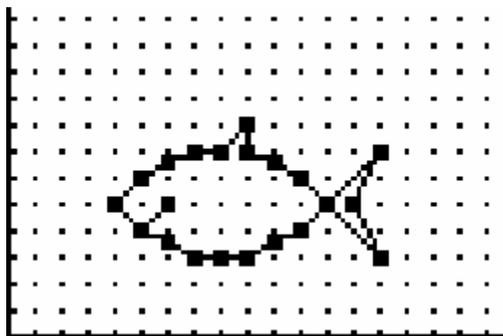
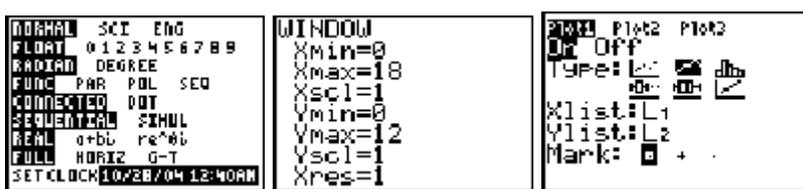


List the ordered pairs for the Fish. Start at the nose and go clockwise (to the right and up). There are 24 ordered pairs used to make this graph. (Some points are repeated.)



↓	↓	↓
( 4 , 5 )	( , )	( , )
( 5 , )	( , )	( , )
( 6 , )	( , )	( , )
( , )	( , )	( , )
( , )	( , )	( , )
( , )	( , )	( , )
( , )	( , )	( , )
( , )	( , )	( 4 , 5 )



MODE
WINDOW
2nd|Y|=1

Enter the data into L<sub>1</sub> and L<sub>2</sub> of your calculator and make a plot of the fish.

- Without changing the window settings, how could you change coordinates to—
- Move the fish left two units \_\_\_\_\_.
  - (Think about where the new nose would be and what you would have to do to the coordinates to make it be there)
  - Move the fish up four units? \_\_\_\_\_.
  - Move the fish to the right three units and up five units? \_\_\_\_\_.

Describe the effects of the screen shown at the right. (What happens to the numbers and what happens to the picture?)

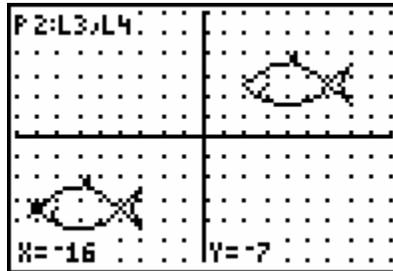
L1	L2	3
1	5	-----
L3 = L1 + 2		

```

WINDOW
Xmin=-18
Xmax=18
Xsc1=2
Ymin=-12
Ymax=12
Ysc1=2
Xres=1

```

A new window is shown at the left and is used in the plot below. We now have Plot 1—the original one and Plot 2—a new one the in the third quadrant. Notice that the scale is 2.



What must be done to the original coordinates to produce the new fish?

What is required to produce the two graphs (as shown above) on your calculator?  
 Record the steps & procedures used to get the correct data and produce the two graphs.