

# Inverse normal distribution

```

a := curve2d( normalinv(y , 1 , 1) , y , 0.01 , 0.99 , 20)
b := curve2d( normalinv(y , 0.2 , 1) , y , 0.01 , 0.99 , 20)
c := curve2d( normalinv(y , 3 , 1) , y , 0.01 , 0.99 , 20)
d := curve2d( normalinv(y , 1 , 3) , y , 0.01 , 0.99 , 20)
e := curve2d( normalinv(y , 0.2 , 3) , y , 0.01 , 0.99 , 20)
    
```

Name	Title	Color	Origin
a	(1,1)	-----	
b	(0.2,1)	-----	
c	(3,1)	-----	
d	(1,3)	-----	
e	(0.2,3)	-----	

Inverse normal distribution

