## TI-nSpire Matrix Directions

1. Go to the scratchpad
2. Press MENU, Matrix \& Vector, Create, Matrix
3. Enter the number of rows and columns of the Matrix you'd like

| To find the inverse | To add/subtract/multiply |
| :--- | :--- |
| 4. Take created matrix and raise it to the negative 1 <br> power <br> $\quad$ *Be sure to use the negative button <br> (below \#3 button) <br> $*$ The $\wedge$ button is to create an exponent | 4. After creating first matrix enter the operation you'd <br> like to use |

## TI-84 Matrix Directions

| To create your matrix | To find the inverse | To add/subtract/multiply |
| :---: | :---: | :---: |
| 1. Make sure you have a blank screen <br> 2. Press $2^{\text {nd }}, x^{-1}$ (under MATH) <br> 3. Press right arrow to highlight EDIT <br> 4. Chose a matrix to edit [A] <br> a. press enter to select the highlighted matrix <br> b. enter the dimensions <br> c. type in your elements <br> 5. Press $2^{\text {nd }}$, MODE to exit | 1. Create matrix <br> 2. Select created matrix <br> a. Press $2^{\text {nd }}, x^{-1}$ (under MATH) <br> b. Highlight desired matrix and click enter <br> 3. Take created matrix and raise it to the negative 1 power <br> *Be sure to use the negative button (below \#3 button) <br> *The ${ }^{\wedge}$ button is to create an exponent <br> 4. Press enter | 1. Create matrix [A] and [B] <br> 2. Select matrix [A] <br> a. Press $2^{\text {nd }}, x^{-1}$ (under MATH) <br> b. Highlight desired matrix and click enter <br> 3. Press the operation you'd like to use <br> 4. Select second matrix [B] <br> 5. Press enter |

