



# Algebra 2 Version 1.8

The Premiere Algebra 2 Program

Taylor Foote Calculator Programs

Launched

5/1/2012

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ALGEBRA 2  
VERSION 1.8  
PRESS ENTER  
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COPYWRITED  
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<b>BEGINNING INFO</b>	<b>2</b>
<b>MISSION STATEMENT</b>	<b>2</b>
<b>REQUIREMENTS:</b>	<b>3</b>
<b>INSTALL:</b>	<b>3</b>
<b>PROGRAM MAP:</b>	<b>4</b>
1) Algebra 2	4
2) Alg21 - Graphing Portion/Y=Portion	4
3) ALG22 - THE TRIANGLE PORTION	6
4) ALG23 - OTHERS/EXTRAS	7

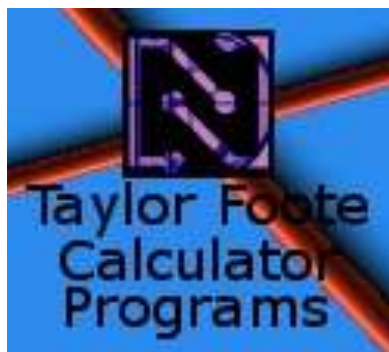
## Beginning Info

This is *THE* Premiere Algebra 2 Calculator Program out there! Welcome to Taylor Foote Calculator Program's Release of Algebra 2! Below you will find the how to guide to Algebra 2 Version 1.8. We create calculator programs for the user. If at any time you are disappointed in our program or experience troubles please [e-mail me](#) or go to [www.calcprog.webs.com](http://www.calcprog.webs.com) and contact me. We will respond within 24 hours.

## Mission Statement

At Taylor Foote Calculator Programs we want to create calculator programs for the user. Our programs are always geared for the user and we will always listen to comments, complaints, and new ideas. We believe in the phrase, "The ones who are crazy enough to change the world are the ones who do." – Steve Jobs. We create these programs to change your world and to make your life easier. Help us change you. If at any time you are frustrated because our program or experience troubles please [e-mail me](#) or go to [www.calcprog.webs.com](http://www.calcprog.webs.com) and contact us. We will respond within 24 hours. Finally, please go online to our site and rate our programs as well as suggest new ideas. We are glad to be working with you!

Thanks,  
Taylor Foote Calculator Programs



## Requirements:

1. Calculator Requirements:
  - a. TI 83/83+/83SE or TI 84/84+/84SE
2. Space Requirements
  - a. Total program: 7452 (Not including Pics)
  - b. Algebra 2: 621
  - c. Alg21: 4353
  - d. Alg22: 1761
  - e. Alg23:717

## Install:

1. To install this program you will need TI's Connect Program
  - a. For this visit TI's Website
2. Next, Transfer all the contents of the folder "Algebra 2 Program" to your calculator (**INCLUDE ALL** programs in the folder **AND ALL** pictures)
3. Next you are good to go. See below for help regarding the program.
  - a. If you receive a Version Error you may not meet the requirements...
4. If any questions arise please feel free to contact me at [www.calcprog.webs.com](http://www.calcprog.webs.com)

Pic1.8xi **Program Map:**

**1) Algebra 2**

- a. This program is the Main Menu of the Programs

**2) Alg21 – Graphing Portion/Y=Portion**

- a. Contains Programs

**i. Synthetic Division**

- 1. In this sub-program the calculator solves by using synthetic division.

- a. To use this program is as follows.

- i. Select Number of Terms

- 1. Example:  $x^3 + 5x - 5$  has 4 Terms.

- a. Term Cheat Sheet:

- i.  $x^2$  has 3 terms
- ii.  $x^3$  has 4 terms
- iii.  $x^4$  has 5 terms
- iv.  $x^5$  has 6 terms

- ii. Enter Terms

- 1. Example:  $x^3 + 5x - 5$  is entered

```
ENTER TERMS
?1
?0
?5
?-5
```

- 2.

- iii. Enter Divisor

- iv. Then you will be displayed the new equation and the remainder (if any)

- 1. Example: I used 2 as my divisor. Because -2 was not a factor of our equation above I have a remainder of 9 as shown below.

```
ANSWER:
1      X2
2      X
9
REMAIN:9
DIVISOR:2
```

- v. Next you will be asked if you want to re-start, Quit, or Quad Form.

- 1. Yes: Takes you back to enter new divisor
- 2. No: Takes you to Graphing Menu
- 3. Quad Form: Takes you to solve for the factors using the Quadratic formula.

4. Quit: Same as No

**ii. Quadratic Formula**

- 1.
2. The process is the same as Synthetic Division with a few differences including
  - a. You don't have different term options
  - b. It finds remaining 2 factors
  - c. No Divisor Needed

**iii. Slope Finder**

1. The Slope finder has many uses.
  - a. Will find slope based on 2 points
  - b. Using the slope and at least 1 point it will solve and find the equation in  $Y=MX+B$  Form
  - c. AND it will graph it...
2. How to use
  - a. Enter 2 Points

**iv. Log Inverse**

1. This is probably one of the lamest...
2. You enter either a log function or an exponent function.
3. It solves for the inverse.

**v. Distance Solver**

1. You enter 2 points...
2. It displays distance

**vi. Midpoint Finder**

1. You enter 2 points...
2. It displays midpoint

**vii. Cube Root**

1. In this program you enter a factoring of a cube root problem and the calculator will then display the original equation

**viii. Un-Factoring Tool**

1. This program takes two factors and produces one equation using them.

**ix. Solving by Elimination/Substitution NEWEST**

1. This program will solve for X & Y with 2 Equations.
2. How to use:
  - a. On the top two equations will display...
    - i.  $AX+BY=C$
    - ii.  $DX+EY=F$
  - b. Enter A,B,C,D,E, and F of your 2 problems
    - i. Example
      1. In the two equations  $5X+3Y=6$  &  $4X-2Y=7$

2. Entered...

```
AX+BY=C
DX+EY=F
A=?5
B=?3
C=?6
D=?4
E=?-2
F=?7
```

a.

c. You are then given the X & Y of the function (if graphed the point shown is the point of intersection)

### 3) Alg22 – The Triangle Portion

a. Contains programs

i. **Deg to SCTCSC** (Degree to Sin, Cos, Tan, Sec, CSEC, & Cot)

1. This program will display the sin, cos, tan, sec, csec and cot of a degree.

2. How to use:

a. Enter Degree

b. The calculator then will then display the sin, cos, tan, sec, csec and cot of the degree

ii. **Right Triangle Solver**

1. This program will solve any right triangle when given at least two edges, one angle with one edge or an angle.

2. How to use:

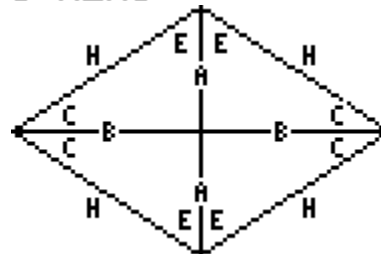
a. This program is variable sensitive.

i. Because of the sensitivity there is a key located in the help of the program...

```
TRIANGLE-S...
1: SOLVE
2: HELP
3: MENU
```

1.

Select for Triangle  
Diagram Below



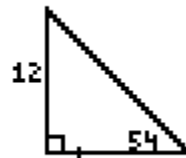
2.

3. Use this diagram

4. IF the diagram is confusing just know that there are 4 triangles there. Look for your triangle...

a. If you really don't get it I will post something online for you.

- b. When you start up you will see the menu above
- c. Select ether Help or Solve
  - i. Help shows the Diagram Key
  - ii. Solve will solve the triangle for you
- d. When solving you must enter... (only one of the following)
  - i. At least one angle
  - ii. At least two edges
  - iii. Or at least 1 angle and 1 edge
- e. **ENTER ALL THAT YOU KNOW!!!**
- f. Note: When entering numbers your screen will look like...
  - i. A=?
  - ii. So for example I my triangle looks like this



- 1.
- 2. I would Enter...
  - ENTER NUMBERS...
  - IF UNKNOWN,
  - USE 0
  - A=?12
  - B=?0
  - H=?0
  - C=?54
  - E=?0
- a.
- b. I entered those numbers based on the key above. And the ones I don't know... are 0
- iii. After entering those, the calculator will calculate everything and you will get a screen with the answers.
- iv. The answers are also related to the key.

### iii. **Deg Rad**

- 1. This is a degree to radical converter
  - a. When converting to radicals it will display a decimal... sorry

## 4) Alg23 – Others/Extras

- a. **Contains Programs**



i. Inverse Solver

1. Enter any function in  $Y=MX+B$  form and it will display the inverse
  - a. DO NOT ENTER X only the coefficients

ii. **Interest Solver**

1. Solves for interest
  - a. How to use:
    - i. Select ether Compound or Continuous
    - ii. COMPOUND:
      1. Enter Principal
      2. Rate (in decimal form)
      3. Times/Year
      4. # of Years
    - iii. CONTINUOUS:
      1. Enter Principal
      2. Rate
      3. Years
    - iv. The calculator will then display new interest.

Please Note:

IF you have any questions about my program please feel free to contact me via e-mail.  
To e-mail me please go to <http://calcprog.webs.com/contact.htm>. Thanks!

<b>A</b>	
Alg21.....	4
Alg22 – The Triangle Portion .....	6
Alg23 – Others/Extras.....	7
Algebra 2.....	4
<b>B</b>	
Beginning Info .....	2
<b>C</b>	
Contains Programs .....	7
Cube Root .....	5
<b>D</b>	
Deg Rad.....	7
Deg to SCTCSC .....	6
Deg to SCTCSC (Degree to Sin, Cos, Tan, Sec, CSEC, & Cot).....	6
Distance Solver.....	5
<b>I</b>	
Install .....	3
Interest Solver .....	7

<b>L</b>	
Log Inverse .....	5
<b>M</b>	
Midpoint Finder.....	5
Mission Statement.....	2
<b>Q</b>	
Quadratic Formula.....	5
<b>R</b>	
Requirements .....	3
Right Triangle Solver .....	6
<b>S</b>	
Slope Finder .....	5
Solving by Elimination/Substitution .....	5
Synthetic Division .....	4
<b>U</b>	
Un-Factoring Tool .....	5