**TI-Nspire Primer** Name\_­­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Practice What You’ve Learned So Far**

**1.** Create a new Calculator page. For each of the following, use TI-Nspire to find the

i) Exact answer and ii) Approximate answer, rounded to the nearest thousandth.



**2.** Create a new Calculator page. For each of the following, use TI-Nspire to find the

i) Exact answer and ii) Approximate answer, rounded to the nearest thousandth.

a) Evaluate for a = – 2 : 

b) Evaluate for x = 3 : 

c) Expand: 

d) Factor: 

e) Solve: 

f) Solve: 

g) Find the sum:  (hint: under the Calculus menu, number 4, sum)

**3.** Start a new Graphs. Change the window so that  and . Graph: . Use the Trace tool to find: (round to the coordinates to the nearest thousandth)

a) Maximum b) Minimum c) Zeros d) Y-intercept

**4.** Start a new Graphs and Geometry page. Find an appropriate window to view the following graphs. a) Record the window you used. b) Find the points of intersection.

Round the coordinates to the nearest thousandth.



Answers to the previous exercises (make sure you can do problems like these!):





3. Maximum: (0.367, 4.355)

Minimum: (3.633, – 4.355)

Zeros: (2, 0) (4.828, 0) (– 0.828, 0)

y-intercept: (0, 4)

4. Points of intersection: (– 2.139, 1.426) (2.805, 8.130)