

# Using the TI Graphing Calculator on Piecewise Functions, Piecewise Derivatives, Area and Volume

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Can you define a piecewise function?

Evaluating piecewise functions:

$$f(x) = \begin{cases} x^2 + 1 & x < 2 \\ 3 - x & 2 \leq x \end{cases}$$

$$f(x) = \begin{cases} 2x - 3 & x < 2 \\ 5 & x = 2 \\ x + 1 & 2 < x \end{cases}$$



Suggestions on graphing other “pieces”?

What if:

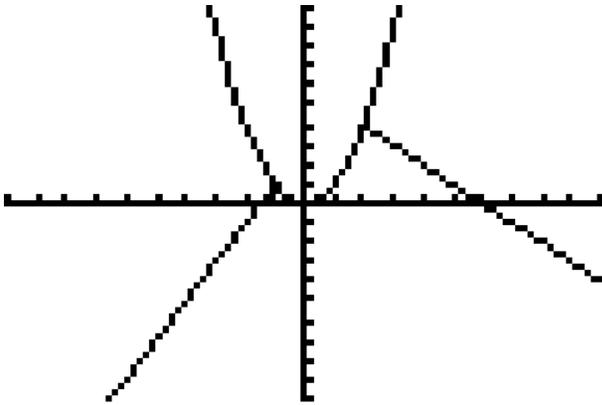
$$\begin{array}{l} \text{Plot1} \quad \text{Plot2} \quad \text{Plot3} \\ \backslash Y_1 = (2X+3) \quad (X < -1) \end{array}$$

$$\backslash Y_2 = (X^2) \quad (-1 \leq X \leq 2)$$

$$\backslash Y_3 = (6-X) \quad (X > 2)$$

$$\backslash Y_4 =$$

$$\backslash Y_5 =$$



We have a problem with the compound inequality  $(-1 \leq x \leq 2)$   
There are two ways to correct this – use one of the following:

$$(-1 \leq x)(x \leq 2)$$

or

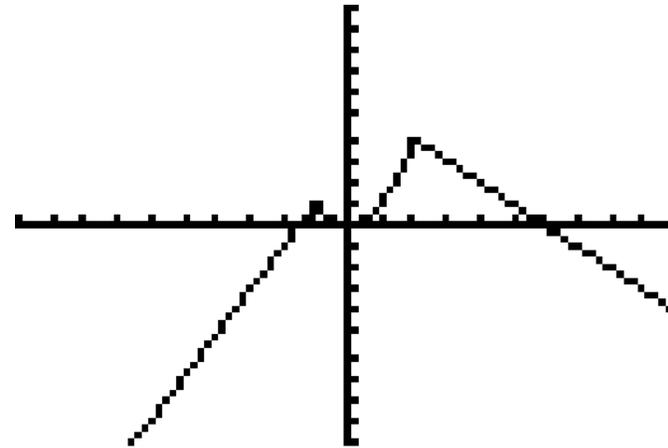
$$(-1 \leq x \text{ and } x \leq 2)$$

I like to use the second method. To get the “and” operator:

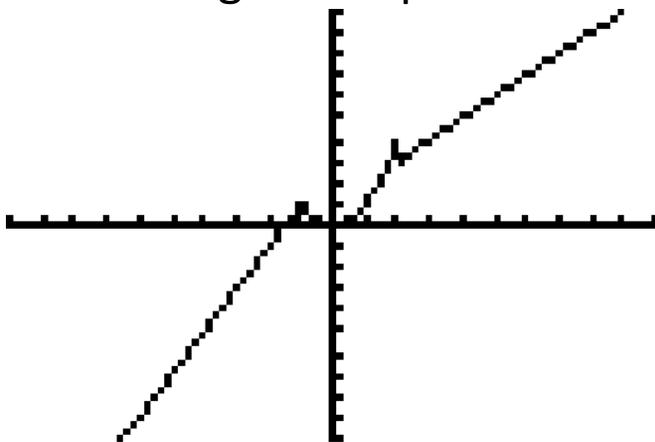
```
TEST 10510  
1:and  
2:or  
3:xor  
4:not(
```

Now we have:

```
Plot1 Plot2 Plot3
\Y1 = (2X+3) (X < -1)
\Y2 = (X^2) (-1 ≤ X and
d X ≤ 2)
\Y3 = (6-X) (X > 2)
\Y4 =
\Y5 =
```



Let's change this up a bit. What if the third "piece" was (x+1)?



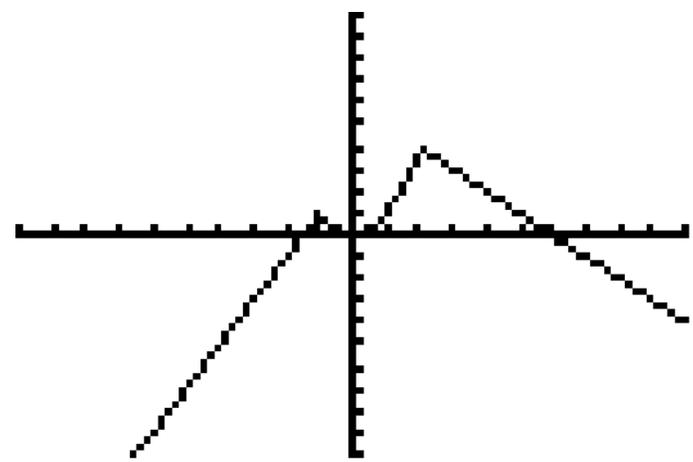
Next, what if we want to evaluate different values for our function using the calculator?

We can make these 3 functions into one .....

```

Plot1 Plot2 Plot3
\Y1 = (2X+3) (X < -1)
+(X^2) (-1 ≤ X and X
≤ 2) + (6-X) (X > 2)
\Y2 = █
\Y3 =
\Y4 =
\Y5 =

```



Now we can evaluate any value with just one function:

```

Y1 (-5)
          -7
Y1 (1)
          1
Y1 (8)
          -2
█

```

How about a table:

X	Y1
-1.03	.94
-1.02	.96
-1.01	.98
-1	1
-.99	.9801
-.98	.9604
-.97	.9409

X = -.97

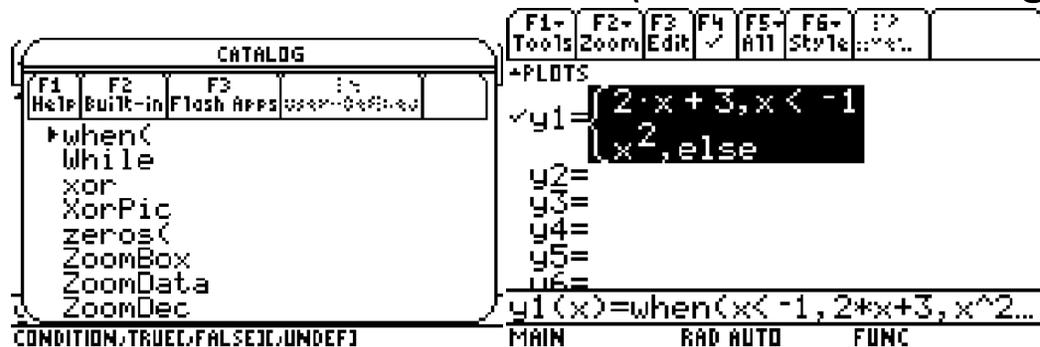
*Note: your y-values may be rounded. If you arrow over to the y-value, it will show to more decimal places below.*

TI-89:

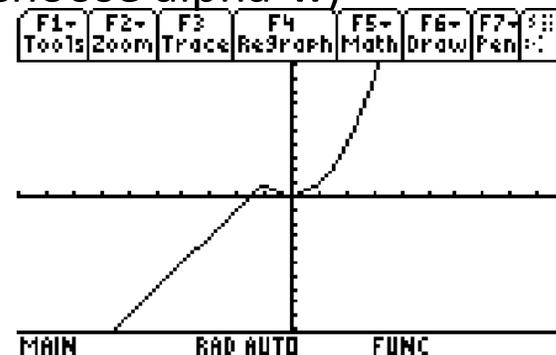
$$f(x) = \begin{cases} 2x + 3 & x < -1 \\ x^2 & -1 \leq x \end{cases}$$

Press   and select y1=

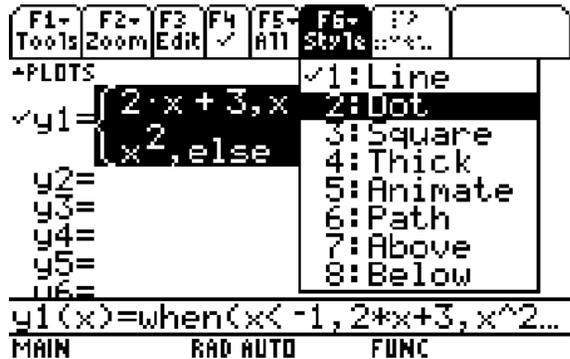
Press  and then “when” (instead of scrolling, choose alpha-w)



the < and > are located above '0' and '.'

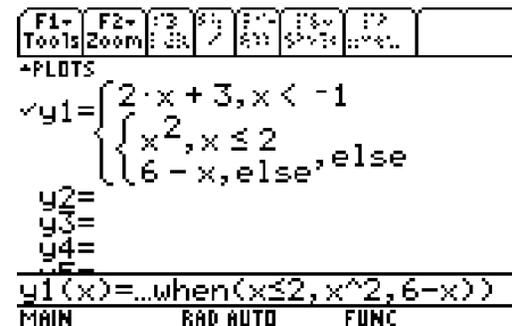


Note: Sometimes the TI calculators “connect” the graphs when they shouldn’t. In this case, you want to be in “Dot” mode.



For the TI-89, if you have more than two pieces, you will need to have nested when statements:

$$f(x) = \begin{cases} 2x + 3 & x < -1 \\ x^2 & -1 \leq x \text{ and } x \leq 2 \\ 6 - x & 2 < x \end{cases}$$



Would be input as  $y_1 = \text{when}(x < -1, 2 \cdot x + 3, \text{when}(x \leq 2, x^2, 6 - x))$

Let's try some more:

$$f(x) = \begin{cases} x - 4 & x < 1 \\ 2 - x^2 & 1 \leq x \end{cases}$$

$$f(x) = \begin{cases} 3 & x < -2 \\ x^3 & -2 \leq x \text{ and } x < 3 \\ 2x + 1 & 3 \leq x \end{cases}$$

$$f(x) = |x|$$

## Limits:

How can we use this with limits?

Given:

$$f(x) = \begin{cases} 2x - 5 & x \neq 1 \\ 4 & x = 1 \end{cases}$$

Find  $\lim_{x \rightarrow 1} f(x)$

Graph:

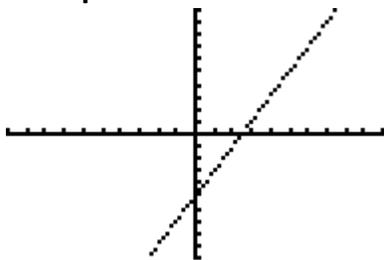


Table:

X	Y1
.85	-3.3
.9	-3.2
.95	-3.1
1	4
1.05	-2.9
1.1	-2.8
1.15	-2.7

X=.85

On the TI-89, enter  $y1=when(x \neq 1, 2x-5, 4)$ . The  $\neq$  is obtained by pressing



## Continuity:

A function is *continuous* if

- 1.
- 2.
- 3.

How can we apply what we talked about above to demonstrate this definition?

## Area:

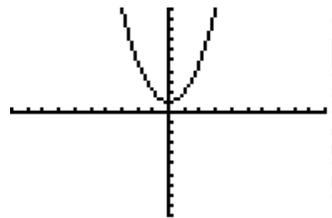
Graphing regions above the x-axis:

Ex:  $f(x) = x^2 + 1$

Enter function into y1

```
Plot1 Plot2 Plot3
Y1=X^2+1
Y2=
Y3=
Y4=
Y5=
Y6=
Y7=
```

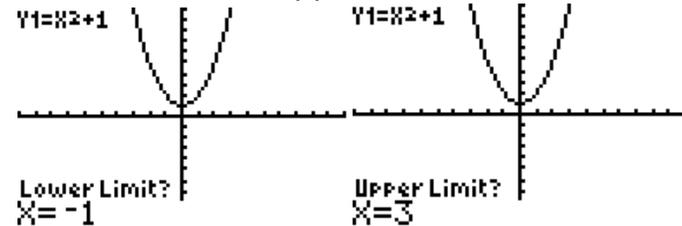
graph



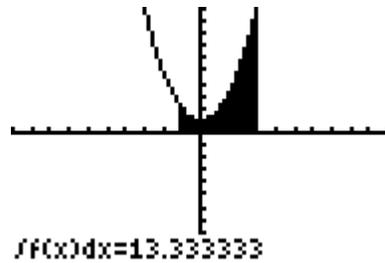
2<sup>nd</sup> Trace 7

```
2: CALCULATE
1:value
2:zero
3:minimum
4:maximum
5:intersect
6:dy/dx
7:∫f(x)dx
```

Enter lower and upper limit



Hit enter:



Not only does this shade the region, you have found the area.

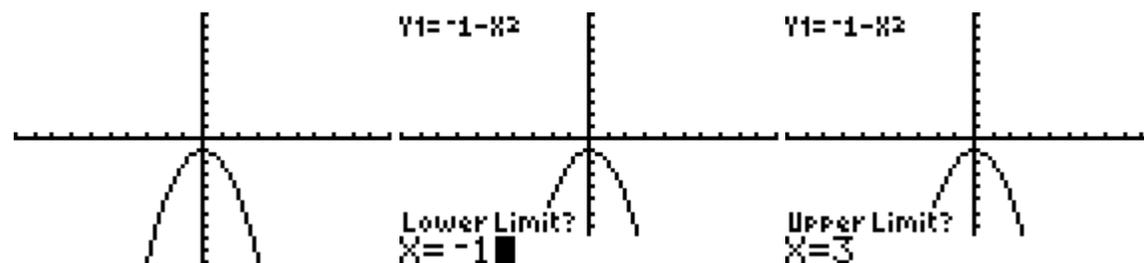
Now what if the graph is below the x-axis?

$$f(x) = -1 - x^2$$

```

Plot1 Plot2 Plot3
Y1 = -1-X^2
Y2 =
Y3 =
Y4 =
Y5 =
Y6 =
Y7 =

```



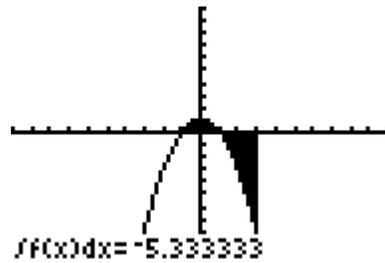
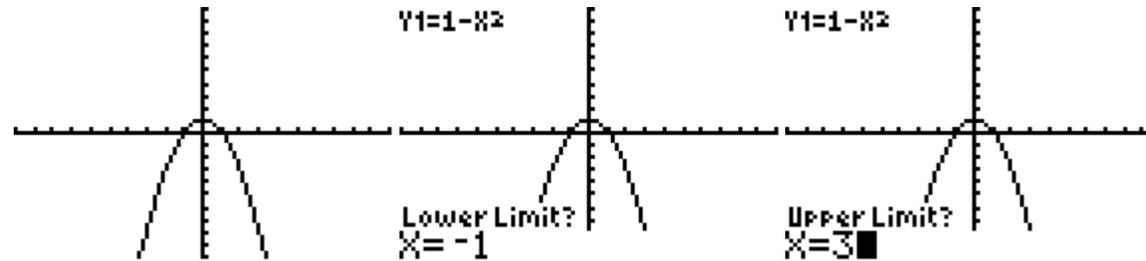
Here is the graph:



Now what about:

$$f(x) = 1 - x^2$$

```
Plot1 Plot2 Plot3
\Y1=1-X^2
.Y2=
.Y3=
.Y4=
.Y5=
.Y6=
.Y7=
```



There are a couple of solutions to this problem. Let's discuss them.

# TI-89:

F1 Tools	F2 Zoom	F3 Edit	F4 ✓	F5 Rtl	F6 Style	F7 :nc:	
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+PLOTS

$y_1 = 1 - x^2$

y2=

y3=

y4=

y5=

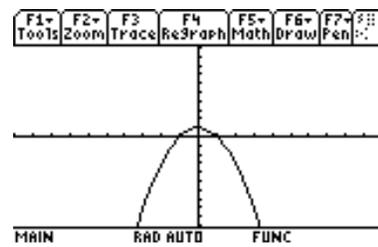
y6=

y7=

---

y2(x)=

MAIN      RAD AUTO      FUNC



F1 Tools	F2 Zoom	F3 Trace	F4 ReGraph	F5 Math	F6 Draw	F7 Pen	
-------------	------------	-------------	---------------	------------	------------	-----------	--

1: Value

2: Zero

3: Minimum

4: Maximum

5: Intersection

6: Derivatives

7:  $\int f(x) dx$

8: Inflection

TYPE OR USE ←→+1 → (ENTER) OR (ESC)

F1 Tools	F2 Zoom	F3 Trace	F4 ReGraph	F5 Math	F6 Draw	F7 Pen	
-------------	------------	-------------	---------------	------------	------------	-----------	--

Lower Limit?  
xc: -1

yc: .983977

MAIN      RAD AUTO      FUNC

F1 Tools	F2 Zoom	F3 Trace	F4 ReGraph	F5 Math	F6 Draw	F7 Pen	
-------------	------------	-------------	---------------	------------	------------	-----------	--

Upper Limit?  
xc: 3

yc: .214869

MAIN      RAD AUTO      FUNC

F1 Tools	F2 Zoom	F3 Trace	F4 ReGraph	F5 Math	F6 Draw	F7 Pen	
-------------	------------	-------------	---------------	------------	------------	-----------	--

$\int f(x) dx = -5.33333$

MAIN      RAD AUTO      FUNC

## Area between two curves:

Enter your functions into y1 and y2.

Lets use  $y1 = x^2$  and  $y2 = x^3$

Graph and verify which on is the lower function.

Use the Shade command ( $2^{\text{nd}}$  – Draw – 7)

Parameters: shade(lower function, upper function, start, end, *pattern*, *partes*)

*pattern=1* vertical (default)

*pattern=2* horizontal

*pattern=3* negative—slope  $45^\circ$

*pattern=4* positive—slope  $45^\circ$

*patres* specifies one of eight shading resolutions.

*patres=1* shades every pixel (default)

*patres=2* shades every second pixel

*patres=3* shades every third pixel

*patres=4* shades every fourth pixel

*patres=5* shades every fifth pixel

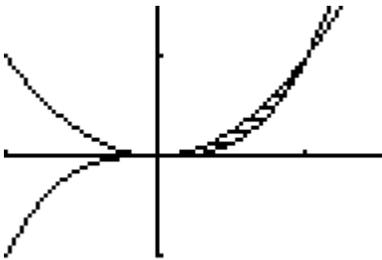
*patres=6* shades every sixth pixel

*patres=7* shades every seventh pixel

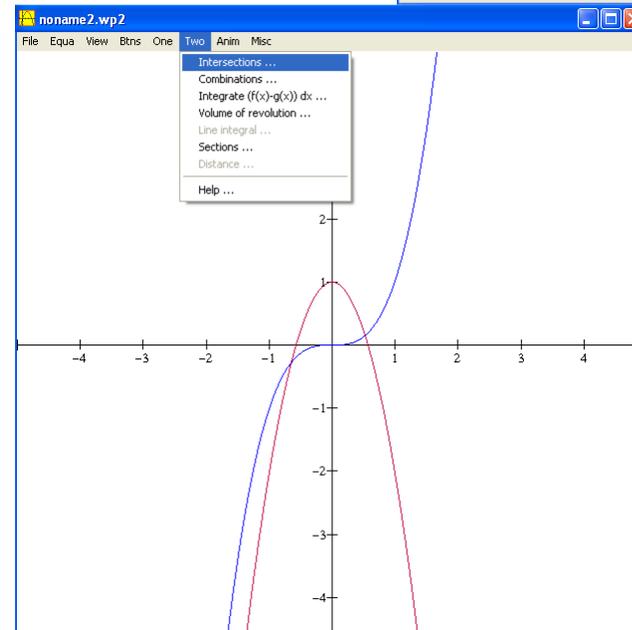
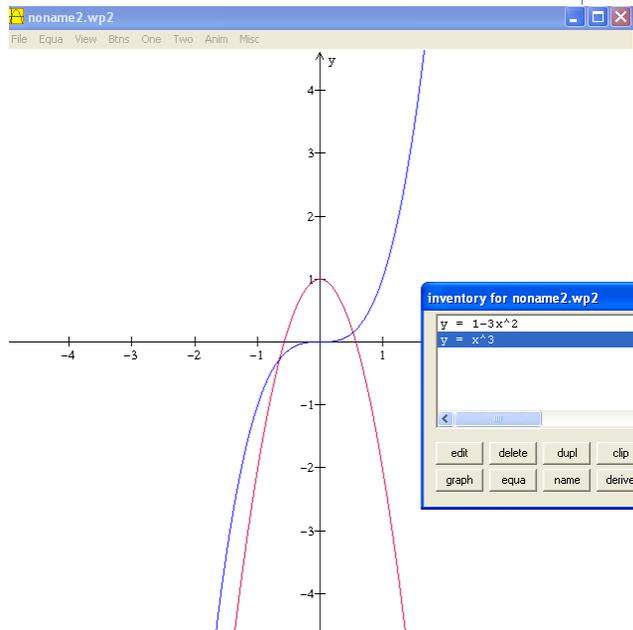
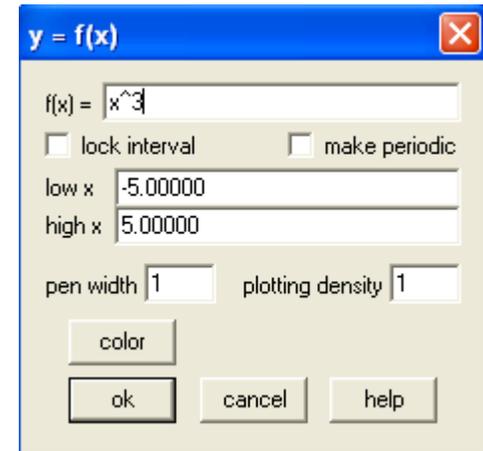
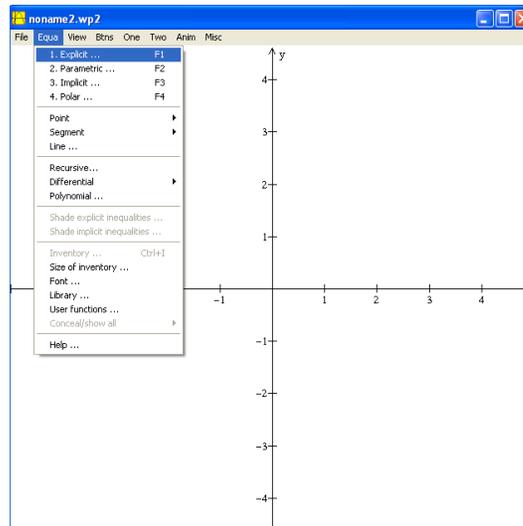
*patres=8* shades every eighth pixel

so, for our functions we will use:

```
shade(Y2,Y1, 0, 1, 2, 3)
```



# Using Winplot:



**intersection points**

$y = 1 - 3x^2$

$y = x^3$

next intersection    mark point

$x = -0.65270$   
 $y = -0.27807$

$z = 0.41393$

save    X    as    A    close

intersection angle z in degrees

**intersection points**

$y = 1 - 3x^2$

$y = x^3$

next intersection    mark point

$x = 0.53209$   
 $y = 0.15064$

$z = 1.97137$

save    X    as    B    close

intersection angle z in degrees

noame2.wp2

File    Equa    View    Btms    One    Two    Anir

- 1. Explicit ...    F1
- 2. Parametric ...    F2
- 3. Implicit ...    F3
- 4. Polar ...    F4

Point    ▶

Segment    ▶

Line ...

Recursive...

Differential    ▶

Polynomial ...

**Shade explicit inequalities ...**

Shade implicit inequalities ...

Inventory ...    Ctrl+I

Size of inventory ...

Font ...

Library ...

User functions ...

Conceal/show all    ▶

Help ...

**shading**

above     below

$y = 1 - 3x^2$

between

$y = x^3$

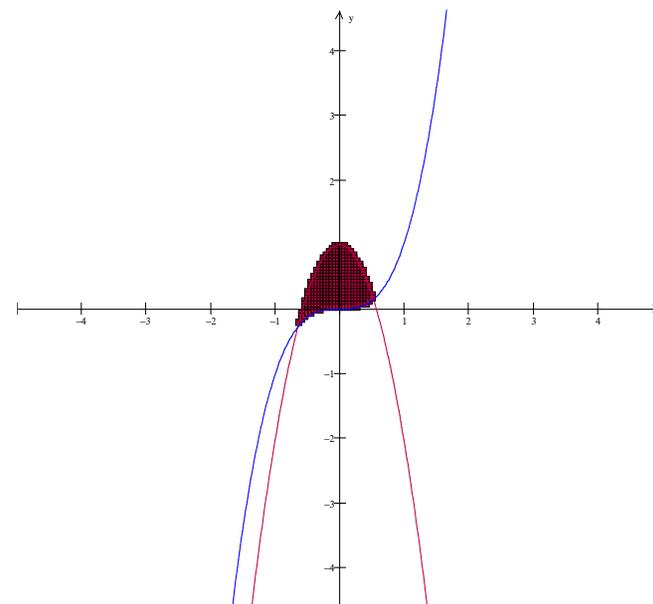
x interval

left    A

right    B

color     intersection    shade

delete    del all    close



tns One **Two** Anim Misc

- Intersections ...
- Combinations ...
- Integrate (f(x)-g(x)) dx ...**
- Volume of revolution ...
- Line integral ...
- Sections ...
- Distance ...

---

- Help ...

2+

### integration f - g

y =  $1-3x^2$

y =  $x^3$

lower limit

upper limit

subintervals

left endpoint:

midpoint: 0.78142

right endpoint: 0.78142

trapezoidal: 0.78142

parabolic:

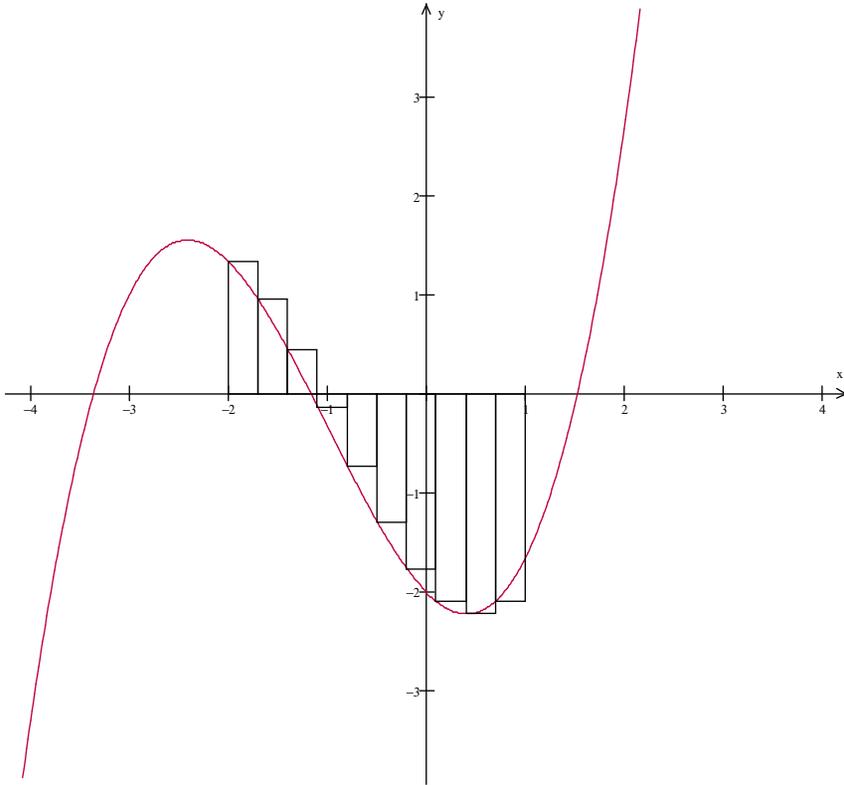
random:

overlay

## Riemann Sums:

Left-hand sums:

Ex:  $f(x) = \frac{1}{3}x^3 + x^2 - x - 2$



In calculator:

$$y1 = f(x)$$

$$\Delta x = \frac{b-a}{n} \text{ (width)}$$

a = left endpoint

n = number of rectangles

$$\sum_{k=0}^{n-1} f(a + k \cdot \Delta x) \cdot \Delta x$$

Enter function into y1 =

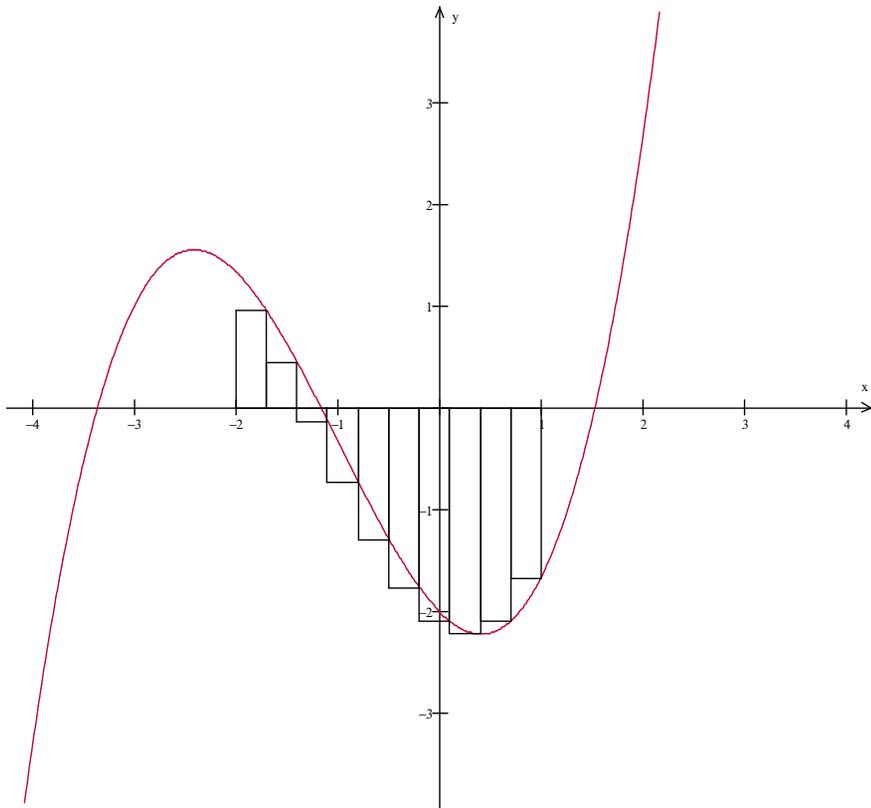
Use: `sum(seq(y1(a+k*w)*w,k,0,n-1))`

sum – List – Math - 5

seq – List – Ops – 5

Right-hand sums:

Ex:  $f(x) = \frac{1}{3}x^3 + x^2 - x - 2$



In calculator:

$$y1 = f(x)$$

$$\Delta x = \frac{b-a}{n} \text{ (width)}$$

a = left endpoint

n = number of rectangles

$$\sum_{k=1}^n f(a + k \cdot \Delta x) \cdot \Delta x$$

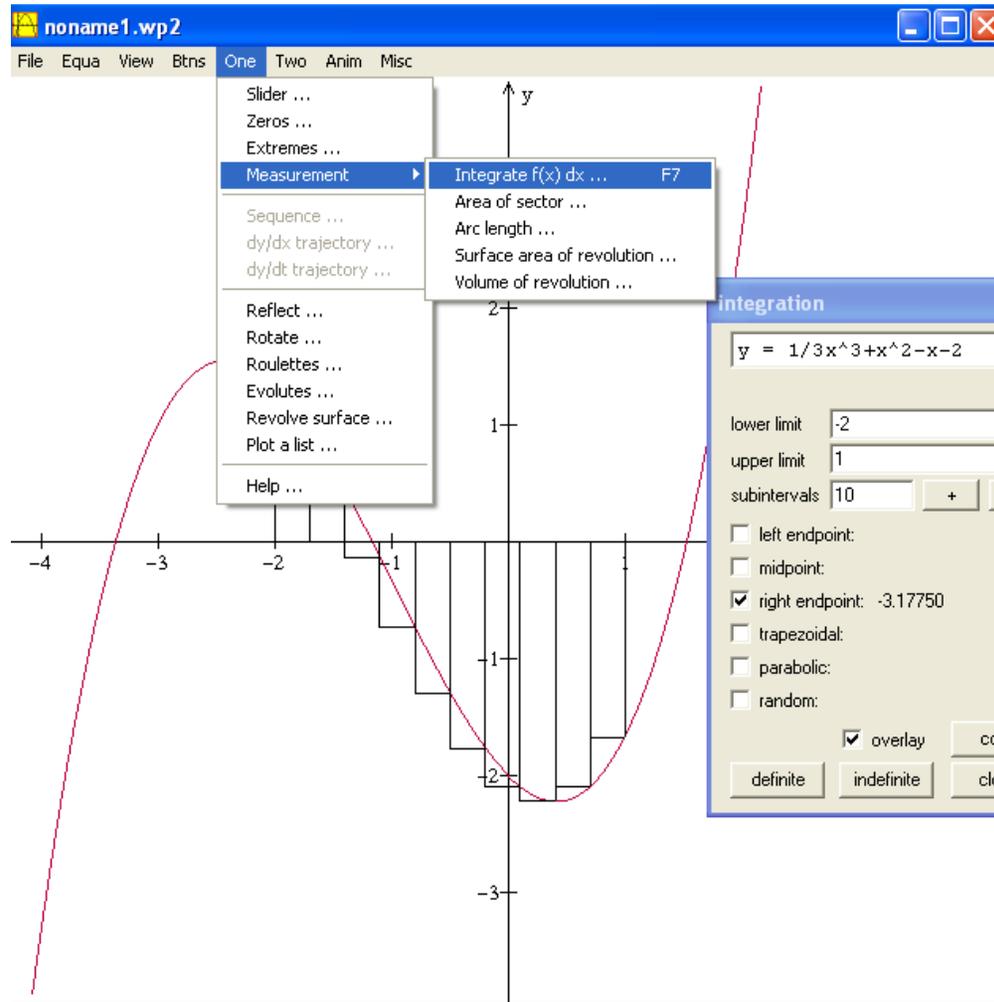
Enter function into y1 =

Use: `sum(seq(y1(a+k*w)*w,k,1,n))`

sum – List – Math - 5

seq – List – Ops – 5

# Using Winplot:



## Volume:

On the TI-83, you can graph the shaded region (above) but it is difficult to visualize the rotation about the axis. You can graph reflections of your regions but it may not look nice.

To calculate volume, use Math – 9 for fnInt

Example:

using the washer method

have functions entered into y=

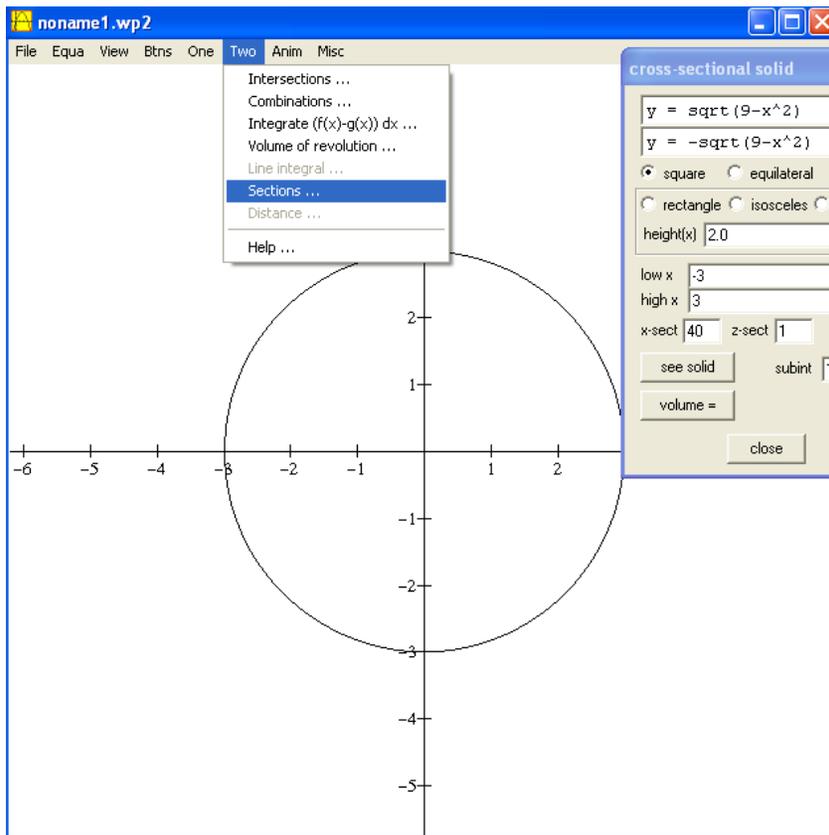
enter:  $\text{fnInt}(\pi*(y1^2-y2^2),X,\text{start},\text{end})$

where y1 is upper function

Lets try: Find the volume of the region found by revolving the area formed by

$y = x^2$  and  $y = \sqrt{x}$  about the x-axis

## Cross sections on Winplot:



You can click volume = to see volume

Enter base into equation(s)  
Choose Two – Sections  
Click see solid:

