

TI-84 EVO AP® CALCULUS REFERENCE SHEET

Skill 1: Graph Functions in an Appropriate Window

- Enter the function into $y=$
- Press window
- Set the Xmin and Xmax
- Press zoom 0:ZoomFit

Skill 2: Solve Equations Graphically

- Enter the left and right sides of the equation into $y=$
- Press 2nd trace 5: intersect
- Move the cursor near the intersection point and press enter

Skill 3: Find the Numerical Derivative at a Point

- Enter the function into $y=$
- Press 2nd mode
- Press math 8: nDeriv(X,T,θ,n α trace 1: Y_1 \blacktriangleright
- Type the value where the derivative is evaluated at
- Press enter

Skill 4: Evaluate a Definite Integral

- Enter the function into $y=$
- Press 2nd mode
- Press math 9: fnInt(
- Type the lower and upper bound
- Press α trace 1: Y_1 \blacktriangleright X,T,θ,n enter

Skill: Store Coordinates of a Point

- After finding a point of interest, press 2nd mode
- Press X,T,θ,n $\text{sto}\rightarrow$ α math enter

