

Appendix 1: Program to Graph a Normal Distⁿ

The following program can be used to graph a Normal Distribution. Just enter the code as you did with the Z-Score program.

```
PROGRAM:DRAWNORM
:ClrHome
:Disp "ENTER LOW BND"
:Input L
:Disp "ENTER HI BND"
:Input H
:Disp "ENTER MEAN"
:Input M
:Disp "ENTER STD DEV"
:Input S
:(L-M)/S|| Y
:(H-M)/S|| Z
:ClrHome
:-3.2|| Xmin
: 3.2|| Xmax
: 1|| Xscl
:-.12|| Ymin
: .45|| Ymax
: .1|| Yscl
: 1|| Xres
:ClrDraw ← 2nd, DRAW, 1:ClrDraw
:ShadeNorm(Y,Z) ← 2nd, DISTR, >, DRAW, 1:ShadeNorm(
:
:
```

Note: The symbols: **Xmin**, **Xmax**, **Xscl**, **Ymin**, **Ymax**, **Yscl**, and, **Xres** can all be found by pressing the VARS key, 1: Window... , and then choosing the one you need.

Note: The ShadeNorm() function can be found by pressing the following:

2nd DISTR >> DRAW 1: ShadeNorm(

Then fill in **Y**, a comma, and **Z**