NAME:

Worksheet 25 - Calculator Skills

Instructions for TI-84

Let $f(x) = x^5 + 3x^2 - 12x + 17$ and $g(x) = e^{3x} - 15x + 12$

1. Graph f(x) and g(x) on the same window: $\boxed{Y=} \setminus Y_1 = f(x)$ and $\setminus Y_2 = g(x)$ $\boxed{\text{GRAPH}}$



- 2. Find the zeros of f(x):
- 3. Change the window to $[-5,5]\times[-20,20]$ and then $[-3,3]\times[-10,50]$





- To change window to $[-10, 10] \times [-10, 10]$: ZOOM 6: ZStandard
- To trace the first function $Y_1 = f(x)$: TRACE use \leftarrow and \rightarrow to trace
- To trace the second function $Y_2 = g(x)$: TRACE \uparrow use \leftarrow and \rightarrow to trace
- 4. Turn off f(x), graph g(x) in $[-3,3] \times [-10,50]$ $Y = \backslash Y_1 \equiv f(x)$ unhighlight = GRAPH



5. Evaluate f(2), f(12.8), g(7), g(2.6)* 2ND TRACE highlight 1: Value, ENTER f(2): 2 ENTER $Y_1 = 37$ f(12.8): Change window to include X = 12.8, [-3, 13] × [-10, 50] repeat step * 12.8 ENTER $Y_1 = 343952.3$ g(7): 7 ENTER $\uparrow Y_2 = 1.31882E9$ g(2.6): 2.6 ENTER $Y_2 = 2413.602$

2NDTRACEhighlight, 2: zero,ENTERLeft Bound?use \leftarrow until left of zero,ENTERRight Bound?use \rightarrow until right of zero,ENTER C_{1} 2ENTER



6. Find the point(s) of intersection of f(x) and g(x):

 2ND
 TRACE
 5: intersect
 ENTER

 First Curve?
 Trace near intersection point
 ENTER

 Second Curve?
 ENTER
 Guess?
 ENTER



7. Find the value of x that makes f(x) = 17

Y= $Y_2 = 17$ GRAPH2NDTRACE 5: intersect ENTERFirst Curve? Trace near intersection point ENTERSecond Curve? ENTERGuess? ENTER

2ND TRACE 5: intersect ENTER

 First Curve? Trace near intersection point
 ENTER

 Second Curve?
 ENTER
 Guess?



 Intersection X= 2.065353
 Y=17
 Itexas Instruments
 TI-83
 Itersection Y=17

8. Find the local maximum and minimum of f(x):



2NDTRACE3: minimumENTERLeft Bound?use \leftarrow until left of min,ENTERRight Bound?use \rightarrow until right of min,ENTERGuess?ENTER



Homework Assignment: Start with your calculator in ZStandard mode.

1. Graph $f(x) = 3x^3 - 5x^2 - 9x + 2$ in your calculator. Change the window to show all local maxima and minima as well as zeros. Sketch the graph below.

- 2. List all local maxima and minima as coordinates, rounding to the nearest thousandth.
- 3. List all zeros as coordinates, rounding to the nearest thousandth.
- 4. Find the *y*-intercept using your calculator.
- 5. Graph g(x) = -3x with f(x) and find all three intersection points, rounding to the nearest thousandth.
- 6. Sketch the two graphs together below and label all zeros, intersection points, maxima, minima, and the *y*-intercept. Be as neat as possible and feel free to use other colors.

Comments/Questions: If you're struggling with your calculator, please feel free to write some questions below. <u>I'll either answer them</u> here, or I'll make sure we look over them in student hours. Your calculator is your best friend, so make sure you know how to use it to its full potential!