

# Desmos--The basics

## Basic Grapher

**Step 1.** Go to: <https://www.desmos.com/>

**Step 2.** Create an account --it's free--(allows you to save graphs)

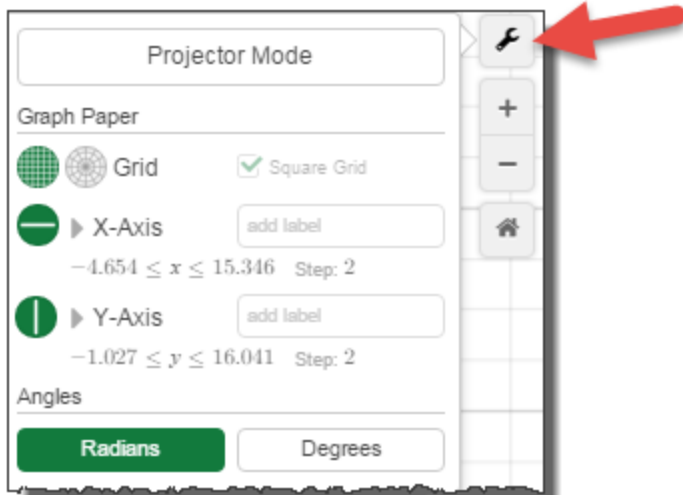
**Step 3.** Create your first graph. A. Try  $y = 3x - 1$

B.  $y > 3x - 1$      C.  $y \geq 3x - 1$

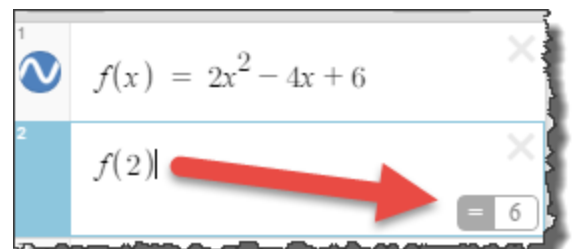
D.  $y = 2x^2 - 4x + 6$

E.  $y = x/3 + x/6$      F.  $3x + 2y = 6$

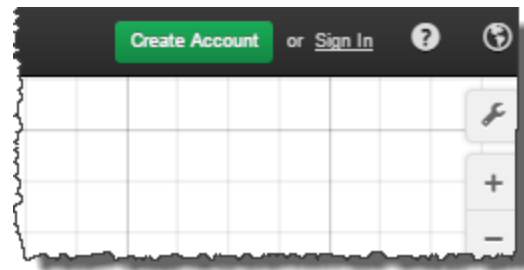
**Step 4.** Play with some of the settings.



**Step 5.** Use the function notation. A. Try  $f(x) = 2x^2 - 4x + 6$ . Now we can evaluate the function. Try  $f(2)$ .





**Step 6.** Now create a table.



your

1	$x_1$	$f(x_1)$	$f(x_1) - 1$
2	0	6	5
	1	4	3
	2	6	5
	3	12	11
	4	22	21
	5	36	35



The image illustrates the steps to make a table 'draggable' in a software interface:

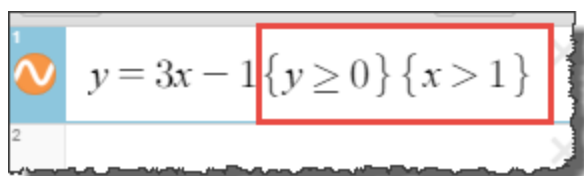
- Step 1:** Click the **Edit List** button (gear icon) in the toolbar.
- Step 2:** Click the **Convert to Table** button (table icon) in the toolbar.
- Step 3:** Left Click the point in the table to open the configuration panel.
- Step 4:** Select the style, color, and make the points "draggable" in the configuration panel.

The configuration panel shows options for style (point, line, curve), drag (up, right, plus), and color (red, blue, green, purple, orange, black).

**Step 4.** You can also create a moveable point by typing (a,b). Try it!

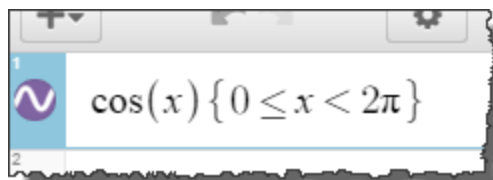
## Restricting the Domain and Range

To restrict the domain and range simply type the restriction in using the curly braces.



1  $y = 3x - 1 \{y \geq 0\} \{x > 1\}$

2




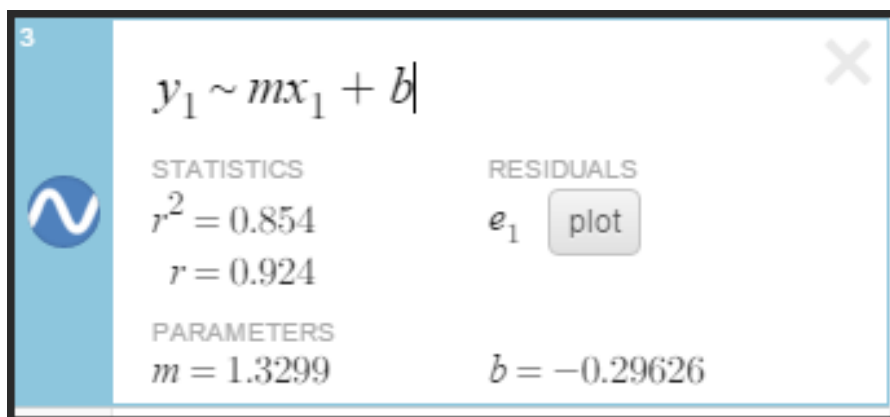
1  $\cos(x) \{0 \leq x < 2\pi\}$

2

## Regression

**Step 1.** Put the data in the table or copy and paste from a spreadsheet like Excel. Then type in  $y_1 \sim mx_1 + b$ .


$x_1$	 $y_1$
1	1
2	3
3	2
4	6
5.06	7.23
6	7




**Step 2.** You will see the plot and the regression line. You can also plot the residuals.

# Calculus-The Derivative

**Step 1.** To graph the derivative of a function, first define the function. We will define it here with sliders.


1   $f(x) = ax^3 + cx^2$


**Step 2.** Define a 2nd function,  $g(x)$ , as the derivative of  $f(x)$ . Play with the sliders and investigate the effect on the derivative.


4   $g(x) = \frac{d}{dx}f(x)$






## Tangent Line

1   $f(x) = \cos(x)$

2   $g(x) = \frac{d}{dx}f(x)$

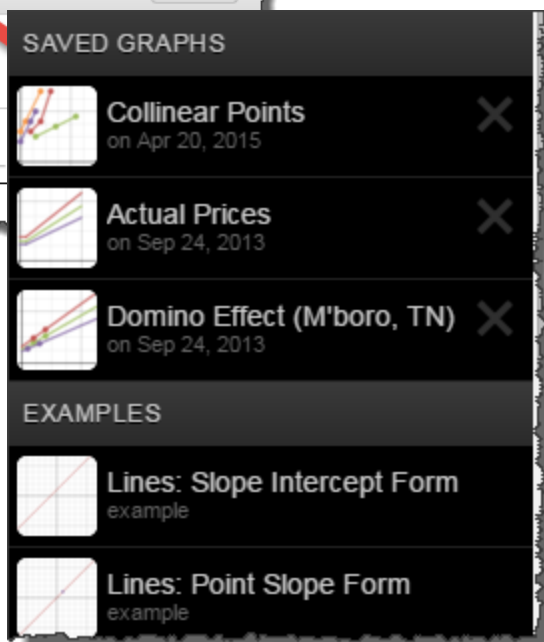
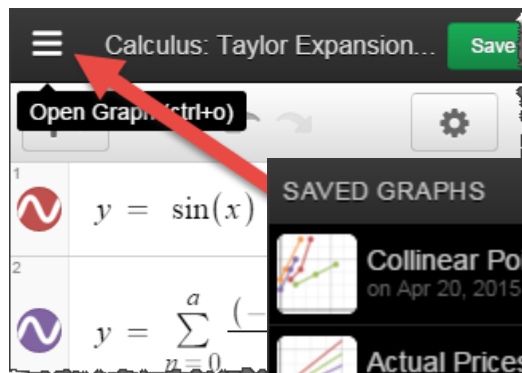
3   $(a, f(a))$

4   $a = 4.2$   
-10  10

5   $y = g(a)(x - a) + f(a)$






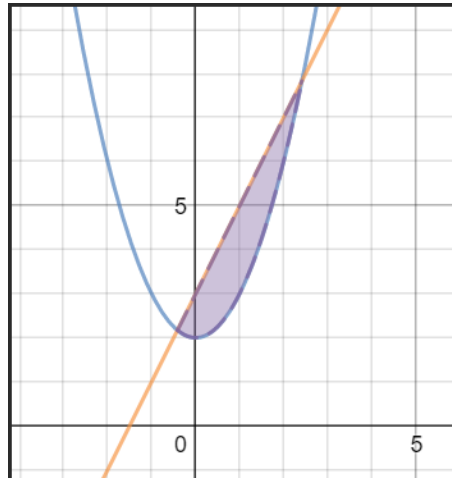
## Other functions & saved graphs




Misc (May not hand out)

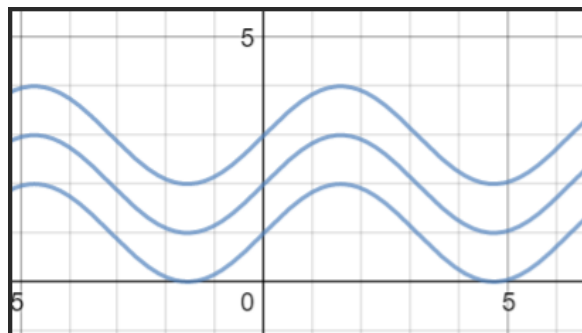
## Inequalities

1	 $f(x) = x^2 + 2$
2	 $g(x) = 2x + 3$
3	 $f(x) < y < g(x)$

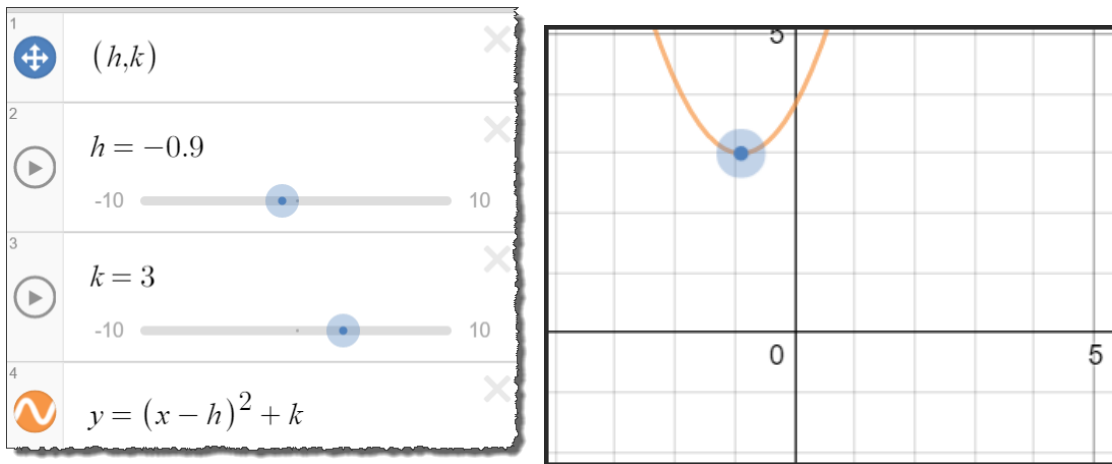


## Lists

1	$d = [1, 2, 3]$
2	 $y = d + \sin x$

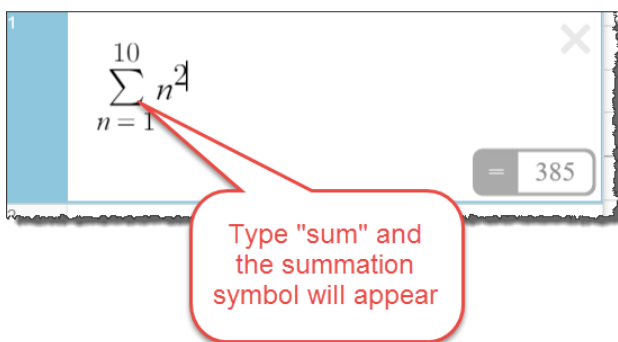


## Moveable points

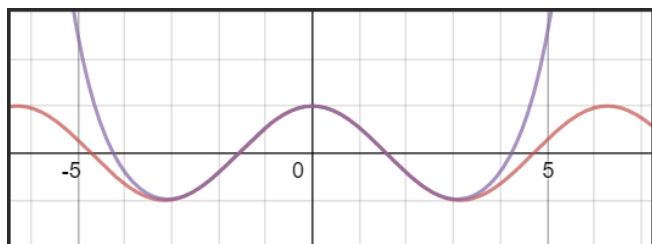
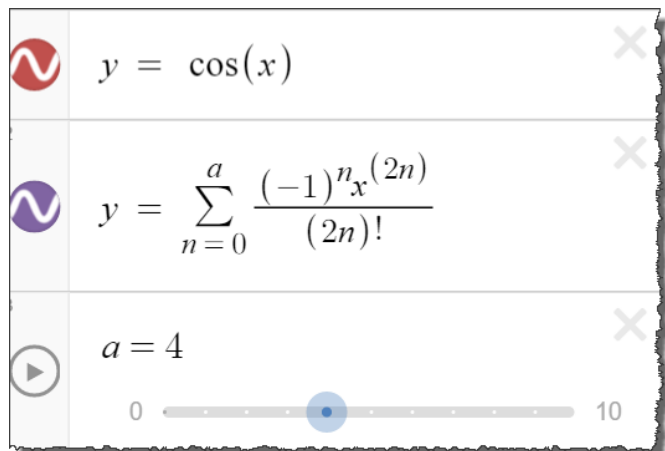


## Summation

### Basic summation

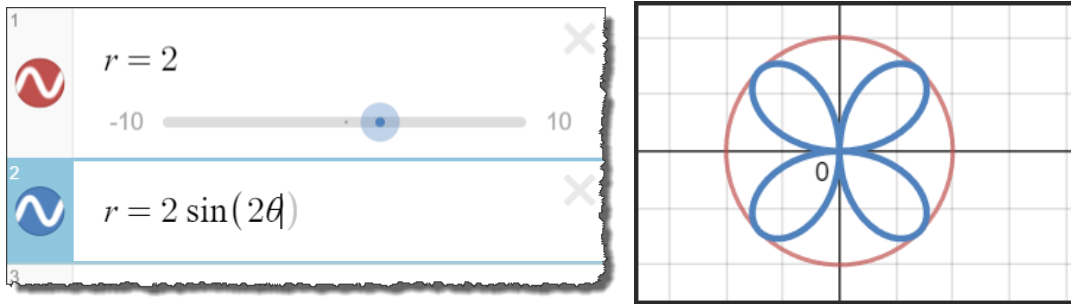


### Taylor Series Expansion

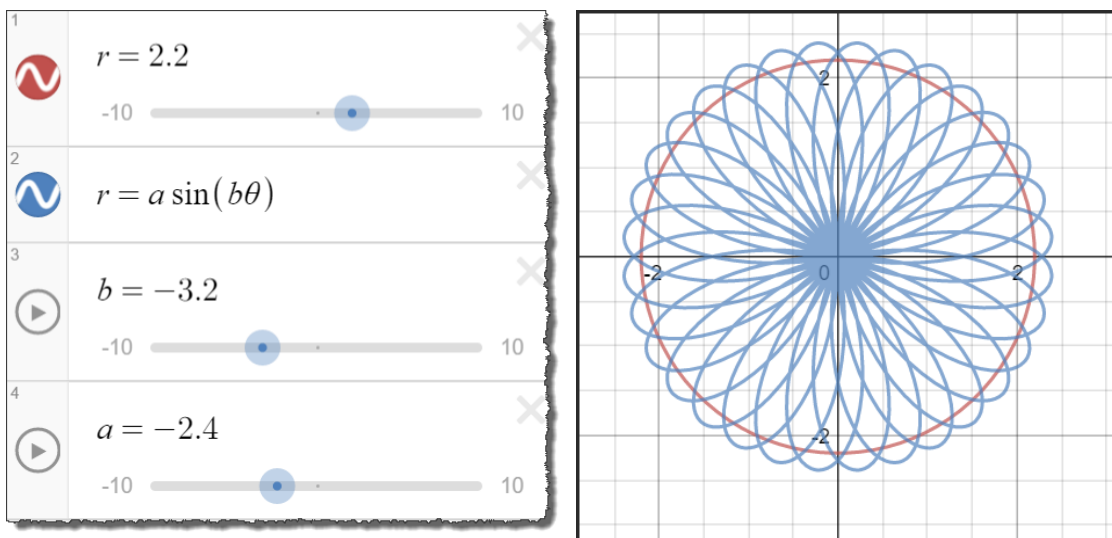


## Polar Coordinates

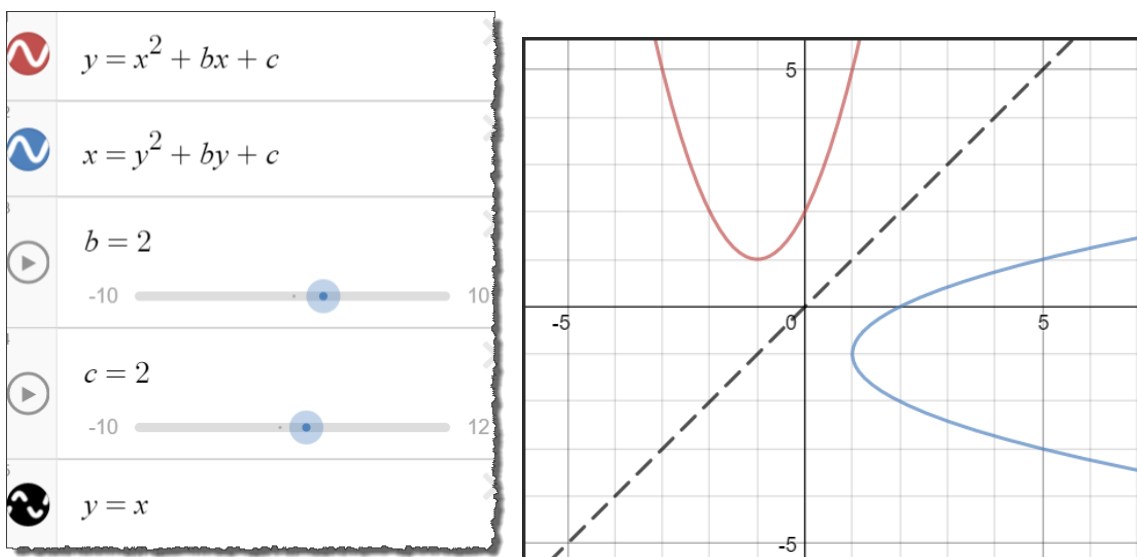
Desmos automatically interprets the equations with  $r$  and  $\theta$  as polar.





## Creating sliders









## Inverse






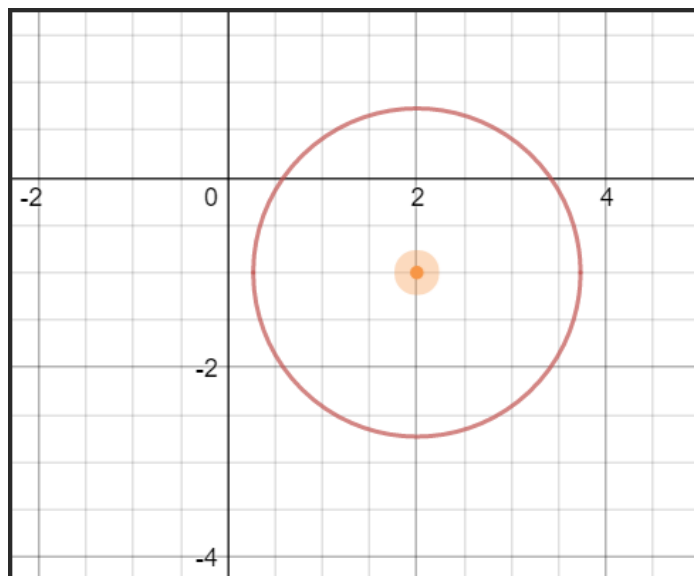
## Implicit Relations



1   $(x - a)^2 + (y - b)^2 = c$  

2   $a = 2$   
-10  10 

3   $b = -1$   
-10  10 

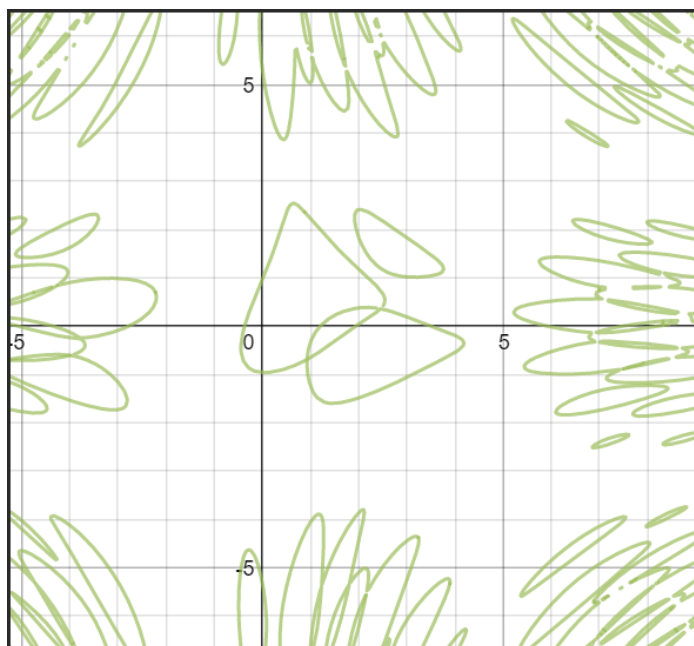
4   $c = 3$   
-10  10 



2   $\sin(\sin x + \cos y) = \cos(|\sin xy + \cos x|)$  

3 

⚠ This equation contains fine detail that has not been fully resolved. [Learn more.](#)



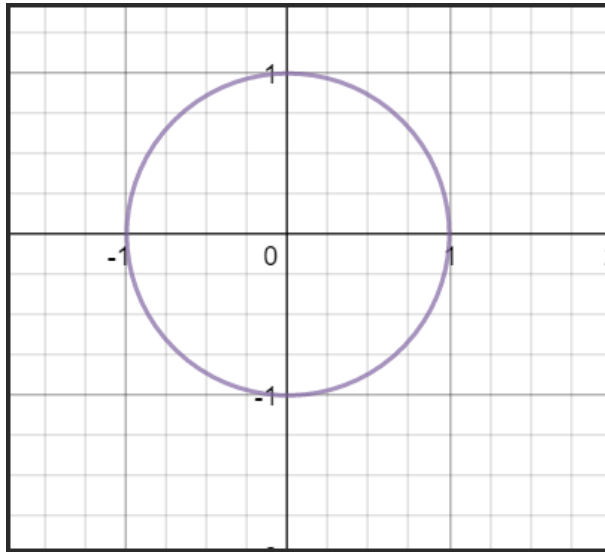


## Parametric Equations

1

$(\cos 2t, \sin 2t)$

domain:  $0 \leq t \leq 3.14$



## Cardioid

2

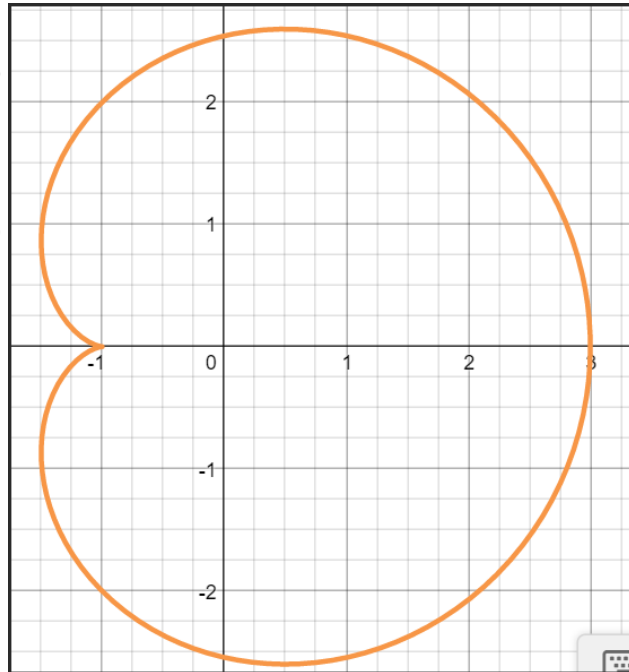
$(a(2 \cos t - \cos(2t)), a(2 \sin t - \sin(2t)))$

domain:  $0 \leq t \leq 6.28$

3

$a = -1$

-10  10



## Exploring Trig Identities

1

$\sin^2 x + \cos^2 x$

-2	1
-1	1
0	1
1	1
2	1

