## **Calculator Instructions for Matrices**

# Using the Graphing Calculator:

#### Determinants:

- Go to the "home" screen and add a "calculator"
- Use the "book" to find the det()
- Use the blue option above the multiplication symbol to choose a matrix
- If the matrix is bigger than a 2x2, the calculator will ask you to enter the number of rows and columns

  Once the matrix is created, fill in the values and hit "enter"

## Using the Graphing Calculator:

### Cramer's Rule:

- · Go to the "home" screen and add a "calculator"
- Use the "book" to find the det()
- Use the blue option above the multiplication symbol to choose a matrix
- If the matrix is bigger than a 2x2, the calculator will ask you to enter the number of rows and columns

  Once the matrix is created, fill in the values and hit "enter"
- · Repeat the process for each determinant needed

Mar 6-8:31 AM Mar 6-8:31 AM

## Using the Graphing Calculator:

### Matrix Method:

- Go to the "home" screen and add a "calculator"
- Use the "book" to find the ref()
- Use the blue option above the multiplication symbol to choose a matrix
- If the matrix is bigger than a 2x2, the calculator will ask you to enter the number of rows and columns
- Once the matrix is created, fill in the values and hit "enter"
- This will give the matrix in reduced echelon form
- Use this matrix to determine the solution of the system

# Using the Graphing Calculator:

## Inverse Matrix:

- Go to the "home" screen and add a "calculator"
- Use the blue option above the multiplication symbol to choose a matrix
- If the matrix is bigger than a 2x2, the calculator will ask you to enter the number of rows and columns
- Once the matrix is created, raise it to the -1 power
- This will give the inverse matrix

Mar 6-8:31 AM Sep 12-10:00 AM

## Using the Graphing Calculator:

## Matrix Multiplication:

- . Go to the "home" screen and add a "calculator"
- Use the blue option above the multiplication symbol to choose a matrix
- If the matrix is bigger than a 2x2, the calculator will ask you to enter the
- number of rows and columns

  Once the first matrix is created, multiply it by the next one
- · Continue until all matrices have been created
- Hit "enter" and the product matrix will be stated

Graphing Method:

- 1) graphs & equations in y=mx+b form
- 2) type
- 3) solution

Operations on Matrices:

1) final matrix

Cramer's Rule:

- 1) each determinant labeled
- 2) type
- 3) solution

Intro to Calc.

Matrix Method:

- 1) reduced matrix
- 2) equations from matrix
- 3) type
- 4) solution

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