$$
\begin{aligned}
& \frac{+3 C)+6 B}{10}=\frac{4 M+6 B}{10} \Rightarrow Z \in[M B]
\end{aligned}
$$

$$
\begin{aligned}
& \frac{\vec{D}}{0} \approx \overrightarrow{C L}=\alpha \vec{A} \quad P=\frac{(2 A+3 B)+8 C}{13}=\frac{5 D+B C}{13} \Rightarrow P \in[C D]
\end{aligned}
$$

Selecting the RUN 登㘳－ perform general computations and arithmetic．

The function keys allow you to access the tab（soft key）menus that will come up at the bottom of the screen．When an $\square$ appears above the $F 6$ key，selecting F6 will offer more on－screen choices．

The IUENO key displays every mode the calculator has． To select a mode，you may © © to the desired icon and press E XE or press the number or letter in the lower right hand corner of the icon．

The EXIT key operates like the back arrow on a web browser；it will take you back one screen each time you select it．The EXIT key will not take you to the icon menu．

The［－TD key is a toggle key that will change answers or entered numbers back and forth from decimal to fraction／root form．

The actor key will power the unit on．To turn the unit off，press the yellow shit key，then achoo key．

The 图 key is used to obtain a fraction bar．To obtain a mixed number，press 圈 after inputting the whole number．

The Ext key executes operations．When data is entered，the Ex button must be pressed to store the data．

CASIO．

## The following explains the meaning of each icon on the fx-9860GII icon menu

| ICON | Menu Name | Description |
| :---: | :---: | :---: |
| $\begin{aligned} & \text { EUY } \\ & +\underset{+1}{+1} \\ & \hline \end{aligned}$ | RUN | This icon menu is used for general computations, including absolute value, logs of any base, summation, derivatives, and integrals. |
|  | STATISTICS | This icon menu is used to perform single-variable (standard deviation) and paired variable (regression) statistical calculations, to perform tests, to analyze data and to draw statistical graphs. |
|  | eACTIVITY | eActivity allows for the input of text, math expressions, and other data in a notebooklike interface. Use this mode when you want to store text, formulas, or built-in application data in a file |
| $\begin{gathered} 5 \mathrm{sit} \\ \mathrm{EHat} \\ \hline \end{gathered}$ | SPREADSHEET | This icon menu is used for creating spreadsheets. |
| $\begin{aligned} & \text { GRFH } \\ & B H G \end{aligned}$ | GRAPH | This icon menu is used to quickly draw, store and calculate information of functions. Can graph polar, parametric, $x=$, and inequality graphs on the same screen. |
|  | DYNAMIC GRAPH | This icon menu is used to draw multiple versions of a graph by changing certain values in the function. |
|  | TABLE | This icon menu is used to store functions, to generate a numeric table of different solutions as the values assigned to variables in a function change, and to draw graphs. |
| $\begin{gathered} \text { FECUF: } \\ \text { ANA } \end{gathered}$ | RECURSION | This icon menu is used to store recursion formulas, to generate a numeric table of different solutions as the values assigned to the variables in a function change, and to draw graphs |
| $\begin{aligned} & \text { concs } \\ & +2 \end{aligned}$ | CONICS | This icon menu is used to graph parabolas, circles, ellipses, and hyperbolas. You can input a rectangular or polar coordinate function or a parametric function for graphing. |
|  | EQUATION | This icon menu is used to solve linear equations with two through six unknowns, and high-order equations from $2^{\text {nd }}$ to $6^{\text {th }}$ degree. |
|  | PROGRAM | This icon menu is used to store programs in the program area and to run programs. |
|  | TIME VALUE OF MONEY | This icon menu is used to preform financial calculations and to create cash flow and other types of graphs. |
| $\begin{array}{r} \mathrm{E}-\mathrm{COHE} \\ \sqrt{3} \mathrm{BO} \mid \mathrm{E} \\ \hline \end{array}$ | DATA ANALYZER LINK | This icon menu is used to control the optionally available EA-200 Data Analyzer. For information about this icon menu, download the E-CON2 manual from http://edu.casio.com. |
| $\begin{aligned} & \text { LITHE } \\ & \text { 国鳴 } \end{aligned}$ | LINK | This icon menu is used to transfer memory contents or back-up data to another unit or PC. |
|  | MEMORY | This icon menu is used to manage data stored in memory. |
| YSTEV1 | SYSTEM | This icon menu is used to initialize memory, adjust contrast, reset memory, and to manage other system settings. |
| GEOM | GEOMETRY | This mode allows you to draw, analyze and animate geometric objects. |

