2. CONVENTIONS AND NOTES

A. Conventions

i.

I will often write "Enter \( f(x) \) in \( y_1 \)." Of course, you do not have to use \( y_1 \). You can enter the function on any blank line on the \( y(x) = \) screen. You have 99 choices.

ii.

Keystroke instructions for accessing menus will be separated by /. In a couple of situations, a keystroke will be implied but not explicitly written down. For example, to access the \texttt{sum} function, the keystroke sequence will be written as \texttt{MATH/MISC/sum}. \texttt{MATH} is the 2nd function of the multiplication key, so the first keystroke of the sequence is actually \texttt{2nd}. However, this keystroke will not be included in the instructions.

A menu line on the screen can contain at most five items. The symbol \( \ast \) after the last menu item indicates that the menu contains more items. Press \texttt{MORE} to see other items. I will not include the \texttt{MORE} command in the instructions. For example to access the \texttt{DrInv} (draw inverse) command, I will write \texttt{GRAPH/DRAW/DrInv} instead of \texttt{GRAPH/MORE/DRAW/MORE/MORE/DrInv}.

iii.

I will use the notation \([a,b,c]_x\) to indicate range settings for \( x \) and a similar notation for range settings for \( y \). For example \([-4,6,1]_x\) means: \( x_{\text{Min}} = -4 \), \( x_{\text{Max}} = 6 \), \( x_{\text{Scl}} = 1 \).