Graphing

Graphing calculator

Casio produced the first commercially available graphing calculator in 1985. Sharp produced its first graphing calculator in 1986, with Hewlett Packard following

A graphing calculator (also graphics calculator or graphic display calculator) is a handheld computer that is capable of plotting graphs, solving simultaneous equations, and performing other tasks with variables. Most popular graphing calculators are programmable calculators, allowing the user to create customized programs, typically for scientific, engineering or education applications. They have large screens that display several lines of text and calculations.

Graph

Look up Graph, graph, or -graph in Wiktionary, the free dictionary. Wikimedia Commons has media related to Graphs. Graph may refer to: Graph (discrete

Graph may refer to:

Graphing Calculator

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NuCalc, a computer software program able to perform many graphing calculator functions

Grapher, the Mac OS X successor to NuCalc

Grapher

included a bundled graphing calculator application. On July 22, 2004, Apple bought Arizona Software's "Curvus Pro X," and renamed it “Graphing Calculator”,

Grapher is a computer program bundled with macOS since version 10.4 that is able to create 2D and 3D graphs from simple and complex equations. It includes a variety of samples ranging from differential equations to 3D-rendered Toroids and Lorenz attractors. It is also capable of dealing with functions and compositions of them. One can edit the appearance of graphs by changing line colors, adding patterns to rendered surfaces, adding comments, and changing the fonts and styles used to display them. Grapher is able to create animations of graphs by changing constants or rotating them in space.

Comparison of Texas Instruments graphing calculators

This is a comparison of graphing calculators manufactured by Texas Instruments, a major manufacturer of these. Graphing calculators is a class of hand-held

This is a comparison of graphing calculators manufactured by Texas Instruments, a major manufacturer of these. Graphing calculators is a class of hand-held calculator that is capable of plotting graphs and solving complex functions.

The following table compares general and technical information for a selection of common and uncommon Texas Instruments graphing calculators. Many of the calculators in this list have region-specific models that are not individually listed here, such as the TI-84 Plus CE-T, a TI-84 Plus CE designed for non-French European markets. These region-specific models are usually functionally identical to each other, aside from minor cosmetic differences and circuit board hardware revisions. See the individual calculators' articles for further information.

Comparison of HP graphing calculators

and technical information for Hewlett-Packard graphing calculators: Comparison of Texas Instruments graphing calculators Casio graphic calculators HP calculators

A graphing calculator is a class of hand-held calculator that is capable of plotting graphs and solving complex functions. While there are several companies that manufacture models of graphing calculators, Hewlett-Packard is a major manufacturer.

The following table compares general and technical information for Hewlett-Packard graphing calculators:

Graph paper

coordinate system. Regular graphing paper Log-log graphing paper Semi-log graphing paper Normal Probability paper Isometric graphing paper Polar coordinate

Graph paper, coordinate paper, grid paper, or squared paper is writing paper that is printed with fine lines making up a regular grid. It is available either as loose leaf paper or bound in notebooks or graph books.

It is commonly found in mathematics and engineering education settings, exercise books, and in laboratory notebooks.

The lines are often used as guides for mathematical notation, plotting graphs of functions or experimental data, and drawing curves.

The Graph

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The Graph is an open-source, decentralized protocol that powers the indexing and querying of blockchain data. It enables developers to build scalable web3 decentralized applications without managing complex indexing and querying infrastructure. It powers indexing, querying, real-time data streams, and analytics. The protocol is designed to support the growing infrastructure needs of web3, artificial intelligence (AI) agents, and dapps. With support for multiple networks, including Ethereum, Solana, Arbitrum, Base, BSC, and Polygon, The Graph is the industry standard for accessing blockchain data.

GraphCalc

faster than handheld graphing calculators Three-dimensional graphing While high-end graphing calculators can graph in 3-D, GraphCalc benefits from modern

GraphCalc is an open-source computer program that runs in Microsoft Windows and Linux that provides the functionality of a graphing calculator.

GraphCalc includes many of the standard features of graphing calculators, but also includes some higher-end features:

High resolution

Graphing calculator screens have a resolution typically less than 120×90 pixels, whereas computer monitors typically display 1280x1024 pixels or more.

Speed

Modern computers are considerably faster than handheld graphing calculators

Three-dimensional graphing

While high-end graphing calculators can graph in 3-D, GraphCalc benefits from modern computers' memory, speed, and graphics acceleration (OpenGL)

GraphCalc was developed by Brendan Fields and Mike Arrison, computer science students at Bucknell University, before graduating in 2000. Mike continued the development briefly from 2001–2003, but has since abandoned the project. Other similar projects being maintained are KAlgebra and Cantor.

Graph theory

computer science, graph theory is the study of graphs, which are mathematical structures used to model pairwise relations between objects. A graph in this context

In mathematics and computer science, graph theory is the study of graphs, which are mathematical structures used to model pairwise relations between objects. A graph in this context is made up of vertices (also called nodes or points) which are connected by edges (also called arcs, links or lines). A distinction is made between undirected graphs, where edges link two vertices symmetrically, and directed graphs, where edges link two vertices asymmetrically. Graphs are one of the principal objects of study in discrete mathematics.