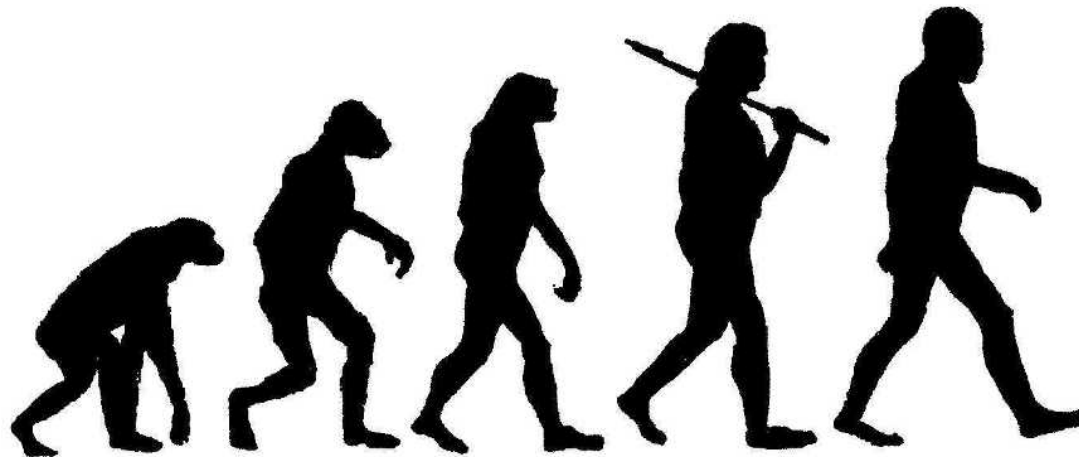


# **T<sup>3</sup> Leuven, October 2016**

## **CAS from the Beginning**

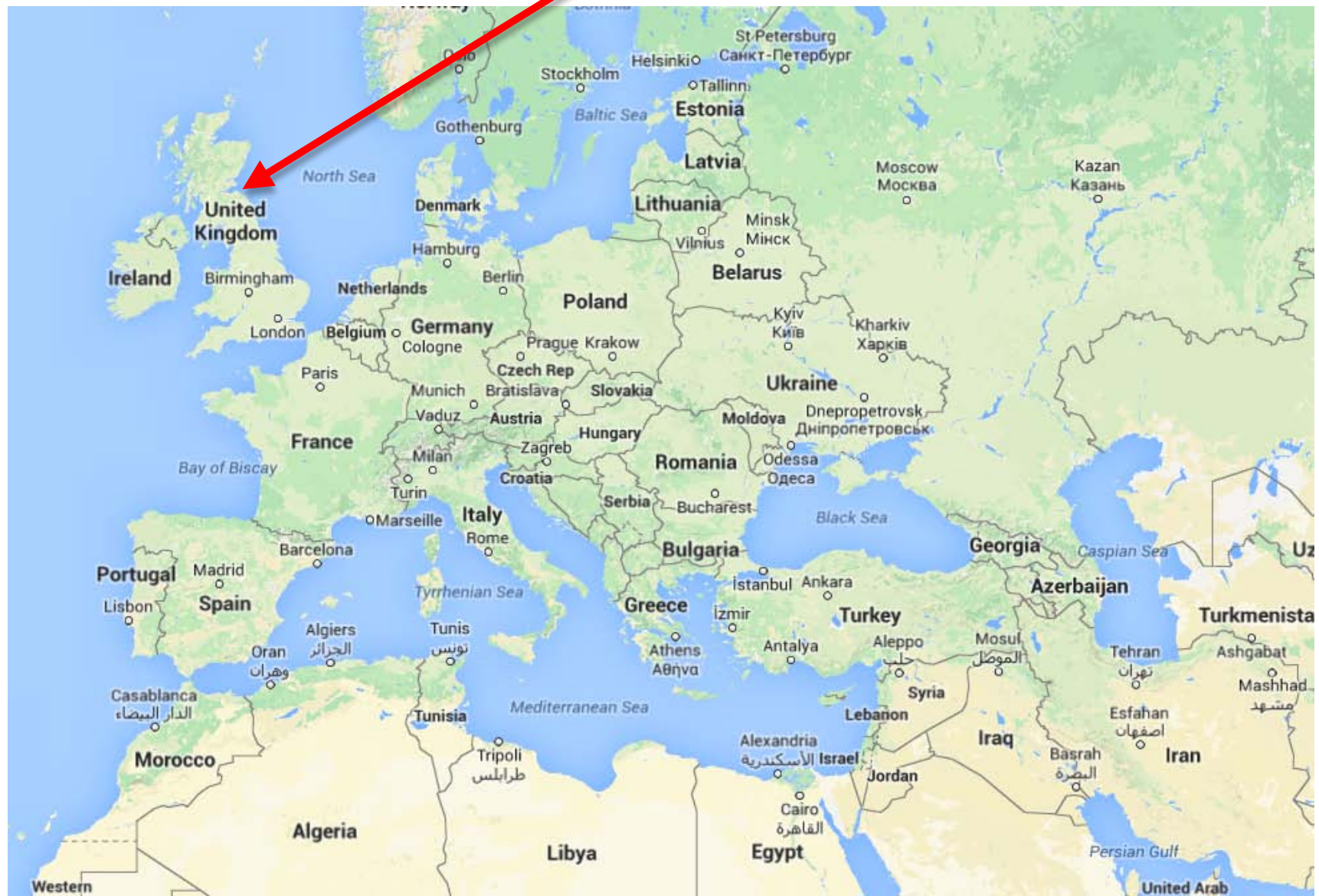


**Nevil Hopley**

**T<sup>3</sup> National Trainer, Scotland & UK.  
Head of Mathematics Department.**

[www.calculatorsoftware.co.uk/nspire](http://www.calculatorsoftware.co.uk/nspire)

# My Home



# **This talk will have a....**

## **A Beginning**

Background information about me & CAS, and the remit of this talk.

## **A Middle**

Activities, Documents, Functions & Programs covering 8 different maths topics for students aged 12-18 years.

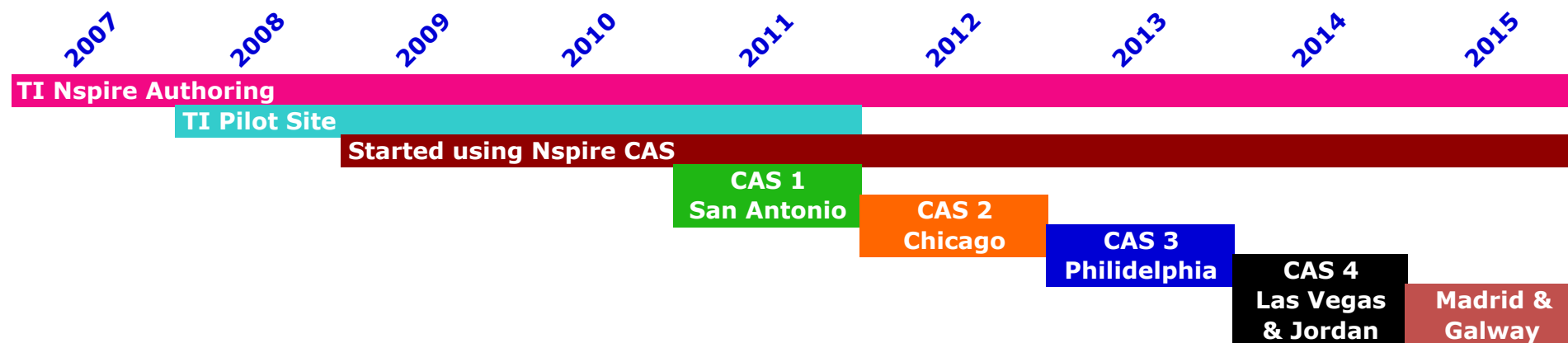
## **An End**

In about 55 minutes!

**And you can download all that you see today from**

**[www.calculatorsoftware.co.uk/nspire](http://www.calculatorsoftware.co.uk/nspire)**

# My CAS Timeline



## CAS Talks at TI International & European Conferences

- 2011 My first 18 months of CAS usage
- 2012 Trigonometry and Rearranging Equations
- 2013 Linear Equations and Units
- 2014 Extending CAS with functions and programs
- 2015 CAS in Statistics ( $T^3$  Europe, Madrid and USACAS<sup>9</sup>, Cleveland, Ohio)

# Creating Linear Equations CAS.tns

1.1 1.2 1.3 \*Creating Li... CAS

The following pages will give you a **recipe to follow** to create an equation, from a starting point of your choosing.

After following the recipe, try and undo each of the stages, **one at a time**, with the aim of returning to what you started with.

**Repeat the recipe a few times**, from different starting points, before moving on to the next recipe.

1.1 1.2 1.3 \*Creating Li... CAS

1. Start with a letter equalling a number.  
eg.  **$r=7$**

2. Multiply this equation by a number eg.  **$\times 3$**

3. Add a number to both sides eg.  **$+10$**

0/99

## randomequation()

page 2.2      $ax \pm b = \pm d$

page 3.4      $Ax \pm b = ax \pm d$

page 4.1      $ax \pm b = Ax \pm d$

page 5.1      $ax \pm b = cx \pm d$

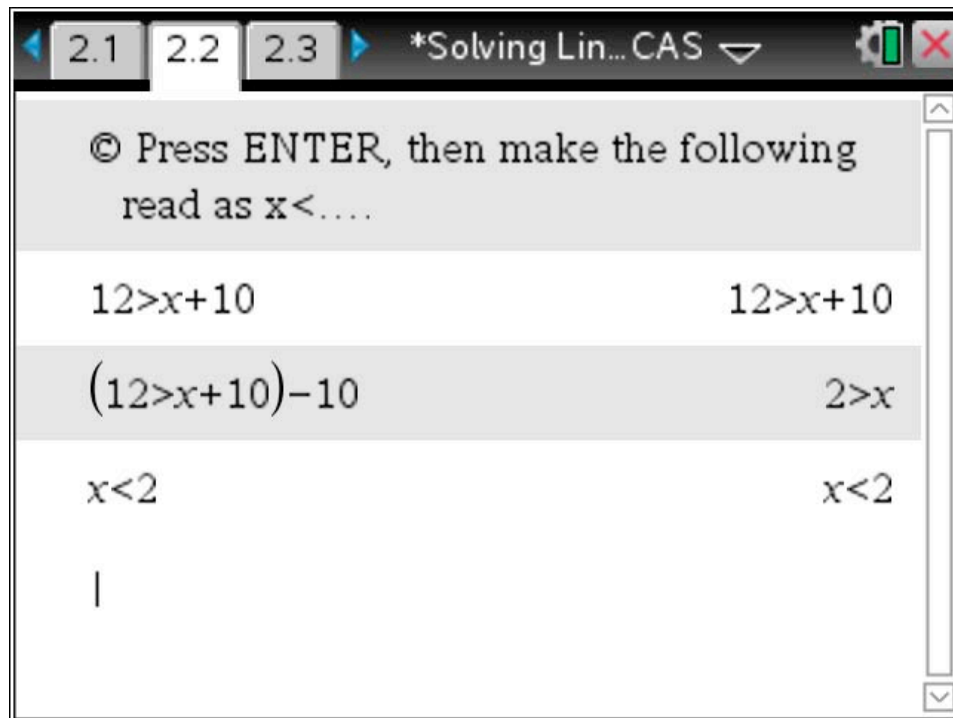
page 6.1      $ax \pm b = d - cx$

page 7.1      $b - ax = cx \pm d$

page 8.1      $b - ax = d - cx$

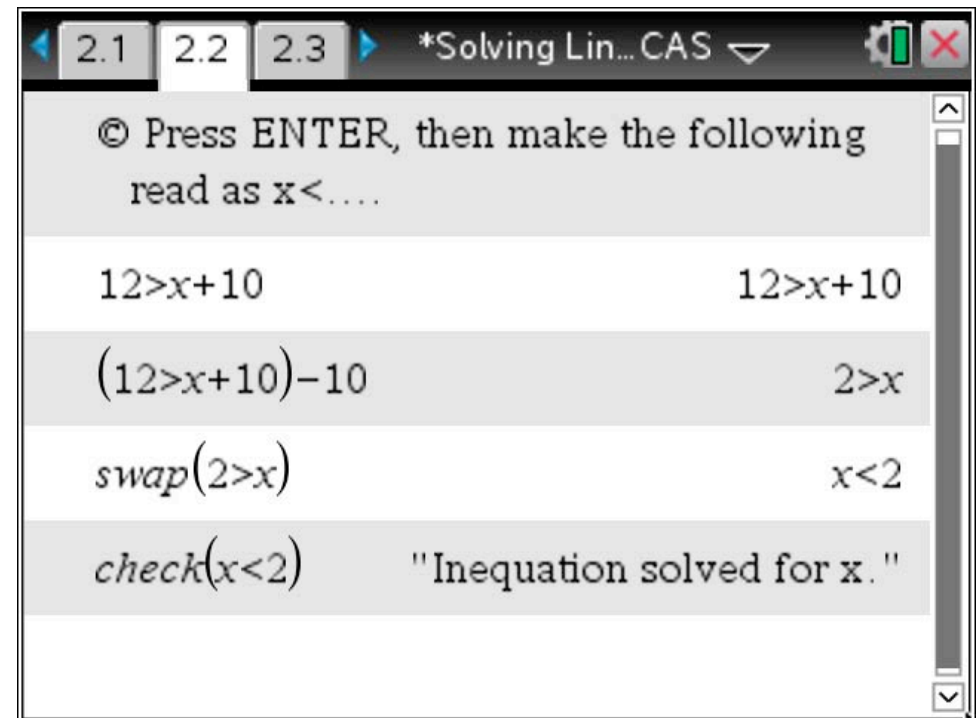
# Solving Linear Inequations CAS.tns

## The Issue



```
2.1 2.2 2.3 *Solving Lin... CAS
© Press ENTER, then make the following
  read as x<....
12>x+10      12>x+10
(12>x+10)-10  2>x
x<2          x<2
|
```

## Much Nicer!



```
2.1 2.2 2.3 *Solving Lin... CAS
© Press ENTER, then make the following
  read as x<....
12>x+10      12>x+10
(12>x+10)-10  2>x
swap(2>x)     x<2
check(x<2)    "Inequation solved for x."
```



# Metric Unit Conversion

thousands	hundreds	tens	units	$\frac{1}{10}$	$\frac{1}{100}$	$\frac{1}{1000}$
kilo-	hecto-	deca-		deci-	centi-	milli-
1000	100	10	1	0.1	0.01	0.001



# Metric Unit Conversion

thousands	hundreds	tens	units	$\frac{1}{10}$	$\frac{1}{100}$	$\frac{1}{1000}$
kilo-	hecto-	deca-		deci-	centi-	milli-
1000	100	10	1	0.1	0.01	0.001
<i>km</i>			<i>metres</i>		<i>cm</i>	<i>mm</i>

# Metric Unit Conversion

thousands	hundreds	tens	units	$\frac{1}{10}$	$\frac{1}{100}$	$\frac{1}{1000}$
kilo-	hecto-	deca-		deci-	centi-	milli-
1000	100	10	1	0.1	0.01	0.001
<i>km</i>			<i>metres</i>		<i>cm</i>	<i>mm</i>
			<i>0</i>	<i>0</i>	<i>3</i>	
<i>4</i>	<i>0</i>	<i>0</i>	<i>0</i>	<i>0</i>	<i>0</i>	<i>0</i>

# Unit Conversion CAS.tns

Unit Converter CAS

1.1 1.2 1.3

©Type in: 3\_cm

©Type in: 4\_km

©Type in: 5\_mm

3/99

Unit Converter CAS

1.1 1.2 1.3

© Type in: 6000\_m ▶ \_km

© Type in: 7000\_cm ▶ \_m

© Type in: 8000\_mm ▶ \_cm

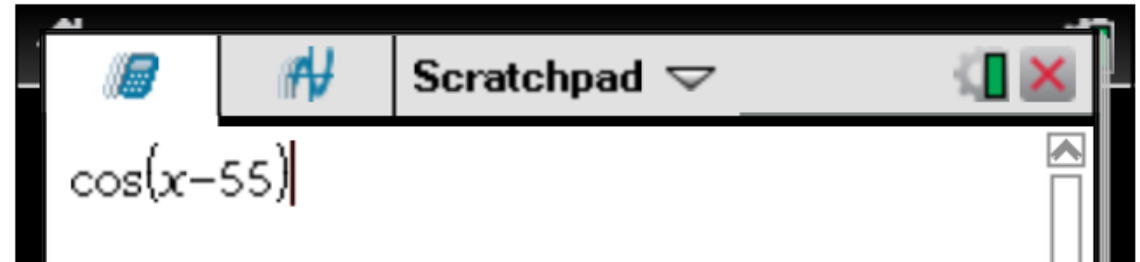
|

3/99

# Issues with Elementary Trigonometry



source: <http://draperg.cis.byuh.edu/cartoons/jb/watson.html>



and then try...



When does it 'switch' behaviour?

# Solving Simple Linear Trigonometric Equations

Scratchpad

$$\sin(x) = 0.4$$
$$\sin^{-1}(\sin(x) = 0.4) \quad \sin^{-1}(\sin(x)) = 23.5782$$

2/99

Scratchpad

$$\tan(x) = 0.4$$
$$\tan^{-1}(\tan(x) = 0.4)$$
$$\text{mod}(x - 90, 180) - 90 = 21.8014$$

Domain of the result might be larger than the ...

# Solving Trig Equations CAS.tns

2.5 2.6 2.7 Solving Trig ...CAS

You will now have to use the other commands you've seen when you press the **VAR** button:

**inversesine**( *equation* )

**inversecosine**( *equation* )

**inversetangent**( *equation* )

2.9 2.10 2.11 \*Solving Tri...CAS

© Press ENTER, then make the following read as x=....

$\tan(x)=0.247$	$\tan(x)=0.247$
$\text{inversetangent}(\tan(x)=0.247)$	$x=13.874$

3/99

Further ... Quicker

# Feedback Messages

2.20 2.21 2.22 ▶ \*Solving Tri... CAS

© Press ENTER, then make the following  
read as x=....

$5 \cdot \sin(x) - 4 = 0.$

$5 \cdot \sin(x) - 4 = 0.$

$(5 \cdot \sin(x) - 4 = 0.) + 4$

$5 \cdot \sin(x) = 4.$

$\text{inversesine}(5 \cdot \sin(x) = 4.)$

"Inverse sine not appropriate"

4/99



## Rearranging the Cosine Rule

$$a^2 = b^2 + c^2 - 2bc \cdot \cos(A)$$

Matthew



Jon



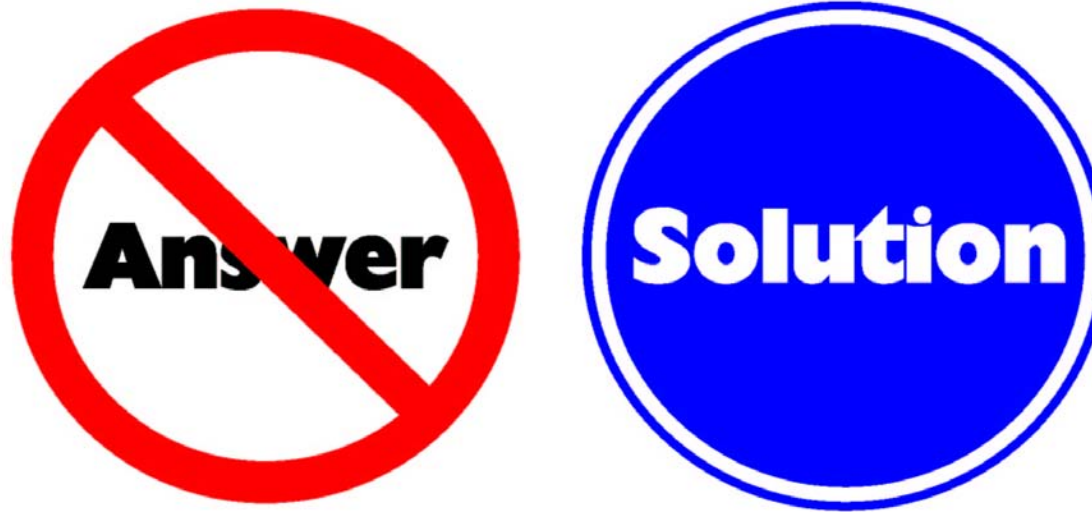
Joanna



Elizabeth



## Follow Up to Rearranging the Cosine Rule



They did it by CAS.

They did it on paper.

I did it on the board.

Play spot the difference!

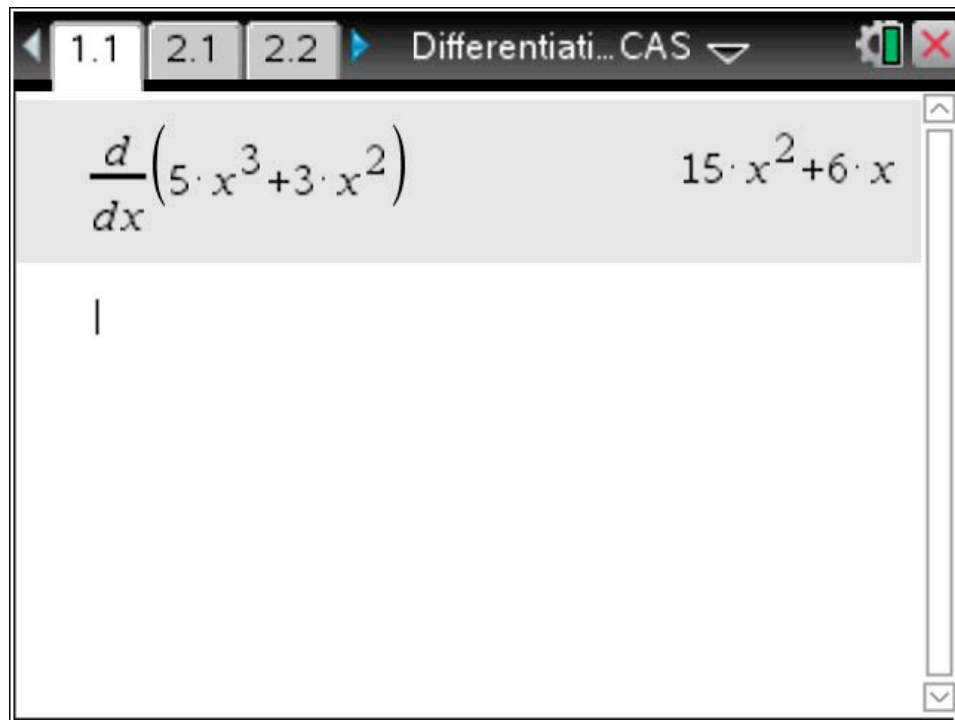
# Cosine Rule Rearranging Discussion

$$\cos(\text{angl}.a) = \frac{a^2 - b^2 - c^2}{-2bc} \quad \cos(\text{angl}.a) = \frac{-(a^2 - b^2 - c^2)}{2bc} \quad \cos(\text{angl}.a) = \frac{b^2 + c^2 - a^2}{2bc}$$

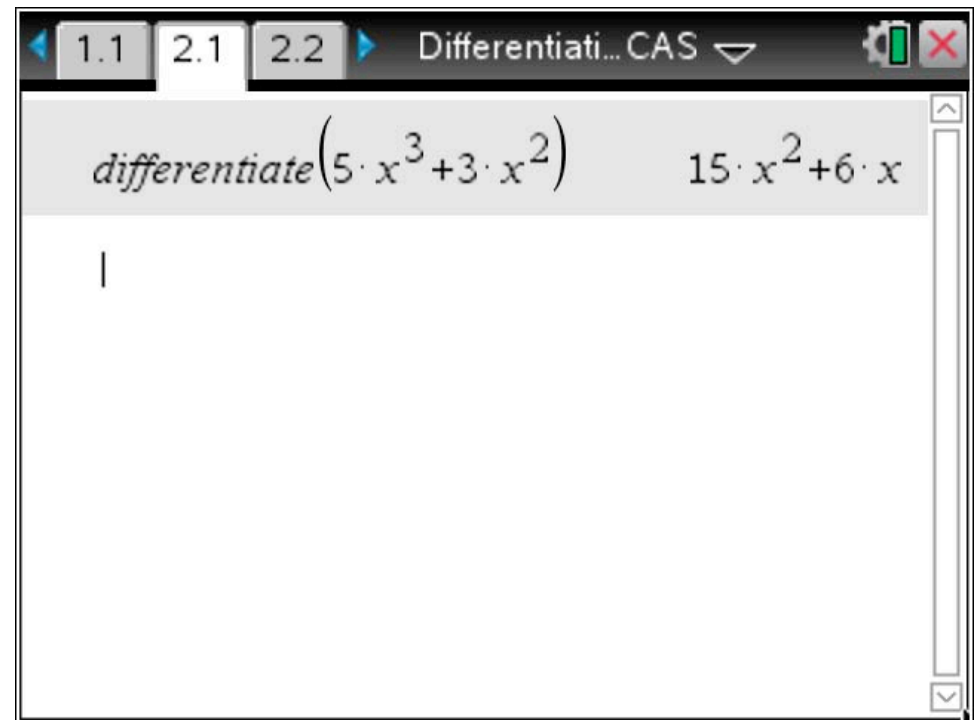
Dealing with that negative sign....

# Differentiation CAS.tns

## The Issue



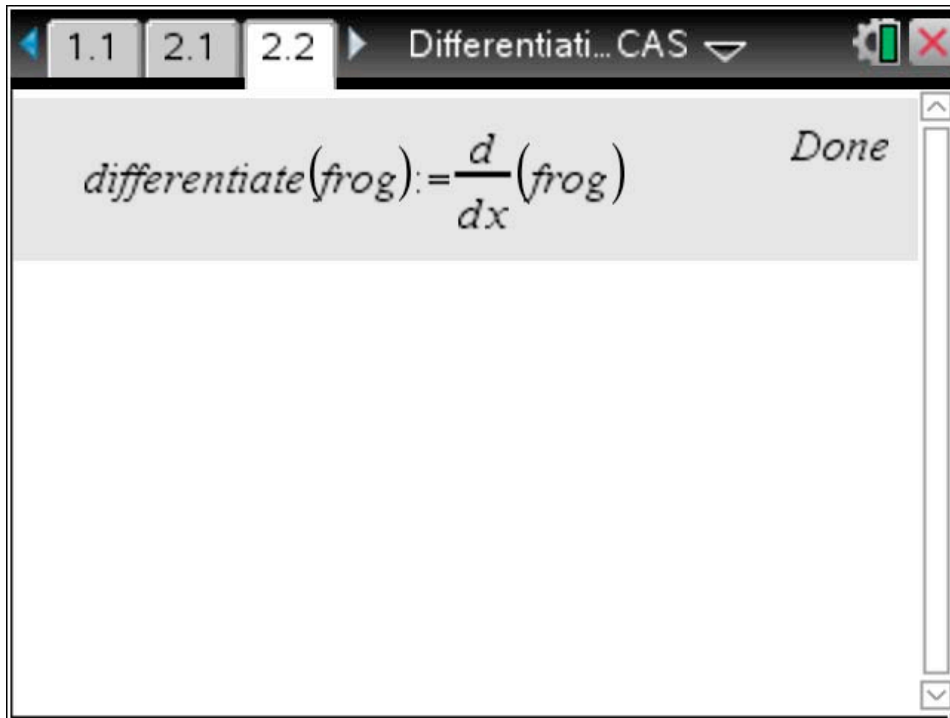
## Much Nicer!



# Differentiation CAS.tns

## The Function

## Notes

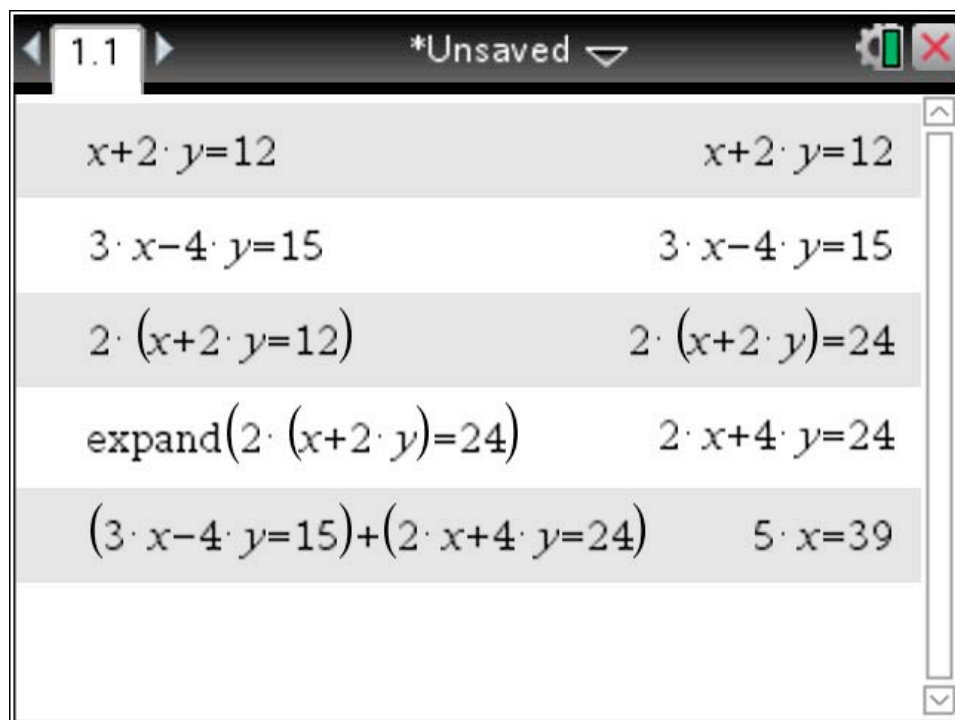


'frog' is a dummy variable. It can be anything, but not a system command.

Limitation: no detection of the variable that's being differentiated with respect to. It's assumed to be  $x$ .

# Sim Equations Toolkit CAS.tns

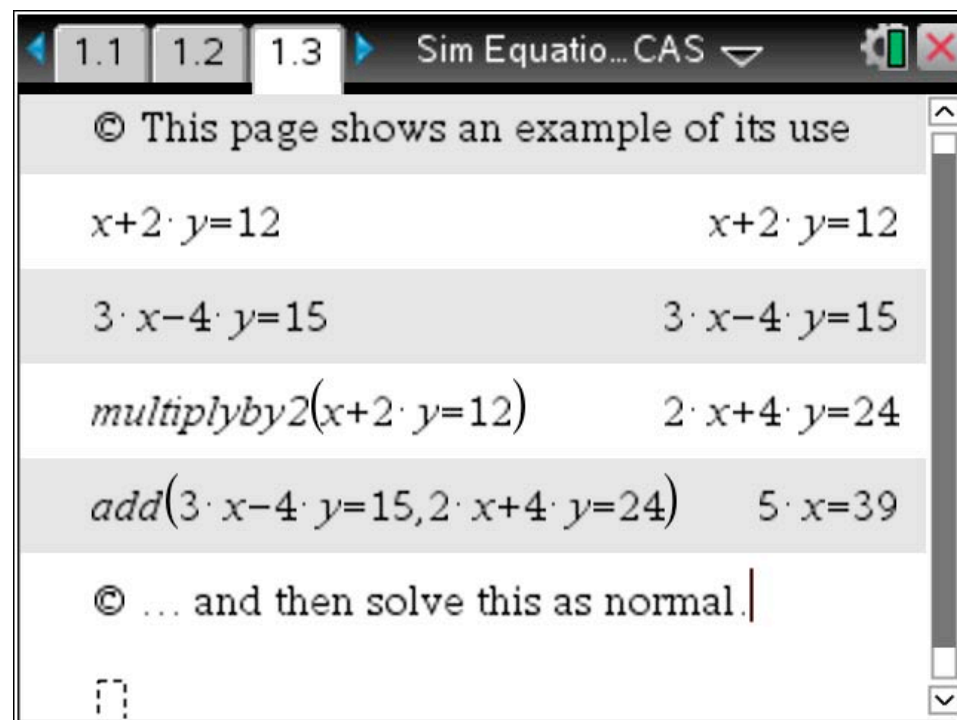
## The Issue



The screenshot shows a window titled "1.1" with a status bar indicating "\*Unsaved". The main area displays a list of equations and their manipulations:

$x+2 \cdot y=12$	$x+2 \cdot y=12$
$3 \cdot x-4 \cdot y=15$	$3 \cdot x-4 \cdot y=15$
$2 \cdot (x+2 \cdot y=12)$	$2 \cdot (x+2 \cdot y)=24$
$\text{expand}(2 \cdot (x+2 \cdot y)=24)$	$2 \cdot x+4 \cdot y=24$
$(3 \cdot x-4 \cdot y=15)+(2 \cdot x+4 \cdot y=24)$	$5 \cdot x=39$

## Much Nicer!



The screenshot shows a window titled "1.1 1.2 1.3" with a status bar indicating "Sim Equatio... CAS". The main area displays a list of equations and their manipulations, including comments and formatted text:

© This page shows an example of its use

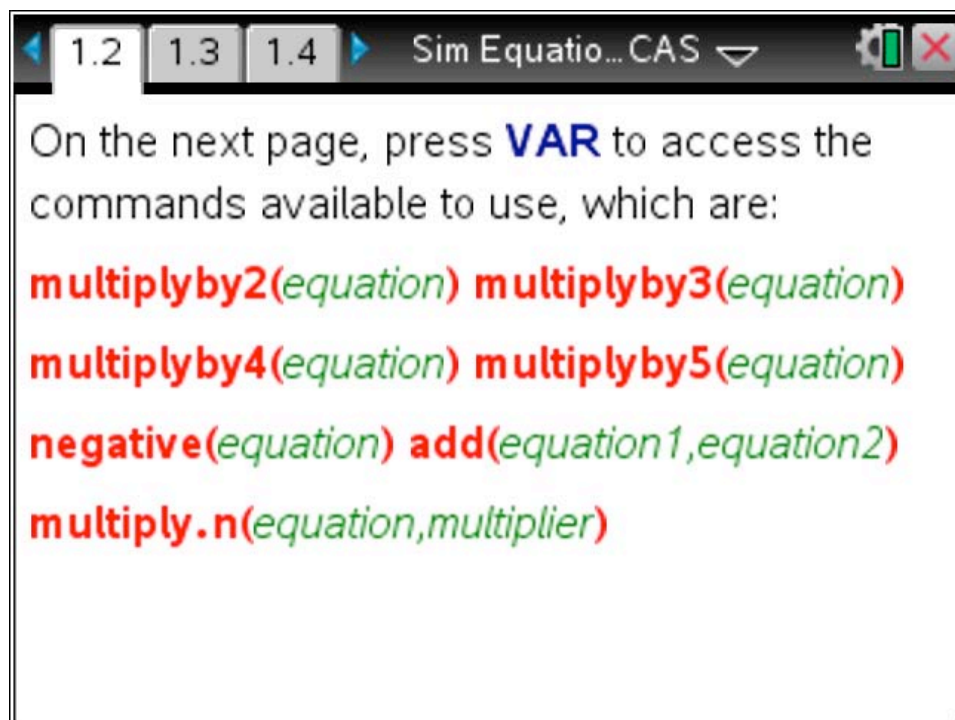
$x+2 \cdot y=12$	$x+2 \cdot y=12$
$3 \cdot x-4 \cdot y=15$	$3 \cdot x-4 \cdot y=15$
$\text{multiplyby2}(x+2 \cdot y=12)$	$2 \cdot x+4 \cdot y=24$
$\text{add}(3 \cdot x-4 \cdot y=15, 2 \cdot x+4 \cdot y=24)$	$5 \cdot x=39$

© ... and then solve this as normal.

# Sim Equations Toolkit CAS.tns

## The Functions

## Notes



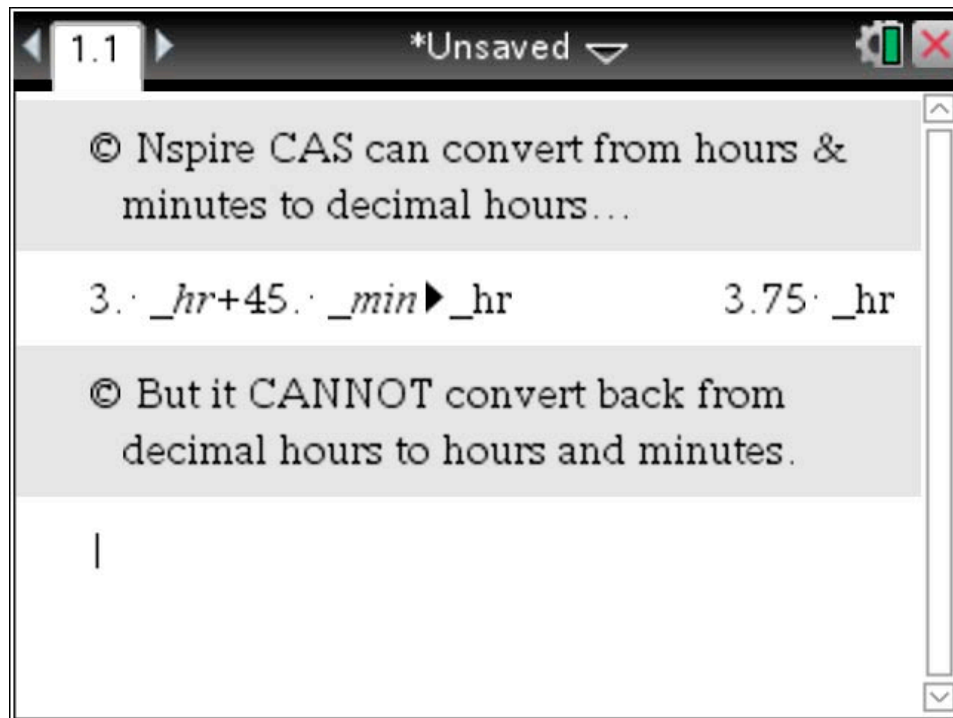
Go to pages 1.7 and 1.8 to view the underlying functions.

Ungroup each of these pages by pressing **CTRL** then **6**

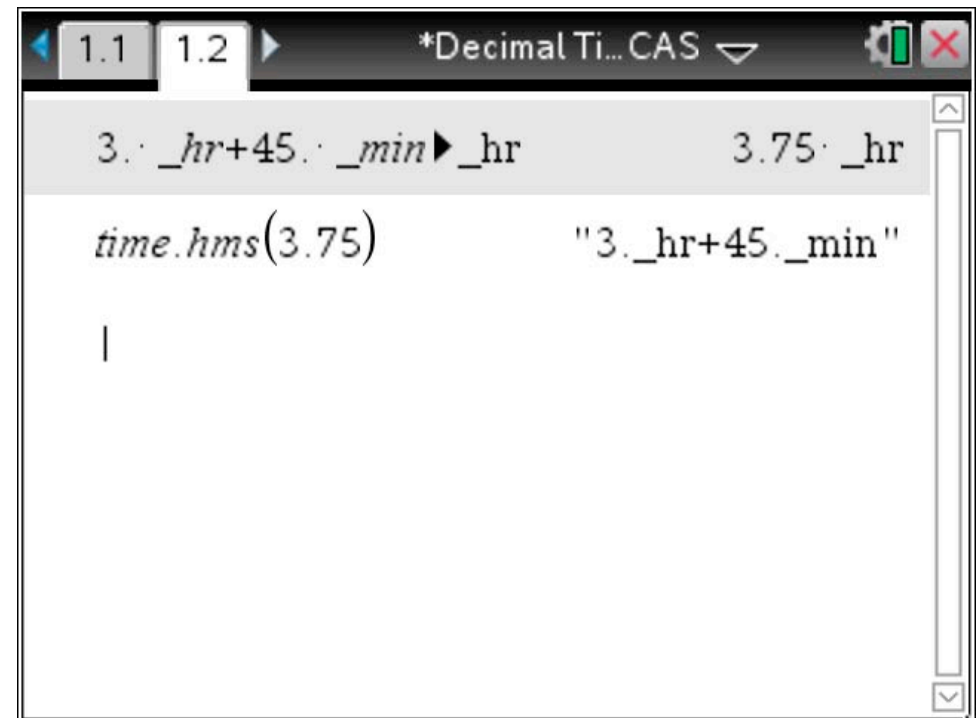


# Decimal Time CAS.tns

## The Issue



## Much Nicer!



# Decimal Time CAS.tns

## The Function

## Notes

```
time.hms 0/6
Define time.hms(time)=
Func
Local h,m,s,t
h:=iPart(time)
t:=60·fPart(time)
m:=iPart(60·fPart(time))
s:= $\begin{cases} 0, & m=t \\ \text{round}(60 \cdot (t-m), 2), & m \neq t \end{cases}$ 
Return  $\begin{cases} \text{string}(h) \& \_hr + \& \text{string}(m) \& \_min, & s=0 \\ \text{string}(h) \& \_hr + \& \text{string}(m) \& \_min + \& \text{string}(s) \& \_s, & s>0 \end{cases}$ 
EndFunc
```

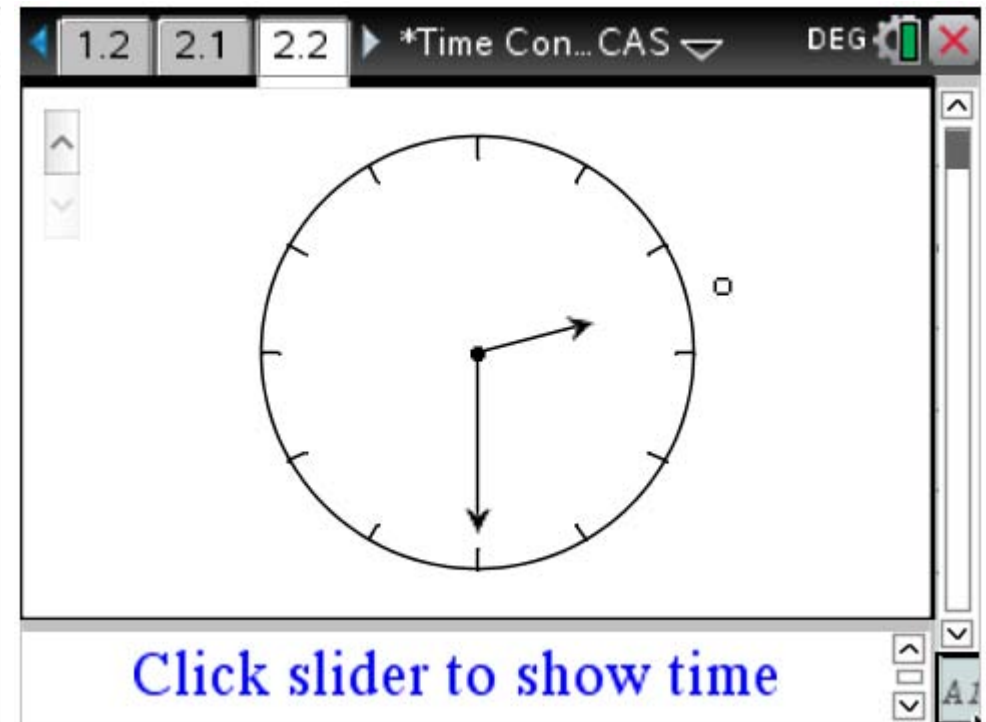
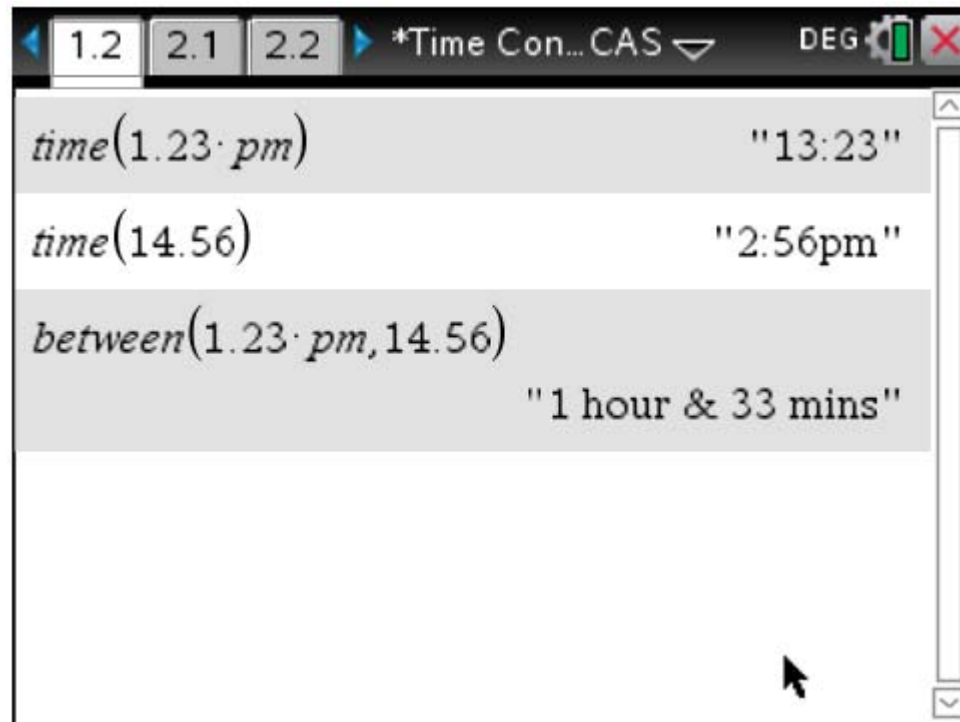
Piecewise functions are used instead of lots of 'if' statements

Text strings were needed at the end to prevent auto evaluation of the answer back to the original form!

# Time Conversion+Clock Face CAS.tns

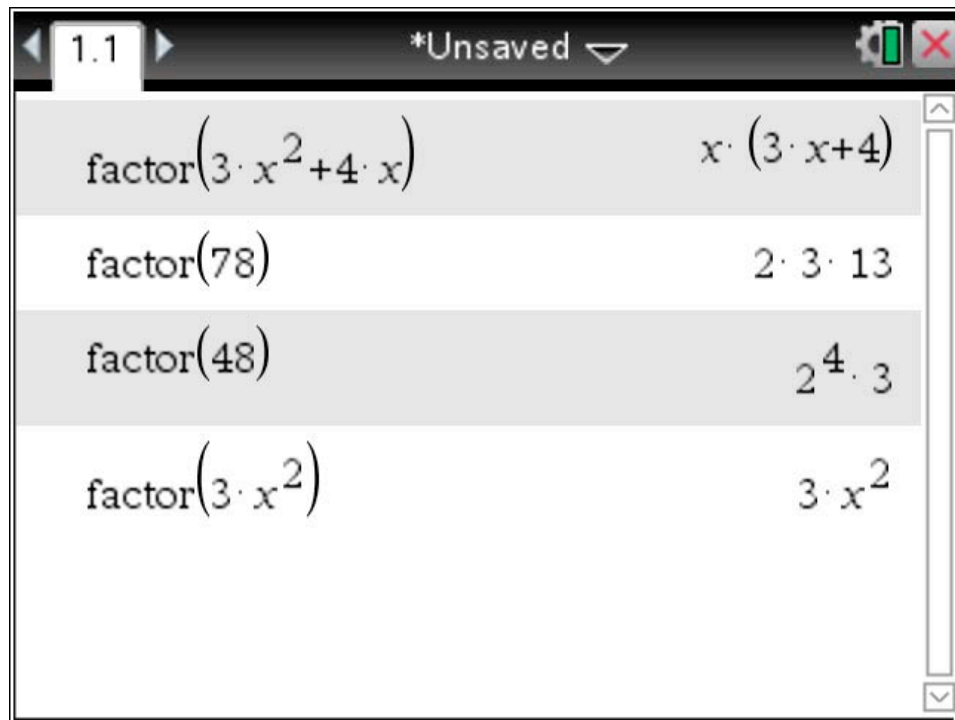
Helpful?

Helpful?

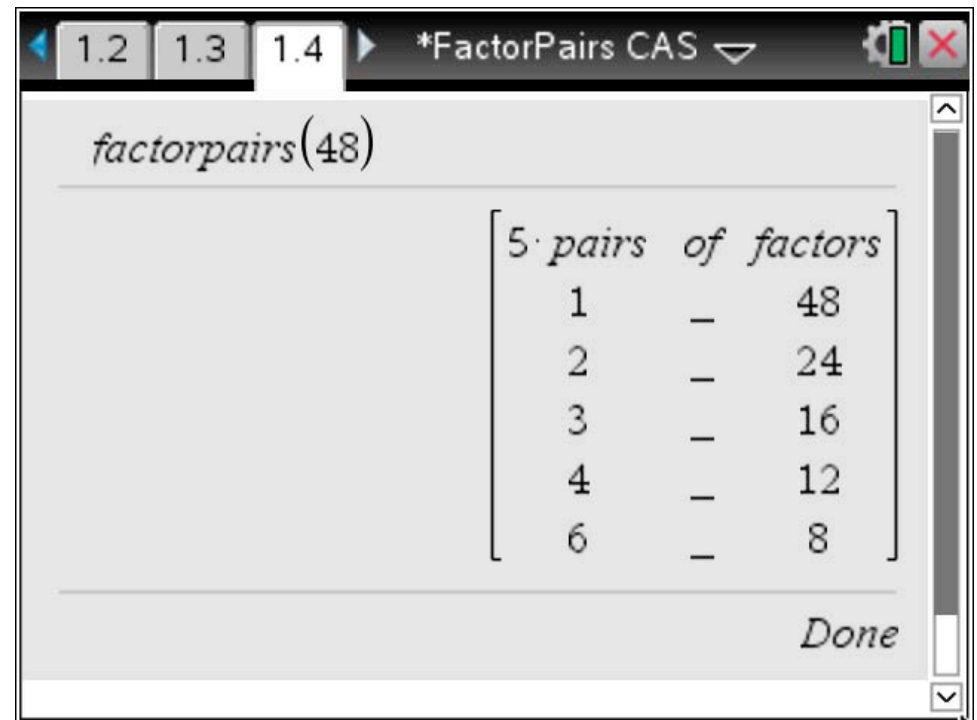


# FactorPairs CAS.tns

## The Issue



## More Helpful



## Teach...

**Primes & Times Tables Backwards & Basics of Factorising & many, many other things!**

# FactorPairs CAS.tns

See the algorithm in action ...

1.2 1.3 1.4 \*FactorPairs CAS

$\text{factorpairs}(6 \cdot a^3 \cdot b^2)$

24 pairs of factors

1	—	$6 \cdot a^3 \cdot b^2$
2	—	$3 \cdot a^3 \cdot b^2$
$a$	—	$6 \cdot a^2 \cdot b^2$
$2 \cdot a$	—	$3 \cdot a^2 \cdot b^2$
$a^2$	—	$6 \cdot a \cdot b^2$
$2 \cdot a^2$	—	$3 \cdot a \cdot b^2$
$a^3$	—	$6 \cdot b^2$
$2 \cdot a^3$	—	$3 \cdot b^2$
$b$	—	$6 \cdot a^3 \cdot b$
$2 \cdot b$	—	$3 \cdot a^3 \cdot b$
$a \cdot b$	—	$6 \cdot a^2 \cdot b$
$2 \cdot a \cdot b$	—	$3 \cdot a^2 \cdot b$

$a^2 \cdot b$	—	$6 \cdot a \cdot b$
$2 \cdot a^2 \cdot b$	—	$3 \cdot a \cdot b$
$a^3 \cdot b$	—	$6 \cdot b$
$2 \cdot a^3 \cdot b$	—	$3 \cdot b$
$b^2$	—	$6 \cdot a^3$
$2 \cdot b^2$	—	$3 \cdot a^3$
$a \cdot b^2$	—	$6 \cdot a^2$
$2 \cdot a \cdot b^2$	—	$3 \cdot a^2$
$a^2 \cdot b^2$	—	$6 \cdot a$
$2 \cdot a^2 \cdot b^2$	—	$3 \cdot a$
$a^3 \cdot b^2$	—	6
$2 \cdot a^3 \cdot b^2$	—	3

**Want Copies of Everything?**

**[www.CalculatorSoftware.co.uk/nspire](http://www.CalculatorSoftware.co.uk/nspire)**

**Thank you for coming to my talk.**

**Nevil Hopley**

T<sup>3</sup> National Trainer, Scotland & UK.

Head of Mathematics Department

CAS user on Handhelds and TI-Nspire iPad App

TI-Basic and Lua Programmer

Mountain Unicycler