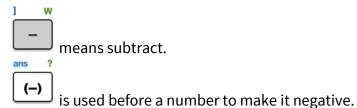
## Avoid Errors with Negatives and Use Error Screen MathPrint View

## **Objectives:**

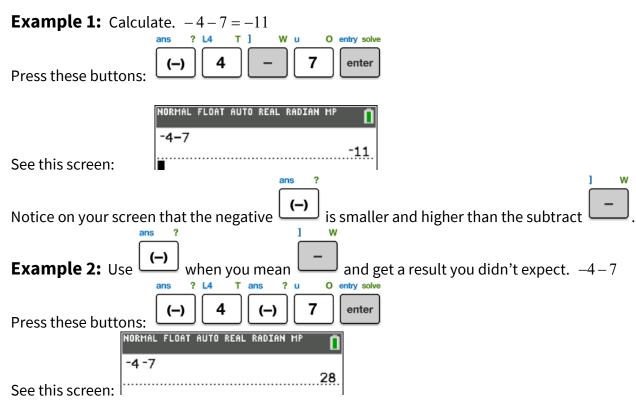
- Avoid a common Error with Negative versus Subtract
- Use an Error Screen to Fix Mistakes

## **Avoid a Common Error with Negative versus Subtract**

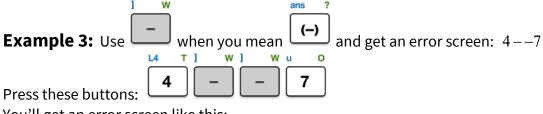


**CAUTION**: Do not mix these up or you'll get either a error message or an answer you don't want!

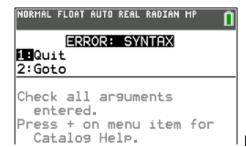
Remember: enter is used as an equal sign.



The calculator interpreted your keystrokes as two negative numbers side-by-side, which it interpreted as this multiplication: (-4)(-7) = 28.



You'll get an error screen like this:

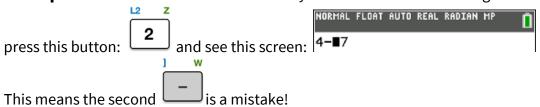


Don't press anything yet! Let's look at this screen more closely.

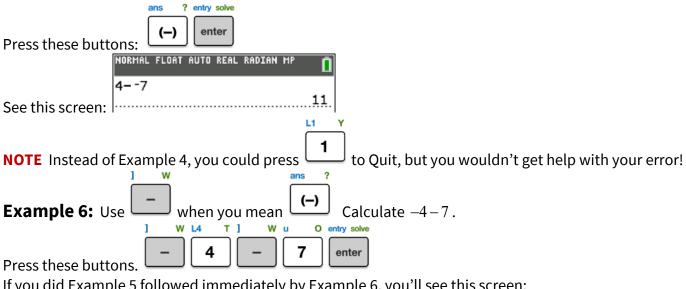
## **Use an Error Screen to Fix Mistakes**

- Graphing calculators have several error screens.
- Sometimes the error screen will tell you what you did wrong. If so, use it!
- "SYNTAX" means you typed something wrong. The syntax error screen has a menu.
- for "Goto", the calculator put the cursor over the entry you typed wrong, like this: If you press

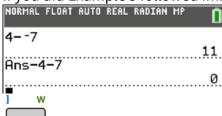
**Example 4:** Use the error screen to identify the mistake. While viewing the error screen from Example 2,



**Example 5:** Type the correct key on top of the error to finish the calculation correctly.



If you did Example 5 followed immediately by Example 6, you'll see this screen:



is always subtracting two numbers. If there's no first number, the calculator inserts "Ans".

"Ans" means "answer from the previous calculation".

Your calculator did 11-4-7=0