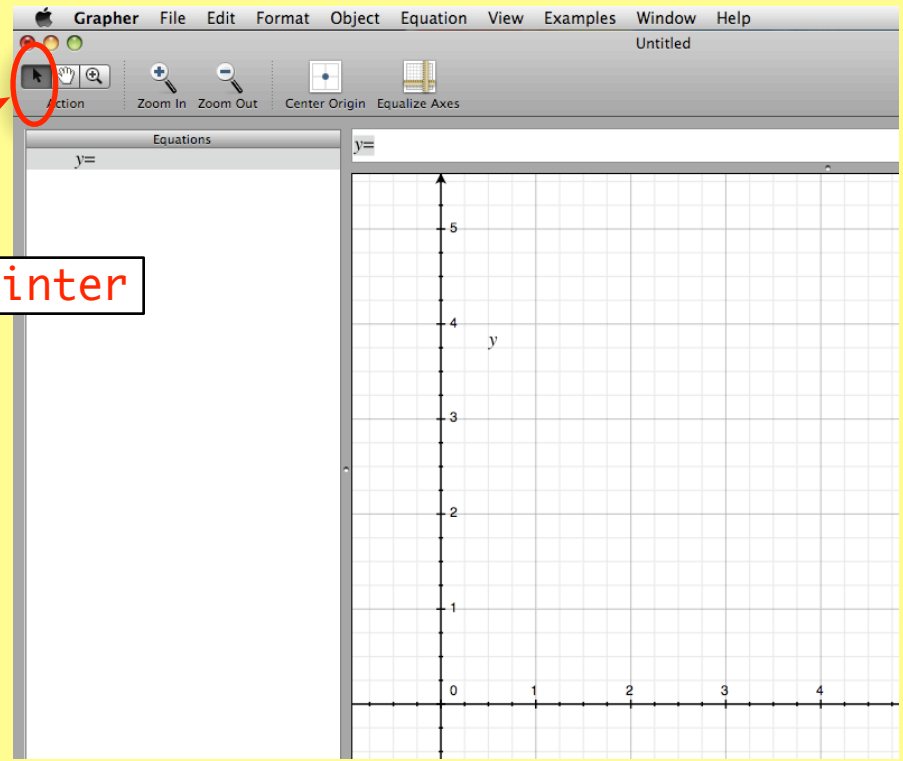


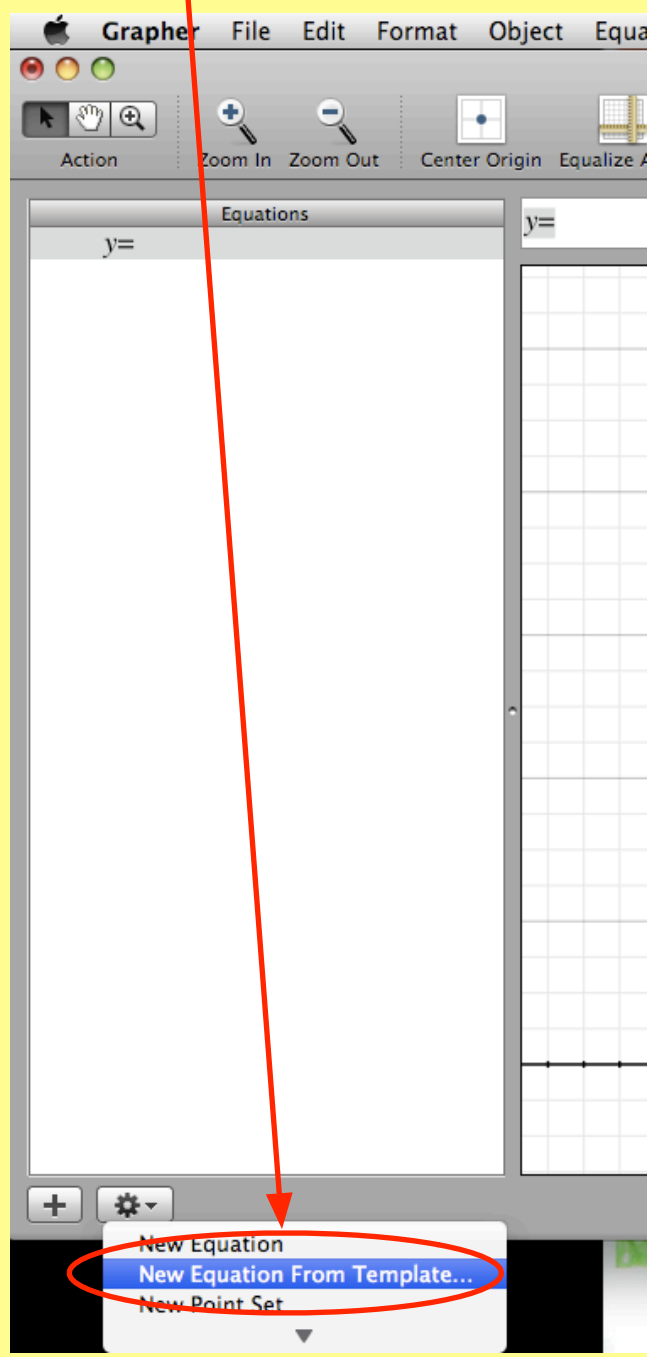
1. Change to the "hand"

2. Grab the origin and move it toward the lower left corner

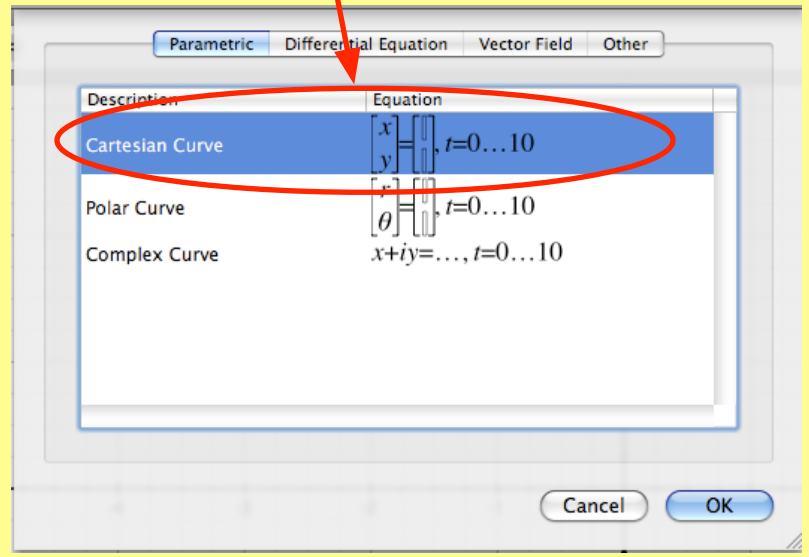


3. Change back to the pointer

4. Click the gear; choose "New Equation from Template"



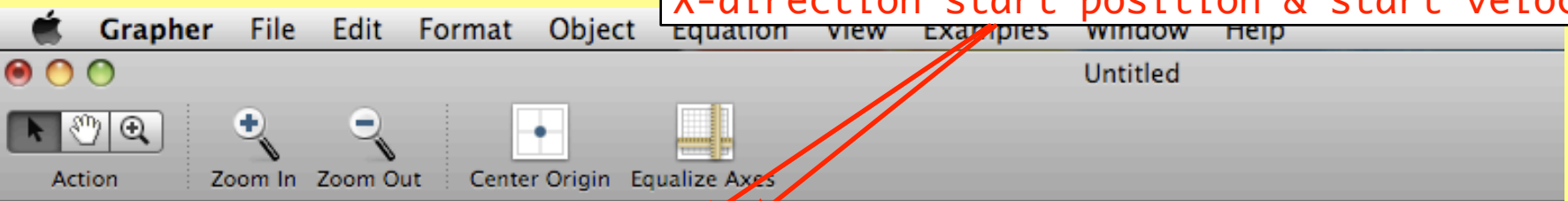
5. Choose "Cartesian Curve"



X-direction start position & start velocity

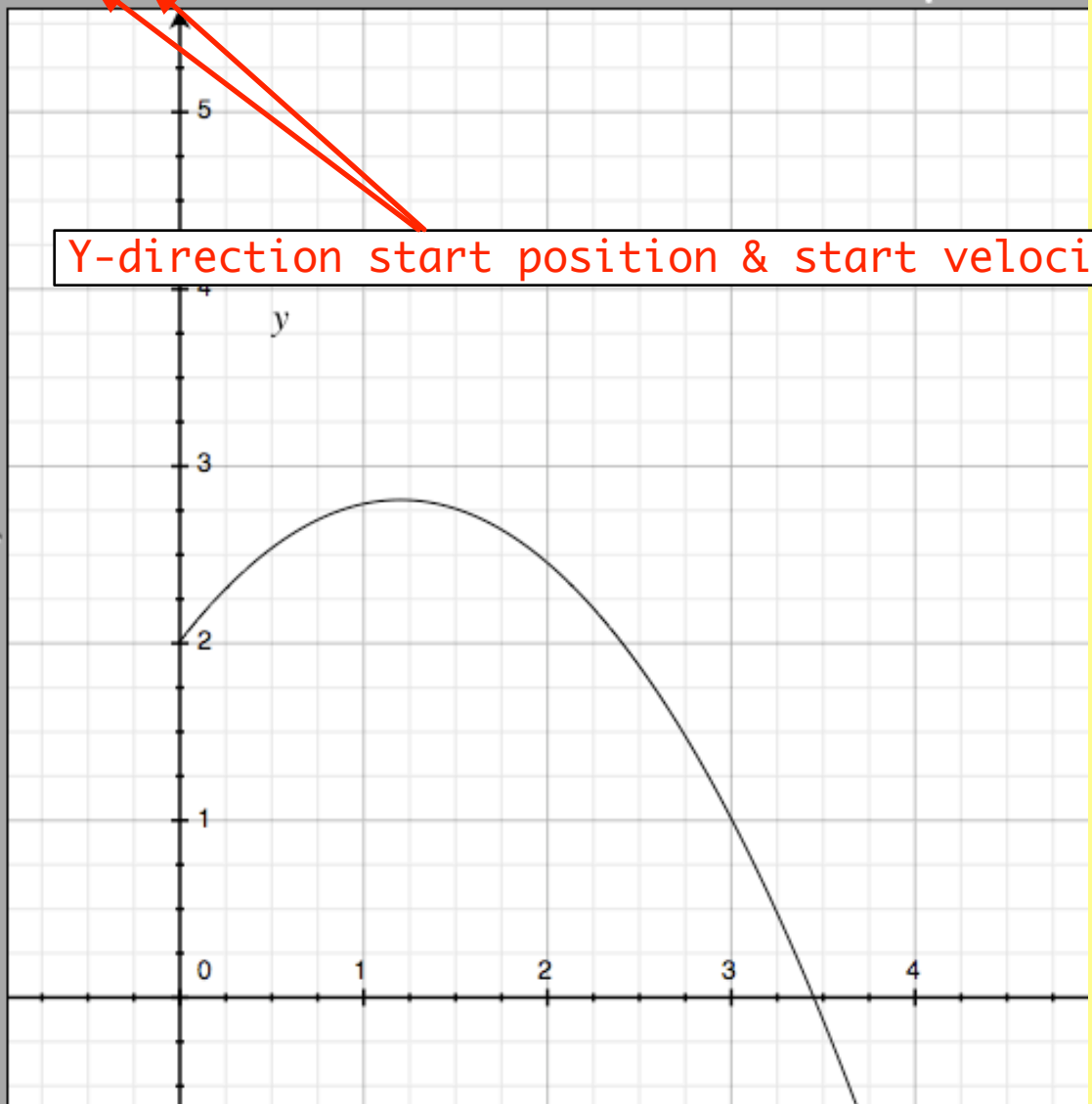
Free Fall term (DON'T CHANGE!)

Y-direction start position & start velocity

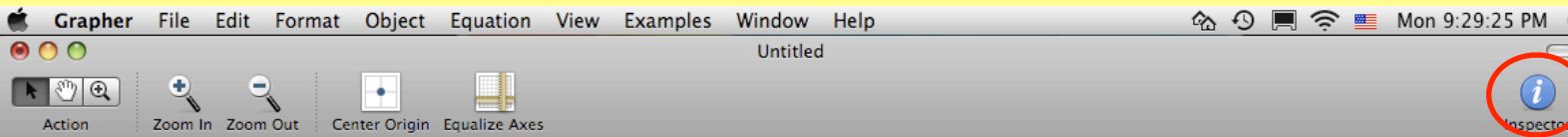


Equations
y=
 $\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0+3t \\ 2+4t-5t^2 \end{bmatrix}, t=0\dots 10$

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0+3t \\ 2+4t-5t^2 \end{bmatrix}, t=0\dots 10$$

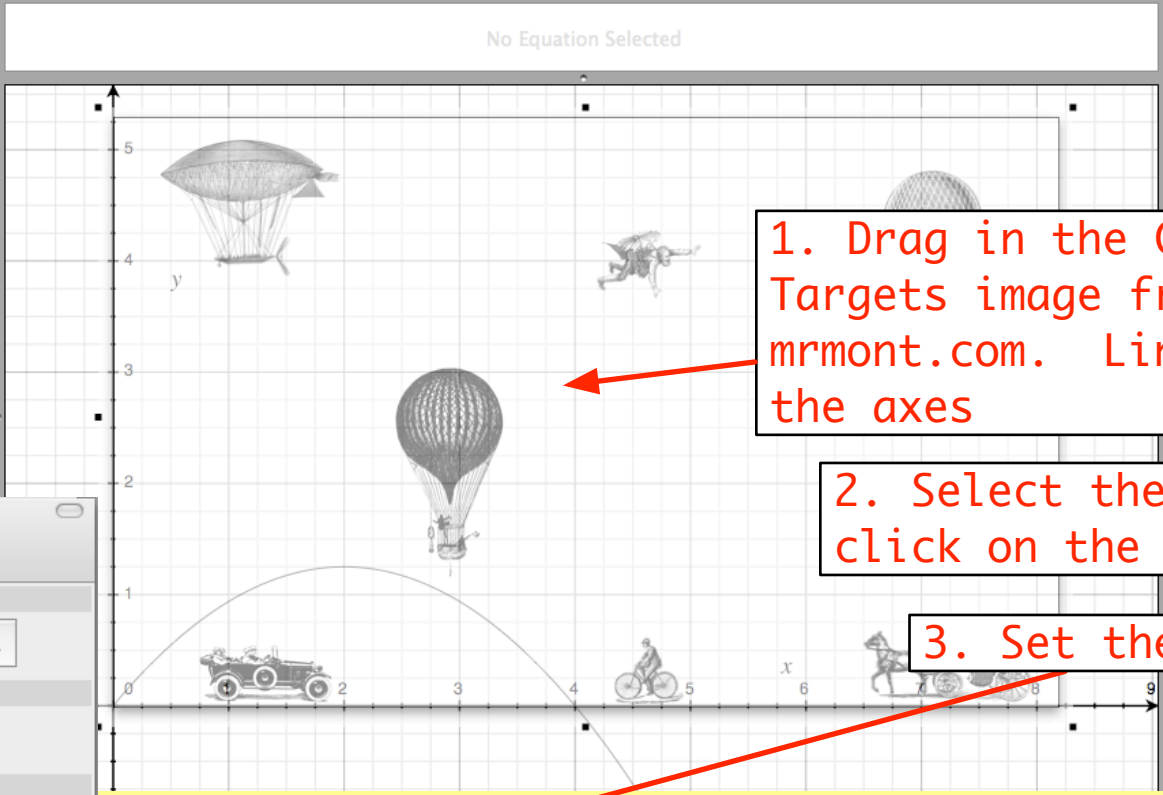


FOR TUESDAY 1/25 TARGET PRACTICE



Equations

$y = \begin{cases} x \\ y \end{cases} = \begin{cases} 0+4t \\ 0+5t-5t^2 \end{cases}, t=0\dots 10$



1. Drag in the Grapher Targets image from mrmont.com. Line it up with the axes

2. Select the image; click on the "Inspector"

3. Set the Opacity to 50%

Inspector

Show: All

Line

Fill

Rotation

Text

Image

Opacity: 52%

Shadow

Attachment