**LAB01 – Geogebra Basics**

**Some tips**

- ALT + Letter -> Alpha, Beta etc

- / -> Fracciones

- ALT + O -> degrees symbol

- Use Simplify comand for simplify arithmetics

- With x and y operations always explicity indicate the \* and the + between them

- To resolve equations you just have to put the equation and then click on the

x= symbol.

- Use Comand "Solve" for solve operations like sin(30º) = a / 3. It will solve it

for a unknow incognit.

**Creating a triangle**

- You can form a triangle using the polygon tool. You select the 3 vertex and then, if you want, you can change the names of the vertex and sides

- Now you can obtain alpha angle, for example, by clicking the correct three points in the correct order. This is with the "angle" tool

- If I want to check my results of a triangle values I can do it in geogebra by creating the rectangle and putting the values and angles that I know

**Polynomial landscapes**

- You can create graphs from polynomials. You simple put the polynomial value, some of them will be based on one variable “x” and others will have a coefficient “a”.

- If there is any coefficient “a” in the polynomial, you can put a slider. This way you can change the graph according to the value of “a”. You do this simple putting the polynomial (without f(x) and anything, just the polynomial) and then geogebra will ask for create a slider. You click yes and then you have it.