

Start in Main and open the Math2 keyboard.

To create a 3 row and 4 column matrix, tap  $\left[ \begin{array}{|c|c|c|c|} \hline \square & \square & \square & \square \\ \hline \square & \square & \square & \square \\ \hline \square & \square & \square & \square \\ \hline \end{array} \right]$  twice and  $\left[ \begin{array}{|c|} \hline \square \\ \hline \end{array} \right]$  three times.

To create a square matrix, tap  $\left[ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \right]$  the required number of times.

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

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

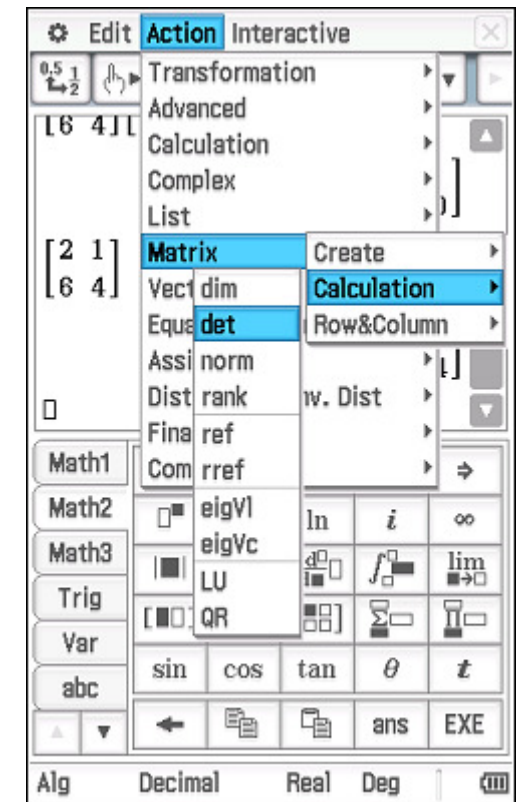
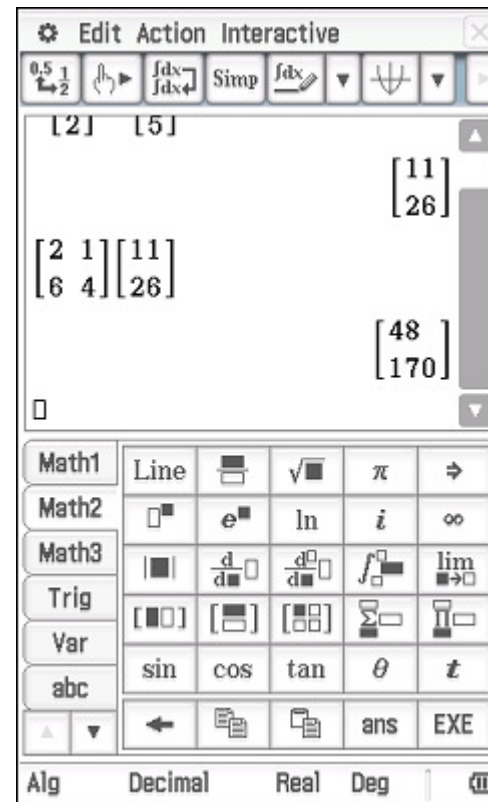
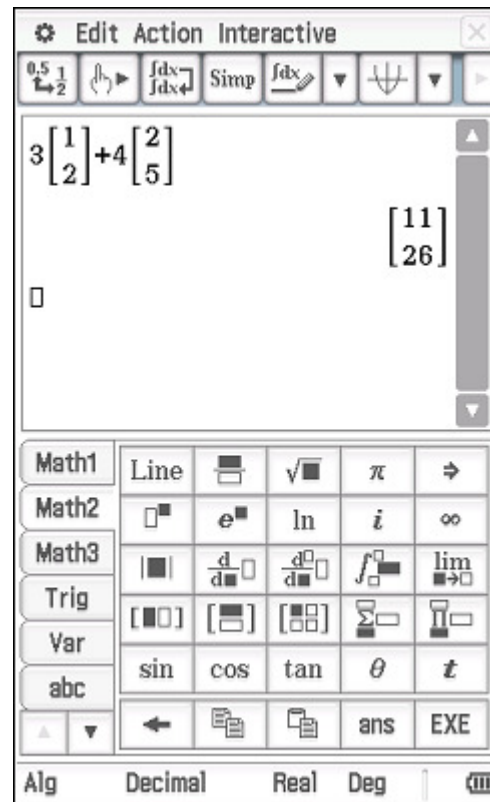
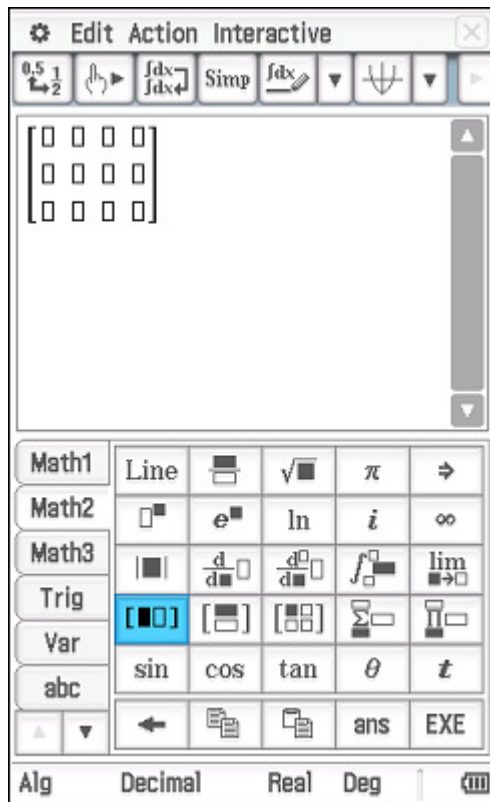
$$\text{Calculate } \begin{bmatrix} 2 & 1 \\ 6 & 4 \end{bmatrix} \times \begin{bmatrix} 11 \\ 26 \end{bmatrix}$$

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

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

Create the matrix and tap **EXE**.

Tap **Action**, **Matrix**, **Calculation**, **det** and tap **EXE**.



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

Create the matrix, raise it to the power of -1 and tap **EXE**.

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

Create the matrix and follow with  $\Rightarrow$  and a suitable variable name, such as A.

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

The screenshot shows the Casio ClassPad II calculator interface. The top toolbar includes icons for '0.5 1/2', '1/2', 'f/dx', 'Simp', 'f/dx', and '1/2'. The main display area shows the calculation of the inverse of a 2x2 matrix:  $\det \begin{bmatrix} 2 & 1 \\ 6 & 4 \end{bmatrix}^{-1}$ . The result is displayed as  $\begin{bmatrix} 2 & -0.5 \\ -3 & 1 \end{bmatrix}$ . The bottom toolbar includes 'Math1', 'Math2', 'Math3', 'Trig', 'Var', 'abc', and 'ans EXE'. The mode is set to 'Alg'.

The screenshot shows the Casio ClassPad II calculator interface. The top toolbar is the same as in the previous screenshot. The main display area shows the assignment of a 2x2 matrix to variable A:  $\begin{bmatrix} 2 & 1 \\ 6 & 4 \end{bmatrix} \Rightarrow A$ . Below this, the expression  $2A$  is entered, and the result is displayed as  $\begin{bmatrix} 4 & 2 \\ 12 & 8 \end{bmatrix}$ . The bottom toolbar is the same as in the previous screenshot. The mode is set to 'Alg'.