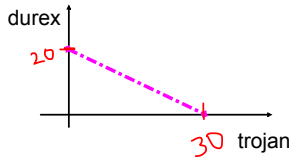
Predictions

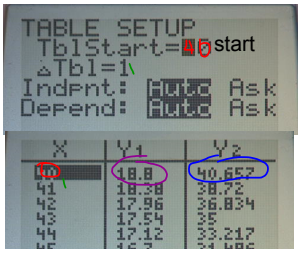
Evaluate: Plug in an x value



evalute x=0 durex= 20

y1 linear regression

2nd window = tabset = table setup

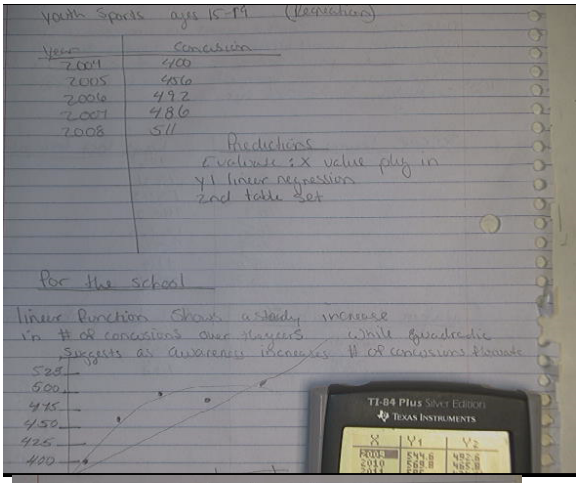


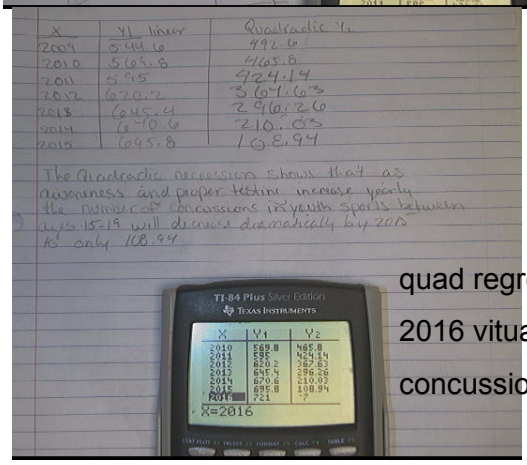
according to the quad regression, if I charge $40 for a calculator, I expect to sell 41

Also can use calc 1: value

Also can use vars > functions 1: y1

and type (40) so y1(40)=18.8

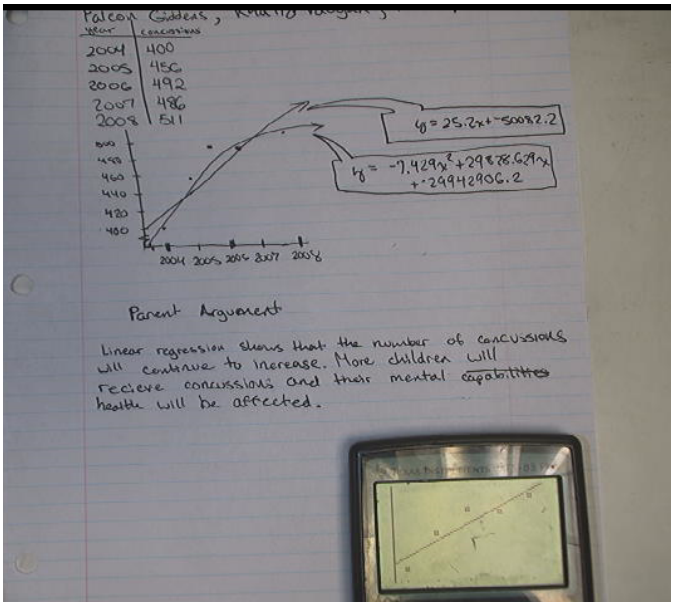




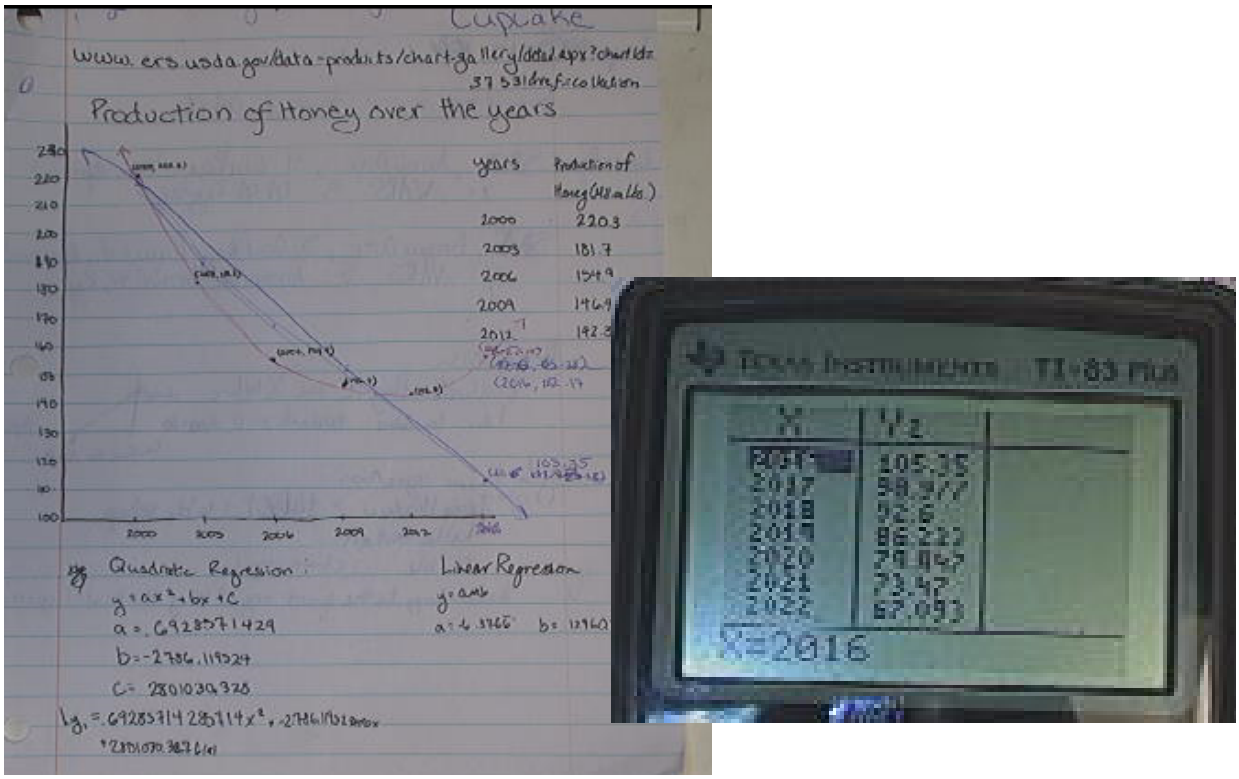
quad regression

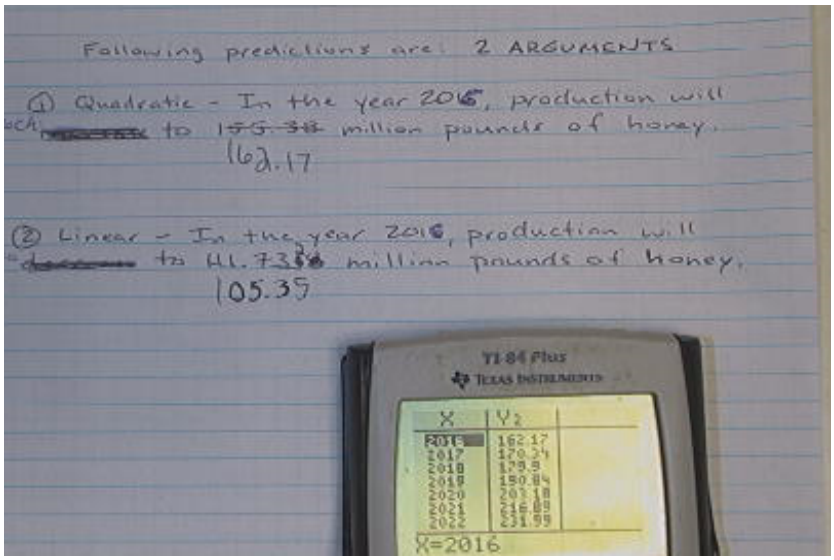
2016 vitually no

concussion



721 injuries in 2016

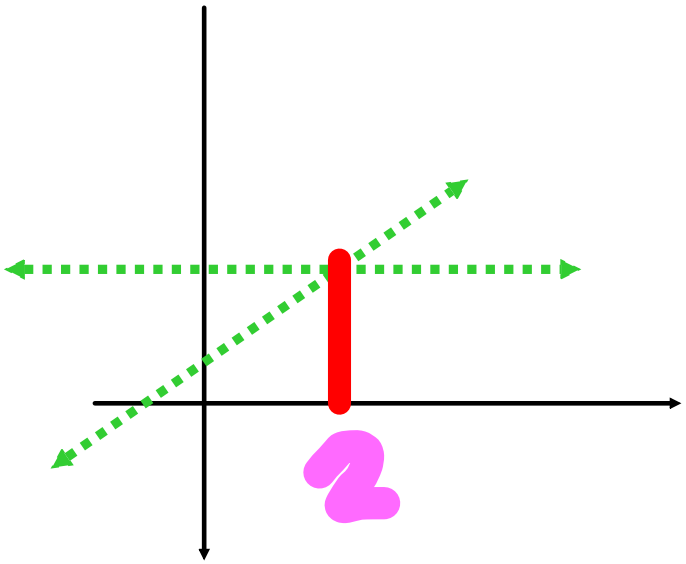




Solve x+1 = 3

$y = x + 1$

$y = 3$



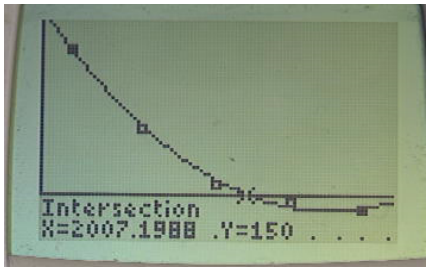
intersection method

To solve intersection method

y1 = reg Eq

y2=150

calc (2nd trace) 5:intersect enter enter enter



in 2007.... production was 150

needs to be seen in window

To solve using solver

A = B

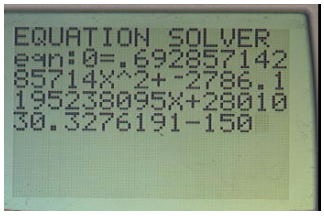
0 = A - B

x + 1 = 3 0 = x + 1 - 3

Math 0: solver

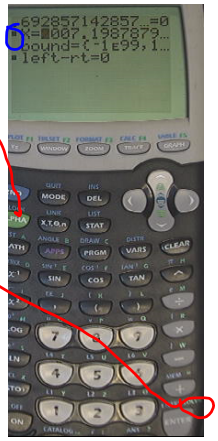
vars 5 >>1

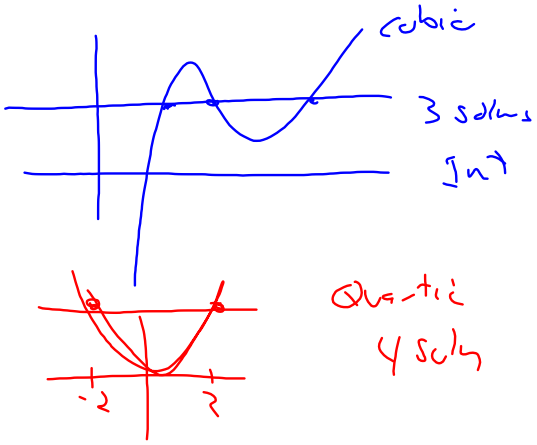
- 150

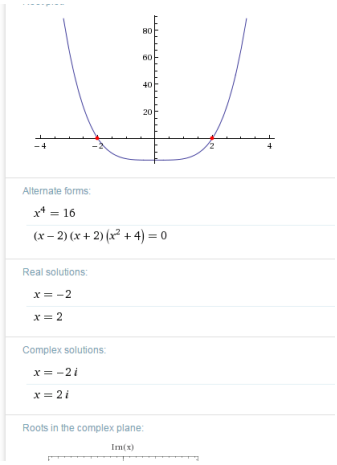


alpha

enter




cubic
3 solns
Int
Quartic
4 solns
-2
2


80
60
40
20
-4
-2
2
4
Alternate forms:
$x^4 = 16$
$(x-2)(x+2)(x^2+4) = 0$
Real solutions:
$x = -2$
$x = 2$
Complex solutions:
$x = -2i$
$x = 2i$
Roots in the complex plane:
Im(x)