

TI-73 Explorer™

TI-84 Plus

Guess My Coefficients App

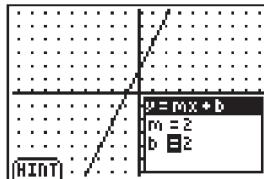
This App provides a review of the graphs and equations of linear, quadratics, and absolute value functions in a challenging game setting. Explore relationships between symbolic expressions and graphs. Users can set the number of problems in a game, up to 99.

APPLICATIONS

- 1: Finance
- 2: GuesCoef
- 3: RRampage

1 To Begin

With the handheld turned on, press [APPS], select GuesCoef and press [ENTER]. Press any key to move along to the Select a Game screen.



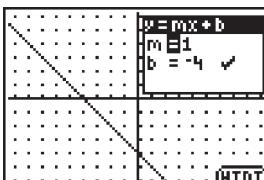
3

Input the correct values.



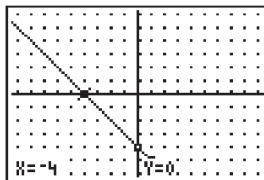
4

The graph will draw using the entered values. If the values are correct, a message will display. To move on, press <OK> ([GRAPH]).



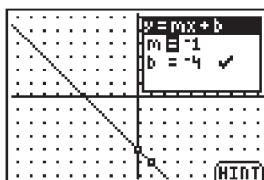
5

The next problem is displayed. Press any key to see the graph and press again to get the input box. If the answer is incorrect, the box will reappear and a checkmark will show the correct response.



6

Press <HINT> to see two points on the graph and to trace the graph.



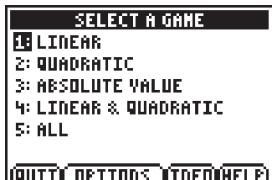
7

Input the correct value for m.



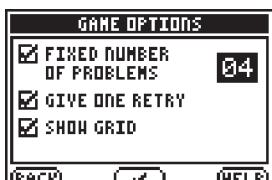
8

Press <OK> to continue play. Press [2nd] [QUIT] and follow instructions to quit play. Play to see who gets the high score.



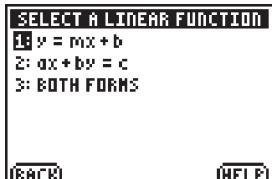
2

Options, such as <INFO>, appear at the bottom of several screens. Press the graphing keys under the appropriate selection to activate the option.



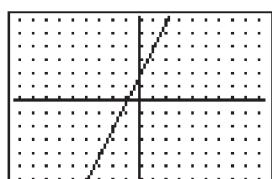
3

On the Select a Game screen, press <OPTIONS> to set up the number of problems (up to 99) or play until a user misses three problems. To select actions such as Grid options, use the arrow keys and press <✓> ([ZOOM]) to change the options. Press <BACK> to return to the Select a Game screen.



1 Problem Example

Select 1:LINEAR on the Select a Game screen, then choose 1:y=mx+b (slope-intercept form).



2

Press any key to view the graph. Study the graph and then press any key.

3

Input the correct values.

4

The graph will draw using the entered values. If the values are correct, a message will display. To move on, press <OK> ([GRAPH]).

5

The next problem is displayed. Press any key to see the graph and press again to get the input box. If the answer is incorrect, the box will reappear and a checkmark will show the correct response.

6

Press <HINT> to see two points on the graph and to trace the graph.

7

Input the correct value for m.

8

Press <OK> to continue play. Press [2nd] [QUIT] and follow instructions to quit play. Play to see who gets the high score.