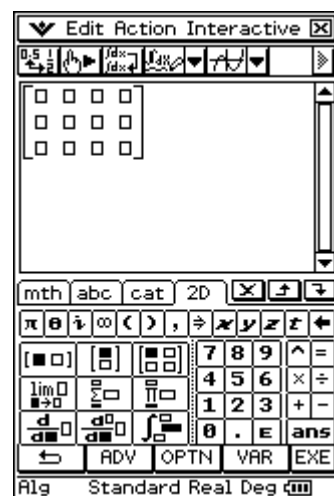


Start in Main.

Navigate to the **2D** tab and tap **CALC**.

To create a 3 row and 4 column matrix, tap  $\begin{bmatrix} \blacksquare \\ \square \end{bmatrix}$  twice and  $\begin{bmatrix} \blacksquare \square \end{bmatrix}$  three times.

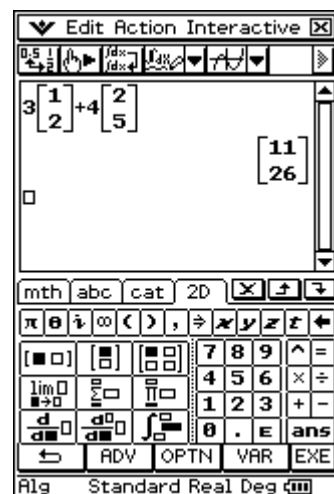
To create a square matrix, tap  $\begin{bmatrix} \blacksquare \square \\ \square \square \end{bmatrix}$  the required number of times.



**Example 1.**

Calculate  $3 \begin{bmatrix} 1 \\ 2 \end{bmatrix} + 4 \begin{bmatrix} 2 \\ 5 \end{bmatrix}$ .

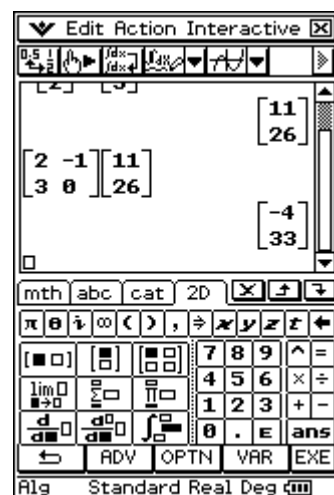
Enter the expression as shown and tap **EXE**.



**Example 2.**

Calculate  $\begin{bmatrix} 2 & -1 \\ 3 & 0 \end{bmatrix} \times \begin{bmatrix} 11 \\ 26 \end{bmatrix}$

Enter the expression as shown and tap **EXE**.



**Example 2.**

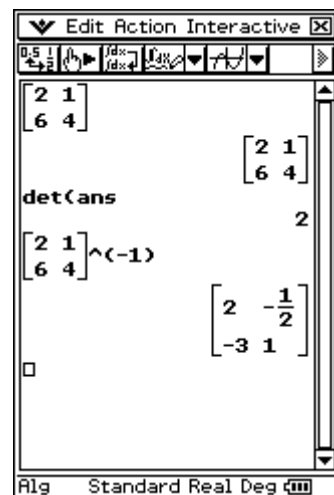
Find the determinant and inverse of  $\begin{bmatrix} 2 & 1 \\ 6 & 4 \end{bmatrix}$ .

Create the matrix and tap **EXE**.

Tap **Action, Matrix-Calculation, det, ans**.

Drag a copy of the matrix to a new line and add the power of negative one.

Tap **EXE** to find the inverse.



Sometimes it is useful to assign a matrix to a variable.

Return to the top line and add  $\Rightarrow$  **A**, which assigns the matrix to the variable **A**.

Tap **EXE**.

Now enter **2A** and tap **EXE**.

