Save Time 3: Intro to Using Memory Locations Classic View

Objectives:

- Using the ALPHA mode
- Storing and recalling numbers in memory locations
- Use memory locations for more than one variable

Using the ALPHA mode

Graphing calculators store numbers in memory locations called A through Z, accessed using ALPHA. Press A-lock

alpha , which is the same color as the letters A through Z on the casing. See this screen:

Notice the cursor changes to the letter A.

Press ALPHA again to return to the normal cursor.

Storing and recalling numbers in memory locations

To store a number in memory, type or calculate the number, then press and the letter name enter alpha and the letter name of the location. of the location, followed by J. To retrieve it, press

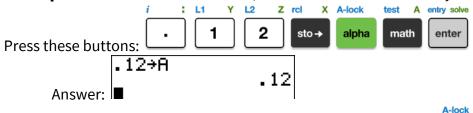
X A-lock

A entry solve

enter

math

Example 1: Store 0.12 in location A, which is above the MATH key:



alpha **Example 2:** Retrieve the number stored in memory location A:



Example 3: Evaluate $3A^2 + 2A - 7$ when A = 0.12 using the memory location.

The calculator will substitute 0.12 for each A in $3A^2 + 2A - 7$ and do the arithmetic.



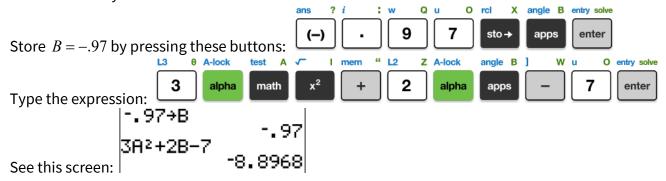
NOTE: The most practical way to "remove" a value from memory is to overwrite it by saving a new number in the same location.

2nd +

CAUTION: You can erase all memory, including other items, using the menu at

Use memory locations for more than one variable

Example 4: Evaluate $3A^2 + 2B - 7$ when A = 0.12 and B = -.97 using memory locations. We have already stored A = 0.12.



Try It!

Evaluate the given expressions for the values provided.

- 1) $7B^2 + 4B 11$ when B = 35.2.
- 2) $A^2 + B^2 + C^2$ when A = 0.109, B = 35.2, and C = 7.06. Round to the nearest hundredth.

Solutions

