

Creating a Box and Whisker Plot TI-73

1. Press **[ON]**.
2. Press **[LIST]**. If data is in the columns, you will need to clear the data by moving the cursor to the top with the arrow keys until L₁ is highlighted, press **[CLEAR]** then **[ENTER]**. Repeat to clear all data from the other lists if needed.

L1	L2	L3	1
-----	-----	-----	
L1 =			

3. Enter data in L₁ and L₂. After each value is typed, press **[ENTER]**.

L1	L2	L3	3
59	61.5		
59	62		
60	62		
61	63.5		
63	66		
65	69		
65	69		
L3(1) =			

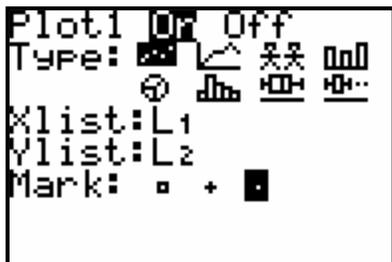
4. To access the Plot menu, press **[2nd][Y=]**.

STAT PLOTS			
1:	Plot1...Off	L1	L2
		.	
2:	Plot2...Off	L1	L2
		□	
3:	Plot3...Off	L1	L2
		□	
4↓	PlotsOff		

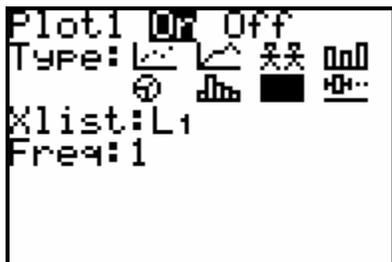
5. Press **[ENTER]**.

Creating a Box and Whisker Plot TI-73

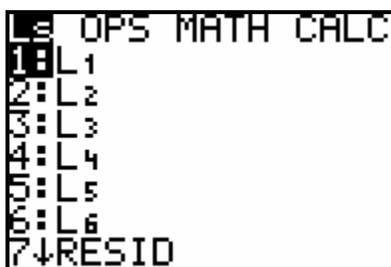
6. Turn the plot on by using the arrow keys to move the cursor over On and pressing **ENTER**.



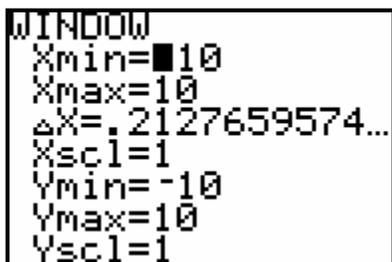
7. Arrow down to TYPE, then use your **▶** key to move to the first box and whisker plot. Press **ENTER**.



8. Arrow down to XLIST. The calculator defaults to L₁. If your data is in another list, you will need to press **2nd****LIST**, select the appropriate list, then press **ENTER**.



9. To set your window, press **WINDOW**. Xmin is the minimum x-value that you want displayed in your viewing window. Xmax is the maximum x-value that you want displayed in your viewing window.



Creating a Box and Whisker Plot TI-73

The range of the heights was from about 145 centimeters to 210 centimeters. Xscl defines the distance between tick marks : 10 is an appropriate Xscl for this window. Use \uparrow or \downarrow to move the cursor to the variable you want to change. Type the new value on each line, then press ENTER after each change.

```

WINDOW
Xmin=145
Xmax=210
ΔX=.6914893617...
Xscl=10
Ymin=0
Ymax=10
Yscl=1

```

For box and whisker plots, Ymin and Ymax are ignored, so you will not need to make any changes.

10. You may need to remove graphs located in Y= . If so, press Y= then clear out all equations by pressing CLEAR for each line.

```

210.1 Plot2 Plot3
\Y1=
\Y2=
\Y3=
\Y4=

```

11. Press GRAPH to view the graph.



Creating a Box and Whisker Plot TI-83

1. Press **[ON]**.
2. Press **[STAT]**.

```

EDIT 1 CALC TESTS
1:Edit...
2:SortA(
3:SortD(
4:ClrList
5:SetUpEditor
  
```

3. Press 1 to select Edit.

L1	L2	L3	1
-----	-----	-----	
L1 =			

If data is in the columns, you will need to clear the data by moving the cursor to the top with the arrow keys until L₁ is highlighted, press **[CLEAR]** then **[ENTER]**. Repeat to clear all data from the other lists if needed.

4. Enter data in L₁ and L₂. After each value is typed, press **[ENTER]**.

L1	L2	L3	3
59	61.5		
59	62		
60	62		
61	63.5		
63	66		
65	69		
65	69		
L3(1) =			

5. To access the Stat Plot menu, press **[2nd][Y=]**.

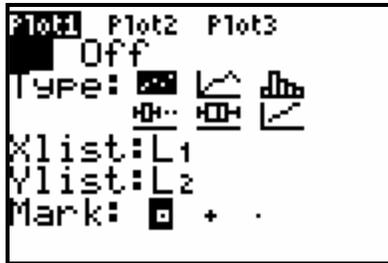
```

STAT PLOTS
1:Plot1...Off
  L1 L2 .
2:Plot2...Off
  L1 L2 □
3:Plot3...Off
  L1 L2 □
4↓PlotsOff
  
```

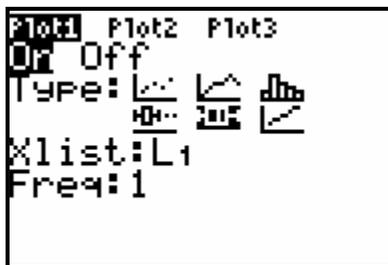
Creating a Box and Whisker Plot TI-83

6. Press **ENTER**.

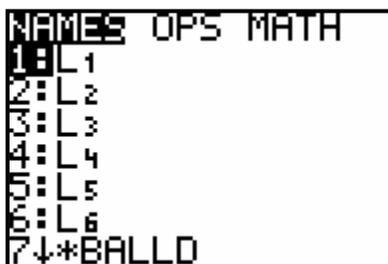
7. Turn the plot on by using the arrow keys to move the cursor over On and pressing **ENTER**.



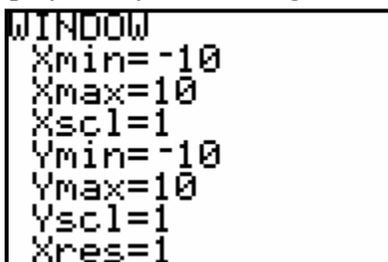
8. Arrow down to TYPE, then use your **RIGHT** key to move to the second box and whisker plot. Press **ENTER**.



9. Arrow down to XLIST. The calculator defaults to L₁. If your data is in another list, you will need to press **2nd****STAT**, select the appropriate list, then press **ENTER**.



10. To set your window, press **WINDOW**. Xmin is the minimum x-value that you want displayed in your viewing window. Xmax is the maximum x-value that you want displayed in your viewing window.



Creating a Box and Whisker Plot TI-83

The range of the heights was from about 145 centimeters to 210 centimeters. Xscl defines the distance between tick marks : 10 is an appropriate Xscl for this window. Use \uparrow or \downarrow to move the cursor to the variable you want to change. Type the new value on each line, then press ENTER after each change.

```

WINDOW
Xmin=145
Xmax=210
Xscl=10
Ymin=-10
Ymax=10
Yscl=1
Xres=■

```

For box and whisker plots, Ymin and Ymax are ignored, so you will not need to make any changes.

11. You may need to remove graphs located in Y= . If so, press Y= then clear out all equations by pressing CLEAR for each line.

```

Plot1 Plot2 Plot3
\Y1=■
\Y2=
\Y3=
\Y4=
\Y5=
\Y6=
\Y7=

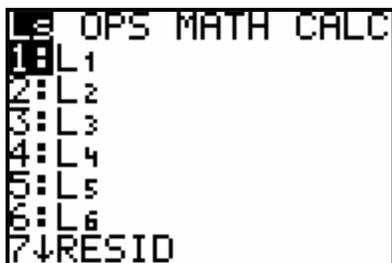
```

12. Press GRAPH to view the graph.

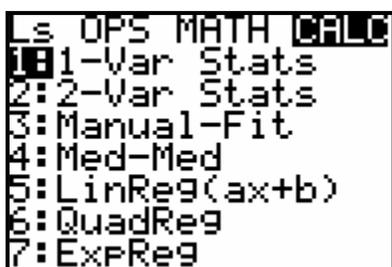


One-Variable Statistics TI-73

1. Press **[ON]**.
2. To calculate one-variable statistics for data that has already been entered in your lists, press **[2nd][LIST]**.



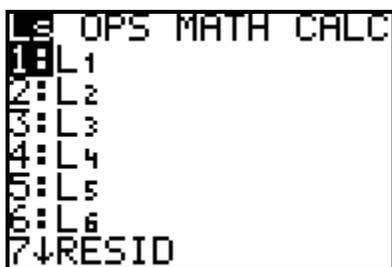
3. Use your right arrow button **[▶]** to arrow over to CALC.



4. Press 1.



5. Press **[2nd][LIST]** then select the list you wish to use. Press **[ENTER]**.



One-Variable Statistics TI-73

6. Press **ENTER** again.

```

1-Var Stats
x̄=61.71428571
Σx=432
Σx²=26702
Sx=2.627691364
σx=2.432769481
n=7
  
```

7. You can now use the **▲** and **▼** keys to scroll through the statistics.

8. The various calculations listed in this window are:

Symbol	Definition
\bar{x}	Mean
Σx	Sum of x values
Σx^2	Sum of x^2 values
Sx	Sample standard deviation of x
σx	Population standard deviation of x
n	Number of data points
$\min X$	Minimum of x values
Q_1	Lower (1 st) Quartile
Med	Median
Q_3	Upper (3 rd) Quartile
$\max X$	Maximum of x values

One-Variable Statistics TI-83

1. Press **[ON]**.
2. To calculate one-variable statistics for data that has already been entered in your lists, press **[STAT]**.

```

EDIT  CALC  TESTS
1: Edit...
2: SortA(
3: SortD(
4: ClrList
5: SetUpEditor
  
```

3. Use your right arrow button **[▶]** to arrow over to CALC.

```

EDIT  CALC  TESTS
1: 1-Var Stats
2: 2-Var Stats
3: Med-Med
4: LinReg(ax+b)
5: QuadReg
6: CubicReg
7: ↓ QuartReg
  
```

4. Press 1.

```

1-Var Stats ■
  
```

5. Press **[2nd]** **[STAT]**, then select the list you wish to use. Press **[ENTER]**.

```

NAMES  OPS  MATH
1: L1
2: L2
3: L3
4: L4
5: L5
6: L6
7: ↓ *BALLD
  
```

```

1-Var Stats L1
  
```

One-Variable Statistics TI-83

6. Press **ENTER** again.

```

1-Var Stats
x̄=61.71428571
Σx=432
Σx²=26702
Sx=2.627691364
σx=2.432769481
n=7
  
```

7. You can now use the **▲** and **▼** keys to scroll through the statistics.

8. The various calculations listed in this window are:

Symbol	Definition
\bar{x}	Mean
Σx	Sum of x values
Σx^2	Sum of x^2 values
Sx	Sample standard deviation of x
σx	Population standard deviation of x
n	Number of data points
$\min X$	Minimum of x values
Q_1	Lower (1 st) Quartile
Med	Median
Q_3	Upper (3 rd) Quartile
$\max X$	Maximum of x values