTER]                             6
```

While CATALOG

While *condition*
    block
EndWhile

Executes the statements in *block* as long as *condition* is true.

block can be either a single statement or a sequence of statements separated with the ":" character.

Program segment:

```
   :
:1→i
:0→temp
:While i<=20
:  temp+1/i→temp
:  i+1→i
:EndWhile
:Disp "sum of reciprocals up to
   20",temp
   :
```

"With" See |, page 538.

xor MATH/Test menu

Boolean expression1 **xor** *Boolean expression2* ⇒ *Boolean expression*

Returns true if *Boolean expression1* is **true** and *Boolean expression2* is false, or vice versa. Returns false if *Boolean expression1* and *Boolean expression2* are both true or both false. Returns a simplified Boolean expression if either of the original Boolean expressions cannot be resolved to true or false.

Note: See **or**.

```
true xor true [ENTER]              false
(5>3) xor (3>5) [ENTER]             true
```

integer1 **xor** *integer2* ⇒ *integer*

Compares two real integers bit-by-bit using an **xor** operation. Internally, both integers are converted to signed, 32-bit binary numbers. When corresponding bits are compared, the result is 1 if either bit (but not both) is 1; the result is 0 if both bits are 0 or both bits are 1. The returned value represents the bit results, and is displayed according to the Base mode.

You can enter the integers in any number base. For a binary or hexadecimal entry, you must use the 0b or 0h prefix, respectively. Without a prefix, integers are treated as decimal (base 10).

If you enter a decimal integer that is too large for a signed, 32-bit binary form, a symmetric modulo operation is used to bring the value into the appropriate range.

Note: See **or**.

In Hex base mode:

```
0h7AC36 xor 0h3D5F [ENTER]  0h79169
```

Important: Zero, not the letter O.

In Bin base mode:

```
0b100101 xor 0b100 [ENTER]  0b100001
```

Note: A binary entry can have up to 32 digits (not counting the 0b prefix). A hexadecimal entry can have up to 8 digits.

XorPic — CATALOG

XorPic *picVar*[, *row*] [, *column*]

Displays the picture stored in *picVar* on the current Graph screen.

Uses **xor** logic for each pixel. Only those pixel positions that are exclusive to either the screen or the picture are turned on. This instruction turns off pixels that are turned on in both images.

picVar must contain a pic data type.

row and *column*, if included, specify the pixel coordinates for the upper left corner of the picture. Defaults are (0, 0).

zeros() — MATH/Algebra menu

zeros(*expression*, *var***)** ⇒ *list*

Returns a list of candidate real values of *var* that make *expression*=0. **zeros()** does this by computing **exp▶list(solve(***expression*=0,*var***),***var***)**.

For some purposes, the result form for **zeros()** is more convenient than that of **solve()**. However, the result form of **zeros()** cannot express implicit solutions, solutions that require inequalities, or solutions that do not involve *var*.

Note: See also **cSolve()**, **cZeros()**, and **solve()**.

```
zeros(a*x^2+b*x+c,x) [ENTER]
```

$$\left\{\frac{-(\sqrt{b^2-4\cdot a\cdot c}+b)}{2\cdot a}\ \ \frac{\sqrt{b^2-4\cdot a\cdot c}-b}{2\cdot a}\right\}$$

```
a*x^2+b*x+c|x=ans(1)[2] [ENTER]   0

exact(zeros(a*(e^(x)+x)
  (sign (x)-1),x)) [ENTER]         {}

exact(solve(a*(e^(x)+x)
  (sign (x)-1)=0,x)) [ENTER]
           e^x + x = 0 or x>0 or a = 0
```

zeros({_expression1_**,** _expression2_**}, {**_varOrGuess1_**,** _varOrGuess2_ [**,** …]**})** ⇒ _matrix_

Returns candidate real zeros of the simultaneous algebraic _expressions_, where each _varOrGuess_ specifies an unknown whose value you seek.

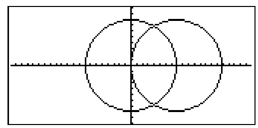
Optionally, you can specify an initial guess for a variable. Each _varOrGuess_ must have the form:

variable
– or –
variable = _real or non-real number_

For example, x is valid and so is x=3.

If all of the expressions are polynomials and if you do NOT specify any initial guesses, **zeros()** uses the lexical Gröbner/Buchberger elimination method to attempt to determine **all** real zeros.

For example, suppose you have a circle of radius r at the origin and another circle of radius r centered where the first circle crosses the positive x-axis. Use **zeros()** to find the intersections.



As illustrated by r in the example to the right, simultaneous _polynomial_ expressions can have extra variables that have no values, but represent given numeric values that could be substituted later.

```
zeros({x^2+y^2-r^2,
(x-r)^2+y^2-r^2},{x,y}) [ENTER]
```

$$\begin{bmatrix} \frac{r}{2} & \frac{\sqrt{3}\cdot r}{2} \\ \frac{r}{2} & \frac{-\sqrt{3}\cdot r}{2} \end{bmatrix}$$

Each row of the resulting matrix represents an alternate zero, with the components ordered the same as the _varOrGuess_ list. To extract a row, index the matrix by [_row_].

Extract row 2:

```
ans(1)[2] [ENTER]
```

$$\begin{bmatrix} \frac{r}{2} & \frac{-\sqrt{3}\cdot r}{2} \end{bmatrix}$$

You can also (or instead) include unknowns that do not appear in the expressions. For example, you can include z as an unknown to extend the previous example to two parallel intersecting cylinders of radius r. The cylinder zeros illustrate how families of zeros might contain arbitrary constants in the form @_k_, where _k_ is an integer suffix from 1 through 255. The suffix resets to 1 when you use **ClrHome** or [F1] 8:Clear Home.

```
zeros({x^2+y^2-r^2,
(x-r)^2+y^2-r^2},{x,y,z}) [ENTER]
```

$$\begin{bmatrix} \frac{r}{2} & \frac{\sqrt{3}\cdot r}{2} & @1 \\ \frac{r}{2} & \frac{-\sqrt{3}\cdot r}{2} & @1 \end{bmatrix}$$

For polynomial systems, computation time or memory exhaustion may depend strongly on the order in which you list unknowns. If your initial choice exhausts memory or your patience, try rearranging the variables in the expressions and/or *varOrGuess* list.

If you do not include any guesses and if any expression is non-polynomial in any variable but all expressions are linear in the unknowns, **zeros()** uses Gaussian elimination to attempt to determine all real zeros.

```
zeros({x+e^(z)*y-1,x-y-sin(z)}
,{x,y}) [ENTER]
```

$$\begin{bmatrix} \dfrac{e^z\cdot\sin(z)+1}{e^z+1} & \dfrac{^-(\sin(z)-1)}{e^z+1} \end{bmatrix}$$

If a system is neither polynomial in all of its variables nor linear in its unknowns, **zeros()** determines at most one zero using an approximate iterative method. To do so, the number of unknowns must equal the number of expressions, and all other variables in the expressions must simplify to numbers.

```
zeros({e^(z)*y-1,⁻y-sin(z)},
{y,z}) [ENTER]
                    [.041…   3.183…]
```

Each unknown starts at its guessed value if there is one; otherwise, it starts at 0.0.

Use guesses to seek additional zeros one by one. For convergence, a guess may have to be rather close to a zero.

```
zeros({e^(z)*y-1,⁻y-sin(z)},
{y,z=2π}) [ENTER]
                    [.001…   6.281…]
```

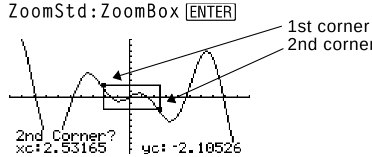
ZoomBox CATALOG

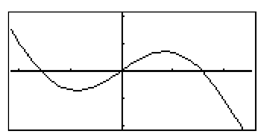
ZoomBox

Displays the Graph screen, lets you draw a box that defines a new viewing window, and updates the window.

In function graphing mode:

```
1.25x*cos(x)→y1(x) [ENTER]      Done
ZoomStd:ZoomBox [ENTER]
```





The display after defining ZoomBox by pressing [ENTER] the second time.

ZoomData CATALOG

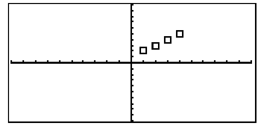
ZoomData

Adjusts the window settings based on the currently defined plots (and data) so that all statistical data points will be sampled, and displays the Graph screen.

Note: Does not adjust ymin and ymax for histograms.

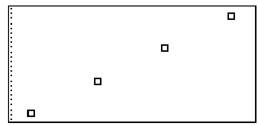
In function graphing mode:

```
{1,2,3,4}→L1 [ENTER]          {1 2 3 4}
{2,3,4,5}→L2 [ENTER]          {2 3 4 5}
newPlot 1,1,L1,L2 [ENTER]          Done
ZoomStd [ENTER]
```



TI-89: [HOME]
TI-92 Plus: [♦] [HOME]

```
ZoomData [ENTER]
```



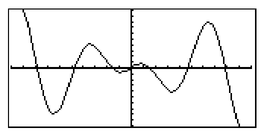
ZoomDec CATALOG

ZoomDec

Adjusts the viewing window so that Δx and Δy = 0.1 and displays the Graph screen with the origin centered on the screen.

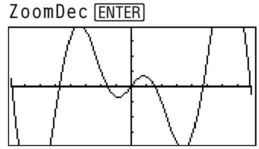
In function graphing mode:

```
1.25x*cos(x)→y1(x) [ENTER]          Done
ZoomStd [ENTER]
```



TI-89: [HOME]
TI-92 Plus: [♦] [HOME]

```
ZoomDec [ENTER]
```



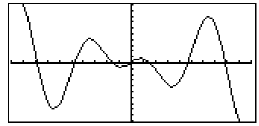
ZoomFit CATALOG

ZoomFit

Displays the Graph screen, and calculates the necessary window dimensions for the dependent variables to view all the picture for the current independent variable settings.

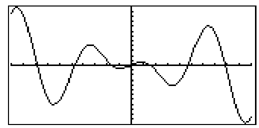
In function graphing mode:

`1.25x*cos(x)→y1(x)` [ENTER] `Done`
`ZoomStd` [ENTER]



TI-89: [HOME]
TI-92 Plus: [♦] [HOME]

`ZoomFit` [ENTER]



ZoomIn CATALOG

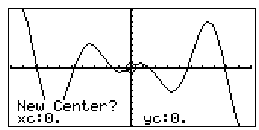
ZoomIn

Displays the Graph screen, lets you set a center point for a zoom in, and updates the viewing window.

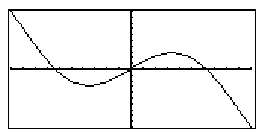
The magnitude of the zoom is dependent on the Zoom factors xFact and yFact. In 3D Graph mode, the magnitude is dependent on xFact, yFact, and zFact.

In function graphing mode:

`1.25x*cos(x)→y1(x)` [ENTER] `Done`
`ZoomStd:ZoomIn` [ENTER]



[ENTER]



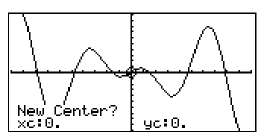
ZoomInt CATALOG

ZoomInt

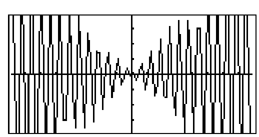
Displays the Graph screen, lets you set a center point for the zoom, and adjusts the window settings so that each pixel is an integer in all directions.

In function graphing mode:

`1.25x*cos(x)→y1(x)` [ENTER] `Done`
`ZoomStd:ZoomInt` [ENTER]



[ENTER]



ZoomOut CATALOG

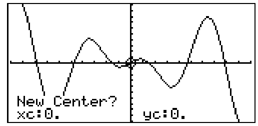
ZoomOut

Displays the Graph screen, lets you set a center point for a zoom out, and updates the viewing window.

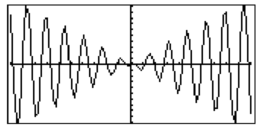
The magnitude of the zoom is dependent on the Zoom factors xFact and yFact. In 3D Graph mode, the magnitude is dependent on xFact, yFact, and zFact.

In function graphing mode:

```
1.25x*cos(x)→y1(x) [ENTER]      Done
ZoomStd:ZoomOut [ENTER]
```



[ENTER]



ZoomPrev CATALOG

ZoomPrev

Displays the Graph screen, and updates the viewing window with the settings in use before the last zoom.

ZoomRcl CATALOG

ZoomRcl

Displays the Graph screen, and updates the viewing window using the settings stored with the **ZoomSto** instruction.

ZoomSqr CATALOG

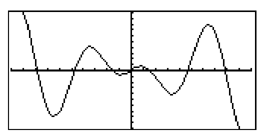
ZoomSqr

Displays the Graph screen, adjusts the x or y window settings so that each pixel represents an equal width and height in the coordinate system, and updates the viewing window.

In 3D Graph mode, **ZoomSqr** lengthens the shortest two axes to be the same as the longest axis.

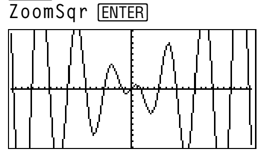
In function graphing mode:

```
1.25x*cos(x)→y1(x) [ENTER]      Done
ZoomStd [ENTER]
```



[HOME]

```
ZoomSqr [ENTER]
```



ZoomStd   CATALOG

ZoomStd

Sets the window variables to the following standard values, and then updates the viewing window.

Function graphing:
x: [-10, 10, 1], y: [-10, 10, 1] and xres=2

Parametric graphing:
t: [0, 2π, π/24], x: [-10, 10, 1], y:[-10, 10, 1]

Polar graphing:
θ: [0, 2π, π/24], x: [-10, 10, 1], y: [-10, 10, 1]

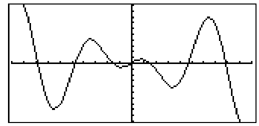
Sequence graphing:
nmin=1, nmax=10, plotStrt=1, plotStep=1,
x: [-10, 10, 1], y: [-10, 10, 1]

3D graphing:
eyeθ°=20, eyeφ°=70, eyeψ°=0
x: [-10, 10, 14], y: [-10, 10, 14],
z: [-10, 10], ncontour=5

Differential equations graphing:
t: [0, 10, .1, 0], x: [-1, 10, 1], y: [-10, 10, 1],
ncurves=0, Estep=1, diftol=.001, fldres=14,
dtime=0

In function graphing mode:

```
1.25x*cos(x)→y1(x) [ENTER]      Done
ZoomStd [ENTER]
```



ZoomSto   CATALOG

ZoomSto

Stores the current Window settings in the Zoom memory. You can use **ZoomRcl** to restore the settings.

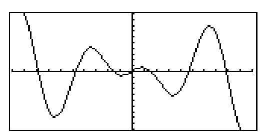
ZoomTrig   CATALOG

ZoomTrig

Displays the Graph screen, sets Δx to π/24, and xscl to π/2, centers the origin, sets the y settings to [-4, 4, .5], and updates the viewing window.

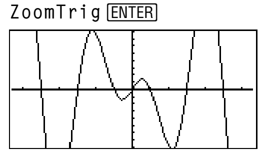
In function graphing mode:

```
1.25x*cos(x)→y1(x) [ENTER]      Done
ZoomStd [ENTER]
```



TI-89: [HOME]
TI-92 Plus: [♦] [HOME]

```
ZoomTrig [ENTER]
```



+ (add) [+] key

expression1 + *expression2* ⇒ *expression*

Returns the sum of *expression1* and *expression2*.

```
56 [ENTER]                    56
ans(1)+4 [ENTER]              60
ans(1)+4 [ENTER]              64
ans(1)+4 [ENTER]              68
ans(1)+4 [ENTER]              72
```

---

list1 + *list2* ⇒ *list*
matrix1 + *matrix2* ⇒ *matrix*

Returns a list (or matrix) containing the sums of corresponding elements in *list1* and *list2* (or *matrix1* and *matrix2*).

Dimensions of the arguments must be equal.

```
{22,π,π/2}→L1 [ENTER]      {22 π π/2}
{10,5,π/2}→L2 [ENTER]      {10 5 π/2}
L1+L2 [ENTER]              {32 π+5 π}
ans(1)+{π,⁻5,⁻π} [ENTER]
                           {π+32 π 0}
[a,b;c,d]+[1,0;0,1] [ENTER]
```

$$\begin{bmatrix} a+1 & b \\ c & d+1 \end{bmatrix}$$

---

expression + *list1* ⇒ *list*
list1 + *expression* ⇒ *list*

Returns a list containing the sums of *expression* and each element in *list1*.

```
15+{10,15,20} [ENTER]      {25 30 35}
{10,15,20}+15 [ENTER]      {25 30 35}
```

---

expression + *matrix1* ⇒ *matrix*
matrix1 + *expression* ⇒ *matrix*

Returns a matrix with *expression* added to each element on the diagonal of *matrix1*. *matrix1* must be square.

Note: Use **.+** (dot plus) to add an expression to each element.

```
20+[1,2;3,4] [ENTER]
```

$$\begin{bmatrix} 21 & 2 \\ 3 & 24 \end{bmatrix}$$

− (subtract) [−] key

expression1 - *expression2* ⇒ *expression*

Returns *expression1* minus *expression2*.

```
6-2 [ENTER]                    4
π-π/6 [ENTER]
```

$$\frac{5\cdot\pi}{6}$$

---

list1 - *list2* ⇒ *list*
matrix1 - *matrix2* ⇒ *matrix*

Subtracts each element in *list2* (or *matrix2*) from the corresponding element in *list1* (or *matrix1*), and returns the results.

Dimensions of the arguments must be equal.

```
{22,π,π/2}-{10,5,π/2} [ENTER]
                           {12 π-5 0}
[3,4]-[1,2] [ENTER]        [2 2]
```

---

expression - *list1* ⇒ *list*
list1 - *expression* ⇒ *list*

Subtracts each *list1* element from *expression* or subtracts *expression* from each *list1* element, and returns a list of the results.

```
15-{10,15,20} [ENTER]      {5 0 ⁻5}
{10,15,20}-15 [ENTER]      {⁻5 0 5}
```

expression - *matrix1* ⇒ *matrix* *matrix1* - *expression* ⇒ *matrix* *expression* - *matrix1* returns a matrix of *expression* times the identity matrix minus *matrix1*. *matrix1* must be square. *matrix1* - *expression* returns a matrix of *expression* times the identity matrix subtracted from *matrix1*. *matrix1* must be square. **Note:** Use **.-** (dot minus) to subtract an expression from each element.	`20-[1,2;3,4]` [ENTER] $\begin{bmatrix} 19 & ^-2 \\ ^-3 & 16 \end{bmatrix}$

∗ (multiply) [×] key

expression1 ∗ *expression2* ⇒ *expression*
 	
Returns the product of *expression1* and *expression2*.
	`2*3.45` [ENTER] `6.9`
	
	`x*y*x` [ENTER] `x²·y`

list1∗ *list2* ⇒ *list* Returns a list containing the products of the corresponding elements in *list1* and *list2*. Dimensions of the lists must be equal.	`{1.0,2,3}*{4,5,6}` [ENTER] `{4. 10 18}` `{2/a,3/2}*{a²,b/3}` [ENTER] $\{2\cdot a \quad \frac{b}{2}\}$
matrix1 ∗ *matrix2* ⇒ *matrix* Returns the matrix product of *matrix1* and *matrix2*. The number of rows in *matrix1* must equal the number of columns in *matrix2*.	`[1,2,3;4,5,6]*[a,d;b,e;c,f]` [ENTER] $\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \cdot \begin{bmatrix} a & d \\ b & e \\ c & f \end{bmatrix}$ $\begin{bmatrix} a+2\cdot b+3\cdot c & d+2\cdot e+3 \\ 4\cdot a+5\cdot b+6\cdot c & 4\cdot d+5\cdot e \end{bmatrix}$
expression ∗ *list1* ⇒ *list* *list1* ∗ *expression* ⇒ *list* Returns a list containing the products of *expression* and each element in *list1*.	`π*{4,5,6}` [ENTER] `{4·π 5·π 6·π}`
expression ∗ *matrix1* ⇒ *matrix* *matrix1* ∗ *expression* ⇒ *matrix* Returns a matrix containing the products of *expression* and each element in *matrix1*. **Note:** Use **.∗** (dot multiply) to multiply an expression by each element.	`[1,2;3,4]*.01` [ENTER] $\begin{bmatrix} .01 & .02 \\ .03 & .04 \end{bmatrix}$ `λ*identity(3)` [ENTER] $\begin{bmatrix} \lambda & 0 & 0 \\ 0 & \lambda & 0 \\ 0 & 0 & \lambda \end{bmatrix}$

/ (divide) [÷] key

expression1 / *expression2* ⇒ *expression*
 	
Returns the quotient of *expression1* divided by *expression2*.
	`2/3.45` [ENTER] `.57971`
	
	`x^3/x` [ENTER] `x²`

list1 / *list2* ⇒ *list* Returns a list containing the quotients of *list1* divided by *list2*. Dimensions of the lists must be equal.	`{1.0,2,3}/{4,5,6}` [ENTER] `{.25 2/5 1/2}`

expression / list1 ⇒ *list*
list1 / expression ⇒ *list*

Returns a list containing the quotients of *expression* divided by *list1* or *list1* divided by *expression*.

```
a/{3,a,√(a)} [ENTER]
                         {a/3  1  √a}
{a,b,c}/(a*b*c) [ENTER]
                {1/(b·c)  1/(a·c)  1/(a·b)}
```

matrix1 / expression ⇒ *matrix*

Returns a matrix containing the quotients of *matrix1/expression*.

Note: Use **./** (dot divide) to divide an expression by each element.

```
[a,b,c]/(a*b*c) [ENTER]
                [1/(b·c)  1/(a·c)  1/(a·b)]
```

⁻ (negate) [(-)] key and MATH/Base menu

⁻*expression1* ⇒ *expression*
⁻ *list1* ⇒ *list*
⁻ *matrix1* ⇒ *matrix*

Returns the negation of the argument.

For a list or matrix, returns all the elements negated.

If *expression1* is a binary or hexadecimal integer, the negation gives the two's complement.

```
⁻2.43 [ENTER]                     ⁻2.43
⁻{⁻1,0.4,1.2E19} [ENTER]
                        {1  ⁻.4  ⁻1.2E19}
⁻a*⁻b [ENTER]                       a·b
```

In Bin base mode:

```
0b100101▶dec [ENTER]                   37
```

Important: Zero, not the letter O.

```
⁻0b100101 [ENTER]
0b11111111111111111111111111011011
ans(1)▶dec [ENTER]                   ⁻37
```

Note: To type ▶, press [2nd] [▶].

% (percent) CHAR/Punctuation menu

expression1 **%** ⇒ *expression*
list1 **%** ⇒ *list*
matrix1 **%** ⇒ *matrix*

Returns $\frac{argument}{100}$.

For a list or matrix, returns a list or matrix with each element divided by 100.

```
13% [◆] [ENTER]                         .13
{1, 10, 100}% [◆] [ENTER]
                               {.01  .1  1.}
```

= (equal) [=] key

expression1 = *expression2* ⇒ *Boolean expression*
list1 = *list2* ⇒ *Boolean list*
matrix1 = *matrix2* ⇒ *Boolean matrix*

Returns true if *expression1* is determined to be equal to *expression2*.

Returns false if *expression1* is determined to not be equal to *expression2*.

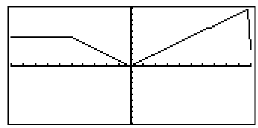
Anything else returns a simplified form of the equation.

For lists and matrices, returns comparisons element by element.

Example function listing using math test symbols: =, ≠, <, ≤, >, ≥

```
:g(x)
:Func
:If x≤⁻5 Then
:   Return 5
:   ElseIf x>⁻5 and x<0 Then
:   Return ⁻x
:   ElseIf x≥0 and x≠10 Then
:   Return x
:   ElseIf x=10 Then
:   Return 3
:EndIf
:EndFunc
```

Graph g(x) [ENTER]



≠ [◆] [=] key

expression1 ≠ *expression2* ⇒ *Boolean expression*
list1 ≠ *list2* ⇒ *Boolean list*
matrix1 ≠ *matrix2* ⇒ *Boolean matrix*

Returns true if *expression1* is determined to be not equal to *expression2*.

Returns false if *expression1* is determined to be equal to *expression2*.

Anything else returns a simplified form of the equation.

For lists and matrices, returns comparisons element by element.

See "=" (equal) example.

< [2nd] [<] key

expression1 < *expression2* ⇒ *Boolean expression*
list1 < *list2* ⇒ *Boolean list*
matrix1 < *matrix2* ⇒ *Boolean matrix*

Returns true if *expression1* is determined to be less than *expression2*.

Returns false if *expression1* is determined to be greater than or equal to *expression2*.

Anything else returns a simplified form of the equation.

For lists and matrices, returns comparisons element by element.

See "=" (equal) example.

≤ ♦ 0 key

expression1 ≤ *expression2* ⇒ *Boolean expression*
list1 ≤ *list2* ⇒ *Boolean list*
matrix1 ≤ *matrix2* ⇒ *Boolean matrix*

See "=" (equal) example.

Returns true if *expression1* is determined to be less than or equal to *expression2*.

Returns false if *expression1* is determined to be greater than *expression2*.

Anything else returns a simplified form of the equation.

For lists and matrices, returns comparisons element by element.

> 2nd [>] key

expression1 > *expression2* ⇒ *Boolean expression*
list1 > *list2* ⇒ *Boolean list*
matrix1 > *matrix2* ⇒ *Boolean matrix*

See "=" (equal) example.

Returns true if *expression1* is determined to be greater than *expression2*.

Returns false if *expression1* is determined to be less than or equal to *expression2*.

Anything else returns a simplified form of the equation.

For lists and matrices, returns comparisons element by element.

≥ ♦ . key

expression1 ≥ *expression2* ⇒ *Boolean expression*
list1 ≥ *list2* ⇒ *Boolean list*
matrix1 ≥ *matrix2* ⇒ *Boolean matrix*

See "=" (equal) example.

Returns true if *expression1* is determined to be greater than or equal to *expression2*.

Returns false if *expression1* is determined to be less than *expression2*.

Anything else returns a simplified form of the equation.

For lists and matrices, returns comparisons element by element.

.+ (dot add) . + keys

matrix1 .+ *matrix2* ⇒ *matrix*
expression .+ *matrix1* ⇒ *matrix*

matrix1 .+ *matrix2* returns a matrix that is the sum of each pair of corresponding elements in *matrix1* and *matrix2*.

expression .+ *matrix1* returns a matrix that is the sum of *expression* and each element in *matrix1*.

```
[a,2;b,3].+[c,4;5,d] ENTER
x.+[c,4;5,d] ENTER
```

$$\begin{bmatrix} a & 2 \\ b & 3 \end{bmatrix} .+ \begin{bmatrix} c & 4 \\ 5 & d \end{bmatrix} \quad \begin{bmatrix} a+c & 6 \\ b+5 & d+3 \end{bmatrix}$$

$$x \;.+ \begin{bmatrix} c & 4 \\ 5 & d \end{bmatrix} \quad \begin{bmatrix} x+c & x+4 \\ x+5 & x+d \end{bmatrix}$$

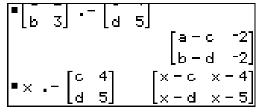
.– (dot subt.) [.] [–] keys

matrix1 .– *matrix2* ⇒ *matrix*
expression .– *matrix1* ⇒ *matrix*

matrix1 .– *matrix2* returns a matrix that is the difference between each pair of corresponding elements in *matrix1* and *matrix2*.

expression .– *matrix1* returns a matrix that is the difference of *expression* and each element in *matrix1*.

`[a,2;b,3].–[c,4;d,5]` [ENTER]
`x.–[c,4;d,5]` [ENTER]



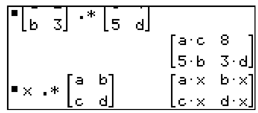
.* (dot mult.) [.] [×] keys

matrix1 .* *matrix2* ⇒ *matrix*
expression .* *matrix1* ⇒ *matrix*

matrix1 .* *matrix2* returns a matrix that is the product of each pair of corresponding elements in *matrix1* and *matrix2*.

expression .* *matrix1* returns a matrix containing the products of *expression* and each element in *matrix1*.

`[a,2;b,3].*[c,4;5,d]` [ENTER]
`x.*[a,b;c,d]` [ENTER]



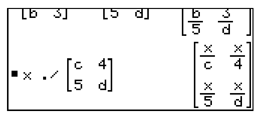
./ (dot divide) [.] [÷] keys

matrix1 ./ *matrix2* ⇒ *matrix*
expression ./ *matrix1* ⇒ *matrix*

matrix1 ./ *matrix2* returns a matrix that is the quotient of each pair of corresponding elements in *matrix1* and *matrix2*.

expression ./ *matrix1* returns a matrix that is the quotient of *expression* and each element in *matrix1*.

`[a,2;b,3]./[c,4;5,d]` [ENTER]
`x./[c,4;5,d]` [ENTER]



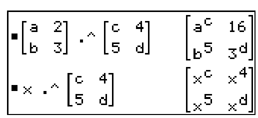
.^ (dot power) [.] [^] keys

matrix1 .^ *matrix2* ⇒ *matrix*
expression .^ *matrix1* ⇒ *matrix*

matrix1 .^ *matrix2* returns a matrix where each element in *matrix2* is the exponent for the corresponding element in *matrix1*.

expression .^ *matrix1* returns a matrix where each element in *matrix1* is the exponent for *expression*.

`[a,2;b,3].^[c,4;5,d]` [ENTER]
`x.^[c,4;5,d]` [ENTER]



! (factorial) TI-89: [◆] [÷] key TI-92 Plus: [2nd] W key

expression1! ⇒ *expression*
list1! ⇒ *list*
matrix1! ⇒ *matrix*

Returns the factorial of the argument.

For a list or matrix, returns a list or matrix of factorials of the elements.

The TI-89 computes a numeric value for only non-negative whole-number values.

`5!` [ENTER] `120`

`{5,4,3}!` [ENTER] `{120 24 6}`

`[1,2;3,4]!` [ENTER] $\begin{bmatrix} 1 & 2 \\ 6 & 24 \end{bmatrix}$

& (append) **TI-89:** ◆ × **key** **TI-92 Plus:** 2nd H **key**

string1 **&** *string2* ⇒ *string*

Returns a text string that is *string2* appended to *string1*.

```
"Hello " & "Nick" [ENTER]
                "Hello Nick"
```

∫() (integrate) 2nd [∫] **key**

∫(*expression1*, *var*[, *lower*] [,*upper*]) ⇒ *expression*
∫(*list1*,*var* [,*order*]) ⇒ *list*
∫(*matrix1*,*var* [,*order*]) ⇒ *matrix*

Returns the integral of *expression1* with respect to the variable *var* from *lower* to *upper*.

∫(x^2,x,a,b) [ENTER] $\frac{b^3}{3} - \frac{a^3}{3}$

Returns an anti-derivative if *lower* and *upper* are omitted. A symbolic constant of integration such as C is omitted.

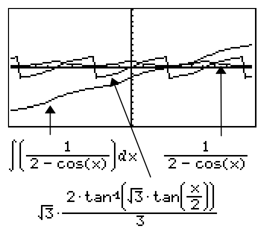
∫(x^2,x) [ENTER] $\frac{x^3}{3}$

However, *lower* is added as a constant of integration if only *upper* is omitted.

∫(a∗x^2,x,c) [ENTER] $\frac{a \cdot x^3}{3} + c$

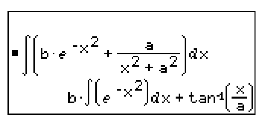
Equally valid anti-derivatives might differ by a numeric constant. Such a constant might be disguised—particularly when an anti-derivative contains logarithms or inverse trigonometric functions. Moreover, piecewise constant expressions are sometimes added to make an anti-derivative valid over a larger interval than the usual formula.

```
∫(1/(2-cos(x)),x)→tmp(x) [ENTER]
ClrGraph:Graph tmp(x):Graph
  1/(2-cos(x)):Graph √(3)
  (2tan⁻¹(√(3)(tan(x/2)))/3)
  [ENTER]
```



∫() returns itself for pieces of *expression1* that it cannot determine as an explicit finite combination of its built-in functions and operators.

∫(b∗*e*^(⁻x^2)+a/(x^2+a^2),x) [ENTER]



When *lower* and *upper* are both present, an attempt is made to locate any discontinuities or discontinuous derivatives in the interval *lower* < *var* < *upper* and to subdivide the interval at those places.

For the AUTO setting of the Exact/Approx mode, numerical integration is used where applicable when an anti-derivative or a limit cannot be determined.

For the APPROX setting, numerical integration is tried first, if applicable. Anti-derivatives are sought only where such numerical integration is inapplicable or fails.

∫(*e*^(⁻x^2),x,⁻1,1)◆ [ENTER] 1.493...

∫() can be nested to do multiple integrals. Integration limits can depend on integration variables outside them.

Note: See also **nInt()**.

`∫(∫(ln(x+y),y,0,x),x,0,a)` [ENTER]

$$\int_0^a \int_0^x \ln(x+y)\,dy\,dx \quad \frac{a^2 \cdot \ln(a)}{2} + a^2 \cdot (\ln(2) - 3/4)$$

√() (square root) [2nd] [√] key

√ (*expression1*) ⇒ *expression*
√ (*list1*) ⇒ *list*

Returns the square root of the argument.

For a list, returns the square roots of all the elements in *list1*.

`√(4)` [ENTER] 2

`√({9,a,4})` [ENTER] {3 √a 2}

Π() (product) MATH/Calculus menu

Π(*expression1*, *var*, *low*, *high*) ⇒ *expression*

Evaluates *expression1* for each value of *var* from *low* to *high*, and returns the product of the results.

`Π(1/n,n,1,5)` [ENTER] $\frac{1}{120}$

`Π(k^2,k,1,n)` [ENTER] $(n!)^2$

`Π({1/n,n,2},n,1,5)` [ENTER]
$\{\frac{1}{120}\ 120\ 32\}$

Π(*expression1*, *var*, *low*, *low*−1) ⇒ 1

`Π(k,k,4,3)` [ENTER] 1

Π(*expression1*, *var*, *low*, *high*) ⇒ 1/Π(*expression1*, *var*, *high*+1, *low*−1) if *high* < *low*−1

`Π(1/k,k,4,1)` [ENTER] 6

`Π(1/k,k,4,1)*Π(1/k,k,2,4)` [ENTER]
1/4

Σ() (sum) MATH/Calculus menu

Σ(*expression1*, *var*, *low*, *high*) ⇒ *expression*

Evaluates *expression1* for each value of *var* from *low* to *high*, and returns the sum of the results.

`Σ(1/n,n,1,5)` [ENTER] $\frac{137}{60}$

`Σ(k^2,k,1,n)` [ENTER]

$$\frac{n \cdot (n+1) \cdot (2 \cdot n+1)}{6}$$

`Σ(1/n^2,n,1,∞)` [ENTER] $\frac{\pi^2}{6}$

Σ(*expression1*, *var*, *low*, *low*−1) ⇒ 0

`Σ(k,k,4,3)` [ENTER] 0

Σ(*expression1*, *var*, *low*, *high*) ⇒ ⁻Σ(*expression1*, *var*, *high*+1, *low*−1) if *high* < *low*−1

`Σ(k,k,4,1)` [ENTER] ⁻5

`Σ(k,k,4,1)+Σ(k,k,2,4)` [ENTER] 4

^ (power) ⌃ key

expression1 ^ *expression2* ⇒ *expression*
list1 ^ *list2* ⇒ *list*

Returns the first argument raised to the power of the second argument.

For a list, returns the elements in *list1* raised to the power of the corresponding elements in *list2*.

In the real domain, fractional powers that have reduced exponents with odd denominators use the real branch versus the principal branch for complex mode.

```
4^2 [ENTER]                          16

{a,2,c}^{1,b,3} [ENTER]     {a  2^b  c^3}
```

---

expression ^ *list1* ⇒ *list*

Returns *expression* raised to the power of the elements in *list1*.

p^{a,2,⁻3} [ENTER] $\{p^a \quad p^2 \quad \frac{1}{p^3}\}$

---

list1 ^ *expression* ⇒ *list*

Returns the elements in *list1* raised to the power of *expression*.

```
{1,2,3,4}^⁻2 [ENTER]
                  {1   1/4   1/9   1/16}
```

---

squareMatrix1 ^ *integer* ⇒ *matrix*

Returns *squareMatrix1* raised to the *integer* power.

squareMatrix1 must be a square matrix.

If *integer* = ⁻1, computes the inverse matrix.
If *integer* < ⁻1, computes the inverse matrix to an appropriate positive power.

```
[1,2;3,4]^2 [ENTER]
[1,2;3,4]^⁻1 [ENTER]
[1,2;3,4]^⁻2 [ENTER]
```

$\blacksquare \begin{bmatrix}1 & 2\\3 & 4\end{bmatrix}^2 \qquad \begin{bmatrix}7 & 10\\15 & 22\end{bmatrix}$

$\blacksquare \begin{bmatrix}1 & 2\\3 & 4\end{bmatrix}^{-1} \qquad \begin{bmatrix}-2 & 1\\3/2 & -1/2\end{bmatrix}$

$\blacksquare \begin{bmatrix}1 & 2\\3 & 4\end{bmatrix}^{-2} \qquad \begin{bmatrix}11/2 & -5/2\\-15/4 & 7/4\end{bmatrix}$

(indirection) CATALOG

\# *varNameString*

Refers to the variable whose name is *varNameString*. This lets you create and modify variables from a program using strings.

Program segment:

```
   :
:Request "Enter Your Name",str1
:NewFold #str1
   :

   :
:For i,1,5,1
:  ClrGraph
:  Graph i*x
:  StoPic #("pic" & string(i))
:EndFor
   :
```

ʳ (radian) MATH/Angle menu

*expression1*ʳ ⇒ *expression*
*list1*ʳ ⇒ *list*
*matrix1*ʳ ⇒ *matrix*

In Degree angle mode, multiplies *expression1* by 180/π. In Radian angle mode, returns *expression1* unchanged.

This function gives you a way to use a radian angle while in Degree mode. (In Degree angle mode, **sin()**, **cos()**, **tan()**, and polar-to-rectangular conversions expect the angle argument to be in degrees.)

Hint: Use ʳ if you want to force radians in a function or program definition regardless of the mode that prevails when the function or program is used.

In Degree or Radian angle mode:

`cos((π/4)ʳ)` [ENTER] $\frac{\sqrt{2}}{2}$

`cos({0ʳ,(π/12)ʳ,⁻πʳ})` [ENTER]

$\{1 \quad \frac{(\sqrt{3}+1)\cdot\sqrt{2}}{4} \quad {}^{-}1\}$

° (degree) [2nd] [°] key

expression° ⇒ *value*
list1° ⇒ *list*
matrix1° ⇒ *matrix*

In Radian angle mode, multiplies *expression* by π/180. In Degree angle mode, returns *expression* unchanged.

This function gives you a way to use a degree angle while in Radian mode. (In Radian angle mode, **sin()**, **cos()**, **tan()**, and polar-to-rectangular conversions expect the angle argument to be in radians.)

In Radian angle mode:

`cos(45°)` [ENTER] $\frac{\sqrt{2}}{2}$

`cos({0,π/4,90°,30.12°})` [◆] [ENTER]
`{1 .707... 0 .864...}`

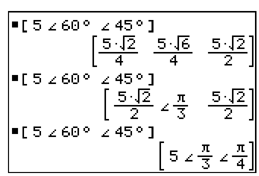
∠ (angle) [2nd] [∠] key

[*radius*,∠θ_*angle*] ⇒ *vector* (polar input)
[*radius*,∠θ_*angle*,*Z_coordinate*] ⇒ *vector* (cylindrical input)
[*radius*,∠θ_*angle*,∠φ_*angle*] ⇒ *vector* (spherical input)

Returns coordinates as a vector depending on the Vector Format mode setting: rectangular, cylindrical, or spherical.

`[5,∠60°,∠45°]` [ENTER]

In Radian mode and vector format set to:



rectangular

cylindrical

spherical

(*magnitude* ∠ *angle*) ⇒ *complexValue* (polar input)

Enters a complex value in (r∠θ) polar form. The *angle* is interpreted according to the current Angle mode setting.

In Radian angle mode and Rectangular complex format mode:

`5+3i–(10∠π/4)` [ENTER]
$5-5\cdot\sqrt{2}+(3-5\cdot\sqrt{2})\cdot i$

[◆] [ENTER] $^{-}2.071\ldots-4.071\ldots\cdot i$

°, ', "   [2nd] [°] key (°), [2nd] [′] key ('), [2nd] ["] key (")

dd°*mm*'*ss.ss*" ⇒ *expression*

dd A positive or negative number
mm A non-negative number
ss.ss A non-negative number

Returns *dd*+(*mm*/60)+(*ss.ss*/3600).

This base-60 entry format lets you:

- Enter an angle in degrees/minutes/seconds without regard to the current angle mode.
- Enter time as hours/minutes/seconds.

In Degree angle mode:

```
25°13'17.5" [ENTER]        25.221…
25°30' [ENTER]             51/2
```

' (prime)   [2nd] [′] key

variable'
variable"

Enters a prime symbol in a differential equation. A single prime symbol denotes a 1st-order differential equation, two prime symbols denote a 2nd-order, etc.

```
deSolve(y''=y^(⁻1/2) and
y(0)=0 and y'(0)=0,t,y) [ENTER]
```

$\frac{2 \cdot y^{3/4}}{3} = t$

_ (underscore)   TI-89: [◆] [_] key   TI-92 Plus: [2nd] [_] key

expression_unit

Designates the units for an *expression*. All unit names must begin with an underscore.

You can use pre-defined units or create your own units. For a list of pre-defined units, refer to the chapter about constants and measurement units in this book. You can press:
TI-89: [2nd] [UNITS]
TI-92 Plus: [◆] [UNITS]
to select units from a menu, or you can type the unit names directly.

```
3_m▸_ft [ENTER]        9.842…·_ft
```

Note: To type ▸, press [2nd] [▸].

---

*variable_*

When *variable* has no value, it is treated as though it represents a complex number. By default, without the _, the variable is treated as real.

If *variable* has a value, the _ is ignored and *variable* retains its original data type.

Note: You can store a complex number to a variable without using _. However, for best results in calculations such as **cSolve()** and **cZeros()**, the _ is recommended.

Assuming z is undefined:

```
real(z) [ENTER]          z
real(z_) [ENTER]         real(z_)

imag(z) [ENTER]          0
imag(z_) [ENTER]         imag(z_)
```

▶ (convert) [2nd] [▶] key

expression_unit1 ▶ *_unit2* ⇒ *expression_unit2*

Converts an expression from one unit to another. The units must be in the same category.

The _ underscore character designates the units. For a list of valid pre-defined units, refer to the chapter about constants and measurement units in this book. You can press:
TI-89: [2nd] [UNITS]
TI-92 Plus: [♦] [UNITS] to select units from a menu, or you can type the unit names directly.

To get the _ underscore when typing units directly, press:
TI-89: [♦] [_]
TI-92 Plus: [2nd] [_]

Note: The ▶ conversion operator does not handle temperature units. Use **tmpCnv()** and **ΔtmpCnv()** instead.

```
3_m▶_ft [ENTER]          9.842…•_ft
```

10^() CATALOG

10^ (*expression1***)** ⇒ *expression*
10^ (*list1***)** ⇒ *list*

Returns 10 raised to the power of the argument.

For a list, returns 10 raised to the power of the elements in *list1*.

```
10^(1.5) [ENTER]          31.622…
```

10^{0,⁻2,2,a} [ENTER]

$$\{1 \quad \frac{1}{100} \quad 100 \quad 10^{a}\}$$

10^(*squareMatrix1***)** ⇒ *squareMatrix*

Returns 10 raised to the power of *squareMatrix1*. This is *not* the same as calculating 10 raised to the power of each element. For information about the calculation method, refer to **cos()**.

squareMatrix1 must be diagonalizable. The result always contains floating-point numbers.

10^([1,5,3;4,2,1;6,-2,1]) [ENTER]

$$\begin{bmatrix} 1.143\ldots E7 & 8.171\ldots E6 & 6.675\ldots E6 \\ 9.956\ldots E6 & 7.115\ldots E6 & 5.813\ldots E6 \\ 7.652\ldots E6 & 5.469\ldots E6 & 4.468\ldots E6 \end{bmatrix}$$

x^{-1} CATALOG (^-1)

expression1 **x**$^{-1}$ ⇒ *expression*
list1 **x**$^{-1}$ ⇒ *list*

Returns the reciprocal of the argument.

For a list, returns the reciprocals of the elements in *list1*.

```
3.1^-1 [ENTER]                  .322581

{a,4,-.1,x-2}^-1 [ENTER]
```

$\{\frac{1}{a}\ \ \frac{1}{4}\ \ {}^-10.\ \ \frac{1}{x-2}\}$

---

squareMatrix1 **x**$^{-1}$ ⇒ *squareMatrix*

Returns the inverse of *squareMatrix1*.

squareMatrix1 must be a non-singular square matrix.

```
[1,2;3,4]^-1 [ENTER]
[1,2;a,4]^-1 [ENTER]
```

$\blacksquare \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}^{-1} \qquad \begin{bmatrix} -2 & 1 \\ 3/2 & -1/2 \end{bmatrix}$

$\blacksquare \begin{bmatrix} 1 & 2 \\ a & 4 \end{bmatrix}^{-1}$

$\begin{bmatrix} \frac{-2}{a-2} & \frac{1}{a-2} \\ \frac{a}{2\cdot(a-2)} & \frac{-1}{2\cdot(a-2)} \end{bmatrix}$

| ("with") TI-89: [|] key TI-92 Plus: [2nd] [|] key

expression **|** *Boolean expression1* [*and Boolean expression2*]...[*and Boolean expressionN*]

```
x+1| x=3 [ENTER]                4
x+y| x=sin(y) [ENTER]           sin(y) + y
x+y| sin(y)=x [ENTER]           x + y
```

The "with" (|) symbol serves as a binary operator. The operand to the left of | is an expression. The operand to the right of | specifies one or more relations that are intended to affect the simplification of the expression. Multiple relations after | must be joined by a logical "and".

The "with" operator provides three basic types of functionality: substitutions, interval constraints, and exclusions.

Substitutions are in the form of an equality, such as x=3 or y=sin(x). To be most effective, the left side should be a simple variable. *expression* | *variable* = *value* will substitute *value* for every occurrence of *variable* in *expression*.

```
x^3-2x+7→f(x) [ENTER]           Done
f(x)| x=√(3) [ENTER]            √3 + 7
(sin(x))^2+2sin(x)-6| sin(x)=d
[ENTER]
                                d²+2d-6
```

Interval constraints take the form of one or more inequalities joined by logical "and" operators. Interval constraints also permit simplification that otherwise might be invalid or not computable.

```
solve(x^2-1=0,x)|x>0 and x<2
[ENTER]
                                x = 1
√(x)*√(1/x)|x>0 [ENTER]         1
√(x)*√(1/x) [ENTER]             √(1/x) · √x
```

Exclusions use the "not equals" (/= or ≠) relational operator to exclude a specific value from consideration. They are used primarily to exclude an exact solution when using **cSolve()**, **cZeros()**, **fMax()**, **fMin()**, **solve()**, **zeros()**, etc.

```
solve(x^2-1=0,x)| x≠1 [ENTER]x = -1
```

→ (store) [STO▶] key

expression → *var*
list → *var*
matrix → *var*
expression → *fun_name(parameter1,...)*
list → *fun_name(parameter1,...)*
matrix → *fun_name(parameter1,...)*

If variable *var* does not exist, creates *var* and initializes it to *expression*, *list*, or *matrix*.

If *var* already exists and if it is not locked or protected, replaces its contents with *expression*, *list*, or *matrix*.

Hint: If you plan to do symbolic computations using undefined variables, avoid storing anything into commonly used, one-letter variables such as a, b, c, x, y, z, etc.

```
π/4→myvar [ENTER]                 π/4
2cos(x)→Y1(x) [ENTER]             Done
{1,2,3,4}→Lst5 [ENTER]       {1 2 3 4}
[1,2,3;4,5,6]→MatG [ENTER]   [1 2 3]
                             [4 5 6]
"Hello"→str1 [ENTER]           "Hello"
```

© (comment) Program Editor/Control menu or
TI-89: [◆] [)] key
TI-92 Plus: [2nd] X key

© [*text*]

© processes *text* as a comment line, which can be used to annotate program instructions.

© can be at the beginning or anywhere in the line. Everything to the right of ©, to the end of the line, is the comment.

Program segment:

```
  :
:© Get 10 points from the Graph
  screen
:For i,1,10 © This loops 10
times
  :
```

0b, 0h TI-89: [0] [alpha] [B] keys TI-92 Plus: [0] B keys
TI-89: [0] [alpha] [H] keys TI-92 Plus: [0] H keys

0b *binaryNumber*
0h *hexadecimalNumber*

Denotes a binary or hexadecimal number, respectively. To enter a binary or hex number, you must enter the 0b or 0h prefix regardless of the Base mode. Without a prefix, a number is treated as decimal (base 10).

Results are displayed according to the Base mode.

In Dec base mode:

```
0b10+0hF+10 [ENTER]          27
```

In Bin base mode:

```
0b10+0hF+10 [ENTER]      0b11011
```

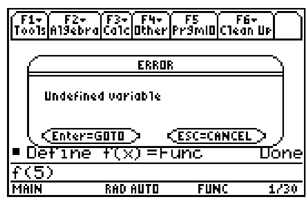
In Hex base mode:

```
0b10+0hF+10 [ENTER]        0h1B
```

Reference Information

B

This appendix contains a comprehensive list of TI-89 / TI-92 Plus error messages and character codes. It also includes information about how certain TI-89 / TI-92 Plus operations are calculated.



For additional information, refer to Appendix C. For example, if you have difficulty operating the TI-89 / TI-92 Plus, Appendix C contains an “In Case of Difficulty” section that gives suggestions that may help you correct the problem.

TI-89 / TI-92 Plus Error Messages

This section lists error messages that may be displayed when input or internal errors are encountered. The number to the left of each error message represents an internal error number that is not displayed. If the error occurs inside a Try...EndTry block, the error number is stored in system variable *errornum*. Many of the error messages are self-explanatory and do not require descriptive information. However, additional information has been added for some error messages.

Error Number	Description
10	**A function did not return a value**
20	**A test did not resolve to TRUE or FALSE** Generally, undefined variables cannot be compared. For example, the test If a<b will cause this error if either a or b is undefined when the If statement is executed.
30	**Argument cannot be a folder name**
40	**Argument error**
50	**Argument mismatch** Two or more arguments must be of the same type. For example, **PtOn** *expression1*,*expression2* and **PtOn** *list1*,*list2* are both valid, but **PtOn** *expression*,*list* is a mismatch.
60	**Argument must be a Boolean expression or integer**
70	**Argument must be a decimal number**
80	**Argument must be a label name**
90	**Argument must be a list**
100	**Argument must be a matrix**
110	**Argument must be a Pic**
120	**Argument must be a Pic or string**
130	**Argument must be a string**
140	**Argument must be a variable name** For example, DelVar 12 is invalid because a number cannot be a variable name.
150	**Argument must be an empty folder name**

Error Number	Description
160	**Argument must be an expression** For example, zeros(2x+3=0,x) is invalid because the first argument is an equation.
161	**ASAP or Exec string too long**
163	**Attribute (8-digit number) of object (8-digit number) not found**
165	**Batteries too low for sending/receiving product code** Install new batteries before sending or receiving product software (base code).
170	**Bound** For the interactive graph math functions like 2:Zero, the lower bound must be less than the upper bound to define the search interval.
180	**Break** The [ON] key was pressed during a long calculation or during program execution.
185	**Checksum error**
190	**Circular definition** This message is displayed to avoid running out of memory during infinite replacement of variable values during simplification. For example, a+1→a, where a is an undefined variable, will cause this error.
200	**Constraint expression invalid** For example, solve(3x^2−4=0, x) | x<0 or x>5 would produce this error message because the constraint is separated by "or" and not "and."
210	**Data type** An argument is of the wrong data type.
220	**Dependent limit** A limit of integration is dependent on the integration variable. For example, ∫(x^2,x,1,x) is not allowed.
225	**Diff Eq setup**
230	**Dimension** A list or matrix index is not valid. For example, if the list {1,2,3,4} is stored in L1, then L1[5] is a dimension error because L1 only contains four elements.
240	**Dimension mismatch** Two or more arguments must be of the same dimension. For example, [1,2]+[1,2,3] is a dimension mismatch because the matrices contain a different number of elements.
250	**Divide by zero**

Error Number	Description
260	**Domain error** An argument must be in a specified domain. For example, ans(100) is not valid because the argument for **ans()** must be in the range 1–99.
270	**Duplicate variable name**
280	**Else and ElseIf invalid outside of If..EndIf block**
290	**EndTry is missing the matching Else statement**
295	**Excessive iteration**
300	**Expected 2 or 3-element list or matrix**
307	**Flash application extension (function or program) not found**
308	**Flash application not found**
310	**First argument of nSolve must be a univariate equation** The first argument must be an equation, and the equation cannot contain a non-valued variable other than the variable of interest. For example, nSolve(3x^2−4=0, x) is a valid equation; however, nSolve(3x^2−4, x) is not an equation, and nSolve(3x^2−y=0,x) is not a univariate equation because y has no value in this example.
320	**First argument of solve or cSolve must be an equation or inequality** For example, solve(3x^2−4, x) is invalid because the first argument is not an equation.
330	**Folder** An attempt was made in the VAR-LINK menu to store a variable in a folder that does not exist.
335	**Graph functions y1(x)...y99(x) not available in Diff Equations mode**
345	**Inconsistent units**
350	**Index out of range**
360	**Indirection string is not a valid variable name**
380	**Invalid ans()**
390	**Invalid assignment**
400	**Invalid assignment value**

Error Number	Description
405	**Invalid axes**
410	**Invalid command**
420	**Invalid folder name**
430	**Invalid for the current mode settings**
440	**Invalid implied multiply** For example, x(x+1) is invalid; whereas, x∗(x+1) is the correct syntax. This is to avoid confusion between implied multiplication and function calls.
450	**Invalid in a function or current expression** Only certain commands are valid in a user-defined function. Entries that are made in the Window Editor, Table Editor, Data/Matrix Editor, and Solver as well as system prompts such as Lower Bound cannot contain any commands or a colon (:). See also “Creating and Evaluating User-Defined Functions” in Chapter 5.
460	**Invalid in Custom..EndCustm block**
470	**Invalid in Dialog..EndDlog block**
480	**Invalid in Toolbar..EndTBar block**
490	**Invalid in Try..EndTry block**
500	**Invalid label** Label names must follow the same rules used for naming variables.
510	**Invalid list or matrix** For example, a list inside a list such as {2,{3,4}} is not valid.
520	**Invalid outside Custom..EndCustm or ToolBar..EndTbar blocks** For example, an **Item** command is attempted outside a **Custom** or **ToolBar** structure.
530	**Invalid outside Dialog..EndDlog, Custom..EndCustm, or ToolBar..EndTBar blocks** For example, a Title command is attempted outside a **Dialog**, **Custom**, or **ToolBar** structure.
540	**Invalid outside Dialog..EndDlog block** For example, the **DropDown** command is attempted outside a **Dialog** structure.
550	**Invalid outside function or program** A number of commands are not valid outside a program or a function. For example, Local cannot be used unless it is in a program or function.

Error Number	Description
560	**Invalid outside Loop..EndLoop, For..EndFor, or While..EndWhile blocks** For example, the **Exit** command is valid only inside these loop blocks.
570	**Invalid pathname** For example, \\var is invalid.
575	**Invalid polar complex**
580	**Invalid program reference** Programs cannot be referenced within functions or expressions such as 1+p(x) where p is a program.
590	**Invalid syntax block** A **Dialog..EndDlog** block is empty or has more than one title. A **Custom..EndCustm** block cannot contain PIC variables, and items must be preceded by a title. A **Toolbar..EndTBar** block must have a second argument if no items follow; or items must have a second argument and must be preceded by a title.
600	**Invalid table**
605	**Invalid use of units**
610	**Invalid variable name in a Local statement**
620	**Invalid variable or function name**
630	**Invalid variable reference**
640	**Invalid vector syntax**
650	**Link transmission** A transmission between two units was not completed. Verify that the connecting cable is connected firmly to both units.
665	**Matrix not diagonalizable**
670 673	**Memory** The calculation required more memory than was available at that time. If you get this error when you run a large program, you may need to break the program into separate, smaller programs or functions (where one program or function calls another).
680	**Missing (**

Error Number	Description
690	**Missing)**
700	**Missing "**
710	**Missing]**
720	**Missing }**
730	**Missing start or end of block syntax**
740	**Missing Then in the If..EndIf block**
750	**Name is not a function or program**
765	**No functions selected**
780	**No solution found** Using the interactive math features (F5:Math) in the Graph application can give this error. For example, if you attempt to find an inflection point of the parabola y1(x)=x^2 , which does not exist, this error will be displayed.
790	**Non-algebraic variable in expression** If a is the name of a PIC, GDB, MAC, FIG, etc., a+1 is invalid. Use a different variable name in the expression or delete the variable.
800	**Non-real result** For example, if the unit is in the REAL setting of the Complex Format mode, ln(⁻2) is invalid.
810	**Not enough memory to save current variable. Please delete unneeded variables on the Var-Link screen and re-open editor as current OR re-open editor and use F1 8 to clear editor.** This error message is caused by very low memory conditions inside the Data/Matrix Editor.
830	**Overflow**
840	**Plot setup**

Error Number	Description
850	**Program not found** A program reference inside another program could not be found in the provided path during execution.
860	**Recursion is limited to 255 calls deep**
870	**Reserved name or system variable**
875	**ROM-resident routine not available**
880	**Sequence setup**
885	**Signature error**
890	**Singular matrix**
895	**Slope fields need one selected function and are used for 1st-order equations only**
900	**Stat**
910	**Syntax** The structure of the entry is incorrect. For example, x+− y (x plus minus y) is invalid; whereas, x+ ⁻ y (x plus negative y) is correct.
930	**Too few arguments** The expression or equation is missing one or more arguments. For example, *d*(f(x)) is invalid; whereas, *d*(f(x),x) is the correct syntax.
940	**Too many arguments** The expression or equation contains an excessive number of arguments and cannot be evaluated.
950	**Too many subscripts**
955	**Too many undefined variables**
960	**Undefined variable**
965	**Unlicensed product software or Flash application**
970	**Variable in use so references or changes are not allowed**
980	**Variable is locked, protected, or archived**
990	**Variable name is limited to 8 characters**
1000	**Window variables domain**
1010	**Zoom**

Error Number	Description
	Warning: ∞^0 or undef^0 replaced by 1
	Warning: 0^0 replaced by 1
	Warning: 1^∞ or 1^undef replaced by 1
	Warning: cSolve may specify more zeros
	Warning: May produce false equation
	Warning: Expected finite real integrand
	Warning: May not be fully simplified
	Warning: More solutions may exist
	Warning: May introduce false solutions
	Warning: Operation may lose solutions
	Warning: Requires & returns 32 bit value
	Warning: Overflow replaced by ∞ or ⁻∞
	Warning: Questionable accuracy
	Warning: Questionable solution
	Warning: Solve may specify more zeros
	Warning: Trig argument too big to reduce

Modes

> This section describes the modes of the TI-89 / TI-92 Plus and lists the possible settings of each mode. These mode settings are displayed when you press [MODE].

Graph

Specifies the type of graphs you can plot.

1:FUNCTION	y(x) functions (Chapter 6)
2:PARAMETRIC	x(t) and y(t) parametric equations (Chapter 7)
3:POLAR	r(θ) polar equations (Chapter 8)
4:SEQUENCE	u(n) sequences (Chapter 9)
5:3D	z(x,y) 3D equations (Chapter 10)
6:DIFF EQUATIONS	y'(t) differential equations (Chapter 11)

Note: If you use a split screen with Number of Graphs = 2, Graph is for the top or left part of the screen and Graph 2 is for the bottom or right part.

Current Folder

Note: For detailed information about using folders, see Chapter 5.

Specifies the current folder. You can set up multiple folders with unique configurations of variables, graph databases, programs, etc.

1:main	Default folder included with the TI-89 / TI-92 Plus.
2: — (custom folders)	Other folders are available only if they have been created by a user.

Display Digits

Selects the number of digits. These decimal settings affect only how results are displayed—you can enter a number in any format.

Internally, the TI-89 / TI-92 Plus retains decimal numbers with 14 significant digits. For display purposes, such numbers are rounded to a maximum of 12 significant digits.

1:FIX 0 2:FIX 1 … D:FIX 12	Results are always displayed with the selected number of decimal places.
E:FLOAT	The number of decimal places varies, depending on the result.
F:FLOAT 1 G:FLOAT 2 … Q:FLOAT 12	If the integer part has more than the selected number of digits, the result is rounded and displayed in scientific notation. For example, in FLOAT 4: 12345. is shown as 1.235E4

Angle

Specifies the units in which angle values are interpreted and displayed in trig functions and polar/rectangular conversions.

1:RADIAN
2:DEGREE

Exponential Format

Specifies which notation format should be used. These formats affect only how an answer is displayed; you can enter a number in any format. Numeric answers can be displayed with up to 12 digits and a 3-digit exponent.

1:NORMAL	Expresses numbers in standard format. For example, 12345.67
2:SCIENTIFIC	Expresses numbers in two parts: • The significant digits display with one digit to the left of the decimal. • The power of 10 displays to the right of E. For example, 1.234567E4 means 1.234567×10^4
3:ENGINEERING	Similar to scientific notation. However: • The number may have one, two, or three digits before the decimal. • The power-of-10 exponent is a multiple of three. For example, 12.34567E3 means 12.34567×10^3

Note: If you select NORMAL, but the answer cannot be displayed in the number of digits selected by Display Digits, the TI-89 / TI-92 Plus displays the answer in SCIENTIFIC notation. If Display Digits = FLOAT, scientific notation will be used for exponents of 12 or more and exponents of −4 or less.

Complex Format

Specifies whether complex results are displayed and, if so, their format.

1:REAL	Does not display complex results. (If a result is a complex number and the input does not contain the complex unit ***i***, an error message is displayed.)
2:RECTANGULAR	Displays complex numbers in the form: a+b***i***
3:POLAR	Displays complex numbers in the form: $re^{i\theta}$

Vector Format

Determines how 2-element and 3-element vectors are displayed. You can enter vectors in any of the coordinate systems.

1:RECTANGULAR	Coordinates are in terms of x, y, and z. For example, [3,5,2] represents x = 3, y = 5, and z = 2.
2:CYLINDRICAL	Coordinates are in terms of r, θ, and z. For example, [3,∠45,2] represents r = 3, θ = 45, and z = 2.
3:SPHERICAL	Coordinates are in terms of r, θ, and φ. For example, [3, ∠45, ∠90] represents r = 3, θ = 45, and φ = 90.

Pretty Print

Determines how results are displayed on the Home screen.

1:OFF	Results are displayed in a linear, one-dimensional form. For example, π^2, π/2, or √((x-3)/x)
2:ON	Results are displayed in conventional mathematical format. For example, π^2, $\frac{\pi}{2}$, or $\sqrt{\frac{x-3}{x}}$

Note: For a complete description of these settings, refer to "Formats of Displayed Results" in Chapter 2.

Split Screen

Lets you split the screen into two parts. For example, you can display a graph and see the Y= Editor at the same time (Chapter 14).

1:FULL	The screen is not split.
2:TOP-BOTTOM	The applications are shown in two screens that are above and below each other.
3:LEFT-RIGHT	The applications are shown in two screens that are to the left and right of each other.

To determine what and how information is displayed on a split screen, use this mode in conjunction with other modes such as Split 1 App, Split 2 App, Number of Graphs, and Split Screen Ratio. (Split Screen Ratio is available on the TI-92 Plus only.)

Split 1 App and Split 2 App

Specifies which application is displayed on the screen.

- For a full screen, only Split 1 App is active.
- For a split screen, Split 1 App is the top or left part of the screen and Split 2 App is the bottom or right part.

The available application choices are those listed when you press ⓑ from the Page 2 mode screen or when you press [APPS]. You must have different applications in each screen unless you are in 2-graph mode.

Number of Graphs

Specifies whether both parts of a split screen can display graphs at the same time.

1	Only one part can display graphs.
2	Both parts can display an independent graph screen (Graph or Graph 2 setting) with independent settings.

Graph 2

Specifies the type of graphs that you can plot for the second graph on a two-graph split screen. This is active only when Number of Graphs = 2. In this two-graph setting, Graph sets the type of graph for the top or left part of the split screen, and Graph 2 sets the bottom or right part. The available choices are the same as for Graph.

Split Screen Ratio (TI-92 Plus only)

Specifies the proportional sizes of the two parts of a split screen.

1:1	The screen is split evenly.
1:2	The bottom or right part is approximately twice the size of the top or left part.
2:1	The top or left part is approximately twice the size of the bottom or right part.

Exact/Approx

Specifies how fractional and symbolic expressions are calculated and displayed. By retaining rational and symbolic forms in the EXACT setting, the TI-89 / TI-92 Plus increases precision by eliminating most numeric rounding errors.

1:AUTO	Uses EXACT setting in most cases. However, uses APPROXIMATE if the entry contains a decimal point.
2:EXACT	Displays non-whole-number results in their rational or symbolic form.
3:APPROXIMATE	Displays numeric results in floating-point form.

Note: For a complete description of these settings, refer to “Formats of Displayed Results” in Chapter 2.

Base

Lets you perform calculations by entering numbers in decimal, binary, or hexadecimal form.

1:DEC	Decimal numbers use 0 - 9 in the base 10 format
2:HEX	Hexadecimal numbers use 0 - 9 and A - F in the base 16 format.
3:BIN	Binary numbers use 0 and 1 in the base 2 format.

Unit System

Lets you enter a unit for values in an expression, such as 6_m * 4_m or 23_m/_s * 10_s, convert values from one unit to another within the same category, and create your own user-defined units.

1:SI	Select SI for the metric system of measurements
2:ENG/US	Select ENG/US for the non-metric system of measurements
3:CUSTOM	Allows you to select custom defaults.

Custom Units

Lets you select custom defaults. This mode is dimmed until you select Unit System, 3:CUSTOM.

Language

Lets you localize the TI-89 / TI-92 Plus into one of several languages, depending on which language Flash applications are installed.

1:English	Default language included with the TI-89 / TI-92 Plus base code.
2: — (language Flash applications)	Alternate languages are available only if the respective language Flash applications have been installed.

TI-89 / TI-92 Plus Character Codes

The **char()** function lets you refer to any character by its numeric character code. For example, to display ◆ on the Program I/O screen, use `Disp char(127)`. You can use **ord()** to find the numeric code of a character. For example, `ord("A")` returns 65.

1.	SOH	38.	&	75.	K	112.	p	149.	ᴇ	186.	º	223.	ß
2.	STX	39.	'	76.	L	113.	q	150.	ℯ	187.	»	224.	à
3.	ETX	40.	(	77.	M	114.	r	151.	𝒊	188.	𝑑	225.	á
4.	EOT	41.	)	78.	N	115.	s	152.	ʳ	189.	∫	226.	â
5.	ENQ	42.	*	79.	O	116.	t	153.	ᵀ	190.	∞	227.	ã
6.	ACK	43.	+	80.	P	117.	u	154.	x̄	191.	¿	228.	ä
7.	BELL	44.	,	81.	Q	118.	v	155.	ȳ	192.	À	229.	å
8.	BS	45.	−	82.	R	119.	w	156.	≤	193.	Á	230.	æ
9.	TAB	46.	.	83.	S	120.	x	157.	≠	194.	Â	231.	ç
10.	LF	47.	/	84.	T	121.	y	158.	≥	195.	Ã	232.	è
11.	✎	48.	0	85.	U	122.	z	159.	∠	196.	Ä	233.	é
12.	FF	49.	1	86.	V	123.	{	160.	…	197.	Å	234.	ê
13.	CR	50.	2	87.	W	124.	|	161.	¡	198.	Æ	235.	ë
14.	🔒	51.	3	88.	X	125.	}	162.	¢	199.	Ç	236.	ì
15.	✓	52.	4	89.	Y	126.	~	163.	£	200.	È	237.	í
16.	▪	53.	5	90.	Z	127.	◆	164.	¤	201.	É	238.	î
17.	◀	54.	6	91.	[	128.	α	165.	¥	202.	Ê	239.	ï
18.	▶	55.	7	92.	\	129.	β	166.	¦	203.	Ë	240.	ð
19.	▲	56.	8	93.	]	130.	Γ	167.	§	204.	Ì	241.	ñ
20.	▼	57.	9	94.	^	131.	γ	168.	√	205.	Í	242.	ò
21.	←	58.	:	95.	_	132.	Δ	169.	●	206.	Î	243.	ó
22.	→	59.	;	96.	`	133.	δ	170.	ª	207.	Ï	244.	ô
23.	↑	60.	<	97.	a	134.	ε	171.	«	208.	Ð	245.	õ
24.	↓	61.	=	98.	b	135.	ζ	172.	¬	209.	Ñ	246.	ö
25.	◀	62.	>	99.	c	136.	θ	173.	-	210.	Ò	247.	÷
26.	▶	63.	?	100.	d	137.	λ	174.	®	211.	Ó	248.	ø
27.	⬆	64.	@	101.	e	138.	ξ	175.	¯	212.	Ô	249.	ù
28.	∪	65.	A	102.	f	139.	Π	176.	°	213.	Õ	250.	ú
29.	∩	66.	B	103.	g	140.	π	177.	±	214.	Ö	251.	û
30.	⊂	67.	C	104.	h	141.	ρ	178.	^{2}	215.	×	252.	ü
31.	∈	68.	D	105.	i	142.	Σ	179.	^{3}	216.	Ø	253.	ý
32.	SPACE	69.	E	106.	j	143.	σ	180.	$^{-1}$	217.	Ù	254.	þ
33.	!	70.	F	107.	k	144.	τ	181.	µ	218.	Ú	255.	ÿ
34.	"	71.	G	108.	l	145.	ϕ	182.	¶	219.	Û		
35.	#	72.	H	109.	m	146.	ψ	183.	·	220.	Ü		
36.	$	73.	I	110.	n	147.	Ω	184.	$^+$	221.	Ý		
37.	%	74.	J	111.	o	148.	ω	185.	^{1}	222.	Þ		

TI-89 Key Codes

The **getKey()** function returns a value that corresponds to the last key pressed, according to the tables shown in this section. For example, if your program contains a **getKey()** function, pressing [2nd] [F6] will return a value of 273.

Table 1: Key Codes for Primary Keys

Key	Modifier									
	None		[↑]		[2nd]		[◆]		[alpha]	
	Assoc.	Value	Assoc.	Value	Assoc.	Value	Assoc.	Value	Assoc.	Value
[F1]	F1	268	F1	268	F6	273	Y=	8460	F1	268
[F2]	F2	269	F2	269	F7	274	WINDOW	8461	F2	269
[F3]	F3	270	F3	270	F8	275	GRAPH	8462	F3	270
[F4]	F4	271	F4	271	F4	271	TblSet	8463	F4	271
[F5]	F5	272	F5	272	F5	272	TABLE	8464	F5	272
[◆]			COPY	24576	CUT	12288				
[alpha]					a-lock					
[ESC]	ESC	264	ESC	264	QUIT	4360	PASTE	8456	ESC	264
[APPS]	APPS	265	APPS	265	SWITCH	4361		8457	APPS	265
[HOME]	HOME	277	HOME	277	CUST	4373	HOME	277	HOME	277
[MODE]	MODE	266	MODE	266	▸	18	_	95	MODE	266
[CATALOG]	CATLG	278	CATLG	278	*i*	151	∞	190	CATLG	278
[←]	BS	257	BS	257	INS	4353	DEL	8449	BS	257
[CLEAR]	CLEAR	263	CLEAR	263	CLEAR	263		8455	CLEAR	263
[X]	x	120	X	88	LN	4184	e^x	8280	x	120
[Y]	y	121	Y	89	SIN	4185	SIN^{-1}	8281	y	121
[Z]	z	122	Z	90	COS	4186	COS^{-1}	8282	z	122
[T]	t	116	T	84	TAN	4180	TAN^{-1}	8276	t	116
[^]	^	94	^	94	π	140	θ	136	^	94
[|]	|	124	F	70	°	176	Format d/b	8316	f	102
[(]	(	40	B	66	{	123			b	98
[)]	)	41	C	67	}	125	©	169	c	99
[,]	,	44	D	68	[	91		8236	d	100
[÷]	/	47	E	69	]	93	!	33	e	101
[×]	*	42	J	74	√	4138	&	38	j	106
[−]	-	45	O	79	VAR-LNK	4141	Contr. -		o	111
[+]	+	43	U	85	CHAR	4139	Contr. +		u	117

Table 1: Key Codes for Primary Keys (Continued)

Key	Modifier									
	None		[↑]		[2nd]		[◆]		[alpha]	
	Assoc.	**Value**	**Assoc.**	**Value**	**Assoc.**	**Value**	**Assoc.**	**Value**	**Assoc.**	**Value**
[ENTER]	CR	13	CR	13	ENTRY	4109	APPROX	8205	CR	13
[STO▸]	STO▸	258	P	80	RCL	4354	@	64	p	112
[=]	=	61	A	65	'	39	≠	157	a	97
[EE]	EE	149	K	75	∠	159	SYMB	8341	k	107
[(-)]	-	173	SPACE	32	ANS	4372		8365	SPACE	32
[.]	.	46	W	87	>	62	≥	158	w	119
[0]	0	48	V	86	<	60	≤	156	v	118
[1]	1	49	Q	81	"	34		8241	q	113
[2]	2	50	R	82	\	92		8242	r	114
[3]	3	51	S	83	UNITS	4147		8243	s	115
[4]	4	52	L	76	:	58		8244	l	108
[5]	5	53	M	77	MATH	4149		8245	m	109
[6]	6	54	N	78	MEM	4150		8246	n	110
[7]	7	55	G	71	∫	4151		8247	g	103
[8]	8	56	H	72	d	4152		8248	h	104
[9]	9	57	I	73	;	59		8249	i	105

Table 2: Arrow Keys (including diagonal movement)

Key	Normal	[↑]	[2nd]	[◆]	[alpha]
⊙ up	338	16722	4434	8530	33106
⊙ right	340	16724	4436	8532	33108
⊙ down	344	16728	4440	8536	33112
⊙ left	337	16721	4433	8529	33105
up and left	339	16723	4435	8531	33107
up and right	342	16726	4438	8534	33110
down and left	345	16729	4441	8537	33113
down and right	348	16732	4444	8540	33116

Table 3: Greek Letters (prefixed by [◆] [(])

Keys		Second modifier			
		[alpha]		[↑]	
		Assoc.	**Value**	**Assoc.**	**Value**
[=]	[A]	α	128		
[(]	[B]	β	129		
[,]	[D]	δ	133	Δ	132
[÷]	[E]	ε	134		
[|]	[F]	φ	145		
[7]	[G]	γ	131	Γ	130
[4]	[L]	λ	137		
[5]	[M]	μ	181		
[STO▸]	[P]	π	140	Π	139
[2]	[R]	ρ	141		
[3]	[S]	σ	143	Σ	142
[T]	[T]	τ	144		
[.]	[W]	ω	148	Ω	147
[X]		ξ	138		
[Y]		ψ	146		
[Z]		ζ	135		

TI-92 Plus Key Codes

The **getKey()** function returns a value that corresponds to the last key pressed, according to the tables shown in this section. For example, if your program contains a **getKey()** function, pressing [2nd] [F1] will return a value of 268.

Table 1: Key Codes for Primary Keys

Key	Modifier							
	None		[↑]		[2nd]		[♦]	
	Assoc.	Value	Assoc.	Value	Assoc.	Value	Assoc.	Value
[F1]	F1	268	F1	268	F1	268		8460
[F2]	F2	269	F2	269	F2	269		8461
[F3]	F3	270	F3	270	F3	270		8462
[F4]	F4	271	F4	271	F4	271		8463
[F5]	F5	272	F5	272	F5	272		8464
[F6]	F6	273	F6	273	F6	273		8465
[F7]	F7	274	F7	274	F7	274		8466
[F8]	F8	275	F8	275	F8	275		8467
[MODE]	MODE	266	MODE	266	MODE	266		8458
[CLEAR]	CLEAR	263	CLEAR	263	CLEAR	263		8455
[LN]	LN	262	LN	262	e^x	4358		8454
[ESC]	ESC	264	ESC	264	QUIT	4360		8456
[APPS]	APPS	265	APPS	265	SWITCH	4361		8457
[ENTER]	CR	13	CR	13	ENTRY	4109	APPROX	8205
[SIN]	SIN	259	SIN	259	SIN^{-1}	4355		8451
[COS]	COS	260	COS	260	COS^{-1}	4356		8452
[TAN]	TAN	261	TAN	261	TAN^{-1}	4357		8453
[^]	^	94	^	94	π	140		8286
[(]	(	40	(	40	{	123		8232
[)]	)	41	)	41	}	125		8233
[,]	,	44	,	44	[	91		8236
[÷]	/	47	/	47	]	93		8239
[×]	*	42	*	42	√	4138		8234
[−]	-	45	-	45	VAR-LNK	4141	Contrast −	
[+]	+	43	+	43	CHAR	4139	Contrast +	
[STO▸]	STO▸	258	STO▸	258	RCL	4354		8450
SPACE		32		32		32		8224
[=]	=	61	=	61	\	92		8253
[←]	BS	257	BS	257	INS	4353	DEL	8449
[θ]	θ	136	θ	136	:	58		8328
[(-)]	-	173	-	173	ANS	4372		8365
[.]	.	46	.	46	>	62		8238

Table 1: Key Codes for Primary Keys (Continued)

Key	Modifier							
	None		↑		2nd		◆	
	Assoc.	Value	Assoc.	Value	Assoc.	Value	Assoc.	Value
0	0	48	0	48	<	60		8240
1	1	49	1	49	E	149		8241
2	2	50	2	50	CATLG	4146		8242
3	3	51	3	51	CUST	4147		8243
4	4	52	4	52	Σ	4148		8244
5	5	53	5	53	MATH	4149		8245
6	6	54	6	54	MEM	4150		8246
7	7	55	7	55	VAR-LNK	4151		8247
8	8	56	8	56	∫	4152		8248
9	9	57	9	57	δ	4153		8249
A	a	97	A	65	Table 3			8257
B	b	98	B	66	‘	39		8258
C	c	99	C	67	Table 4		COPY	8259
D	d	100	D	68	°	176		8260
E	e	101	E	69	Table 5		WINDOW	8261
F	f	102	F	70	∠	159	FORMAT	8262
G	g	103	G	71	Table 6			8263
H	h	104	H	72	&	38		8264
I	i	105	I	73	i	151		8265
J		106	J	74	∞	190		8266
K	k	107	K	75	|	124	KEY	8267
L	l	108	L	76	“	34		8268
M	m	109	M	77	;	59		8269
N	n	110	N	78	Table 7		NEW	8270
O	o	111	O	79	Table 8		OPEN	8271
P	p	112	P	80	_	95	UNITS	8272
Q	q	113	Q	81	?	63	HOME	8273
R	r	114	R	82	@	64	GRAPH	8274
S	s	115	S	83	β	223	SAVE	8275
T	t	116	T	84	#	35	TblSet	8276
U	u	117	U	85	Table 9			8277
V	v	118	V	86	≠	157	PASTE	8278
W	w	119	W	87	!	33	Y=	8279
X	x	120	X	88	©	169	CUT	8280
Y	y	121	Y	89	▸	18	TABLE	8281
Z	z	122	Z	90	Caps Lock			8282

Table 2: Arrow Keys

Arrow Keys	Normal	[⇧]	[2nd]	[♦]	[✋]
↑	338	16722	4434	8530	33106
↗	342	16726	4438	8534	33110
→	340	16724	4436	8532	33108
↘	348	16732	4444	8540	33116
↓	344	16728	4440	8536	33112
↙	345	16729	4441	8537	33113
←	337	16721	4433	8529	33105
↖	339	16723	4435	8531	33107

Note: The Grab ([✋])modifier only affects the arrow keys.

Table 3: Grave Letters (prefixed by [2nd] A)

Key	Assoc.	Normal	[⇧]
A	à	224	192
E	è	232	200
I	ì	236	204
O	ò	242	210
U	ù	249	217

Table 4: Cedilla Letters (prefixed by [2nd] C)

Key	Assoc.	Normal	[⇧]
C	ç	231	199

Table 5: Acute Accent Letters (prefixed by [2nd] E)

Key	Assoc.	Normal	[⇧]
A	á	225	193
E	é	233	201
I	í	237	205
O	ó	243	211
U	ú	250	218
Y	ý	253	221

Table 6: Greek Letters (prefixed by [2nd] G)

Key	Assoc.	Normal	[⇧]
A	α	128	
B	β	129	
D	δ	133	132
E	ε	134	
F	φ	145	
G	γ	131	130
L	λ	137	
M	μ	181	
P	π	140	139
R	ρ	141	
S	σ	143	142
T	τ	144	
W	ω	148	147
X	ξ	138	
Y	ψ	146	
Z	ζ	135	

Table 7: Tilde Letters (prefixed by [2nd] N)

Key	Assoc.	Normal	[⇧]
N	ñ	241	209
O	õ	245	

Table 8: Caret Letters (prefixed by [2nd] O)

Key	Assoc.	Normal	[⇧]
A	â	226	194
E	ê	234	202
I	î	238	206
O	ô	244	212
U	û	251	219

Table 9: Umlaut Letters (prefixed by [2nd] U)

Key	Assoc.	Normal	[⇧]
A	ä	228	196
E	ë	235	203
I	ï	239	207
O	ö	246	214
U	ü	252	220
Y	ÿ	255	

Entering Complex Numbers

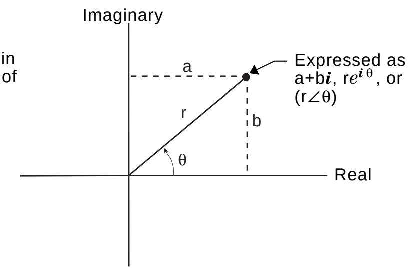
You can enter complex numbers in the polar form (r∠θ), where r is the magnitude and θ is the angle, or polar form $re^{i\theta}$. You can also enter complex numbers in rectangular form a+b$\boldsymbol{i}$

Overview of Complex Numbers

A complex number has real and imaginary components that identify a point in the complex plane. These components are measured along the real and imaginary axes, which are similar to the x and y axes in the real plane.

The point can be expressed in rectangular form or in either of two polar forms.

The $\boldsymbol{i}$ symbol represents the imaginary number $\sqrt{-1}$.



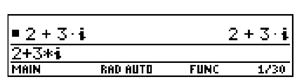
As shown below, the form that you can enter depends on the current Angle mode.

You can use the form:	When the Angle mode setting is:
a+b$\boldsymbol{i}$	Radian or Degree
$re^{i\theta}$	Radian only (In Degree angle mode, this form causes a Domain error.)
(r∠θ)	Radian or Degree

Use the following methods to enter a complex number.

__Note:__ To get the $\boldsymbol{i}$ symbol, press [2nd] [i], do not simply type an alphabetic i.

To enter the:	Do this:
Rectangular form a+b$\boldsymbol{i}$	Substitute the applicable values or variable names for a and b. a [+] b [2nd] [i] For example:

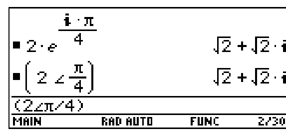


Important: *Do not use the* $re^{i\theta}$ *polar form in* Degree *angle mode. It will cause a* Domain error*.*

Note: *To get the* e *symbol, press:*
TI-89: [◆] [eˣ].
TI-92 Plus: [2nd] [eˣ]
Do not simply type an alphabetic e.

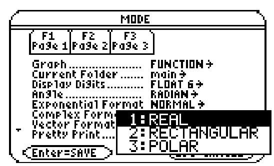
Tip: *To get the* ∠ *symbol, press* [2nd] [∠].

Tip: *To enter θ in degrees for (r∠θ), you can type a ° symbol (such as 45°). To get the ° symbol, press* [2nd] [°]. *You should not use degrees for* $re^{i\theta}$.

To enter the:	Do this:
Polar form $re^{i\theta}$ – or – (r∠θ) Parentheses are required for the (r∠θ) form.	Substitute the applicable values or variable names for r and θ, where θ is interpreted according to the Angle mode setting. **TI-89:** [alpha] [R] [◆] [eˣ] [2nd] [i] [◆] [θ] [)] – or – [(] [alpha] [R] [2nd] [∠] [◆] [θ] [)] **TI-92 Plus:** R [2nd] [eˣ] [2nd] [i] [θ] [)] – or – [(] R [2nd] [∠] [θ] [)] For example:  Results are shown in rectangular form, but you can select polar form.

Complex Format Mode for Displaying Results

Use [MODE] to set the Complex Format mode to one of three settings.



You can enter a complex number at any time, regardless of the Complex Format mode setting. However, the mode setting determines how results are displayed.

Note: *You can enter complex numbers in any form (or a mixture of all forms) depending on the* Angle *mode.*

If Complex Format is:	The TI-89 / TI-92 Plus:
REAL	Will not display complex results unless you: • Enter a complex number. – or – • Use a complex function such as **cFactor()**, **cSolve()**, or **cZeros()**. If complex results are displayed, they will be shown in either a+b$\boldsymbol{i}$ or $re^{i\theta}$ form.
RECTANGULAR	Displays complex results as a+b$\boldsymbol{i}$.
POLAR	Displays complex results as: • $re^{i\theta}$ if the Angle mode = Radian – or – • (r∠θ) if the Angle mode = Degree

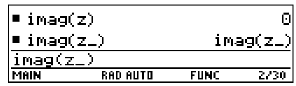
Using Complex Variables in Symbolic Calculations

Regardless of the Complex Format mode setting, undefined variables are treated as real numbers. To perform complex symbolic analysis, you can use either of the following methods to set up a complex variable.

Method 1: Use an underscore _ (**TI-89:** [◆] [_] **TI-92 Plus:** [2nd] [_]) as the last character in the variable name to designate a complex variable. For example:

__Note:__ For best results in calculations such as **cSolve()** *and* **cZeros()**, *use Method 1.*

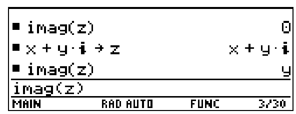
z_ is treated as a complex variable (unless z already exists, in which case it retains its existing data type).



Method 2: Define a complex variable. For example:

x+y***i***→z

Then z is treated as a complex variable.



Complex Numbers and Degree Mode

Radian angle mode is recommended for complex number calculations. Internally, the TI-89 / TI-92 Plus converts all entered trig values to radians, but it does not convert values for exponential, logarithmic, or hyperbolic functions.

__Note:__ If you use Degree *angle mode, you must make polar entries in the form (r∠θ). In* Degree *angle mode, an* $re^{i\theta}$ *entry causes an error.*

In Degree angle mode, complex identities such as e^($\boldsymbol{i}\theta$) = cos(θ) + $\boldsymbol{i}$ sin(θ) are not generally true because the values for cos and sin are converted to radians, while those for e^( ) are not. For example, e^($\boldsymbol{i}$45) = cos(45) + $\boldsymbol{i}$ sin(45) is treated internally as e^($\boldsymbol{i}$45) = cos(π/4) + $\boldsymbol{i}$ sin(π/4). Complex identities are always true in Radian angle mode.

Accuracy Information

To maximize accuracy, the TI-89 / TI-92 Plus carries more digits internally than it displays.

Computational Accuracy

Floating-point (decimal) values in memory are stored using up to 14 digits with a 3-digit exponent.

- For min and max Window variables (xmin, xmax, ymin, ymax, etc.), you can store values using up to 12 digits. Other Window variables use 14 digits.
- When a floating-point value is displayed, the displayed value is rounded as specified by the applicable mode settings (Display Digits, Exponential Format, etc.), with a maximum of 12 digits and a 3-digit exponent.
- RegEQ displays up to 14-digit coefficients.

Integer values in memory are stored using up to 614 digits.

Graphing Accuracy

Note: *For a table that lists the number of pixels in a full screen or split screen, refer to "Setting and Exiting the Split Screen Mode" in Chapter 14.*

The Window variable xmin is the center of the leftmost pixel used, and xmax is the center of the rightmost pixel used. ∆x is the distance between the centers of two horizontally adjacent pixels.

- ∆x is calculated as (xmax − xmin) / (# of x pixels − 1).
- If ∆x is entered from the Home screen or a program, xmax is calculated as xmin + ∆x ∗ (# of x pixels − 1).

The Window variable ymin is the center of the bottom pixel used, and ymax is the center of the top pixel used. ∆y is the distance between the centers of two vertically adjacent pixels.

- ∆y is calculated as (ymax − ymin) / (# of y pixels − 1).
- If ∆y is entered from the Home screen or a program, ymax is calculated as ymin + ∆y ∗ (# of y pixels − 1).

Cursor coordinates are displayed as eight characters (which may include a negative sign, decimal point, and exponent). The coordinate values (xc, yc, zc, etc.) are updated with a maximum of 12-digit accuracy.

System Variables and Reserved Names

This section lists the names of system variables and reserved function names that are used by the TI-89 / TI-92 Plus. Only those system variables and reserved function names that are identified by an asterisk (*) can be deleted by using DelVar *var* on the entry line.

Graph

y1(x)–y99(x)*	y1'(t)–y99'(t)*	yi1–yi99*	r1(θ)–r99(θ)*
xt1(t)–xt99(t)*	yt1(t)– yt99(t)*	z1(x,y)–z99(x,y)*	u1(n)–u99(n)*
ui1–ui99*	xc	yc	zc
tc	rc	θc	nc
xfact	yfact	zfact	xmin
xmax	xscl	xgrid	ymin
ymax	yscl	ygrid	xres
Δx	Δy	zmin	zmax
zscl	eyeθ	eyeϕ	eyeψ
ncontour	θmin	θmax	θstep
tmin	tmax	tstep	t0
tplot	ncurves	diftol	dtime
Estep	fldpic	fldres	nmin
nmax	plotStrt	plotStep	sysMath

Graph Zoom

zxmin	zxmax	zxscl	zxgrid
zymin	zymax	zyscl	zygrid
zxres	zθmin	zθmax	zθstep
ztmin	ztmax	ztstep	zt0de
ztmaxde	ztstepde	ztplotde	zzmin
zzmax	zzscl	zeyeθ	zeyeϕ
zeyeψ	znmin	znmax	zpltstrt
zpltstep			

Statistics

$\bar{x}$	$\bar{y}$	Σx	σx
Σx^2	Σxy	Σy	σy
Σy^2	corr	maxX	maxY
medStat	medx1	medx2	medx3
medy1	medy2	medy3	minX
minY	nStat	q1	q3
regCoef*	regEq(x)*	seed1	seed2
Sx	Sy	R^2	

Table

tblStart	Δtbl	tblInput

Data/Matrix

c1–c99	sysData*

Miscellaneous

main	ok	errornum

Solver

eqn*	exp*

EOS (Equation Operating System) Hierarchy

This section describes the Equation Operating System (EOS™) that is used by the TI-89 / TI-92 Plus. Numbers, variables, and functions are entered in a simple, straightforward sequence. EOS evaluates expressions and equations using parenthetical grouping and according to the priorities described below.

Order of Evaluation

Level	Operator
1	Parentheses ( ), brackets [ ], braces { }
2	Indirection (#)
3	Function calls
4	Post operators: degrees-minutes-seconds (°,','), factorial (!), percentage (%), radian (ʳ), subscript ([ ]), transpose (ᵀ)
5	Exponentiation, power operator (^)
6	Negation (⁻)
7	String concatenation (&)
8	Multiplication (∗), division (/)
9	Addition (+), subtraction (−)
10	Equality relations: equal (=), not equal (≠ or /=), less than (<), less than or equal (≤ or <=), greater than (>), greater than or equal (≥ or >=)
11	Logical **not**
12	Logical **and**
13	Logical **or**, exclusive logical **xor**
14	Constraint "with" operator (|)
15	Store (→)

Parentheses, Brackets, and Braces

All calculations inside a pair of parentheses, brackets, or braces are evaluated first. For example, in the expression 4(1+2), EOS first evaluates the portion of the expression inside the parentheses, 1+2, and then multiplies the result, 3, by 4.

The number of opening and closing parentheses, brackets, and braces must be the same within an expression or equation. If not, an error message is displayed that indicates the missing element. For example, (1+2)/(3+4 will display the error message "Missing)."

Note: Because the TI-89 / TI-92 Plus allows you to define your own functions, a variable name followed by an expression in parentheses is considered a "function call" instead of implied multiplication. For example a(b+c) is the function a evaluated by b+c. To multiply the expression b+c by the variable a, use explicit multiplication: a∗(b+c).

Indirection

The indirection operator (#) converts a string to a variable or function name. For example, #("x"&"y"&"z") creates the variable name xyz. Indirection also allows the creation and modification of variables from inside a program. For example, if 10→r and "r"→s1, then #s1=10.

Post Operators

Post operators are operators that come directly after an argument, such as 5!, 25%, or 60° 15' 45". Arguments followed by a post operator are evaluated at the fourth priority level. For example, in the expression 4^3!, 3! is evaluated first. The result, 6, then becomes the exponent of 4 to yield 4096.

Exponentiation

Exponentiation (^) and element-by-element exponentiation (.^) are evaluated from right to left. For example, the expression 2^3^2 is evaluated the same as 2^(3^2) to produce 512. This is different from (2^3)^2, which is 64.

Negation

To enter a negative number, press [(-)] followed by the number. Post operations and exponentiation are performed before negation. For example, the result of $^-x^2$ is a negative number, and $^-9^2 = ^-81$. Use parentheses to square a negative number such as $(^-9)^2$ to produce 81. Note also that negative 5 ($^-5$) is different from minus 5 (−5), and $^-3!$ evaluates as $^-(3!)$.

Constraint (|)

The argument following the "with" (|) operator provides a set of constraints that affect the evaluation of the argument preceding the "with" operator.

Regression Formulas

This section describes how the statistical regressions are calculated.

Least-Squares Algorithm

Most of the regressions use non-linear recursive least-squares techniques to optimize the following cost function, which is the sum of the squares of the residual errors:

$$J = \sum_{i=1}^{N} \left[residualExpression \right]^2$$

where: $residualExpression$ is in terms of x_i and y_i
x_i is the independent variable list
y_i is the dependent variable list
N is the dimension of the lists

This technique attempts to recursively estimate the constants in the model expression to make J as small as possible.

For example, $y=a\ sin(bx+c)+d$ is the model equation for **SinReg**. So its residual expression is:

$a\ sin(bx_i+c)+d-y_i$

For **SinReg**, therefore, the least-squares algorithm finds the constants a, b, c, and d that minimize the function:

$$J = \sum_{i=1}^{N} \left[a\ sin(bx_i + c) + d - y_i \right]^2$$

Regressions

Regression	Description
CubicReg	Uses the least-squares algorithm to fit the third-order polynomial: $y=ax^3+bx^2+cx+d$ For four data points, the equation is a polynomial fit; for five or more, it is a polynomial regression. At least four data points are required.
ExpReg	Uses the least-squares algorithm and transformed values x and $\ln(y)$ to fit the model equation: $y=ab^x$
LinReg	Uses the least-squares algorithm to fit the model equation: $y=ax+b$ where a is the slope and b is the y-intercept.

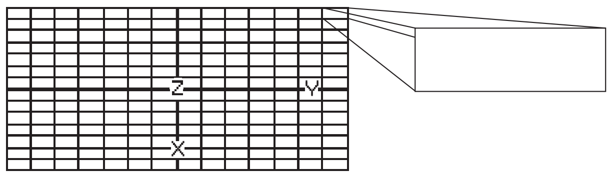
Regression	Description
LnReg	Uses the least-squares algorithm and transformed values ln(x) and y to fit the model equation: $y=a+b\ \ln(x)$
Logistic	Uses the least-squares algorithm to fit the model equation: $y=a/(1+b*e\hat{}(c*x))+d$
MedMed	Uses the median-median line (resistant line) technique to calculate summary points x1, y1, x2, y2, x3, and y3, and fits the model equation: $y=ax+b$ where a is the slope and b is the y-intercept.
PowerReg	Uses the least-squares algorithm and transformed values ln(x) and ln(y) to fit the model equation: $y=ax^b$
QuadReg	Uses the least-squares algorithm to fit the second-order polynomial: $y=ax^2+bx+c$ For three data points, the equation is a polynomial fit; for four or more, it is a polynomial regression. At least three data points are required.
QuartReg	Uses the least-squares algorithm to fit the fourth-order polynomial: $y=ax^4+bx^3+cx^2+dx+e$ For five data points, the equation is a polynomial fit; for six or more, it is a polynomial regression. At least five data points are required.
SinReg	Uses the least-squares algorithm to fit the model equation: $y=a\ sin(bx+c)+d$

Contour Levels and Implicit Plot Algorithm

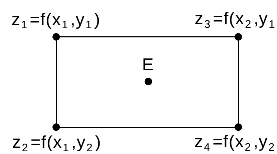
Contours are calculated and plotted by the following method. An implicit plot is the same as a contour, except that an implicit plot is for the z=0 contour only.

Algorithm

Based on your x and y Window variables, the distance between xmin and xmax and between ymin and ymax is divided into a number of grid lines specified by xgrid and ygrid. These grid lines intersect to form a series of rectangles.



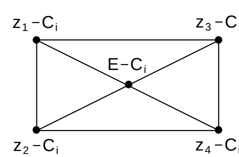
For each rectangle, the equation is evaluated at each of the four corners (also called vertices or grid points) and an average value (E) is calculated:



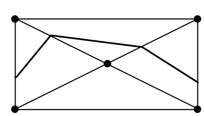
$$E = \frac{z_1 + z_2 + z_3 + z_4}{4}$$

The E value is treated as the value of the equation at the center of the rectangle.

For each specified contour value (C_i):



- At each of the five points shown to the right, the difference between the point's z value and the contour value is calculated.
- A sign change between any two adjacent points implies that a contour crosses the line that joins those two points. Linear interpolation is used to approximate where the zero crosses the line.
- Within the rectangle, any zero crossings are connected with straight lines.



- This process is repeated for each contour value.

Each rectangle in the grid is treated similarly.

Runge-Kutta Method

For Runge-Kutta integrations of ordinary differential equations, the TI-89 / TI-92 Plus uses the Bogacki-Shampine 3(2) formula as found in the journal *Applied Math Letters*, 2 (1989), pp. 1–9.

Bogacki-Shampine 3(2) Formula

The Bogacki-Shampine 3(2) formula provides a result of 3rd-order accuracy and an error estimate based on an embedded 2nd-order formula. For a problem of the form:

$$y' = f(x, y)$$

and a given step size h, the Bogacki-Shampine formula can be written:

$$F_1 = f(x_n, y_n)$$

$$F_2 = f\left(x_n + h\frac{1}{2}, y_n + h\frac{1}{2}F_1\right)$$

$$F_3 = f\left(x_n + h\frac{3}{4}, y_n + h\frac{3}{4}F_2\right)$$

$$y_{n+1} = y_n + h\left(\frac{2}{9}F_1 + \frac{1}{3}F_2 + \frac{4}{9}F_3\right)$$

$$x_{n+1} = x_n + h$$

$$F_4 = f(x_{n+1}, y_{n+1})$$

$$errest = h\left(\frac{5}{72}F_1 - \frac{1}{12}F_2 - \frac{1}{9}F_3 + \frac{1}{8}F_4\right)$$

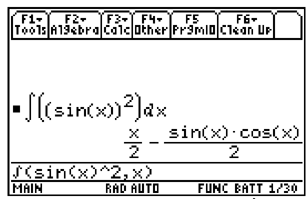
The error estimate *errest* is used to control the step size automatically. For a thorough discussion of how this can be done, refer to *Numerical Solution of Ordinary Differential Equations* by L. F. Shampine (New York: Chapman & Hall, 1994).

The TI-89 / TI-92 Plus software does not adjust the step size to land on particular output points. Rather, it takes the biggest steps that it can (based on the error tolerance diftol) and obtains results for $x_n \le x \le x_{n+1}$ using the cubic interpolating polynomial passing through the point (x_n, y_n) with slope F_1 and through (x_{n+1}, y_{n+1}) with slope F_4. The interpolant is efficient and provides results throughout the step that are just as accurate as the results at the ends of the step.

Service and Warranty Information

C

This appendix provides supplemental information that may be helpful as you use the TI-89 / TI-92 Plus. It includes procedures that may help you correct problems with the TI-89 / TI-92 Plus, and it describes the service and warranty provided by Texas Instruments.



BATT indicator

When the BATT indicator appears in the status line, it is time to change the batteries.

Battery Information

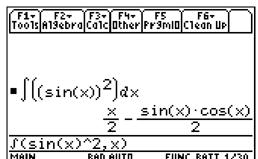
The TI-89 / TI-92 Plus uses two types of batteries: four alkaline batteries, and a lithium battery as a backup for retaining memory while you change the alkaline batteries.

When to Replace the Batteries

Note: *The TI-89 uses four AAA size alkaline batteries.*

The TI-92 Plus uses four AA size alkaline batteries.

As the alkaline batteries run down, the display will begin to dim (especially during calculations). To compensate for this, you will need to adjust the contrast to a higher setting. If you find it necessary to increase the contrast setting frequently, you will need to replace the alkaline batteries. To assist you, a BATT indicator (BATT) will display in the status line area when the batteries have drained down to the point when you should replace them soon. When the BATT indicator is displayed in reverse text (BATT), you must replace the alkaline batteries immediately.



BATT indicator

Note: *To avoid loss of information stored in memory, the TI-89 / TI-92 Plus must be off. Do not remove the alkaline batteries and the lithium battery at the same time.*

To avoid loss of data, do not remove the lithium battery unless four fresh alkaline batteries are installed. Replace the lithium backup battery about every three or four years.

Effects of Replacing the Batteries

If you do not remove both types of batteries at the same time or allow them to run down completely, you can change either type of battery without losing anything in memory.

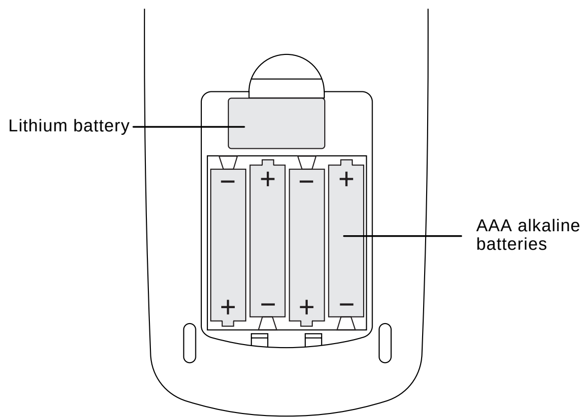
Battery Precautions

Take these precautions when replacing batteries:

- Do not leave batteries within the reach of children.
- Do not mix new and used batteries. Do not mix brands (or types within brands) of batteries.
- Do not mix rechargeable and non-rechargeable batteries.
- Install batteries according to polarity (+ and -) diagrams.
- Do not place non-rechargeable batteries in a battery recharger.
- Properly dispose of used batteries immediately.
- Do not incinerate or dismantle batteries.

Replacing the Alkaline Batteries in the TI-89

1. If the TI-89 is on, turn it off (press [2nd] [OFF]) to avoid loss of information stored in memory.
2. Slide the protective cover over the keyboard.
3. Holding the calculator upright, push down on the battery cover latch, and then remove the cover.
4. Remove all four discharged AAA batteries.
5. Install four new AAA alkaline batteries, arranged according to the polarity (+ and -) diagram inside the battery compartment.



6. Replace the battery cover by inserting the two prongs into the two slots at the bottom of the battery compartment, and then push the cover until the latch snaps closed.

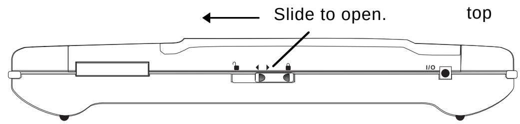
Replacing the Lithium Battery in the TI-89

To replace the lithium backup battery, remove the battery cover and unscrew the tiny screw holding the BACK UP BATTERY cover in place.

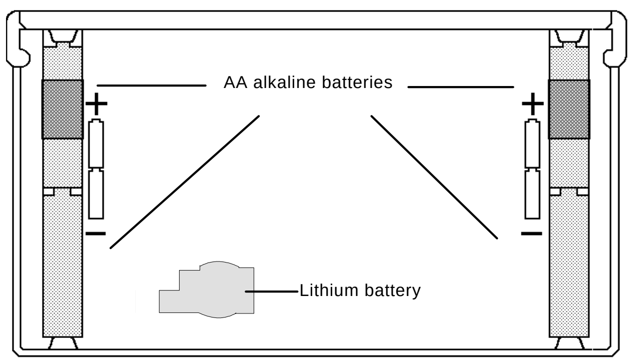
Remove the old battery and install a new CR1616 or CR1620 battery, positive (+) side up. Replace the cover and the screw.

Replacing the Alkaline Batteries in the TI-92 Plus

1. If the TI-92 Plus is on, turn it off (press [2nd] [OFF]) to avoid loss of information stored in memory.
2. Holding the TI-92 Plus unit upright, slide the latch on the top of the unit to the left unlocked position; slide the rear cover down about one-eighth inch and remove it from the main unit.



3. Remove all four discharged AA batteries.
4. Install four new AA batteries as shown on the polarity diagram located in the battery compartment.



5. Replace the rear cover, and slide the latch on the top of the TI-92 Plus to the locked position to lock the cover back in place.
6. Turn the TI-92 Plus on, and adjust the display contrast, if necessary.

Replacing the Lithium Battery in the TI-92 Plus

To replace the lithium backup battery, remove the back cover from the unit and unscrew the tiny screw holding the lithium battery cover in place.

Remove the old battery and install a new CR2032, positive (+) side up. Replace the cover and the screw.

In Case of Difficulty

If you have difficulty operating the TI-89 / TI-92 Plus, the following suggestions may help you correct the problem.

Suggestions

If:	Suggested action:
You cannot see anything on the display.	Press [◆] [+] to darken or [◆] [−] to lighten the display contrast.
The BATT indicator is displayed.	Replace the batteries. If BATT is displayed in reverse text (BATT), replace the batteries as soon as possible.
The BUSY indicator is displayed.	A calculation is in progress. If you want to stop the calculation, press [ON].
The PAUSE indicator is displayed.	A graph or program is paused and the TI-89 / TI-92 Plus is waiting for input; press [ENTER].
An error message is displayed.	Refer to Appendix B for a list of error messages. Press [ESC] to clear.
The TI-89 / TI-92 Plus does not appear to be working properly.	Press [ESC] several times to exit any menu or dialog box and to return the cursor to the entry line. — or — Be sure that the batteries are installed properly and that they are fresh.
The TI-89 appears to be “locked up” and will not respond to keyboard input.	1. Remove one of the four AAA batteries. 2. Press and hold [(-)] and [)] as you reinstall the battery. 3. Continue holding [(-)] and [)] for five seconds before releasing.
The TI-92 Plus appears to be “locked up” and will not respond to keyboard input.	Press and hold [2nd] and [☜]. Then press and release [ON]. — or — If [2nd] [☜] and [ON] do not correct the problem: 1. Remove one of the four AA batteries. 2. Press and hold [(-)] and [)] as you reinstall the battery. 3. Continue holding [(-)] and [)] for five seconds before releasing.

***Note:** Correcting a “lock up” will reset your TI-89 / TI-92 Plus and clear its memory.*

Support and Service Information

For additional information about TI support, service, and products, please see below.

For General Information

E-mail: ti-cares@ti.com

Phone: **1-800-TI-CARES (1-800-842-2737)**
For U.S., Canada, Mexico, Puerto Rico, and Virgin Islands only

Home Page: education.ti.com

For Technical Questions

Phone: **1-972-917-8324**

For Product (hardware) Service

Customers in the U.S., Canada, Mexico, Puerto Rico and Virgin Islands: Always contact Texas Instruments Customer Support before returning a product for service.

All other customers: Refer to the leaflet enclosed with this product (hardware) or contact your local Texas Instruments retailer/distributor.

Warranty Information

See the information below concerning the warranty for your TI-89 / TI-92 Plus.

Customers in the U.S. and Canada Only

One-Year Limited Warranty for Commercial Electronic Product

This Texas Instruments ("TI") electronic product warranty extends only to the original purchaser and user of the product.

Warranty Duration. This TI electronic product is warranted to the original purchaser for a period of one (1) year from the original purchase date.

Warranty Coverage. This TI electronic product is warranted against defective materials and construction. **THIS WARRANTY IS VOID IF THE PRODUCT HAS BEEN DAMAGED BY ACCIDENT OR UNREASONABLE USE, NEGLECT, IMPROPER SERVICE, OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR CONSTRUCTION.**

Warranty Disclaimers. ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE ONE-YEAR PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

Some states/provinces do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you.

Legal Remedies. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state or province to province.

Warranty Performance. During the above one (1) year warranty period, your defective product will be either repaired or replaced with a reconditioned model of an equivalent quality (at TI's option) when the product is returned, postage prepaid, to Texas Instruments Service Facility. The warranty of the repaired or replacement unit will continue for the warranty of the original unit or six (6) months, whichever is longer. Other than the postage requirement, no charge will be made for such repair and/or replacement. TI strongly recommends that you insure the product for value prior to mailing.

Software. Software is licensed, not sold. TI and its licensors do not warrant that the software will be free from errors or meet your specific requirements. **All software is provided "AS IS."**

Copyright. The software and any documentation supplied with this product are protected by copyright.

Australia & New Zealand Customers only

One-Year Limited Warranty for Commercial Electronic Product

This Texas Instruments electronic product warranty extends only to the original purchaser and user of the product.

Warranty Duration. This Texas Instruments electronic product is warranted to the original purchaser for a period of one (1) year from the original purchase date.

Warranty Coverage. This Texas Instruments electronic product is warranted against defective materials and construction. This warranty is void if the product has been damaged by accident or unreasonable use, neglect, improper service, or other causes not arising out of defects in materials or construction.

Warranty Disclaimers. Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above one-year period. Texas Instruments shall not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

Some jurisdictions do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you.

Legal Remedies. This warranty gives you specific legal rights, and you may also have other rights that vary from jurisdiction to jurisdiction.

Warranty Performance. During the above one (1) year warranty period, your defective product will be either repaired or replaced with a new or reconditioned model of an equivalent quality (at TI's option) when the product is returned to the original point of purchase. The repaired or replacement unit will continue for the warranty of the original unit or six (6) months, whichever is longer. Other than your cost to return the product, no charge will be made for such repair and/or replacement. TI strongly recommends that you insure the product for value if you mail it.

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All Other Customers

For information about the length and terms of the warranty, refer to your package and/or to the warranty statement enclosed with this product, or contact your local Texas Instruments retailer/distributor.

Programmer's Guide

D

The parameter/mode strings used in the setMode( ), getMode( ), setGraph( ), and setTable( ) functions do not translate into other languages when used in a program. For example, when you write a program in the French Language mode then switch to the Italian Language mode, the program will produce an error. To avoid this error, you must substitute digits for the alpha characters. These digits operate in all languages. This appendix contains the digit substitutions for these strings.

The following examples show how to substitute digits in the setMode( ) function.

Example 1: A program using alpha parameter/mode strings:

```
setMode("Graph","Sequence")
```

Example 2: The same program, substituting digits for those strings:

```
setMode("1","4")
```

Parameter/Mode Setting	Strings
ALL	0
Graph	1
FUNCTION	1
PARAMETRIC	2
POLAR	3
SEQUENCE	4
3D	5
DIFF EQUATIONS	6
DisplayDigits	2
FIX 0	1
FIX 1	2
FIX 2	3
FIX 3	4
FIX 4	5
FIX 5	6
FIX 6	7
FIX 7	8
FIX 8	9
FIX 9	10
FIX 10	11
FIX 11	12
FIX 12	13
FLOAT	14
FLOAT 1	15
FLOAT 2	16
FLOAT 3	17
FLOAT 4	18
FLOAT 5	19
FLOAT 6	20
FLOAT 7	21
FLOAT 8	22
FLOAT 9	23

Parameter/Mode Setting	Strings
FLOAT 10	24
FLOAT 11	25
FLOAT 12	26
Angle	3
RADIAN	1
DEGREE	2
Exponential Format	4
NORMAL	1
SCIENTIFIC	2
ENGINEERING	3
Complex Format	5
REAL	1
RECTANGULAR	2
POLAR	3
Vector Format	6
RECTANGULAR	1
CYLINDRICAL	2
SPHERICAL	3
Pretty Print	7
OFF	1
ON	2
SplitScreen	8
FULL	1
TOP-BOTTOM	2
LEFT-RIGHT	3
Split1App	9
(applications are not numbered)	
Split2App	10
(applications are not numbered)	
Number of Graphs	11
1	1
2	2

Parameter/Mode Setting	Strings
Graph 2	12
FUNCTION	1
PARAMETRIC	2
POLAR	3
SEQUENCE	4
3D	5
DIFF_EQUATIONS	6
Split Screen Ratio	13
1:1	1
1:2	2
2:1	3
Exact/Approx	14
AUTO	1
EXACT	2
APPROXIMATE	3
Base	15
DEC	1
HEX	2
BIN	3

Parameter/Mode Setting	Strings
Coordinates	1
RECT	1
POLAR	2
OFF	3
Graph Order	2
SEQ	1
SIMUL	2
Grid	3
OFF	1
ON	2
Axes	4
In 3D Mode:	
OFF	1
AXES	2
BOX	3
Not in 3D Mode:	
OFF	1
ON	2
Leading Cursor	5
OFF	1
ON	2
Labels	6
OFF	1
ON	1
Seq Axes	7
TIME	1
WEB	2
Custom	3
Solution Method	8
RK	1
EULER	2

Parameter/Mode Setting	Strings
Fields	9
SLPFLD	1
DIRFLD	2
FLDOFF	3
DE Axes	10
TIME	1
Y1-VS-Y2	2
T-VS-Y'	3
Y-VS-Y'	4
Y1-VS-Y2'	5
Y1'-VS-Y2'	6
XR Style	11
WIRE FRAME	1
HIDDEN SRUFACE	2
CONTOUR LEVELS	3
WIRE AND CONTOUR	4
IMPLICIT PLOT	5

setTable( )

Parameter/Mode Setting	Strings
Graph <->Table	1
OFF	1
ON	2
Independent	2
AUTO	1
ASK	2
Axes	4

Index

Commands and functions are bold. Special symbols are presented at the beginning of the index.

Symbols

A

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E (continued)

F

F (continued)

G

M (continued)

N

O

P

P (continued)

S (continued)