

GRAPHICS CALCULATOR CHECKLIST

ADVANCED TECHNIQUES (CODE E13)

Using the graphics calculator:

- Approximate the slope of a curve at a given point;
- Approximate the area under a curve on a given interval;
- Store a given matrix;
- Perform matrix addition;
- Perform scalar multiplication;
- Perform matrix multiplication;
- Find the determinant of a matrix;
- Write an executable program for a given task;
- Link calculator to calculator (transfer information);
- Link calculator to computer-download information;
- Produce hardcopy of display.