

2006 Index

Tutorials

Volume 1

- How to load fxNews from CD onto your fx-9860
- Using the FA-124 Software – Basics
- Introduction To Spreadsheets

Volume 2

- How to Create an eActivity - Teachers
- How to Make Revision Notes as an eActivity - Students

Volume 3

- How to Create a Document with Screen Captures
- How to Work with Main and Storage Memory

Volume 4

- How to convert a CFX9850G program to a fx9860G

Programs

Volume 1

2PT LINE
CARDS
CHUCK
COIN
CONE
CRAPS
CRICKET
CUMPROB
DECAY
DICE
DIE
DIST
DOUBLE6
FINDRULE
FOOTY
GP
GRAPHEQN
INEQSOLV
LATLONG
LINEAR
MARKS
MEANMED
PERPBSCT
QUADEQN
QUADSOLV
RIGHTTRI
SIMPLOTS
SURDSIMP
TRAPRULE
TRISOLVE

Volume 2

AP
DTF
FACTORS
GTHDECAY
HCF
HEADS
LCM
LINEQN
LOTTO
MAV
MINILOTT
NUMSEQS
PRIME
PRIMFACT
PROPORTN
REPAY
ROLLS
RUNS
SAVING
SIMEQN
SIMGRAPH
SOCCER
TOSSES
2PT LINE
FINDRULE
GP
LINEAR
TRISOLVE

Volume 3

CIRCUM
CMLXNUM
DOTPROD
EXACTVAL
LINSYS
NWTNRAPH
NWTRPHTT
PBISECT
PERPBIS
POLYDIV
POLYMULT
QUAD
TAB
TRIGSOLV

Volume 4

ADDINT
ANGLEST
CRITPTS
FORMULA
FRACEST
GAUSELIM
GRAFORM
LINPRG
MEANEST
MEANMED
MEDIAN
MULTINT
PDFFX
RATIOEST
RECTANGL
RESIDUAL
ROWREDA
ROWREDTT
SUBINT

Spreadsheets

Volume 1

AP
FIB
GP
ODD
PASCAL

Volume 2

DIFFPATT
COMP INT
POLYGONS
CIRCLES
STATCHNG

Volume 3

FISHPOP
SAVINGS
SEASONAL
SEASDAT1
SEASDAT2

Volume 4

FIB~3
FIB~4
LUCAS
MAV34567
TWO~DATA

eActivities

Volume 1

DGLINEAR
GP
INTEREST

Volume 2

AP
CIRCLE~R
TRIANGLE

Volume 3

SOLIDS
SYNTAX
TOMATOES

Volume 4

LAT~LONG
MATTRANS
MOVINGAV

Tips And Tricks

Volume 1

- Name your calculator
- Friendly decimals: Norm1 v Norm2
- Choose Math or Linear display in Run-Mat
- Cut, Copy and Paste between applications
- Add vectors in RUN-MAT
- Leave a shadow trail when using dynamic graph
- PHYSIUM

Volume 2

- Jump to any exact coordinate whilst tracing in Graph
- Find the equation of the tangent to any function in Graph
- Recursive calculations with matrices in Run
- Substitution in a function in Run

Volume 3

- Graphing tricky functions
- Using the Catalog
- Graphs of logs to any base
- Geometry

Volume 4

- Solving $f(x)=0$ in Solver
- Solve in RUN
- Solving quadratics in Solver
- Working with Lists
- Sub Names
- List Differences