

**BASIC STATISTICS USING GRAPHING CALCULATORS**  
(using L1, XSTAT, or C1 as example)

<b>ENTERING DATA INTO A DATA LIST/CLEARING A LIST</b>		
<b>TI-83/84</b>	<b>TI 85/86</b>	<b>TI-89/92 (titanium may differ)</b>
STAT key EDIT option CLEAR L1 (if needed) by moving cursor up to list name and press CLEAR then ENTER Enter data into L1 2 <sup>nd</sup> + EXIT to save data	STAT key EDIT option ENTER twice past XLIST, YLIST CLEAR XLIST by moving cursor up to list name and press CLEAR then ENTER For 86: Enter data into XLIST For 85: Enter data only after X values (entering 1 for Y values) 2 <sup>nd</sup> + QUIT to save data	APPS 6: DATA EDITOR 3: NEW Type: DATA Folder: Main Variable: x (or other is x used) CLEAR C1 (if needed) by moving cursor up to list name and press CLEAR then ENTER Enter data into C1

<b>CALCULATING BASIC DESCRIPTIVE STATISTICS</b>		
<b>TI-83/84</b>	<b>TI 85/86</b>	<b>TI-89/92 (titanium may differ)</b>
STAT key CALC option 1-Var Stats L1 ENTER	STAT key CALC option Enter twice past XLIST, YLIST 85: 1-VAR option + ENTER 86: 1-VAR option then LIST, NAMES, XLIST Then ENTER	While C1 is displayed: F5 (CALC) Calculation Type: OneVar X: C1 ENTER twice

<b>RECALLING A VARIABLE</b>		
<b>TI-83/84</b>	<b>TI 85/86</b>	<b>TI-89/92 (titanium may differ)</b>
VARS key 5: Statistics Move to variable + ENTER variable can now be squared, etc.	STAT key VARS option Move to variable +ENTER variable can now be squared, etc.	For $s_x$ (st dev of sample) use: [ALPHA] S X For $\bar{\sigma}_x$ (st dev of population) use: ♦ ( [ALPHA] S X variable can now be squared, etc.  NOTE: ♦ ( before a letter will convert it to a greek letter.

<b>GENERATING RANDOM NUMBERS</b>		
<b>TI-83/84*</b>	<b>TI 85/86</b>	<b>TI-89/92 (titanium may differ)</b>
MATH key PRB option randINT( option now enter range of values for random number, then ) ex. randINT(1, 10) Press enter for next number  *Do this <b>only one time ever</b> : Enter a 4 digit number Press STO> key Select MATH Select PRB then 1:rand	MATH key PRB option rand option multiply by 10 for numbers 0-10 multiply by 100 for 0 – 100, etc use value before decimal point as random number ex. rand*10 Press enter for next number	MATH key 7:Probability rand( option enter 10) for 1 - 10 enter 100) for 1-100, etc. ex. rand(10) Press enter for next number