## ZERO TI-83 QUICK REFERENCE

The ZERO feature of the TI-83 is used to find the zeros (roots or x-intercepts) of a function. This feature is called "ROOT" on the TI-82 and TI-85.

- 1. Enter the function in the Y= screen and ensure that it is selected.
- 2. Press 2ND TRACE to activate the CALC menu.
- 3. Press  $\begin{bmatrix} 2 \\ \end{bmatrix}$  to select the **zero** feature.
- 4. Set the left bound by moving the cursor to a point to the left of the x-intercept. Press (ENTER).\*\*
- 5. Set the right bound by moving the cursor to a point to the right of the x-intercept. Press ENTER .
- 5. Move the cursor close to the x-intercept and press[ENTER].
- 6. The zero will be displayed at the bottom of the calculator screen.
- 7. Repeat from the second step to find additional zeros.

<sup>&</sup>lt;sup>\*\*</sup> If more than one function has been graphed, press the up (or down) arrow until the appropriate function is selected.

## EXAMPLE ZERO - USING THE TI-83

We will find the zeros for the function  $f(x) = X^2 - 2X - 4$ . Recall that the zeros (roots or x-intercepts) of a function are the x-coordinates of the points where the graph crosses the x-axis. You will be instructed step-by-step. **After** you execute a step, your screen should appear as indicated below the instruction.

Enter the function in the Y= screen. Ensure that it is "selected." For our purposes, it is best if no other functions are selected.

Ploti Plo	ot2 Plot3	
NY1∎X4-	-2X-4∎	
∖Y2=		
NY3=		
NY4=		
<u>∖Y</u> 5=		
∖Y6=		
<Υ7=		

You may graph the function if you wish. This would allow you to ensure that all zeros are in the window, but this is not required. Our function may be graphed with a ZOOM STANDARD.

	CALC		
Press	2ND	TRACE	•

Varue	
<u>Z</u> :zero	
3:minimum	
4:maximum	
5: intersect	
6:duzdv	
( JT (X)OX	

Press

2 for zero.



We will find the zero at the left first. Use the arrow keys to move the cursor to the left of the left-most zero.



Press (ENTER) to set the left bound.



Move the cursor to the right of the left-most zero but do not move as far as the right-most zero.



Press (ENTER) to set the right bound.



Move the cursor close to the zero and press  $\boxed{\text{ENTER}}$ . The zero is displayed at the bottom of the screen. Our zero is approximately -1.236068.\*\*



To find the right-most zero, press 2nd TRACE 2 and repeat the process. The second zero, approximately 3.236068, is shown below.



<sup>&</sup>lt;sup>\*\*</sup> The exact position of the cursor when the left bound, right bound or guess is set is not critical. You must only ensure that there is only one zero between the left and right bounds. You can typically use the right bound as your guess.

## EXERCISES with ANSWERS

1. Find the approximate zero(s) for f(x) = 7X+3.



2. Find the approximate zero(s) for  $f(x) = -2X^2 + X + 2$ .





3. Find the approximate zero(s) for f(x) = X<sup>2</sup> - 10X - 12. HINT: Set the window with Xmin=-10, Xmax=20, Ymin=-40 and Ymax=10.



