Finding Intercepts with the TI-86

Intercepts are the points where a graph crosses either the x or y axis. So either the x coordinate or the y coordinate will be 0. If you want the x-intercept, y will be zero. If you want the y-intercept, let x equal 0.

Before you begin, clear all previously stored functions

Graph
F1: Y=
F4: DelF
Enter

If any Plots have been stored, unselect them.

Arrow up and/or over to highlight the Plot
F5: Select

Start by setting the viewing window

Graph
F3: Zoom
F4: ZStd

Enter an equation.

F1: Y=
$y1 = 2x + 1$
Exit
F5: Graph

To find the x-intercept (y=0)

(The x-intercept is also referred to as the root or zero of the equation)

More
F1: Math
F1: Root
Left Bound?: - move cursor to the left of the x intercept using the left or right cursor arrows
Enter
Right Bound?: - move cursor to the right of the x intercept using the right arrow
Enter
Guess?: Move cursor close to the x-intercept.
Enter

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Coordinates of the x intercept are shown on the bottom of the screen (-.5,0)

(If you get a number in scientific notation like 4E-14, that is a very small number and you can replace it with 0.)

To find the y intercept (x=0)

Graph
More
F1: Math
More
F2: Ylcpt
Enter

Coordinates of the y intercept are shown on the bottom of the screen (0,1)

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