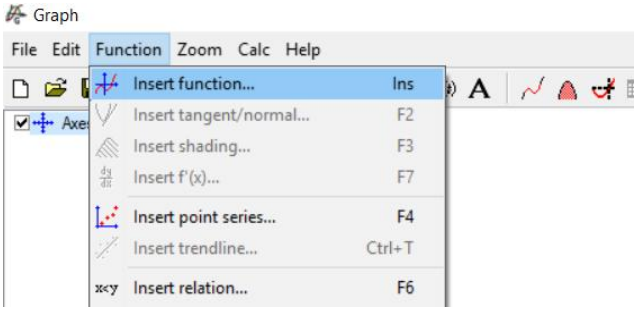
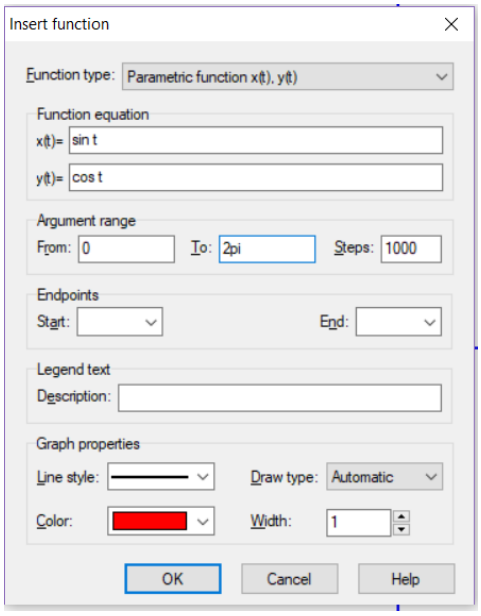
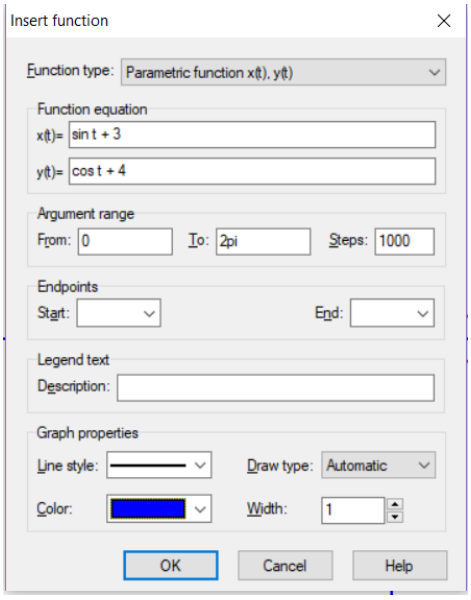
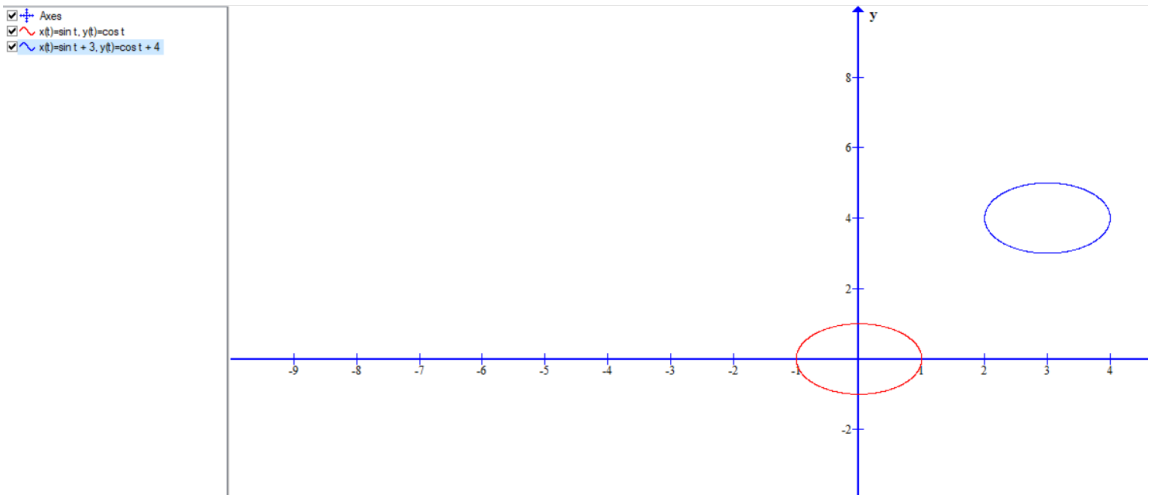
Parametric Function:

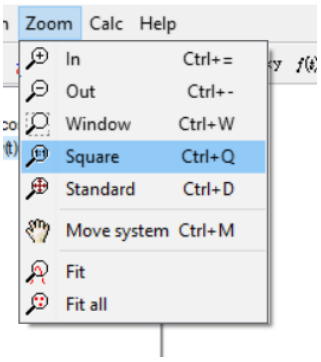


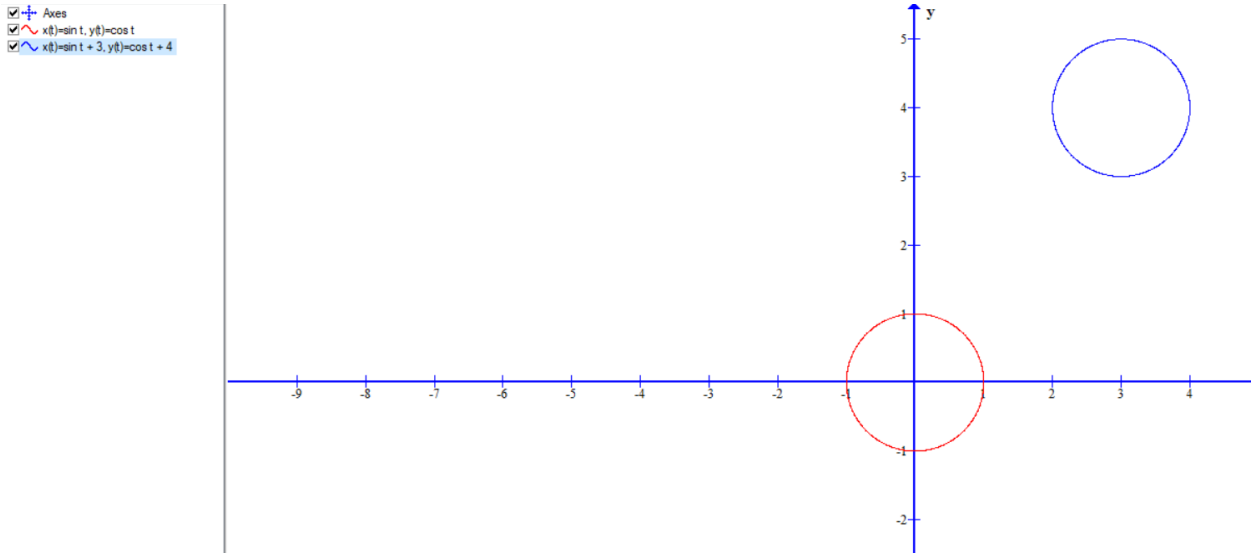




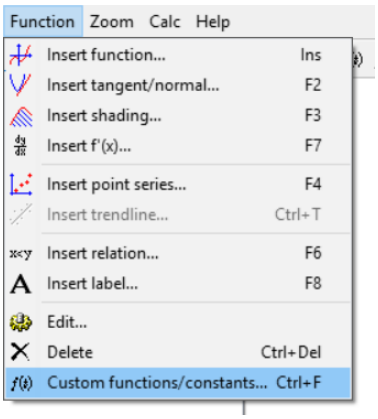


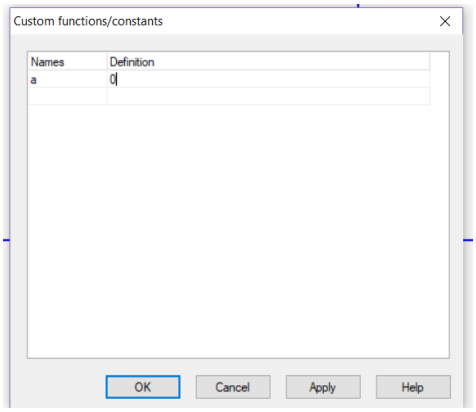
Aby „dopasować” ekran:

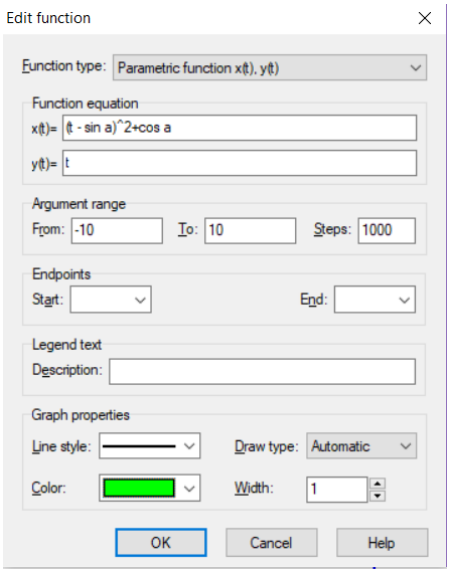


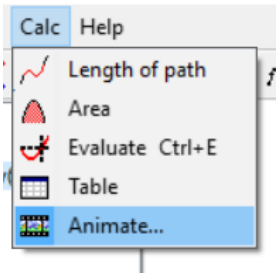


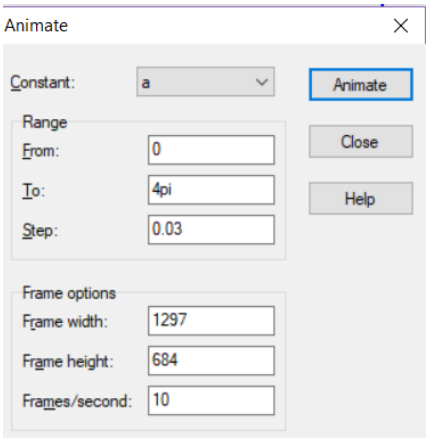
Add Animations:

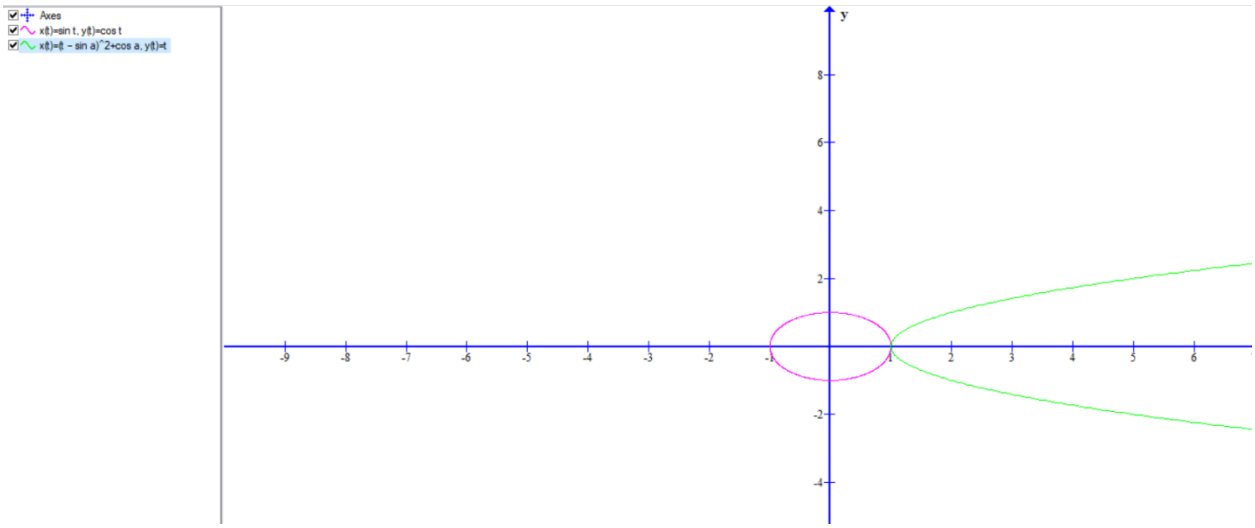




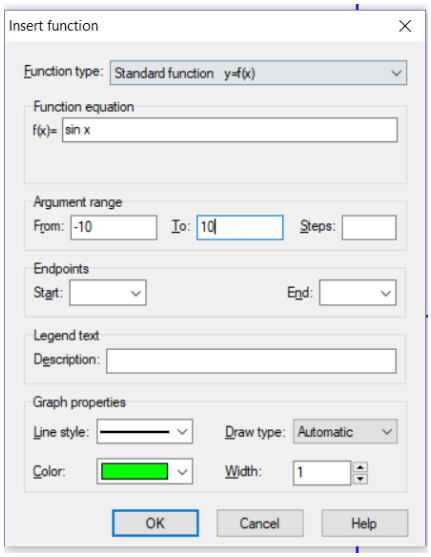


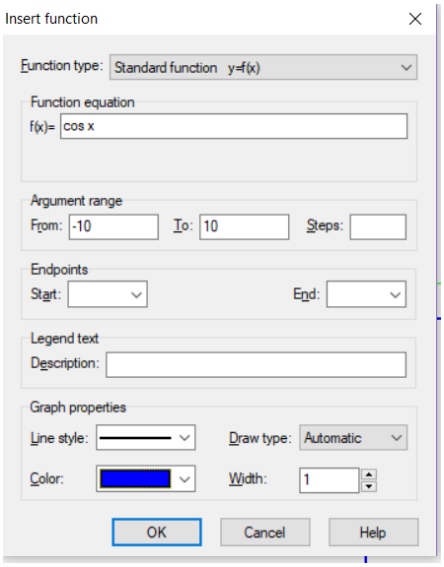


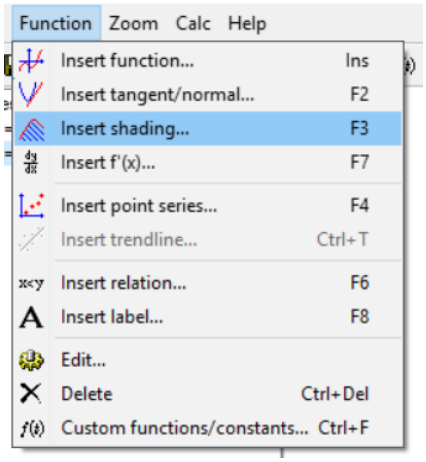


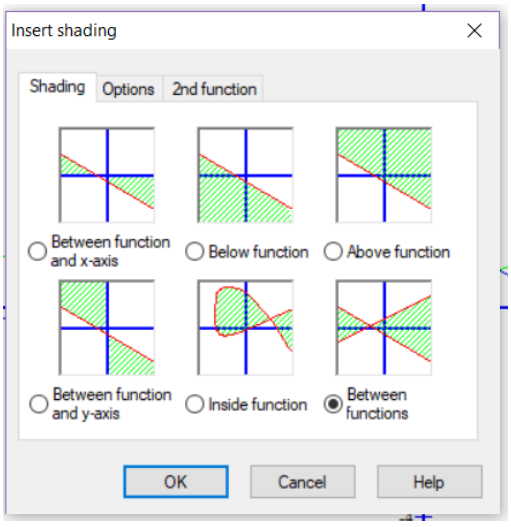


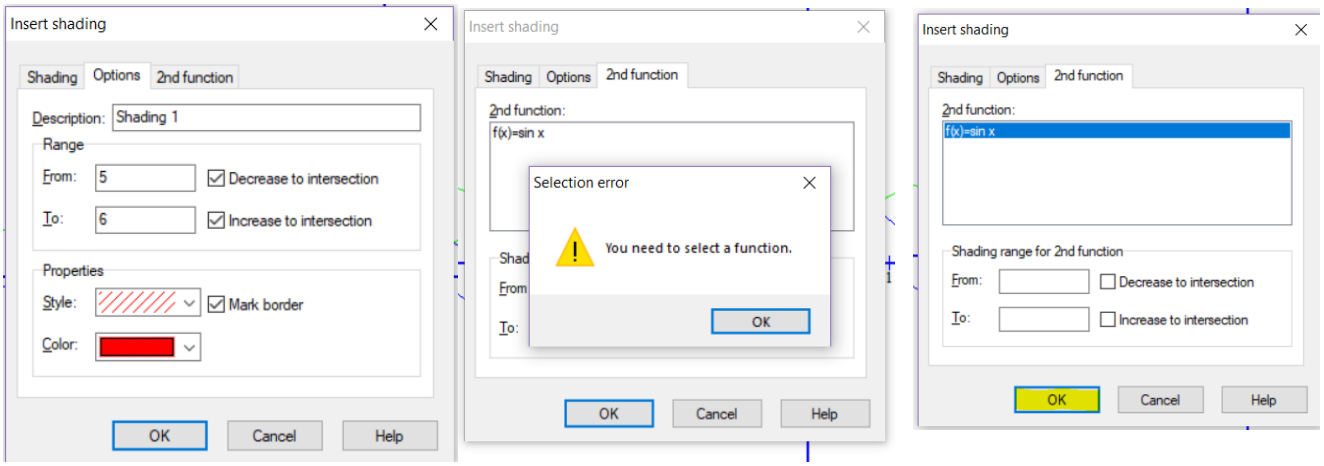
Insert Shading:



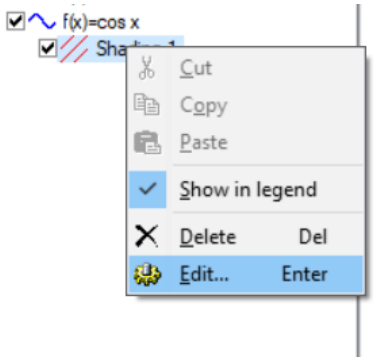


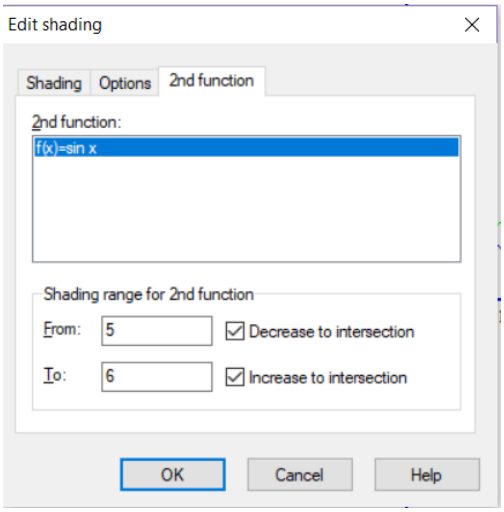


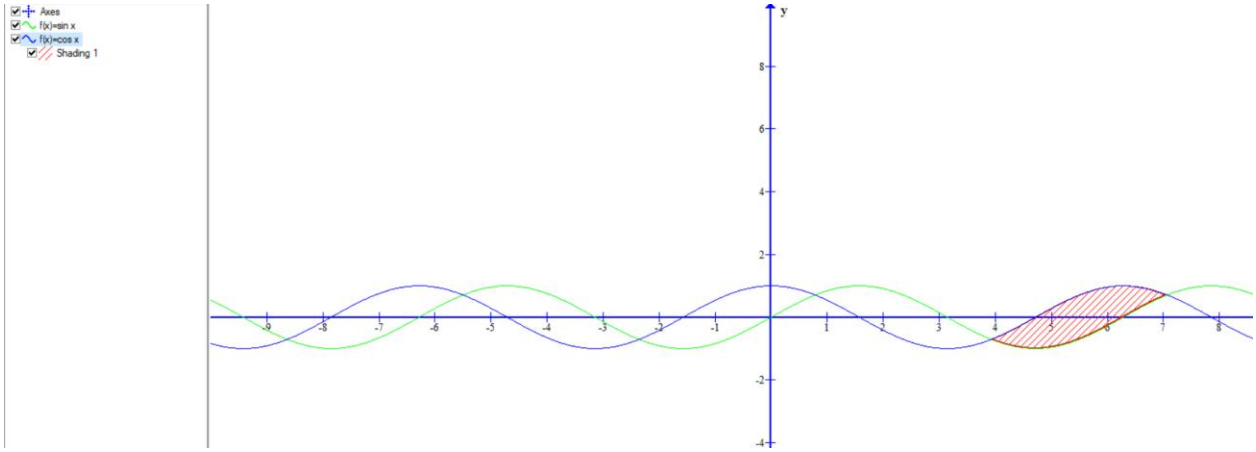




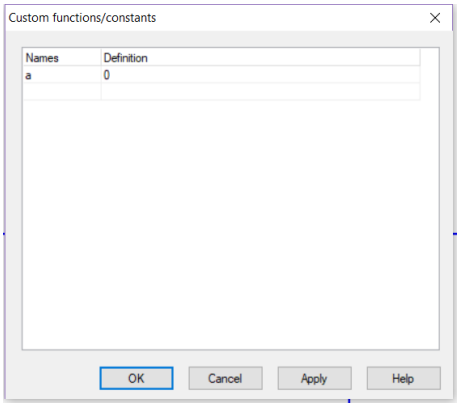
Po kliknięciu edytuj pola będą wypełnione jak poniżej:

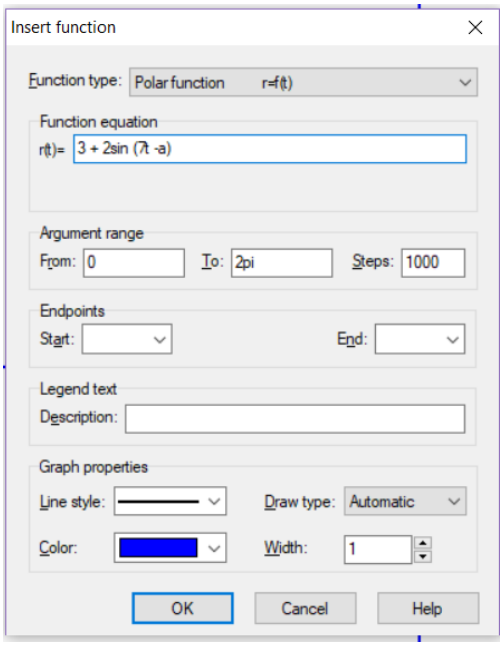


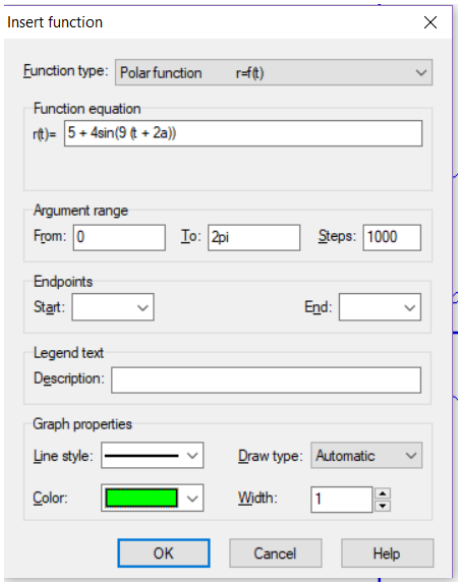


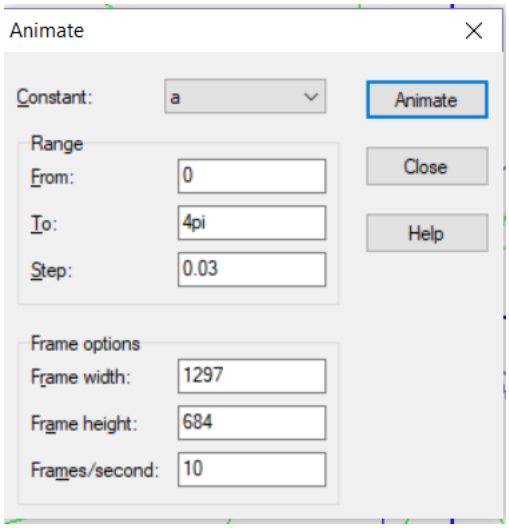


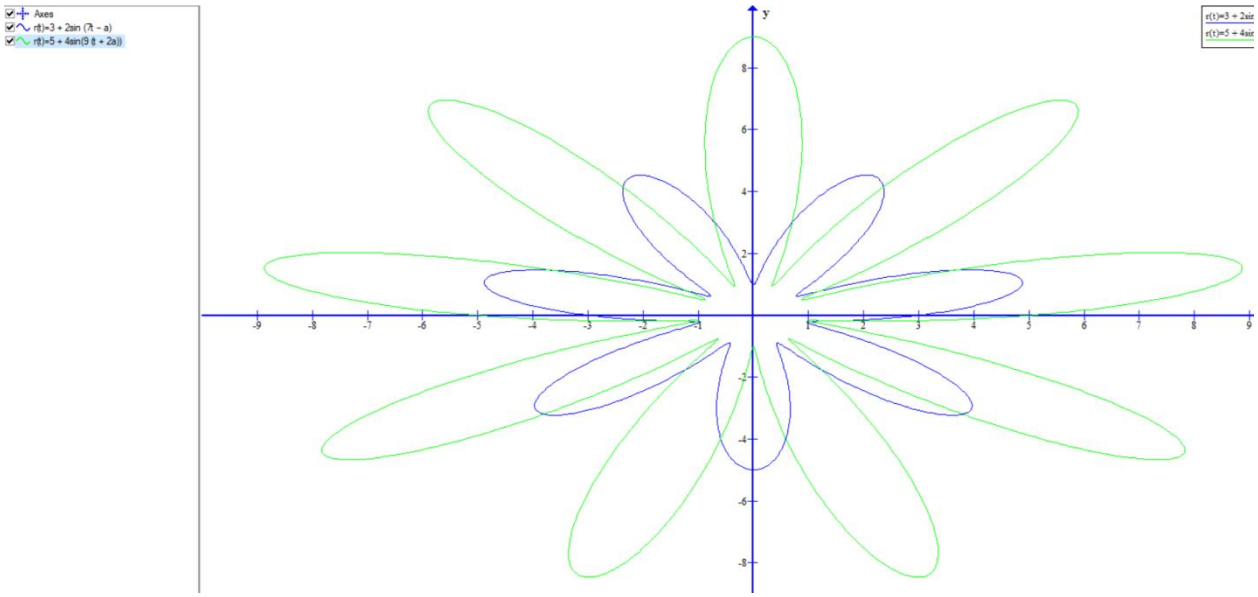
Two Flowers Animate:



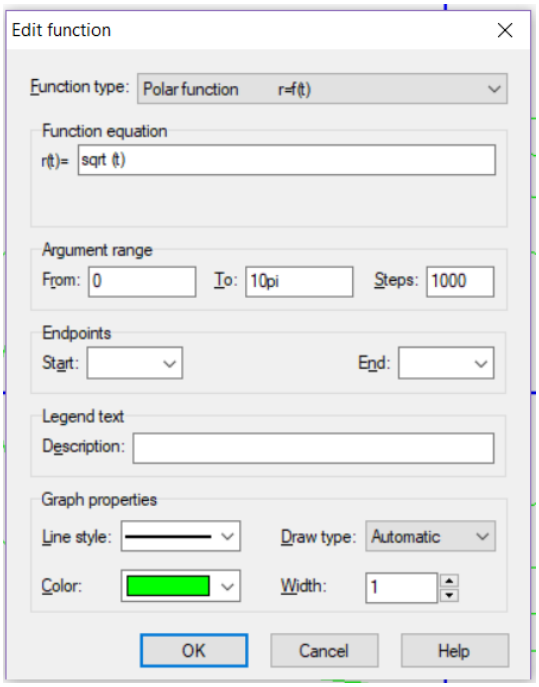


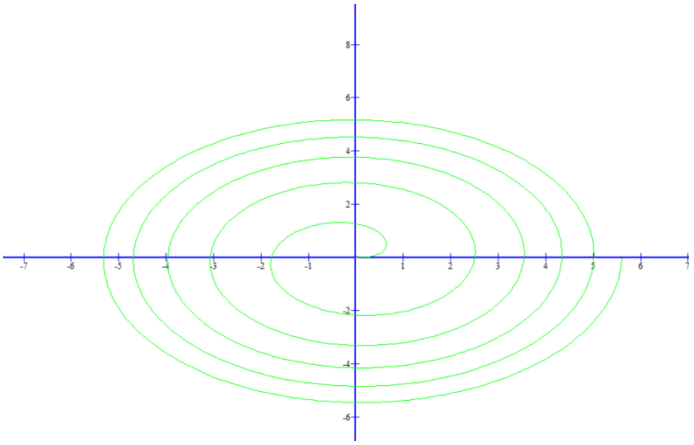




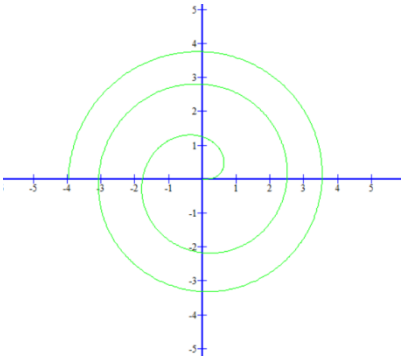


Polar Function 2 Example:

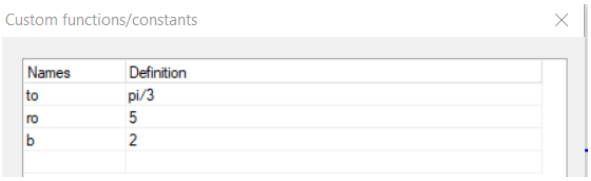




Jeżeli zmienimy 10pi na 5 pi efekt będzie następujący:



Romb + Koło -> Animacja Koło wokół Rombu



Insert function

Function type: Polar function r=f(t)

Function equation

r(t)= ro * cos (to - t) + sqrt(b^2 - (ro^2) * (sin (to - t)) ^2)

Argument range

From: 0 To: 2pi Steps: 1000

Endpoints

Start: End:

Legend text

Description:

Graph properties

Line style: Draw type: Automatic

Color: Width: 1

OK Cancel Help

Edit function

Function type: Polar function r=f(t)

Function equation

r(t)= 4 / (abs (sin t)+ abs (cos t))

Argument range

From: 0 To: 2pi Steps: 1000

Endpoints

Start: End:

Legend text

Description:

Graph properties

Line style: Draw type: Automatic

Color: Width: 1

OK Cancel Help

Animate

Constant: to

Range

From: 0.104719755119

To: 10.47197551196

Step: 1.151917306316

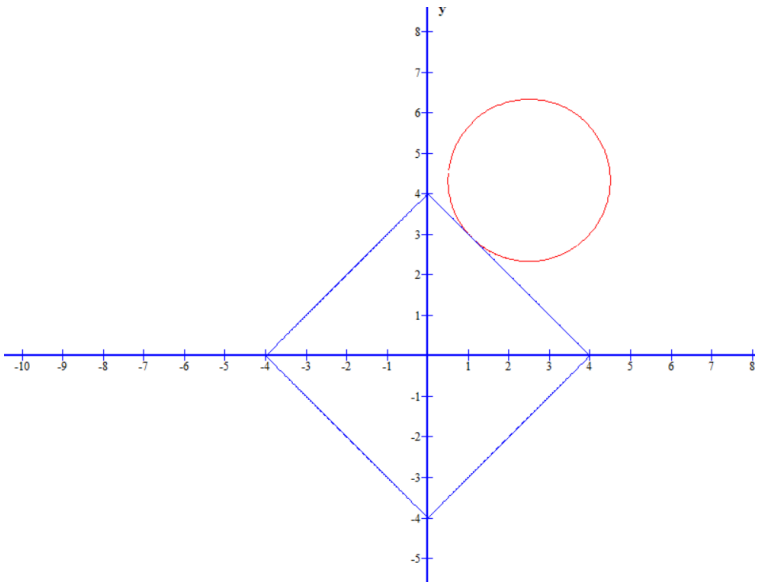
Frame options

Frame width: 1297

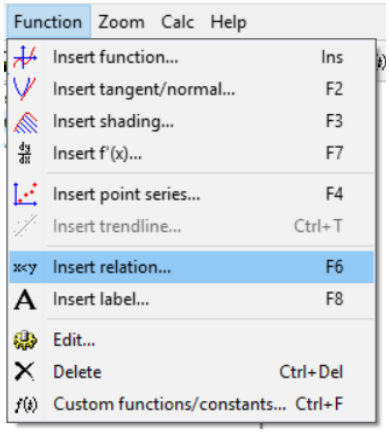
Frame height: 684

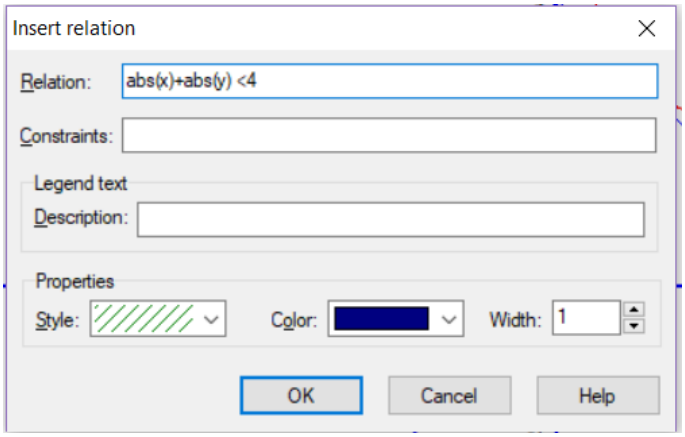
Frames/second: 10

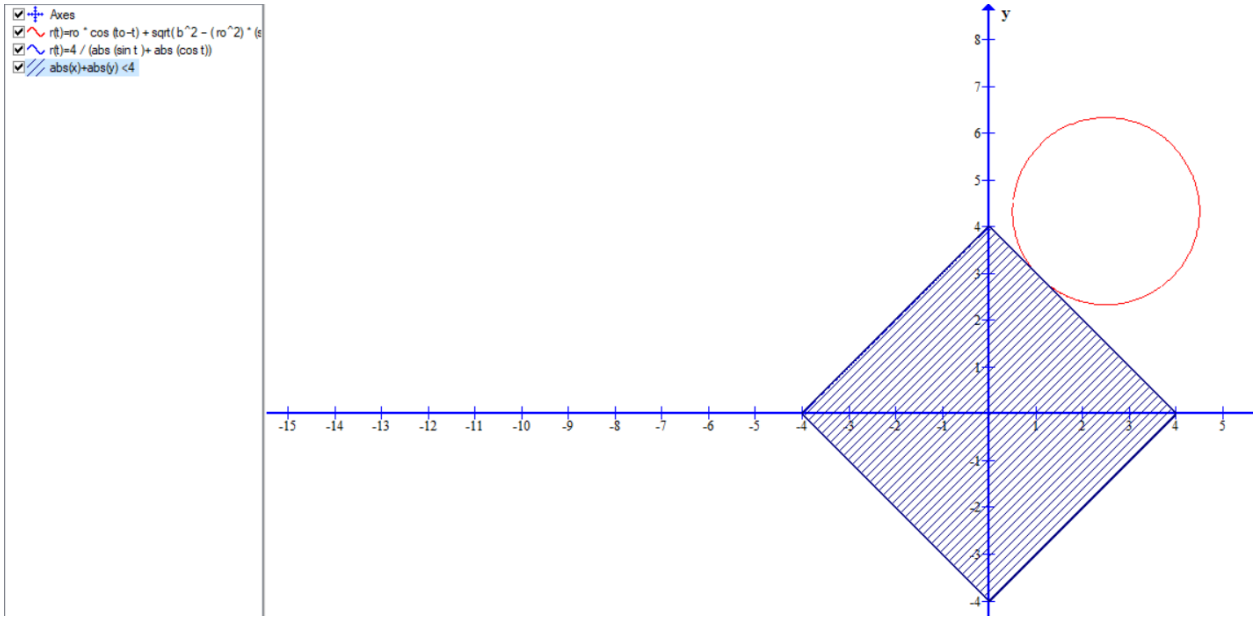
Animate Close Help



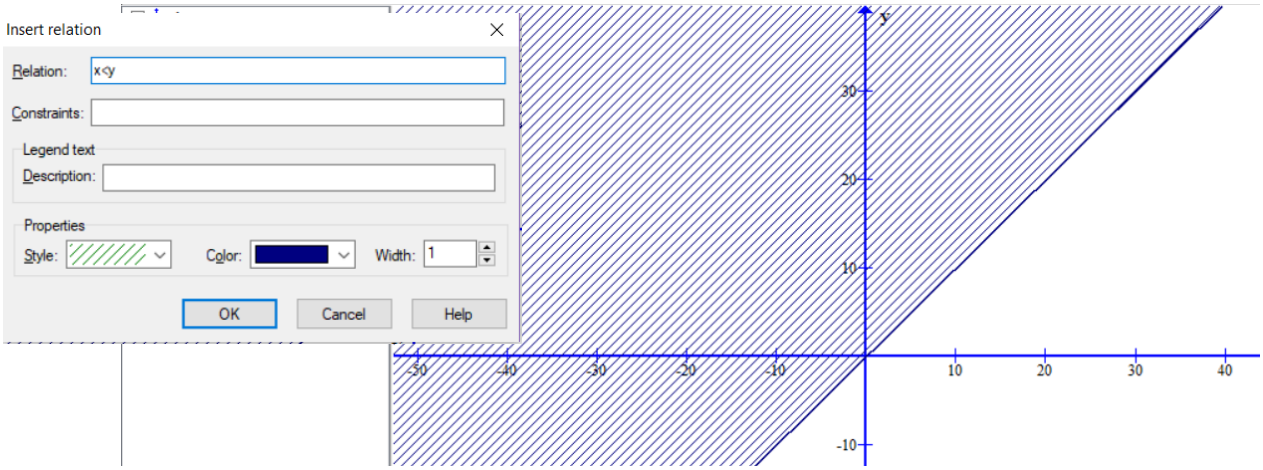
Add Relation:

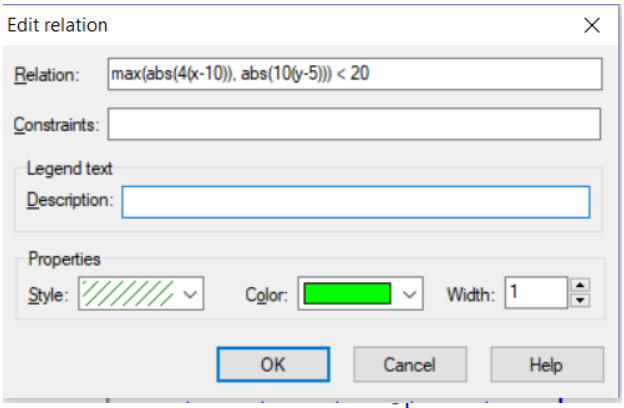


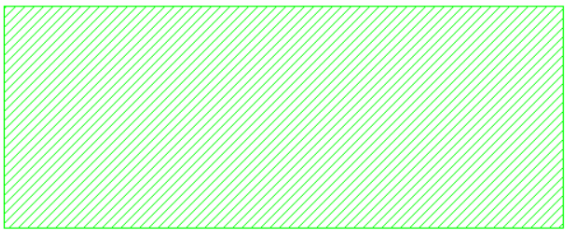


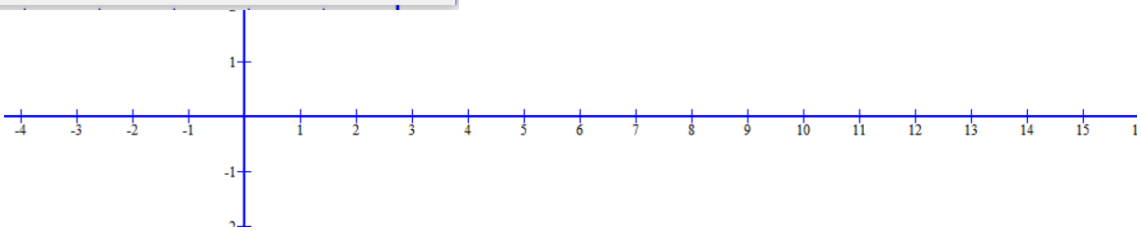


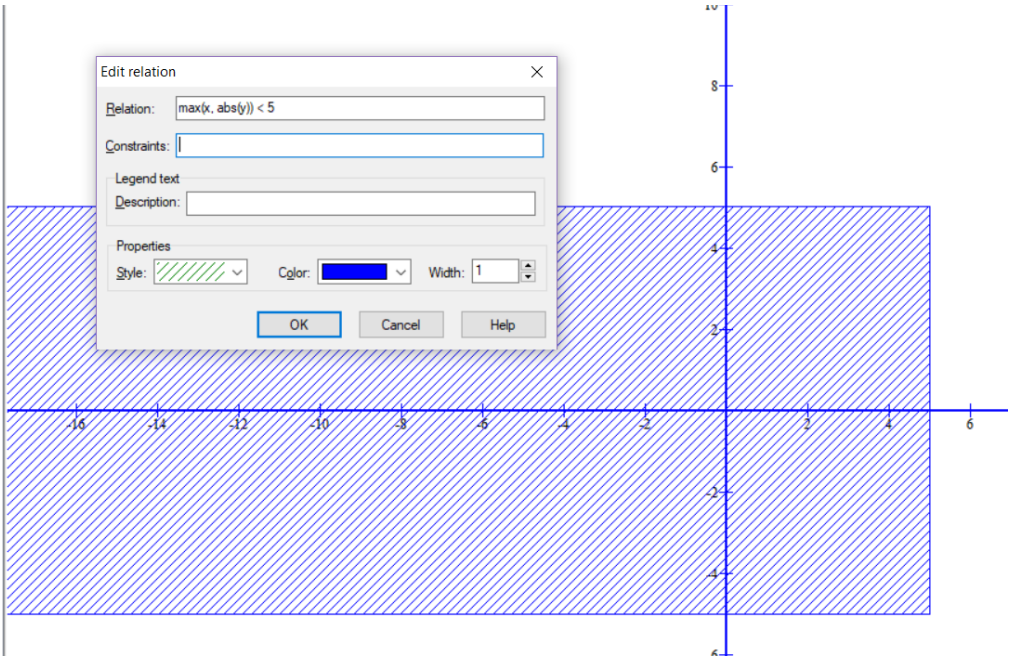
Relation:

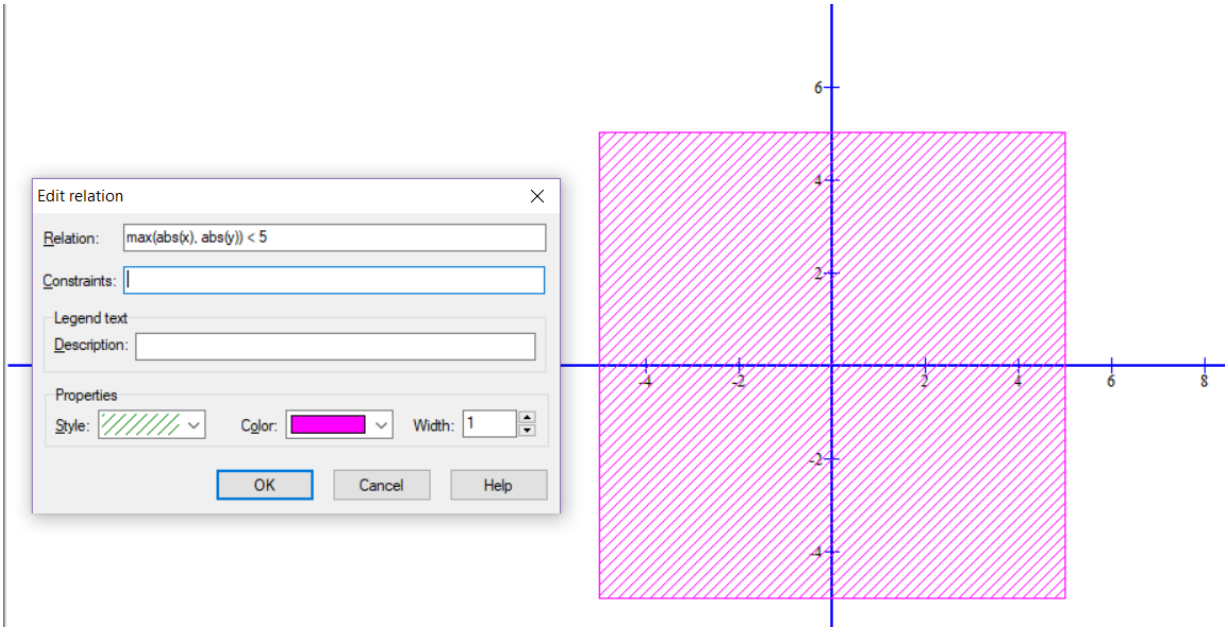


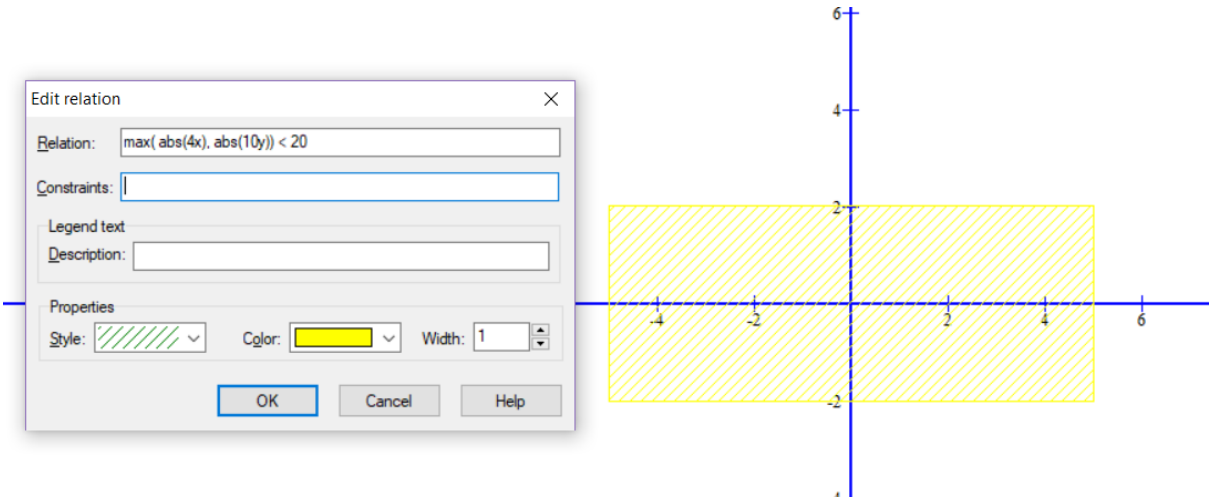

Edit relation
Relation: max(abs(4(x-10)), abs(10(y-5))) < 20
Constraints:
Legend text
Description:
Properties
Style:
Color:
Width: 1
OK
Cancel
Help

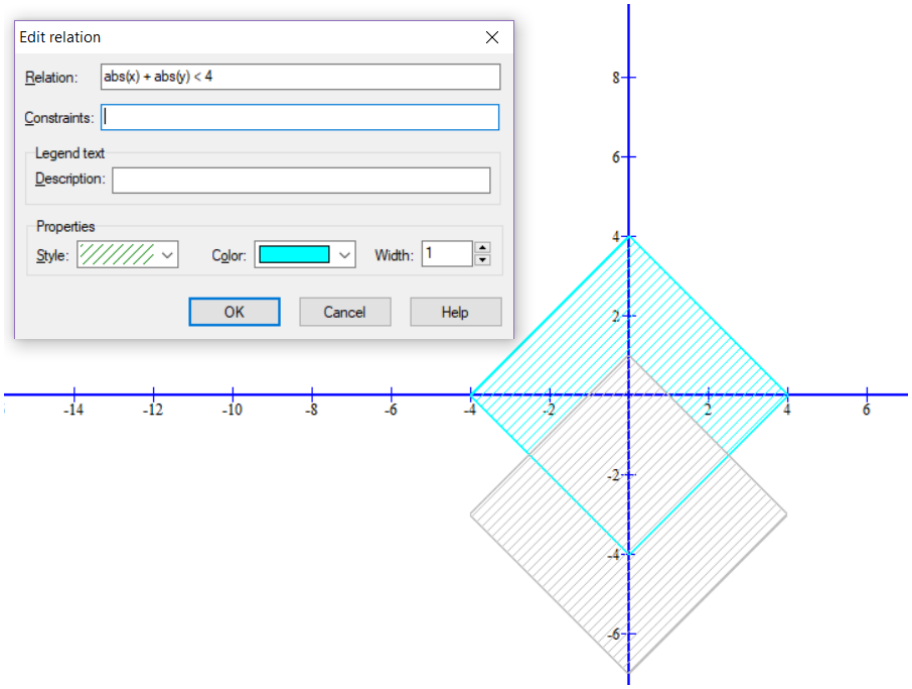


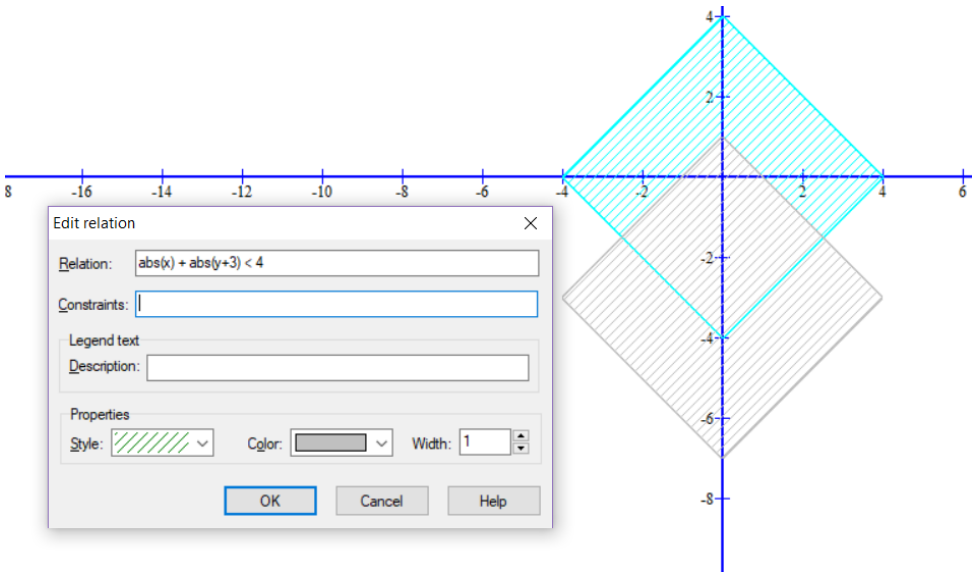

1
-4 -3 -2 -1 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 1
-1


Edit relation
Relation: max(x, abs(y)) < 5
Constraints:
Legend text
Description:
Properties
Style:
Color:
Width: 1
OK
Cancel
Help
8
6
4
2
-2
-4
-16 -14 -12 -10 -8 -6 -4 -2 2 4 6

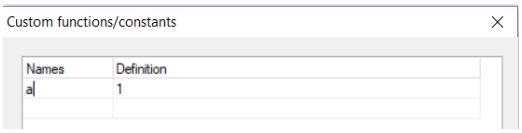

Edit relation
Relation: max(abs(x), abs(y)) < 5
Constraints:
Legend text
Description:
Properties
Style:
Color:
Width: 1
OK
Cancel
Help
6
4
2
-2
-4
-4 -2 2 4 6 8

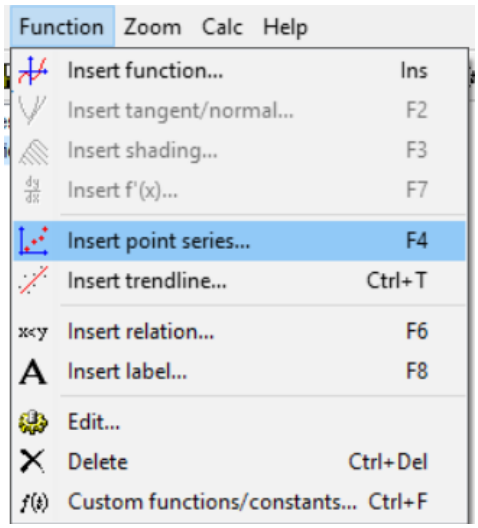

Edit relation
Relation: max(abs(4x), abs(10y)) < 20
Constraints:
Legend text
Description:
Properties
Style:
Color:
Width: 1
OK
Cancel
Help

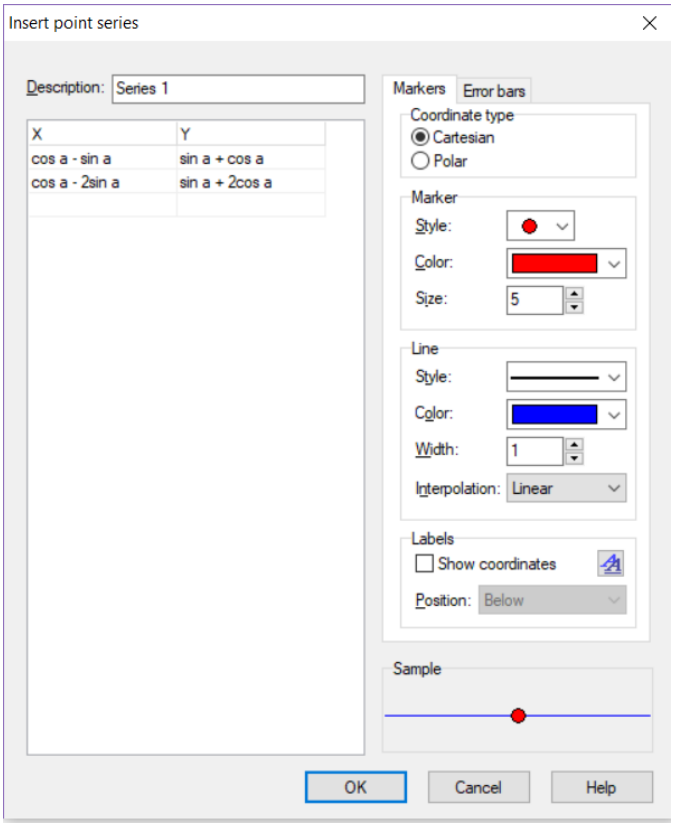

Edit relation
Relation: abs(x) + abs(y) < 4
Constraints:
Legend text
Description:
Properties
Style:
Color:
Width: 1
OK
Cancel
Help

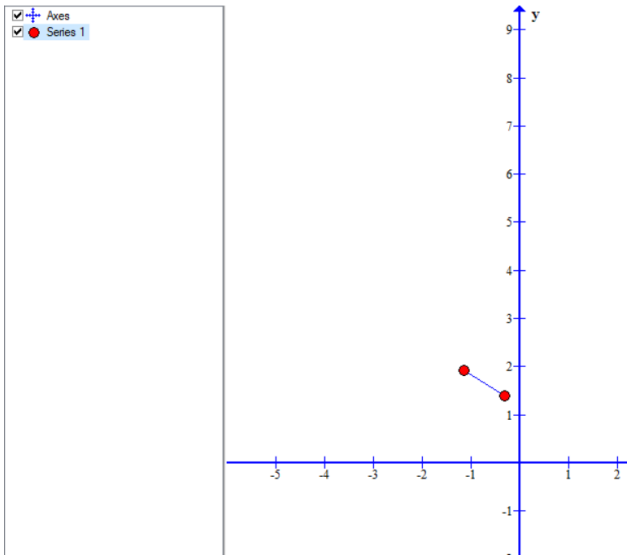

Edit relation
Relation: abs(x) + abs(y+3) < 4
Constraints:
Legend text
Description:
Properties
Style:
Color:
Width: 1
OK
Cancel
Help

Insert Point Series:

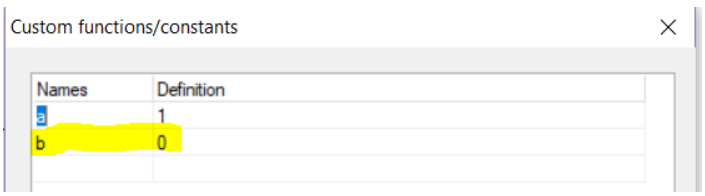


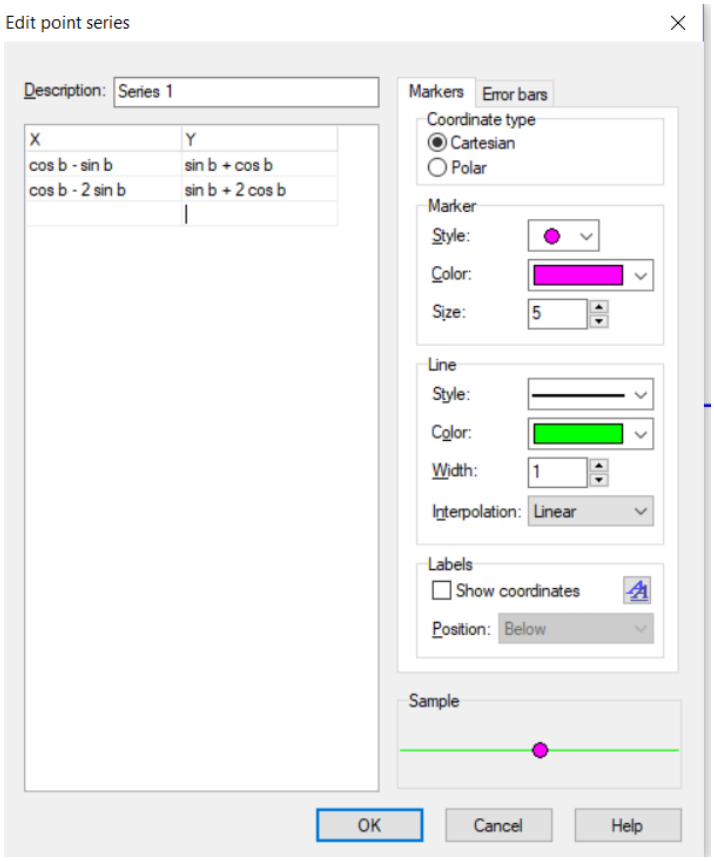


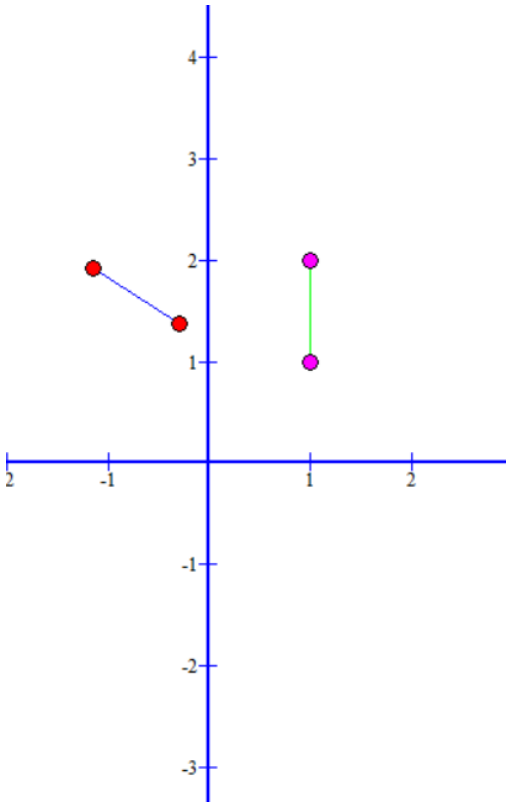




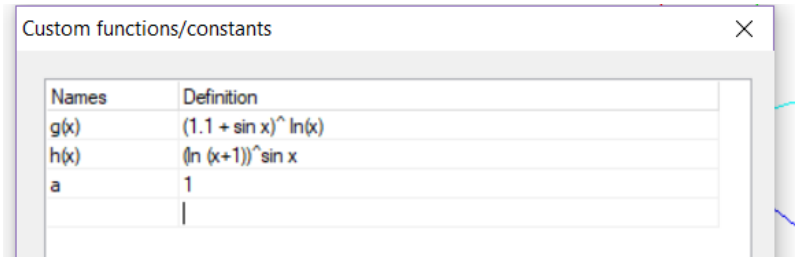
Insert Point Series 2 example:

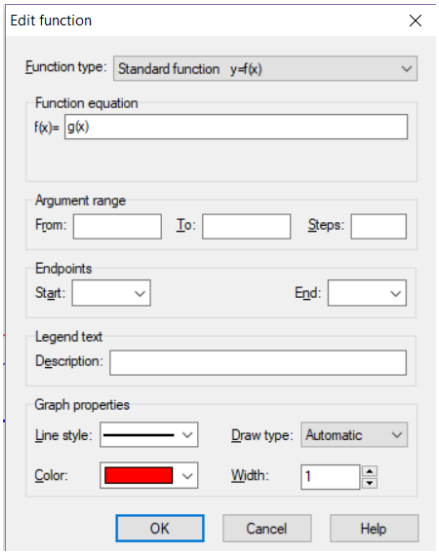


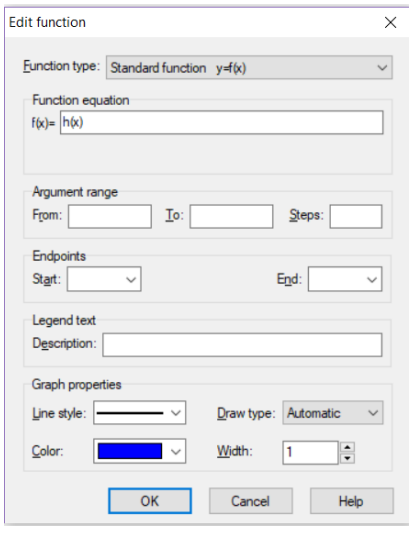


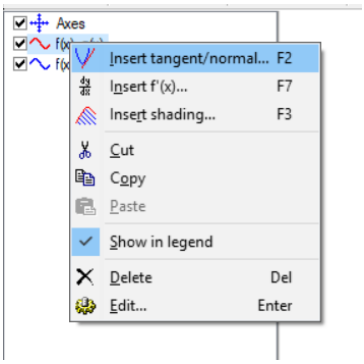


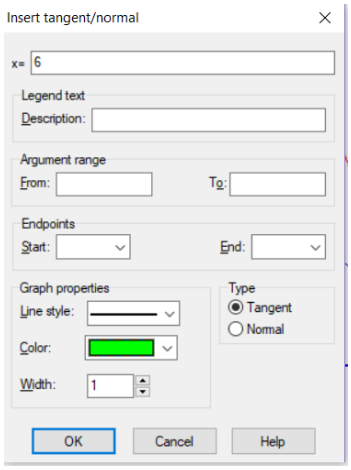
Example Insert Tangnet/Normal:

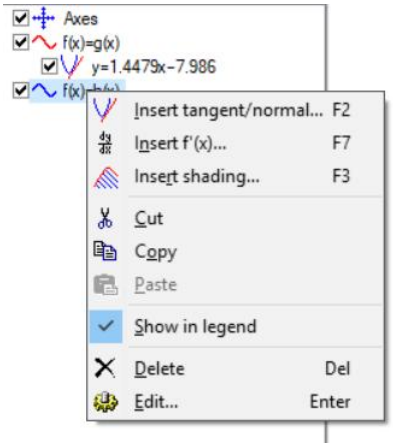


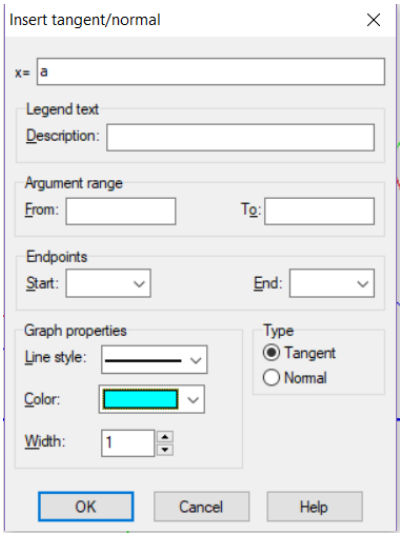


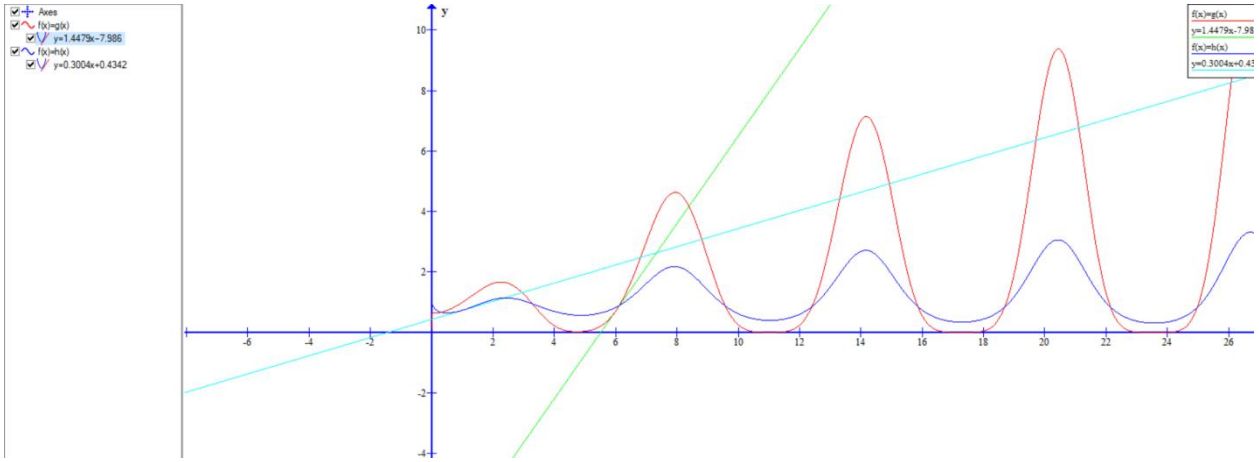




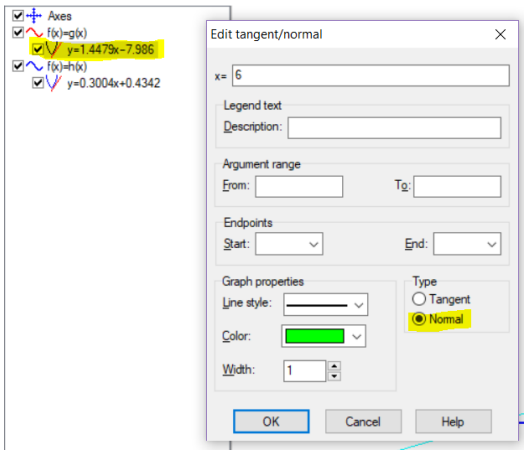

Insert tangent/normal
x= 6
Legend text
Description:
Argument range
From:
To:
Endpoints
Start:
End:
Graph properties
Line style:
Color:
Width: 1
Type
Tangent
Normal
OK
Cancel
Help

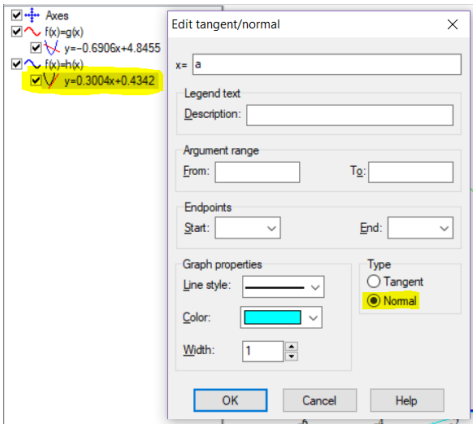

Axes
f(x)=g(x)
y=1.4479x−7.986
Insert tangent/normal... F2
Insert f'(x)... F7
Insert shading... F3
Cut
Copy
Paste
Show in legend
Delete Del
Edit... Enter

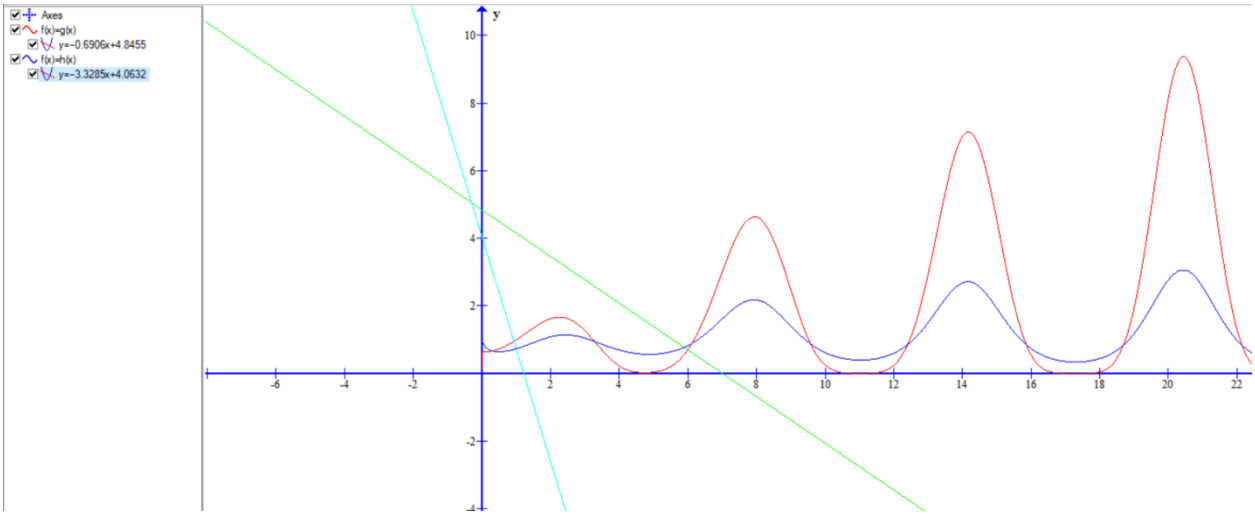

Insert tangent/normal
x= a
Legend text
Description:
Argument range
From:
To:
Endpoints
Start:
End:
Graph properties
Line style:
Color:
Width: 1
Type
Tangent
Normal
OK
Cancel
Help


Axes
f(x)=g(x)
y=1.4479x−7.986
f(x)=h(x)
y=0.3004x+0.4342
y
10
8
6
4
2
-2
-4
-6
-4
-2
2
4
6
8
10
12
14
16
18
20
22
24
26

Change:


Axes
f(x)=g(x)
y=1.4479x−7.986
f(x)=h(x)
y=0.3004x+0.4342
Edit tangent/normal
x= 6
Legend text
Description:
Argument range
From:
To:
Endpoints
Start:
End:
Graph properties
Line style:
Color:
Width: 1
Type
Tangent
Normal
OK
Cancel
Help


Axes
f(x)=g(x)
y=−0.6906x+4.8455
f(x)=h(x)
y=0.3004x+0.4342
Edit tangent/normal
x= a
Legend text
Description:
Argument range
From:
To:
Endpoints
Start:
End:
Graph properties
Line style:
Color:
Width: 1
Type
Tangent
Normal
OK
Cancel
Help


Axes
f(x)=g(x)
y=-0.6906x+4.8455
f(x)=h(x)
y=-3.3285x+4.0632
y
10
8
6
4
2
-2
-4
-6
-4
-2
2
4
6
8
10
12
14
16
18
20
22