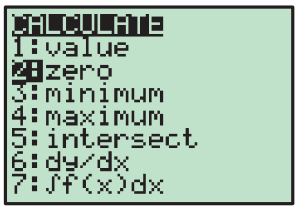
# CHAPTER 1 - SOLVING QUADRATIC EQUATIONS

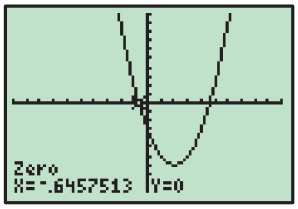
## TI-84 Plus

To solve the quadratic equation $x^2 - 4x - 3 = 0$, press [Y=] and store $x^2 - 4x - 3$ into $\mathbf{Y_1}$. Then press [GRAPH].




To find where this function first cuts the $x$-axis, press [2nd] [TRACE] (**CALC**) **2:zero**. Move the cursor to the left of the first zero and press [ENTER], then move the cursor to the right of the first zero and press [ENTER].

Finally, move the cursor close to the first zero and press [ENTER] once more. The $x$-intercept $x \approx -0.646$ is given.




Repeat this process to find the remaining $x$-intercept $x \approx 4.65$.

So, the equation $x^2 - 4x - 3 = 0$ has solutions $x \approx -0.646$ or $4.65$.