Basic Graphing on the TI-85/86

Entering an Equation
Equations are entered into the calculator by first pressing the\texttt{GRAPH} key. Then simply enter the equations as you see them. To graph the equation, press \texttt{F5}.

Changing the Viewing Window
If you have entered and graphed an equation, such as \(y = x^3 + 7x^2 + 4x\), part of the graph may run off the screen. To change the size of the viewing window, press \texttt{F2} for RANGE (on the TI-85) or \texttt{WIND} (on the TI-86). The calculator now asks you for the smallest and largest values of \(x\) and \(y\) that will show up on the screen. If \(x_{\text{Min}} = -10\), \(x_{\text{Max}} = 10\), \(y_{\text{Min}} = -10\), and \(y_{\text{Max}} = 10\), the graph of runs off both the top of the screen. To view the complete graph, try changing the value to \(y_{\text{Max}} = 20\). If this does not give you a nice picture, guess again. You are also asked for \(x_{\text{scl}}\) and \(y_{\text{scl}}\). These setting control the tick marks that are along the \(x\) and \(y\) axis. Finding the correct viewing window is a matter of practice and guessing. The more experience you have, the easier it will be. However, the ZOOM menu offers some help. \(x_{\text{res}}\) is the graphing resolution. This can be set to any value from 1 to 10, the default is 2 which means that the graph will plot a point every 2 pixels.

Zooming
Pressing \texttt{F3} for ZOOM will present a menu of many options. This page will discuss what I consider the most useful of the ZOOM options. Refer you to your manual or your instructor for help with the other options.

\texttt{BOX} allows you to draw a box around a selected portion of a graph and enlarge the portion of the graph inside the box. To use this option, select \texttt{[BOX]}, use your cursor keys to move your cursor to one corner of the box you want to draw, press \texttt{ENTER}, move your cursor to the diagonally opposite corner of the box, and press \texttt{ENTER} again.

\texttt{ZIN/ZOUT} allows you to will change Min and Max of \(x\) and \(y\) by a factor of 4 (Zoom out multiplies each by 4, Zoom In divides each by 4). Also it allows you to pick what the center of the window will be. If you select \texttt{[ZIN]}, you get a cursor in the middle of the screen that you may move around with the arrow keys. When you press \texttt{ENTER}, that point becomes the center of the screen and the min and max values are adjusted accordingly.

\texttt{ZSTD} is a quick way to return your screen to the standard viewing rectangle, \(x_{\text{Min}} = -10\), \(x_{\text{Max}} = 10\), \(y_{\text{Min}} = -10\), and \(y_{\text{Max}} = 10\).

\texttt{ZPREV} will revert the screen back to the last minimum and maximum values.

\texttt{ZFIT} instructs the calculator to change only the \(y_{\text{Min}}\) and \(y_{\text{Max}}\) part of the viewing rectangle, not the \(x\) part. In doing so, the calculator will attempt to adjust the \(y\) values so that all maximums and minimums over the \(x\) interval are shown in the graphing window.

\texttt{ZSQR} changes only one of the values so that the \(x\)-axis and \(y\)-axis have the same scale. A nice way to think about it is that this command will make the graph of a circle look like a circle.

The equation switch
If you have several equations in the calculator and you don't want all of them to be graphed, you can switch them on and off. In the \(y(x)=\) editor notice that once you have entered and equation the \(=\) sign becomes highlighted. If you press \texttt{F5} for SELCT this will unhighlight the \(=\) sign, pressing \texttt{F5} again will highlight the \(=\) sign. When you press \texttt{2nd} \[M5\] for GRAPH the calculator will only graph the equations that have highlighted \(=\) signs.

Tracing a Graph
Once an equation has been graphed, you can trace along the graph by pressing the \texttt{TRACE} key under the window. Pressing the left and right arrow keys moves you along the graph while displaying both the \(x\) and \(y\) coordinates.