

# GRAPHICS CALCULATOR CHECKLIST

## BASIC TECHNIQUES (CODE R10)

Using the graphics calculator:

- Evaluate arithmetic expressions;
- Evaluate polynomial functions;
- Evaluate rational functions;
- Evaluate trigonometric functions;
- Evaluate exponential functions;
- Use  $2^{\text{nd}}$  function key to perform inverse operations;
- Graph a given polynomial function in an appropriate window;
- Graph a rational function in an appropriate window;
- Graph a trigonometric function in an appropriate window;
- Graph an exponential function in an appropriate window;
- Store values in alpha character memory;
- Store an array of values (List);
- Plot a set of data points;
- Produce statistics for a set of data;
- Produce a regression model for a given set of data;
- Set up and display a table of values for a given function.