

Ti-84 Vectors made easy

CLEAR ALL LISTS

- 1) **2nd** – **CATALOG**
- 2) **PRGM** (scrolls down to “C” then scroll down to “ClrAllLists”)
- 3) Hit the “**ENTER**” button twice (“done” should appear)

Enter Lists

- 1) **STAT** Button
- 2) “**1**” Edit
- 3) For L1 enter all magnitudes
- 4) For L2 enter all angles (Make sure calculator is in degrees!)
- 5) You want the X component for L3, to do this enter the following equation where it says $L3=L1\cos(L2)$.
- 6) You want the Y component for L4, to do this enter the following equation where it says $L3=L1\sin(L2)$.
- 7) To get the sum of the X components
 - a. **STAT** -> **CALC** use 1: 1-Var Stats
 - b. When it says 1-Var Stats enter “L3” then enter
 - c. Where it says $\Sigma X =$ that is your sum for the X component
 - d. Perform the same operations for the Y component using “L4”
- 8) Use the Pythagorean theorem to compute the resultant
- 9) Use the **TAN⁻¹** feature to compute the angle
- 10) Be sure to use the values of the X and Y components to determine the quadrant the vector is in and the correct angle you are deriving.

