













GeoGebra Tutorial: Travel Graph

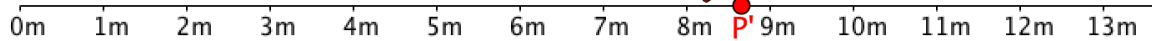
No.	Toolbar Icon	Command	Remarks
1.		$A = \text{Point}(y\text{Axis})$	
2.		$B = (5, 4)$	
3.		$C = (7, 10)$	
4.		$D = (11, 10)$	
5.		$E = (15, 6)$	
6.		$\text{list1} = \{A, B, C, D, E\}$	
7.		$\text{poly1} = \text{Polyline}(\text{list1})$	
8.		$t = \text{Slider}(0, x(E), 0.01)$	Repeat: Increasing (Once)
9.		$L: x = t$	Style: dotted line
10.		$Q = \text{Intersect}(L, \text{poly1})$	
11.		$P = (0, y(Q))$	Color: red
12.		$\text{Segment}(P, Q)$	Style: dotted line
13.		$P' = (y(P), 0)$	Show P' in Graphics 2, Color: red
14.		$\text{animate} = \text{false}$	
15.		Place a button (named button1) in Graphics 2. Caption: Start On Click Script: $\text{SetValue}(\text{animate}, !\text{animate})$ $\text{StartAnimation}(t, \text{animate})$ $\text{SetCaption}(\text{button1}, \text{If}(\text{animate}, \text{"Pause"}, \text{"Start"}))$	
16.		Place a button (named button2) in Graphics 2. Caption: Reset On Click Script: $\text{StartAnimation}(t, \text{false})$ $\text{SetValue}(t, 0)$ $\text{SetValue}(\text{animate}, \text{false})$ $\text{SetCaption}(\text{button1}, \text{"Start"})$	
17.		Graphics 1: xAxis and yAxis show positive direction only, Grid distance: x:1 y:1, xAxis unit: s, yAxis unit: m Graphics 2: xAxis shows positive direction only, xAxis unit: m, hide yAxis, hide grid	
18.		Insert the image "ironman.png"* in Graphics 2. Corner 1 Position: $P' - (0.5, 0)$ Corner 2 Position: $P' + (0.5, 0)$	

No.	Toolbar Icon	Command	Remarks
19.		Press Ctrl+Shift+D to toggle "Selection Allowed" for all objects except points and sliders. See Figure 1.	

► Graphics 2

Start

Reset



► Graphics

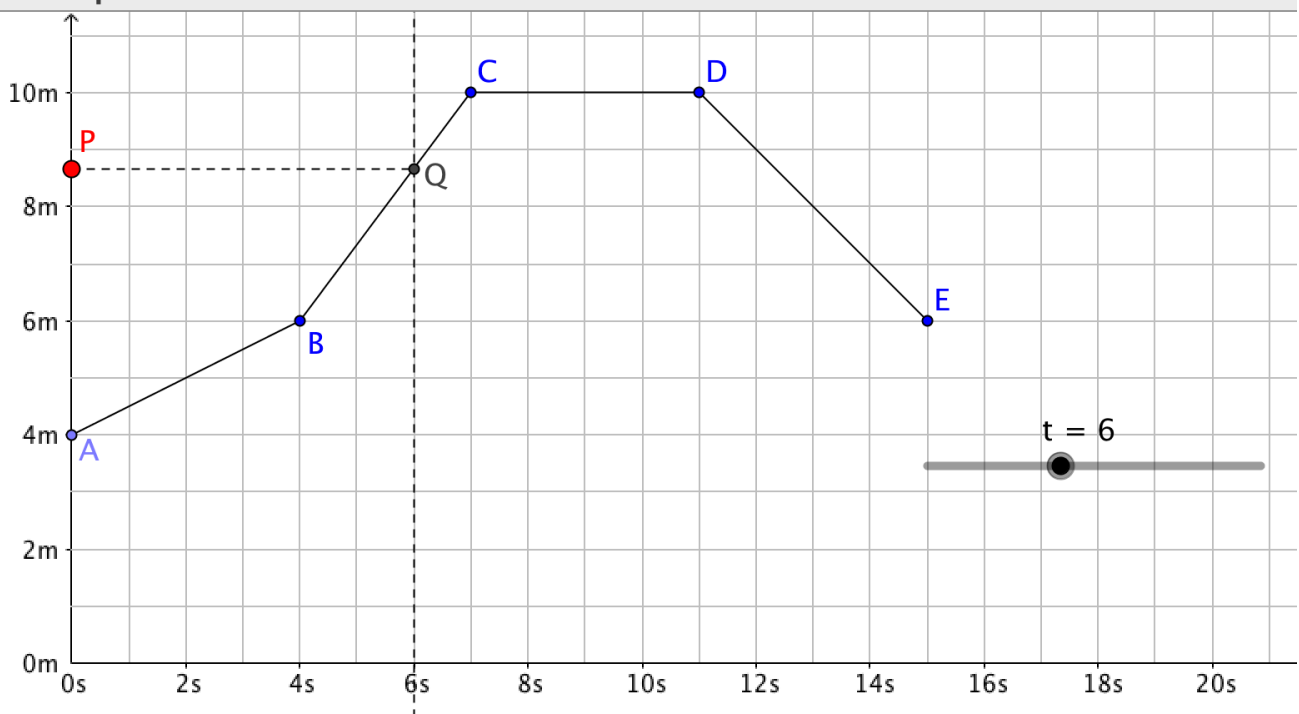


Figure 1

A more sophisticated version of this applet is available on <https://ggbm.at/T9PgWJrg>.

*Source: <http://www.clipartpanda.com/categories/iron-man-clip-art-free>