

**LESSON  
6.1****Graphing Calculator Activity:  
Permutations and Combinations***For use before the lesson "Use Combinations and the Binomial Theorem"***QUESTION** How can you use a graphing calculator to find the number of permutations and combinations?

The number of permutations of  $r$  objects taken from a group of  $n$  distinct objects is denoted by  ${}_n P_r$  and is given by the formula

$${}_n P_r = \frac{n!}{(n-r)!}$$

The number of combinations of  $r$  objects taken from a group of  $n$  distinct objects is denoted by  ${}_n C_r$  and is given by the formula

$${}_n C_r = \frac{n!}{(n-r)! \cdot r!}$$

**EXAMPLE** Find permutations and combinations

Use a graphing calculator to find the number of permutations and combinations.

a.  ${}_{10} P_3$

b.  ${}_8 C_2$

**Solution**

- a. Use the following keystrokes.

1 0 **MATH** **◀** 2 3 **ENTER**

The number of permutations of 10 objects taken 3 at a time is 720.

- b. Use the following keystrokes.

8 **MATH** **◀** 3 2 **ENTER**

The number of combinations of 8 objects taken 2 at a time is 28.

**PRACTICE** Use a graphing calculator to find the number of permutations and combinations.

1.  ${}_6 P_6$

2.  ${}_{13} P_0$

3.  ${}_{22} P_3$

4. The number of permutations of 15 objects taken 5 at a time

5. The number of permutations of 9 objects taken 3 at a time

6. The number of permutations of 12 objects taken 6 at a time

7.  ${}_{20} C_2$

8.  ${}_{11} C_6$

9.  ${}_5 C_3$

10. The number of combinations of 15 objects taken 3 at a time

11. The number of combinations of 7 objects taken 4 at a time

12. The number of combinations of 13 objects taken 13 at a time

LESSON  
6.1**Graphing Calculator Activity:**  
**Permutations and Combinations** *continued**For use before the lesson "Use Combinations and the Binomial Theorem"***TI-83 Plus**a. 1 0 **MATH** **◀** 2 3 **ENTER**b. 8 **MATH** **◀** 3 2 **ENTER****Casio CFX-9850GC Plus**Begin by displaying the menu containing the *permutation* and *combination* functions.

From the main menu, choose RUN.

**OPTN** **F6** **F3**a. 1 0 **F2** 3 **EXE**b. 8 **F3** 2 **EXE**