



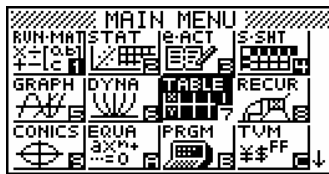
CASIO eLearning Activities



Using Tables

Example: Find a table for $y = 2x + 3$

1) **MENU**



2) Go to **TABLE** and **EXE**.

3) **F2** for **DEL** and **F1** for **YES** will delete previous equations or you may just type over the equations.

Type in $2x+3$ for Y1 and **EXE**

4) **F6** for **TABL** will produce a table of x and y values.

F6 again will plot the individual points, then **EXIT**, push **F5** and that will draw the line through the points.

x	y1
-3	-3
-2	-1
-1	1
0	3

Remember to use **EXIT** to move from window to window.

5) The range for the x values may be set using **F5** for **RANG**.

Standard Range

Start: -5

End: 5

Pitch: 1

You may change the range by highlighting the entry and inserting the desired value.

Practice Problems

1. $y = -3x + 4$

2. $f(x) = 7x$

3. $2x + 4y = 8$

4. $y = 6$