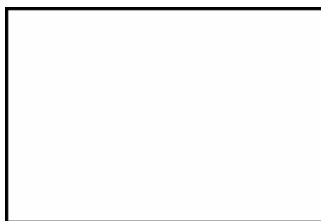


TI-83/84 Common Errors and How To Correct Them

Problem #1:

"My screen is blank."



Solution #1:

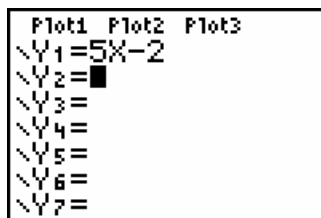
Press **[ON]** and hold down the up arrow **[↑]** (to darken) or the down arrow **[↓]** (to lighten).

Problem #2:

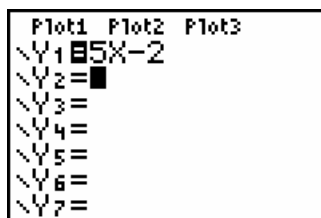
"I can't see my graph."

Solution #2:

Your equation is not "on."



Press **[Y=]** and check to see if the equation is "on". If not, (see above) using the arrow keys place your cursor on the equal sign of the equation you wish to turn on and hit **[ENTER]**. When you remove the cursor the equal sign is now highlighted ("on") and the equation should then graph. (see below)

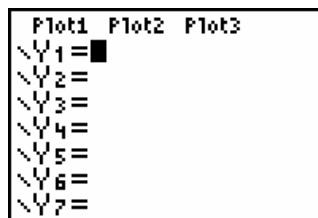


Problem #3:

"I can't see my plot."

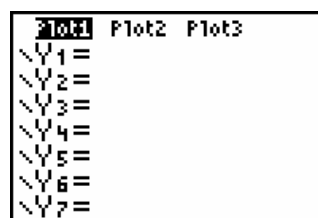
Solution #3:

Your Plot1 is not "on."



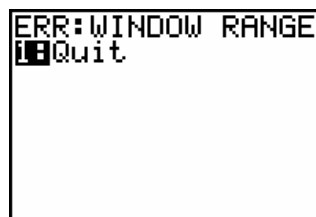
Press **[Y=]** and check to see if Plot1 is "on". If not, (see above) place your cursor on the plot you wish to turn on and hit **[ENTER]**.

When you remove the cursor Plot1 is now highlighted and the plot should graph. (see below).



Problem #4:

"When I type **[GRAPH]** I get a WINDOW RANGE error message."

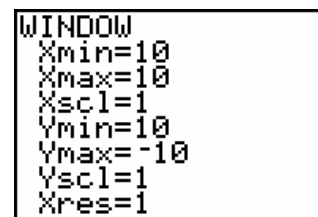


Solution #4:

Press **[1]** to quit the error window and then type **[WINDOW]**.

Examine your entries for inconsistencies.

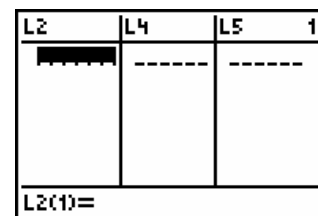
For example your Xmin, Xmax, Ymin, and/or Ymax may not make sense (see the screen below.)



Press **[ZOOM]** 6:ZStandard or correct the appropriate entry.

Problem #5

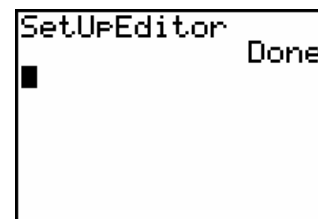
"I don't have L1 (or L2, L3, L4, etc.)"



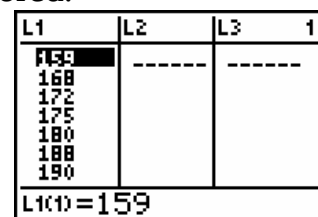
Solution #5

You *deleted* a list instead of *clearing* it.

Press **[STAT]**, select 5:SetUpEditor then type **[ENTER]**. Your screen should look like this:



and L1, L2, etc. should be restored.



TI-83/84 Common Errors and How To Correct Them

Problem #6

“When I type **GRAPH** I get a DIM MISMATCH error message.”

```
ERR: DIM MISMATCH
1 Quit
```

Solution #6

Press **1** to quit the error screen and go back to your list screen (**STAT**, 1:Edit) and correct the entries in the appropriate lists.

For example, L₁ and L₂ below do not have the same number of entries.

L1	L2	L3	3
159	1		
168	2		
172	3		
175	4		
180			
-----	-----		
L3(1)=			

Problem #7:

a. “I typed the wrong number in my list.”

Solution #7a:

Place your cursor over the number you wish to change (in my example 8), type in the number you wish to replace it with (in my example 3) and type **ENTER**.

L1	L2	L3	2
159	1		
168	2		
172	8		
175	4		
180	6		
-----	-----		
L2(3) = 3			

b. “I skipped a number when I typed in my list.”

Solution #7b:

Put your cursor on the number below where you need to insert the skipped one (“insert” will place the number **above** the highlighted one.)

L1	L2	L3	1
159	1		
168	2		
172	3		
175	4		
180	5		
-----	-----		
L1(3)=175			

Press **2nd**, **DEL** (notice the INS above the **DEL** button). A zero appears in the appropriate place. Type the new entry in and press **ENTER**.

L1	L2	L3	1
159	1		
168	2		
0	3		
175	4		
180	5		
-----	-----		
L1(3)=172			

Solution #7c:

“I typed too many numbers in my list.”

Put your cursor on the number you wish to remove and press **DEL**.

L1	L2	L3	1
159	1		
168	2		
172	3		
175	4		
180	5		
-----	-----		
L1(3)=170			

These same commands will edit an equation on your home screen.

- To *change* a number just type over the incorrect one.
- To *insert* a correction you need to place your cursor **after** the position in which you want to place the insertion. Press **2nd**, (you’ll see the cursor change to an up arrow) then INS (you’ll see the cursor change to a blinking line) and the correction.
- To *delete* a number just press **DEL** with the cursor on the number you wish to delete.

Practice:

Change: $\frac{(-3 + \sqrt{(6 - 3 \cdot 2 \cdot 1)})}{(2 \cdot 45)}$

To: $\frac{(-3 + \sqrt{(6^2 - 4 \cdot 2 \cdot 1)})}{(2 \cdot 4)}$

Type the first expression in your calculator and press **ENTER**.

Rather than retyping the second expression, press **2nd** **ENTER** and edit the old expression using delete and insert.

```
(-3+√(6-3*2*1))/
(2*45)
-.0333333333
(-3+√(6^2-4*2*1))
/(2*4)
```

(.2864378278)

TI-83/84 Common Errors and How To Correct Them

Problem #8:

“When I square a negative I get a negative.”

Solution #8:

If you want to square a negative number (and get a correct answer) on your calculator you need **parentheses**. Why?

```
-3^2      -9
(-3)^2    9
```

While we’re on the subject of negatives...

Make sure you know the difference between this symbol $\square$ and this symbol $\square$.

What is it?

If you get the screen below, press choice 2:Goto.

```
ERR:SYNTAX
1:Quit
2:Goto
```

If it goes to $\square$ change it to $\square$.

If it goes to $\square$ change it to $\square$.

Problem #9:

“My calculator doesn’t have the “r’s” on it.”

```
LinReg
y=ax+b
a=.2546419098
b=-39.95888594
```

Solution #9:

Press $\square$, 0, which is CATALOG. Notice the $\square$ in the upper right hand corner of your screen.

```
CATALOG
abs(
and
angle(
ANOVA(
Ans
Archive
Asm(
```

Press the letter D (find it above the $\square$ key). You should then see this screen:

```
CATALOG
dbd(
Dec
Degree
DelVar
DependAsk
DependAuto
det(
```

Scroll down until you see DiagnosticOff and DiagnosticOn.

```
CATALOG
Degree
DelVar
DependAsk
DependAuto
det(
DiagnosticOff
DiagnosticOn
```

Put the cursor on DiagnosticOn and press $\square$.

```
DiagnosticOn Done
```

Run LinReg again (use $\square$, $\square$.) You should now see the “r’s.”

```
LinReg
y=ax+b
a=.2546419098
b=-39.95888594
r^2=.9312618416
r=.9650190887
```

Problem #10:

“My graph screen has no axes.”



Solution #10:

Type $\square$, $\square$ (which is FORMAT.)

```
PolarGC
CoordOn CoordOff
GridOff GridOn
AxesOn AxesOff
LabelOff LabelOn
ExprOn ExprOff
```

Turn the axes back on by scrolling the cursor down to AxesOn and pressing $\square$.

```
PolarGC
CoordOn CoordOff
GridOff GridOn
AxesOn AxesOff
LabelOff LabelOn
ExprOn ExprOff
```

This often happens if students have downloaded games and have been playing them...

TI-83/84 Common Errors and How To Correct Them

Problem #11:

“I want to clear/delete:

- (1) all the memory,
- (2) one or all of the matrices,
- (3) one or all of the lists.”

Solution #11:

- (1) To clear all the memory:

Press **2nd**, **+** (notice MEM a little above the **+** key on the left), 7:Reset, 1:All RAM..., 2:Reset, **ENTER**. This clears all programs, all lists, all matrices and all equations typed in **Y=**.

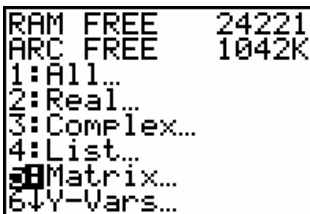
You may need to darken your screen after doing this. (see #1)

- (2) To remove just a matrix:

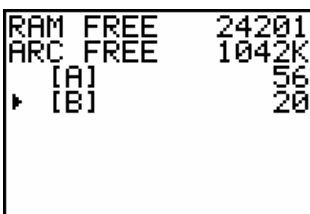
Press **2nd**, **+**, 2:Mem Mgmt/Del...,



Select 5:Matrix..., **ENTER**



Use the **CE** to select a matrix and press **DEL**.



Ellen

- (3) To remove a list:

Press **2nd**, **+**, 2:Mem Mgmt/Del..., 4:List...,

Use the **CE** to select a list and press **DEL**.

You will no longer see the list you deleted when you press **STAT** and 1:Edit...

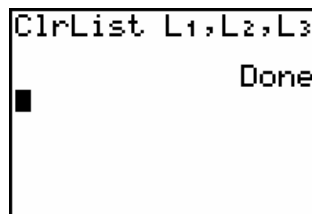
You may clear data from the lists without eliminating the name using similar keystrokes:

Press **2nd**, **+**, :ClrAllLists, **ENTER**

This is handy if you have inherited a calculator from someone who has entered a lot of data in multiple lists.

There are two additional ways to clear data from lists.

1. Press **STAT**, 4:ClrList, then **2nd**, L₁, etc. and **ENTER** to clear the desired list.



OR

2. Press **STAT**, **ENTER**, and use the **↑** to place the cursor on L₁. Notice the

list showing next to L₁ = at the bottom of the screen.

L1	L2	L3	1
12	-----	-----	
13			
14			
15			
16			
17			
18			
L1 = {12, 13, 14, 15...			

When you press **CLEAR** they will be gone and when you press **↓** they will be gone from underneath L₁!

L1	L2	L3	1
-----	-----	-----	
L1() =			

Problem #12:

“My table doesn’t start at 0.” or “My table doesn’t go by ones.”

X	Y1	
-450	-2252	
-300	-1502	
-150	-752	
0	-2	
150	748	
300	1498	
450	2248	
X = -450		

Solution #12:

Press **2nd**, **WINDOW**, (this is TBLSET).

Change TblStart = 0 and ΔTbl = 1

X	Y1	
0	-2	
1	3	
2	8	
3	13	
4	18	
5	23	
6	28	
X = 0		

TI-83/84 Common Errors and How To Correct Them

Problem #13:

“When I press **GRAPH** or 9: ZoomStat to graph my scatter plot I get an INVALID DIM error message.”

Solution #13:

Press 1:Quit, **2nd**, **Y=** (this is STAT PLOT)

```

STAT PLOTS
1:Plot1...On
  L1 L3
2:Plot2...Off
  L1 L2
3:Plot3...Off
  L1 L2
4↓PlotsOff
    
```

What needs to be changed?

From the STAT PLOTS screen press **ENTER**. Change the Xlist and Ylist to the desired L₁, L₂, L₃, etc.

To enter L₁, L₂, L₃ etc. you type **2nd** and then **1** through **6**.

```

1:Plot2 Plot3
Off Off
Type: [Scatter] [Line] [Box-Plot]
Xlist: L1
Ylist: L2
Mark: [Square] +
    
```

Problem #14:

“I am getting a NONREAL ANS error message when I type **ENTER** after an expression.”

```

(-3+√(6²-4*9*8))
/(2*5)
    
```

Ellen E.

```

ERR:NONREAL ANS
1:Quit
2:Goto
    
```

Solution #14:

Press 2: Goto.

If your answer should be **real**, check your parentheses.

If your answer is **imaginary** press **MODE**, and change Real to a+bi by placing the cursor over a+bi and pressing **ENTER**.

```

Normal Sci Eng
Float 0123456789
Radian Degree
Func Par Pol Seq
Connected Dot
Sequential Simul
Real a+bi re^di
a+bi Horiz G-T
    
```

```

Normal Sci Eng
Float 0123456789
Radian Degree
Func Par Pol Seq
Connected Dot
Sequential Simul
Real a+bi re^di
a+bi Horiz G-T
    
```

Problem #15:

“I can’t type in $2\frac{5}{8}$.”

Solution #15:

You have two choices:

(1) type in $2 + \frac{5}{8}$

(2) type in the equivalent improper fraction $\frac{21}{8}$

```

2+5/8      2.625
21/8       2.625
    
```

Problem #16:

“I want the numbers in L₁ in L₂ (or vice versa).”

L1	L2	L3	1
8	2		
14	8		
20	14		
26	20		
32	26		
38	32		
L1(1)=1			

Solution #16:

Go to your home screen by pressing **2nd**, **MODE**, (QUIT).

Using the store button **STO→**

Move L₂ to L₃.

Move L₁ to L₂.

Move L₃ to L₁.

Try it!

```

L2→L3
(2 8 14 20 26 3...
L1→L2
(1 2 3 4 5 6 7 ...
L3→L1
(2 8 14 20 26 3...
    
```

L1	L2	L3	1
8	1	2	
14	2	8	
20	8	14	
26	14	20	
32	20	26	
38	26	32	
L1(1)=2			

You can clear L₃ or leave the data for future use.

TI-83/84 Common Errors and How To Correct Them

FYI:

The default when running

[STAT], CALC, 1: 1-Var Stats is L_1 and L_2 .

You can change that by typing in the desired lists and not have to manipulate them.

Type **[STAT]**, CALC, 1: 1-Var Stats L_2 , L_1

```
1-Var Stats L2,L1
1,Y1
```

To find Y_1 , press: **[VARS]**, Y-VARS, 1:Function, 1:Y1, **[ENTER]**, **[ENTER]**.

```
3→X
2X-7=3X-10    3
1
```

Problem #17:

“I’m getting a 1 after I enter an equation in the calculator”

Solution #17:

The equals sign is found by pressing **[2nd]**, **[MATH]** (TEST), 1:=, **[ENTER]**.

In the above screen where 3 is stored in X, you are testing whether 3 makes the equation true or false.

3 makes the equation true.

1 means true.

0 means false.

Using replay, change the stored value for X and retest.

```
5→X
2X-7=3X-10    5
0
```

This holds true for the five inequality symbols, also.

```
LOGIC
1:=
2:>
3:>=
4:<
5:<=
6:≠
```

Problem #18:

“f(x) is not on the calculator.”

Solution # 18:

There are several ways to evaluate an expression on the calculator.

(1) From the home screen, use **[STO→]**.

```
-5→X
X²+6    -5
31
```

(2) From the graphing screen, use **[TRACE]**.

Type **[TRACE]**, -5, **[ENTER]**.

(3) From the graphing screen, use **[Y1]**.

Press **[VARS]**, **[Y-VARS]**, 1:Function(**[ENTER]**), 1:Y1(**[ENTER]**), **[ENTER]**.

If you have already stored -5 in X you don’t need to retype it.

```
Y1(-5)    31
Y1    31
```

Problem #19:

“When I evaluate a rational expression it is not the correct answer.”

Solution # 19:

Rational expressions need parentheses. Your calculator doesn’t know when the numerator stops and the denominator starts unless you tell it.

```
2→X
7X-19/-3X+4    2
30.66666667
(7X-19)/(-3X+4)    2.5
```

TI-83/84 Common Errors and How To Correct Them

FYI #1:

If you have a TI – 83 Plus or higher, you might want to turn on Catalog Help.

Press **[APPS]**, find CtlgHelp, press **[ENTER]**, and **[ENTER]** again.

With the cursor on a command:

```
EDIT [APPS] TESTS
1:1-Var Stats
2:2-Var Stats
3:Med-Med
4:LinReg(ax+b)
5:QuadReg
6:CubicReg
7:QuartReg
```

press the **[+]** sign and Catalog Help will provide an explanation.

```
1-Var Stats
[Xlistname,freqlist]
[PASTE] [ESC]
```

(The **[+]** allows you to scroll through the whole catalog.)

FYI 2:

Two common Applications (**[APPS]**) that you might want to be able to turn off are Transfrm and Inequalz.

If the **[Y=]** screen looks like this:

```
Plot1 Plot2 Plot3
Y1= X^2+6
Y2=
Y3=
Y4=
Y5=
Y6=
Y7=
```

Press **[APPS]**, scroll to :Transfrm and press **[ENTER]**

Your screen should look like this:

```
TRANSFRM APP
1:Uninstall
2:Continue
```

Select 1:Uninstall, and press **[ENTER]**. This does **not** remove the application it is still there for use later.

If the **[Y=]** screen looks like this:

```
X= Plot1 Plot2 Plot3
Y1= X^2+6
Y2=
Y3=
Y4=
Y5=
Y6=
[=] [<] [≤] [≥] [>]
```

Press **[APPS]**, scroll to :Inequalz and press **[ENTER]**

Your screen should look like this:

```
INEQUALZ RUNNING
1:Continue
2:Quit Inequal
3:About
```

Choose 2:Quit Inequal and your **[Y=]** screen should be back to normal.

FYI #3:

If you would to create more memory space on your calculator, one of the ways to do this is to remove the foreign language APPS.

Press **[2nd]**, **[+]**, 2:Mem Mgmt/Del..., and scroll down to A:Apps... and press **[ENTER]**.

Scroll through your calculators list of Apps until you see ones in a different language.

```
RAM FREE 23166
ARC FREE 491247
*Conics 32768
*CtlgHelp 32768
*Deutsch 16384
*Español 16384
*Francais 16384
*GeoMastr 65536
```

With the **[▶]** on the App you want to delete press **[DEL]** and 2:Yes and **[ENTER]**.

Long lists and programs can be removed in the same way.

If a student is getting a “memory” error message you can suggest they remove these Apps, a few programs, (usually games), a long list or matrix in the same way.