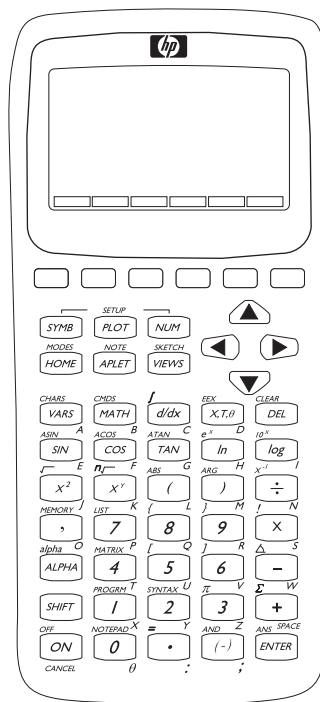


HP 39G/40G

GRAPHING CALCULATOR

USER'S GUIDE

Version 1.1



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Preface

The HP 39G/40G is a feature-rich graphing calculator. It is also a powerful mathematics learning tool. The HP 39G/40G is designed so that you can use it to explore mathematical functions and their properties.

You can get more information on the HP 39G/40G from Hewlett-Packard's Calculators web site. You can download customized applets from the web site and load them onto your calculator. Customized applets are special applications developed to perform certain functions, and to demonstrate mathematical concepts.

Hewlett Packard's Calculators web site can be found at:
www.hp.com/calculators

Manual conventions

The following conventions are used in this manual to represent the keys that you press and the menu options that you choose to perform the described operations.

- Key presses are represented as follows:

`[SIN]`, `[COS]`, `[HOME]`, etc.

- Shift keys, that is the key functions that you access by pressing the `[SHIFT]` key first, are represented as follows:

`[SHIFT] CLEAR`, `[SHIFT] MODES`, `[SHIFT] ACOS`, etc.

- Numbers and letters are represented normally, as follows:

5, 7, A, B, etc.

- Menu options, that is, the functions that you select using the menu keys at the top of the keypad are represented as follows:

`EDIT`, `GRAPH`, `DE`.

- Input form fields and choose list items are represented as follows:

Function, Polar, Parametric

- Your entries as they appear on the command line or within input forms are represented as follows:

$2 * x^2 - 3x + 5$

Notice

This manual and any examples contained herein are provided as-is and are subject to change without notice. Except to the extent prohibited by law, Hewlett-Packard Company makes no express or implied warranty of any kind with regard to this manual and specifically disclaims the implied warranties and conditions of merchantability and fitness for a particular purpose and Hewlett-Packard Company shall not be liable for any errors or for incidental or consequential damage in connection with the furnishing, performance or use of this manual and the examples herein.

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The programs that control your HP 39G/40G are copyrighted and all rights are reserved. Reproduction, adaptation or translation of those programs without prior written permission of Hewlett Packard is prohibited.

Getting started

On/off, cancel operations

To turn on

Press **ON** to turn on the calculator.

To cancel

When the calculator is on, the **ON** key cancels the current operation.

To turn off

Press **SHIFT OFF** to turn the calculator off.

To save power, the calculator turns itself off after several minutes of inactivity. All stored and displayed information is saved.

If you see the ((•)) annunciator or the Low Bat message, then the calculator needs fresh batteries.

HOME

HOME is the calculator's home view and is common to all aplets. If you want to perform calculations, or you want to quit the current activity (such as an aplet, a program, or an editor), press **HOME**. All mathematical functions are available in the HOME. The name of the current aplet is displayed in the title of the home view.

The display

To adjust the contrast

Simultaneously press **ON** and **+** (or **-**) to increase (or decrease) the contrast.

To clear the display

- Press **CANCEL** to clear the edit line.
- Press **SHIFT** **CLEAR** to clear the edit line and the display history.

Parts of the display



Menu key or soft key labels. The labels for the menu keys' current meanings. **STO** is the label for the first menu key in this picture. "Press **STO**" means to press the first menu key, that is, the leftmost top-row key on the calculator keyboard.

Edit line. The line of current entry.




History. The HOME display (**HOME**) shows up to four lines of history: the most recent input and output. Older lines scroll off the top of the display but are retained in memory.

Title. The name of the current applet is displayed at the top of the HOME view. RAD, GRD, DEG specify whether Radians, Grads or Degrees angle mode is set for HOME. The ▼ and ▲ symbols indicate whether there is more history in the HOME display. Press the ▼ and ▲ to scroll in the HOME display.

NOTE

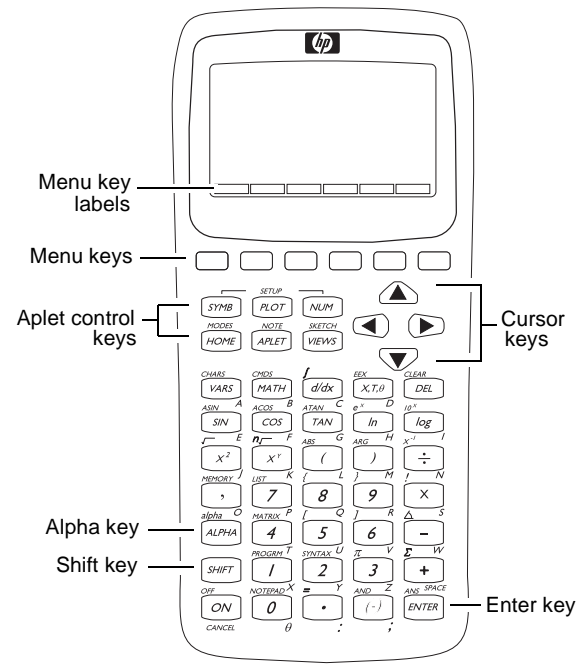
The HP 40G is packaged with a computerized algebra system (CAS). Press **2ND** **F2** to access the computerized algebra system. This User's Guide contains images from the HP39G and do not display the **2ND** menu key label.

Annunciators. Annunciators are symbols that appear above the title bar and give you important status information.

Annunciator	Description
	Shift in effect for next keystroke. To cancel, press [SHIFT] again.
α	Alpha in effect for next keystroke. To cancel, press [ALPHA] again.
((•))	Low battery power.
	Busy.
	Data is being transferred via infrared or cable.

The keyboard







Menu keys



- On the calculator keyboard, the top row of keys are called menu keys. Their meanings depend on the context—that's why their tops are blank. The menu keys are sometimes called “soft keys”.
- The bottom line of the display shows the labels for the menu keys' current meanings.

Aplet control keys

The aplet control keys are:

Key	Meaning
	Displays the Symbolic view for the current aplet. See “Symbolic view” on page 1-15.
	Displays the Plot view for the current aplet. See “Plot view” on page 1-15.
	Displays the Numeric view for the current aplet. See “Numeric view” on page 1-15.
	Displays the HOME view. See “HOME” on page 1-1.
	Displays the Aplet Library menu. See “Aplet library” on page 1-15.
	Displays the VIEWS menu. See “Aplet views” on page 1-15.

Entry/Edit keys

The entry and edit keys are:

Key	Meaning
(CANCEL)	Cancels the current operation if the calculator is on by pressing . Pressing , then <i>OFF</i> turns the calculator off.
	Accesses the function printed in blue above a key.
	Returns to the HOME view, for performing calculations.
	Accesses the alphabetical characters printed in orange below a key. Hold down to enter a string of characters.
	Enters an input or executes an operation. In calculations, acts like “=”. When or is present as a menu key, acts the same as pressing or .
	Enters a negative number. To enter -25 , press 25. <i>Note: this is not the same operation that the subtract button performs ().</i>
	Enters the independent variable by inserting X , T , θ , or N into the edit line, depending on the current active aplet.
	Deletes the character under the cursor. Acts as a backspace key if the cursor is at the end of the line.
CLEAR	Clears all data on the screen. On a settings screen, for example Plot Setup, CLEAR returns all settings to their default values.
, , , 	Moves the cursor around the display. Press first to move to the beginning, end, top or bottom.
CHARS	Displays a menu of all available characters. To type one, use the arrow keys to highlight it, and press . To select multiple characters, select each and press , then press .

Shifted keystrokes

There are two shift keys that you use to access the operations and characters printed above the keys: **SHIFT** and **ALPHA**.

Key	Description
SHIFT	<p>Press the SHIFT key to access the operations printed in blue above the keys. For instance, to access the Modes screen, press SHIFT, then press HOME. (<i>MODES</i> is labelled in blue above the HOME key). You do not need to hold down SHIFT when you press HOME. This action is depicted in this manual as “press SHIFT <i>MODES</i>.”</p> <p>To cancel a shift, press SHIFT again.</p>
ALPHA	<p>The alphabetic keys are also shifted keystrokes. For instance, to type Z, press ALPHA Z. (The letters are printed in orange to the lower right of each key.)</p> <p>To cancel Alpha, press ALPHA again.</p> <p>For a lower case letter, press SHIFT ALPHA.</p> <p>For a string of letters, hold down ALPHA while typing.</p>

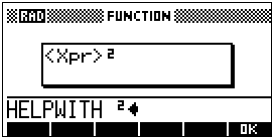
HELPWITH

The HP 39G built-in help is available in HOME only. It provides syntax help for built-in math functions.

Access the **HELPWITH** command by pressing **SHIFT** **SYNTAX** and then the math key for which you require syntax help.

Example

Press **SHIFT** **SYNTAX**
x² **ENTER**



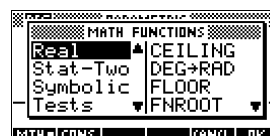
*Note: Remove the left parenthesis from built-in commands such as sine, cosine, and tangent before invoking the **HELPWITH** command.*

Math keys

HOME (\square HOME \square) is the place to do calculations.

Keyboard keys. The most common operations are available from the keyboard, such as the arithmetic (like \square + \square) and trigonometric (like \square SIN \square) functions. Press \square ENTER \square to complete the operation: \square SHIFT \square $\sqrt{}$ 256 \square ENTER \square displays 16.

MATH menu. Press \square MATH \square to open the MATH menu. The MATH menu is a comprehensive list of math functions that do not appear on the keyboard. It also includes categories for all other functions and constants. The functions are grouped by category, ranging in alphabetical order from Calculus to Trigonometry.



- The arrow keys scroll through the list (\square ▼, \square ▲) and move from the category list in the left column to the item list in the right column (\square ◀, \square ▶).
- Press \square ENTER \square to insert the selected command onto the edit line.
- Press \square EXIT \square to dismiss the MATH menu without selecting a command.
- Pressing \square EXIT \square displays the list of Program Constants. You can use these in programs that you develop.
- Pressing \square EXIT \square takes you to the beginning of the MATH menu.

See “Math functions by category” on page 10-3 for details of the math functions.

HINT

When using the MATH menu, or any menu on the HP 39G/40G, pressing an alpha key takes you straight to the first menu option beginning with that alpha character. With this method, you do not need to press \square ALPHA \square first. Just press the key that corresponds to the command’s beginning alpha character.

Program commands

Pressing \square SHIFT \square CMDS displays the list of Program Commands. See “Programming commands” on page 15-14.



Inactive keys

If you press a key that does not operate in the current context, a warning symbol like this \blacktriangle appears. There is no beep.

Menus













A menu offers you a choice of items. Menus are displayed in one or two columns.





- The  arrow in the display means more items below.
- The  arrow in the display means more items above.



To search a menu

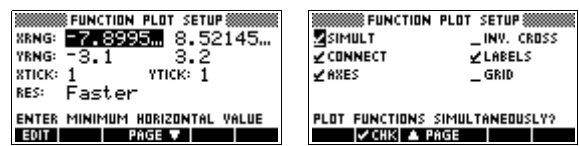
- Press  or  to scroll through the list. If you press  or , you'll go all the way to the end or the beginning of the list. Highlight the item you want to select, then press  (or ).
- If there are two columns, the left column shows general categories and the right column shows specific contents within a category. Highlight a general category in the left column, then highlight an item in the right column. The list in the right column changes when a different category is highlighted. Press  or  when you have highlighted your selection.
- To speed-search a list (with no edit line), type the first letter of the word. For example, to find the Matrix category in , press , the Alpha “M” key.
- To go up a page, you can press . To go down a page, press .

To cancel a menu

Press  (for *CANCEL*) or . This cancels the current operation.

Input forms

An input form shows several fields of information for you to examine and specify. After highlighting the field to edit, you can enter or edit a number (or expression). You can also select options from a list (**EDIT**). Some input forms include items to check (**CHK**). See below for an example of an input form.



Reset input form values

To reset a default field value in an input form, move the cursor to that field and press **DEL**. To reset all default field values in the input form, press **SHIFT** **CLEAR**.

Mode settings

You use the Modes input form to set the modes for HOME.

HINT

Although the numeric setting in Modes affects only HOME, the angle setting controls HOME and the current aplet. The angle setting selected in Modes is the angle setting used in both HOME and current aplet. To further configure an aplet, you use the **SETUP** keys (**SHIFT** **PLOT** and **SHIFT** **NUM**).

Press **SHIFT** **MODES** to access the HOME MODES input form.

Setting	Options
Angle Measure	<p>Angle values are:</p> <p>Degrees. 360 degrees in a circle.</p> <p>Radians. 2π radians in a circle.</p> <p>Grads. 400 grads in a circle.</p> <p>The angle mode you set is the angle setting used in both HOME and the current aplet. This is done to ensure that trigonometric calculations done in the current aplet and HOME give the same result.</p>


Setting	Options (Continued)
Number Format	<p>The number format mode you set is the number format used in both HOME and the current applet.</p> <p>Standard. Full-precision display.</p> <p>Fixed. Displays results rounded to a number of decimal places. Example: 123.456789 becomes 123.46 in Fixed 2 format.</p> <p>Scientific. Displays results with an exponent, one digit to the left of the decimal point, and the specified number of decimal places. Example: 123.456789 becomes 1.23E2 in Scientific 2 format.</p> <p>Engineering. Displays result with an exponent that is a multiple of 3, and the specified number of significant digits beyond the first one. Example: 123.456E7 becomes 1.23E9 in Engineering 2 format.</p> <p>Fraction. Displays results as fractions based on the specified number of decimal places. Examples: 123.456789 becomes 123 in Fraction 2 format, and .333 becomes 1/3 and 0.142857 becomes 1/7. See “Using fractions” on page 1-24.</p>
Decimal Mark	<p>Dot or Comma. Displays a number as 12456.98 (Dot mode) or as 12456,98 (Comma mode). Dot mode uses commas to separate elements in lists and matrices, and to separate function arguments. Comma mode uses periods (dot) as separators in these contexts.</p>

Setting a mode

This example demonstrates how to change the angle measure from the default mode, radians, to degrees for the current applet. The procedure is the same for changing number format and decimal mark modes.

1. Press **[SHIFT]MODES** to open the HOME MODES input form.

The cursor (highlight) is in the first field, Angle Measure.



2. Press **[CHOOSE]** to display a list of choices.



3. Press **[▲]** to select Degrees, and press **[OK]**. The angle measure changes to degrees.



4. Press **[HOME]** to return to HOME.

HINT Whenever an input form has a list of choices for a field, you can press **[+]** to cycle through them instead of using **[CHOOSE]**.

Aplets (E-lessons)

Aplets are the application environments where you explore different classes of mathematical operations. You select the applet that you want to work with.

Aplets come from a variety of sources:

- Built-in the HP 39G/40G (initial purchase).
- Aplets created by saving existing aplets, which have been modified, with specific configurations. See “Creating new aplets based on existing aplets” on page 16-1.
- Downloaded from HP’s Calculators web site.
- Copied from another calculator.

Aplets are stored in the Aplet library. See “Aplet library” on page 1-15 for further information.



You can modify configuration settings for the graphical, tabular, and symbolic views of the aplets in the following table. See “Aplet view configuration” on page 1-17 for further information.

Aplet name	Use this aplet to explore:
Function	Real-valued, rectangular functions y in terms of x . Example: $y = 2x^2 + 3x + 5$.
Inference	Confidence intervals and Hypothesis tests based on the Normal and Students-t distributions.
Parametric	Parametric relations x and y in terms of t . Example: $x = \cos(t)$ and $y = \sin(t)$.
Polar	Polar functions r in terms of an angle θ . Example: $r = 2\cos(4\theta)$.
Sequence	Sequence functions U in terms of n , or in terms of previous terms in the same or another sequence, such as U_{n-1} and U_{n-2} . Example: $U_1 = 0$, $U_2 = 1$ and $U_n = U_{n-2} + U_{n-1}$.
Solve	Equations in one or more real-valued variables. Example: $x + 1 = x^2 - x - 2$.
Statistics	One-variable (x) or two-variable (x and y) statistical data.

In addition to these aplets, which can be used in a variety of applications, the HP 39G/40G is supplied with two teaching aplets: Quad Explorer and Trig Explorer. You cannot modify configuration settings for these aplets.

A great many more teaching aplets can be found at HP’s web site and other web sites created by educators, together with accompanying documentation, often with student work sheets. These can be downloaded free of charge and transferred to the HP 39G/40G using the separately supplied Connectivity Kit.

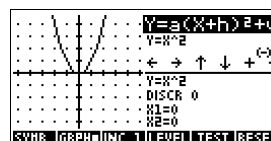
Quad Explorer aplet

The **Quad Explorer** applet is used to investigate the behaviour of $y = a(x + h)^2 + v$ as the values of a , h and v change, both by manipulating the equation and seeing the change in the graph, *and* by manipulating the graph and seeing the change in the equation.

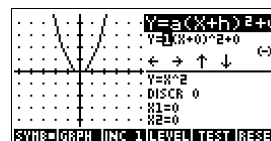
HINT

More detailed documentation, and an accompanying student work sheet can be found at HP's web site.

When first started, the applet is in **GRAPH** mode, in which the arrow keys, the **+** and **-** keys and the **(-)** key are used to change the shape of the graph. This changing shape is reflected in the equation displayed at the top right corner of the screen, while the original graph is retained for comparison. In this mode the graph controls the equation.



It is also possible to have the equation control the graph. Pressing **SYMB** displays a sub-expression of your equation (see right).



Pressing the **▶** and **◀** key moves between sub-expressions, while pressing the **▲** and **▼** key changes their values.

Pressing **LEVEL** allows the user to select whether all three sub-expressions will be explored at once or only one at a time.

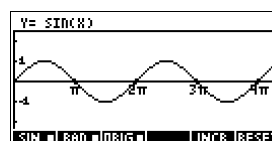
A **TEST** button is provided to evaluate the student's knowledge. Pressing **TEST** displays a target quadratic graph. The student must manipulate the equation's parameters to make the equation match the target graph. When a student feels that they have correctly chosen the parameters a **CHECK** button evaluates the answer and provide feedback. An **EXIT** button is provided for those who give up!



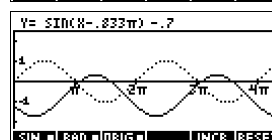
Trig Explorer aplet

The **Trig Explorer** applet is used to investigate the behaviour of the graph of $y = a \sin(bx + c) + d$ as the values of a , b , c and d change, both by manipulating the equation and seeing the change in the graph, or by manipulating the graph and seeing the change in the equation.

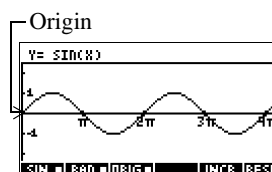
When the user presses **SYMB** in the **FILE** view, the screen shown right is displayed.



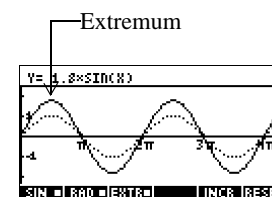
In this mode, the graph controls the equation. Pressing the **▲** **▼** and **◀** **▶** keys transforms the graph, with these transformations reflected in the equation.



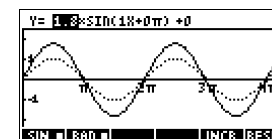
The button labelled **ORIG** is a toggle between **ORIG** and **EXTR**. When **ORIG** is chosen, the 'point of control' is at the origin (0,0) and the **▲** **▼** and **◀** **▶** keys control vertical and horizontal transformations. When **EXTR** is chosen the 'point of control' is on the first extremum of the graph (i.e. for the sine graph at $(\pi/2, 1)$).



The arrow keys change the amplitude and frequency of the graph. This is most easily seen by experimenting.



Pressing **SYMB** displays the equation at the top of the screen. The equation is controls the graph. Pressing the **▶** and **◀** keys moves from parameter to parameter.



Pressing the **▲** or **▼** key changes the parameter's values.

The default angle setting for this applet is radians. The angle setting can be changed to degrees by pressing **DEG**.

Aplet library

Aplets are stored in the Aplet library.

To open an aplet

Press **[APLET]** to display the Aplet library menu. Select the aplet and press **[F1-F5]** or **[ENTER]**.

From within an aplet, you can return to HOME any time by pressing **[HOME]**.

Aplet views

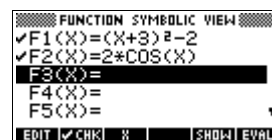
When you have configured an aplet to define the relation or data that you want to explore, you can display it in different views. Here are illustrations of the three major aplet views (Symbolic, Plot, and Numeric), the six supporting aplet views (from the VIEWS menu), and the two user-defined views (Note and Sketch).

Symbolic view

Press **[SYMB]** to display the aplet's Symbolic view.

You use this view to define the function(s) or equation(s) that you want to explore.

See "About the Symbolic view" on page 2-1 for further information.

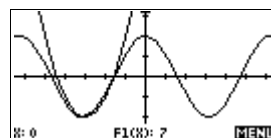


Plot view

Press **[PLOT]** to display the aplet's Plot view.

In this view, the functions that you have defined are displayed graphically.

See "About the Plot view" on page 2-5 for further information.



Numeric view

Press **[NUM]** to display the aplet's Numeric view.

In this view, the functions that you have defined are displayed in tabular format.

See "About the numeric view" on page 2-15 for further information.

X	F1	F2
0	7.61	1.990008
1	8.24	1.460133
2	8.84	1.410673
3	9.56	1.842122
4	10.25	1.755165

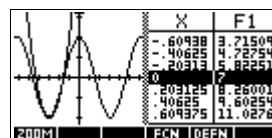
Plot-Table view

The VIEWS menu contains the Plot-Table view.

VIEWS

Select Plot-Table **Alt**

Splits the screen into the plot and the data table. See “Other views for scaling and splitting the graph” on page 2-13 for further information.



Plot-Detail view

The VIEWS menu contains the Plot-Detail view.

VIEWS

Select Plot-Detail **Alt**

Splits the screen into the plot and a close-up.



See “Other views for scaling and splitting the graph” on page 2-13 for further information.

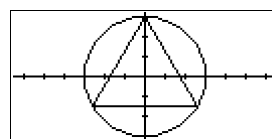
Overlay Plot view

The VIEWS menu contains the Overlay Plot view.

VIEWS

Select Overlay Plot **Alt**

Plots the current expression(s) *without* erasing any pre-existing plot(s).

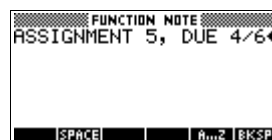


See “Other views for scaling and splitting the graph” on page 2-13 for further information.

Note view

Press **SHIFT** **NOTE** to display the applet’s note view.

This note is transferred with the applet if it is sent to another calculator or to a PC. A note view contains text to supplement an applet.



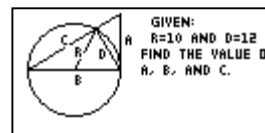
See “Notes and sketches” on page 14-1 for further information.

Sketch view

Press **SHIFT** **SKETCH** to display the applet’s sketch view.

Displays pictures to supplement an aplet.

See “Notes and sketches” on page 14-1 for further information.

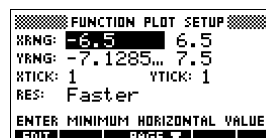


Aplet view configuration

You use the *SETUP* keys ([SHIFT] [PLOT] , and [SHIFT] [NUM]) to configure the aplet. For example, press $\text{[SHIFT] [SETUP-PLOT]}$ ([SHIFT] [PLOT]) to display the input form for setting the aplet’s plot settings. Angle measure is controlled using the *MODES* view.

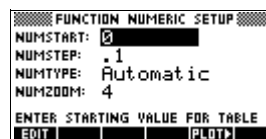
Plot Setup

Press $\text{[SHIFT] [SETUP-PLOT]}$. Sets parameters to plot a graph.



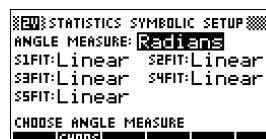
Numeric Setup

Press $\text{[SHIFT] [SETUP-NUM]}$. Sets parameters for building a table of numeric values.



Symbolic Setup

This view is only available in the Statistics aplet in 2VAR mode, where it plays an important role in choosing data models. Press ($\text{[SHIFT] [SETUP SYMB]}$).



To change views

Each view is a separate environment. To change a view, select a different view by pressing [SYMB] , [NUM] , [PLOT] keys or select a view from the VIEWS menu. To change to HOME, press [HOME] . You do not explicitly close the current view, you just enter another one—like passing from one room into another in a house. Data that you enter is automatically saved as you enter it.

To save aplet configuration

You can save an aplet configuration that you have used, and transfer the aplet to other HP 39G/40G calculators. See “Sending and receiving aplets” on page 16-5.

Mathematical calculations

The most commonly used math operations are available from the keyboard. Access to the rest of the math functions is via the MATH menu ($\boxed{\text{MATH}}$).

To access programming commands, press $\boxed{\text{SHIFT}}$ $\boxed{\text{CMDS}}$. See “Programming commands” on page 15-14 for further information.

Where to start

The home base for the calculator is the HOME view ($\boxed{\text{HOME}}$). You can do all calculations here, and you can access all $\boxed{\text{MATH}}$ operations.

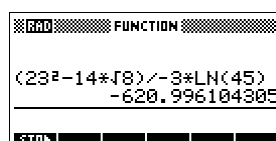
Entering expressions

- Enter an expression into the HP 39G/40G in the same left-to-right order that you would write the expression. This is called *algebraic entry*.
- To enter functions, select the key or MATH menu item for that function. You can also enter a function by using the Alpha keys to spell out its name.
- Press $\boxed{\text{ENTER}}$ to evaluate the expression you have in the edit line (where the blinking cursor is). An *expression* can contain numbers, functions, and variables.

Example

Calculate $\frac{23^2 - 14\sqrt{8}}{-3} \ln(45)$:

$\boxed{[]}$ $\boxed{23}$ $\boxed{x^2}$
 $\boxed{-}$ $\boxed{14}$
 $\boxed{[X]}$ $\boxed{\text{SHIFT}}$ $\boxed{\sqrt{}}$ $\boxed{8}$ $\boxed{[]}$
 $\boxed{+}$ $\boxed{(-)}$ $\boxed{3}$
 $\boxed{\ln}$ $\boxed{45}$ $\boxed{[]}$
 $\boxed{\text{ENTER}}$



Calculator display showing the expression $(23^2 - 14\sqrt{8}) / -3 \ln(45)$ and the result -620.996104305 .

Long results

If the result is too long to fit on the display line, or if you want to see an expression in textbook format, press $\boxed{\blacktriangle}$ to highlight it and then press $\boxed{\text{FORMAT}}$.

Negative numbers

Type $\boxed{(-)}$ to start a negative number or to insert a negative sign.

To raise a negative number to a power, enclose it in parentheses. For example, $(-5)^2 = 25$, whereas $-5^2 = -25$.

Example

Calculate $\frac{(4 \times 10^{-13})(6 \times 10^{23})}{3 \times 10^{-5}}$

(4E-13)*(6E23)/3E-5
 8.E1

Implied multiplication takes place when two operands appear with no operator in between. If you enter AB, for example, the result is $A*B$.

However, for clarity, it is better to include the multiplication sign where you expect multiplication in an expression. It is clearest to enter AB as $A*B$.

Implied multiplication will not always work as expected. For example, entering $A(B+4)$ will not give $A \cdot (B+4)$. Instead an error message is displayed: "Invalid User Function". This is because the calculator interprets $A(B+4)$ as meaning 'evaluate function A at the value $B+4$ ', and function A does not exist. When in doubt, insert the $*$ sign manually.

Parentheses

You need to use parentheses to enclose arguments for functions, such as SIN(45). You can omit the final parenthesis at the end of an edit line. The calculator inserts it automatically.

Parentheses are also important in specifying the order of operation. *Without* parentheses, the HP 39G/40G calculates according to the order of *algebraic precedence* (the next topic). Following are some examples using parentheses.

Entering...	Calculates...
$\boxed{\text{SIN}} \ 45 \boxed{+} \boxed{\text{SHIFT}} \ \pi$	$\sin (45 + \pi)$
$\boxed{\text{SIN}} \ 45 \boxed{)} \boxed{+} \boxed{\text{SHIFT}} \ \pi$	$\sin (45) + \pi$
$\boxed{\text{SHIFT}} \ \sqrt{} \ 85 \boxed{\times} \ 9$	$\sqrt{85} \times 9$
$\boxed{\text{SHIFT}} \ \sqrt{} \boxed{(} \ 85 \boxed{\times} \ 9 \boxed{)}$	$\sqrt{85 \times 9}$

Algebraic precedence order of evaluation

Functions within an expression are evaluated in the following order of precedence. Functions with the same precedence are evaluated in order from left to right.

1. Expressions within parentheses. Nested parentheses are evaluated from inner to outer.
2. Prefix functions, such as SIN and LOG.
3. Postfix functions, such as !
4. Power function, ^, NTHROOT.
5. Negation, multiplication, and division.
6. Addition and subtraction.
7. AND and NOT.
8. OR and XOR.
9. Left argument of | (where).
10. Equals, =.

Largest and smallest numbers

The smallest number the HP 39G/40G can represent is 1×10^{-499} (1E-499). A smaller result is displayed as zero. The largest number is $9.9999999999 \times 10^{-49}$. A larger result is still displayed as this number.

Clearing numbers

- **[DEL]** clears the character under the cursor. When the cursor is positioned after the last character, **[DEL]** deletes the character to the left of the cursor, that is, it performs the same as a backspace key.
- **CANCEL** (**[ON]**) clears the edit line.
- **[SHIFT] CLEAR** clears all input and output in the display, including the display history.

Using previous results

The HOME display (**[HOME]**) shows you four lines of input/output history. An unlimited (except by memory) number of previous lines can be displayed by scrolling. You can retrieve and reuse any of these values or expressions.



When you highlight a previous input or result (by pressing **[▲]**), the **COPY** and **SHOW** menu labels appear.



To copy a previous line

Highlight the line (press **[▲]**) and press **COPY**. The number (or expression) is copied into the edit line.

To reuse the last result

Press **[SHIFT] ANS** (last answer) to put the last result from the HOME display into an expression. **ANS** is a variable that is updated each time you press **[ENTER]**.

To repeat a previous line

To repeat the very last line, just press **[ENTER]**. Otherwise, highlight the line (press **[▲]**) first, and then press **[ENTER]**. The highlighted expression or number is re-entered. If the previous line is an expression containing the **ANS**, the calculation is repeated iteratively.

Example

See how $\text{SHIFT} \text{ANS}$ retrieves and reuses the last result (50), and ENTER updates ANS (from 50 to 75 to 100).

50 ENTER $+$ 25
 ENTER ENTER

MODE	FUNCTION	50
Ans+25		75
		100
STO		

You can use the last result as the first expression in the edit line without pressing $\text{SHIFT} \text{ANS}$. Pressing $+$, $-$, \times , or \div , (or other operators that require a preceding argument) automatically enters ANS before the operator.

You can reuse any other expression or value in the HOME display by highlighting the expression (using the arrow keys), then pressing $\text{2ND} \text{F1}$. See “Using previous results” on page 1-21 for more details.

The variable ANS is different from the numbers in HOME’s display history. A value in ANS is stored internally with the full precision of the calculated result, whereas the displayed numbers match the display mode.

HINT

When you retrieve a number from ANS , you obtain the result to its full precision. When you retrieve a number from the HOME’s display history, you obtain exactly what was displayed.

Pressing ENTER evaluates (or re-evaluates) the last input, whereas pressing $\text{SHIFT} \text{ANS}$ copies the last result (as ANS) into the edit line.

Storing a value in a variable

You can save an answer in a variable and use the variable in later calculations. There are 27 variables available for storing real values. These are A to Z and θ . See Chapter 11, “Variables and memory management” for more information on variables. For example:

1. Perform a calculation.

45 [+] 8 [x^y] 3 [ENTER]



2. Store the result in the A variable.

[STO] [ALPHA] A [ENTER]



3. Perform another calculation using the A variable.

95 [+] 2 [x] [ALPHA] A [ENTER]



Accessing the display history

Pressing [\blacktriangle] enables the highlight bar in the display history. While the highlight bar is active, the following menu and keyboard keys are very useful:

Key	Function
[\blacktriangle], [\blacktriangledown]	Scrolls through the display history.
[COPY]	Copies the highlighted expression to the position of the cursor in the edit line.
[SHOW]	Displays the current expression in standard mathematical form.
[DEL]	Deletes the highlighted expression from the display history, unless there is a cursor in the edit line.
[SHIFT] [CLEAR]	Clears all lines of display history and the edit line.

Clearing the display history

It's a good habit to clear the display history ([SHIFT] CLEAR) whenever you have finished working in HOME. It saves calculator memory to clear the display history. Remember that *all* your previous inputs and results are saved until you clear them.

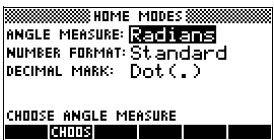
Using fractions

To work with fractions in HOME, you set the number format to Fractions, as follows:

Setting Fraction mode

1. In HOME, open the HOME MODES input form.

[SHIFT] MODES



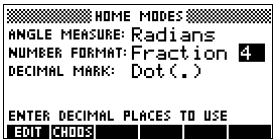
2. Select Number Format and press $\text{[F1] [F2] [F3] [F4]}$ to display the options, then select Fraction.

$\text{[F1] [F2] [F3] [F4]}$



3. Press [F1] to select the option, then select the precision value.

[F1] [F2]



4. Enter the precision that you want to use, and press [F1] to set the precision. Press [HOME] to return to HOME.

See “Setting fraction precision” below for more information.

Setting fraction precision

The fraction precision setting determines the precision in which the HP 39G/40G converts a decimal value to a fraction. The greater the precision value that is set, the closer the fraction is to the decimal value.

By choosing a precision of 1 you are saying that the fraction only has to match 0.234 to at least 1 decimal place (3/13 is 0.23076...).

The fractions used are found using the technique of continued fractions.

When converting recurring decimals this can be important.

For example, at precision 6 the decimal 0.6666 becomes 3333/5000 (6666/10000) whereas at precision 3, 0.6666 becomes 2/3, which is probably what you would want.

For example, when converting .234 to a fraction, the precision value has the following effect:

- Precision set to 1:



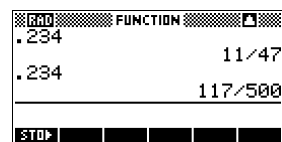
- Precision set to 2:



- Precision set to 3:



- Precision set to 4



Fraction calculations

When entering fractions:

- You use the $\frac{\Box}{\Box}$ key to separate the numerator part and the denominator part of the fraction.
- To enter a mixed fraction, for example, $1\frac{1}{2}$, you enter it in the format $(1+\frac{1}{2})$.

For example, to perform the following calculation:

$$3(2\frac{3}{4} + 5\frac{7}{8})$$

- Set the mode Number format to fraction.

SHIFT MODES ▼
 MODES Select
 Fraction
 ENTER ► 4 MATH

```

HOME MODES
ANGLE MEASURE: Radians
NUMBER FORMAT: Fraction 4
DECIMAL MARK: Dot (.)

ENTER DECIMAL PLACES TO USE
EDIT CHOOSE
  
```

- Return to HOME and enter the calculation.

3 X ((2 + 3
 ÷ 4) + (5 + 7
 ÷ 8))

```

RAD FUNCTION
3*((2+3/4)+(5+7/8))
STO
  
```

- Evaluate the calculation.

ENTER

```

RAD FUNCTION
3*(2+3/4+(5+7/8))
207/8
STO
  
```

Converting decimals to fractions

To convert a decimal value to a fraction:

- Set the number mode to Fraction.
- Either retrieve the value from the History, or enter the value on the command line.
- Press ENTER to convert the number to a fraction.

Converting a number to a fraction

When converting a number to a fraction, keep the following points in mind:

- When converting a recurring decimal to a fraction, set the fraction precision to about 6, and ensure that you include more than six decimal places in the recurring decimal that you enter.

In this example, the fraction precision is set to 6. The top calculation returns the correct result. The bottom one does not.

MODE	FUNCTION
.666666666	2/3
.66666	3333/5000
STO>	

- To convert an exact decimal to a fraction, set the fraction precision to at least two more than the number of decimal places in the decimal.

In this example, the fraction precision is set to 6.

MODE	FUNCTION
.25	1/4
.625	5/8
STO>	

Complex numbers

Complex results

The HP 39G/40G can return a complex number as a result for some math functions. A complex number appears as an ordered pair (x, y) , where x is the real part and y is the imaginary part. For example, entering $\sqrt{-1}$ returns $(0,1)$.

To enter complex numbers

Enter the number in either of these forms, where x is the real part, y is the imaginary part, and i is the imaginary constant, $\sqrt{-1}$:

- (x, y) or
- $x + iy$.

To enter i :

- press **SHIFT** **ALPHA** **I**
- or
- press **MATH**, **▲** or **▼** keys to select Constant, **►** to move to the right column of the menu, **▼** to select i , and **ENTER**.

Storing complex numbers

There are 10 variables available for storing complex numbers: Z0 to Z9. To store a complex number in a variable:

- Enter the complex number, press **STO**, enter the variable to store the number in and press **ENTER**.

(4) 5) STO ALPHA Z 0 ENTER



Catalogs and editors

The HP 39G/40G has several catalogs and editors. You use them to create and manipulate objects. They access features and stored values (numbers or text or other items) that are independent of aplets.

- A *catalog* lists items, which you can delete or transmit, for example an aplet.
- An *editor* lets you create or modify items and numbers, for example a note or a matrix.

Catalog/Editor	Contents
Aplet library ((APLET))	Aplets.
Sketch editor ((SHIFT) SKETCH)	Sketches and diagrams. See Chapter 14, "Notes and sketches".
List ((SHIFT) LIST)	Lists. In HOME, lists are enclosed in { }. See Chapter 13, "Lists".
Matrix ((SHIFT) MATRIX)	One- and two-dimensional arrays. In HOME, arrays are enclosed in []. See Chapter 12, "Matrices".
Notepad ((SHIFT) NOTEPAD)	Notes (short text entries). See Chapter 14, "Notes and sketches".
Program ((SHIFT) PROGRAM)	Programs that you create, or associated with user-defined aplets. See Chapter 15, "Programming".

Differences between the HP 38G and the HP 39G/40G


CAS

The HP 40G is packaged with a computer algebra system (CAS). Refer to the CAS Manual for further information.



Memory manager

The HP 39G/40G incorporates a memory manager that you can use to see how much memory the objects that you have created or loaded are occupying. See “Memory Manager” on page 11-9 for more information.

Plot Goto function

In Plot view, you can use the  menu key to jump to a value on the plot instead of having to trace the plot to locate values. See “Exploring the graph” on page 2-7 for more information.

Statistics Pred function

When you choose the  option in the Statistics aplet’s Plot view screen, it is now possible to  along the regression curve. Once a data set and regression curve is displayed, pressing the up and down arrows will move between the data and the curve of regression. When the regression curve is selected, the values displayed in the Plot view status line are the PREDY values. On the HP 38G, the Trace function would select known data points only.

Inference aplet

To complement the Statistics aplet, a new Inference aplet has been added. Use this aplet to perform hypothesis tests and determine confidence intervals. See “About the Inference aplet” on page 9-1 for more information.

Trig Explorer and Quadratic Explorer aplets

The teaching aplets Trig Explorer and Quadratic Explorer have been added to the calculator. These two aplets add powerfully to the capabilities of the calculator in the classroom.

Aplets and their views

Aplet views

This section examines the options and functionality of the three main views for the Function, Polar, Parametric, and Sequence aplets: Symbolic, Plot, and Numeric views.

About the Symbolic view



The Symbolic view is the *defining view* for the Function, Parametric, Polar, and Sequence aplets. The other views are derived from the symbolic expression.

You can create up to 10 different definitions for each Function, Parametric, Polar, and Sequence applet. You can graph any of the relations (in the same applet) simultaneously by selecting them.

Defining an expression (Symbolic view)

Choose the applet from the Aplet Library.




APLET


Press  or  to select an applet.

START

The Function, Parametric, Polar, and Sequence aplets start in the Symbolic view.

APLET LIBRARY		BOOK
Function	.07KB	
Inference	.0KB	
Parametric	.07KB	
Polar	.0KB	
Sequence	.60KB	
SAVE RESET SORT SEND RECV START		

If the highlight is on an existing expression, scroll to an empty line—unless you don't mind writing over the expression—or, clear one line () or all lines ( .

Expressions are selected (check marked) on entry. To deselect an expression, press . All selected expressions are plotted.

- **For a Function definition**, enter an expression to define $F(X)$. The only independent variable in the expression is X .

FUNCTION SYMBOLIC VIEW	
F1(X)=	
F2(X)=	
F3(X)=	
F4(X)=	
F5(X)=	
EDIT	✓CHK

- **For a Parametric definition**, enter a pair of expressions to define $X(T)$ and $Y(T)$. The only independent variable in the expressions is T .

PARAMETRIC SYMBOLIC VIEW	
X1(T)=	
Y1(T)=	
X2(T)=	
Y2(T)=	
X3(T)=	
EDIT	✓CHK

- **For a Polar definition**, enter an expression to define $R(\theta)$. The only independent variable in the expression is θ .

POLAR SYMBOLIC VIEW	
R1(θ)=	
R2(θ)=	
R3(θ)=	
R4(θ)=	
R5(θ)=	
EDIT	✓CHK

- **For a Sequence definition**, either:
Enter the first and second terms for U ($U1$, or... $U9$, or $U0$). Define the n th term of the sequence in terms of N or of the prior terms, $U(N-1)$ and $U(N-2)$. The expressions should produce real-valued sequences with integer domains. Or define the n th term as a non-recursive expression in terms of n only. In this case, the calculator inserts the first two terms based on the expression that you define.

SEQUENCE SYMBOLIC VIEW	
U1(1)=	
U1(2)=	
U1(N)=	
U2(1)=	
U2(2)=	
EDIT	✓CHK

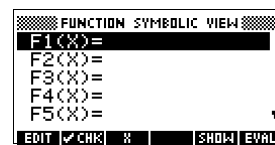
Evaluating expressions

In applets

In the Symbolic view, a variable is a symbol only, and does not represent one specific value. To evaluate a function in Symbolic view, press **EVAL**. If a function calls another function, then **EVAL** resolves all references to other functions in terms of their independent variable.

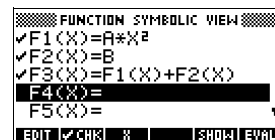
1. Choose the Function applet.

APLET
Select Function
START

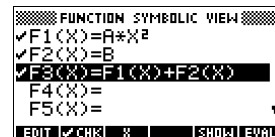


2. Enter the expressions in the Function applet's Symbolic view.

ALPHA A **X** **OK**
x² **OK**
ALPHA B **OK**
ALPHA F1 (**OK**) **+**
ALPHA F2 (**OK**) **OK**

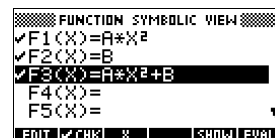


3. Highlight F3(X).



4. Press **EVAL**.

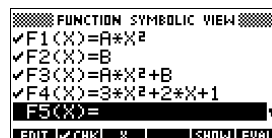
Note how the values for F1(X) and F2(X) are substituted into F3(X).



In HOME

You can also evaluate any expression in HOME by entering it into the edit line and pressing **ENTER**.

For example, define F4 as below. In HOME, type F4 (9) and press **ENTER**. This evaluates the expression, substituting 9 in place of X into F4.



SYMB view keys

The following table details the menu keys that you use to work with the Symbolic view.

Key	Meaning
EDIT	Copies the highlighted expression to the edit line for editing. Press OK when done.
✓CHK	Checks/unchecks the current expression (or set of expressions). Only checked expression(s) are evaluated in the Plot and Numeric views.
X	Enters the independent variable in the Function applet. Or, you can use the $\boxed{X,T,\theta}$ key on the keyboard.
T	Enters the independent variable in the Parametric applet. Or, you can use the $\boxed{X,T,\theta}$ key on the keyboard.
θ	Enters the independent variable in the Polar applet. Or, you can use the $\boxed{X,T,\theta}$ key on the keyboard.
Seq	Enters the independent variable in the Sequence applet. Or, you can use the $\boxed{X,T,\theta}$ key on the keyboard.
SHOW	Displays the current expression in text book form.
EVAL	Resolves all references to other definitions in terms of variables and evaluates all arithmetic expressions.
$\boxed{\text{VARS}}$	Displays a menu for entering variable names or contents of variables.
$\boxed{\text{MATH}}$	Displays the menu for entering math operations.
$\boxed{\text{SHIFT}}$ CHARS	Displays special characters. To enter one, place the cursor on it and press OK . To remain in the CHARS menu and enter another special character, press EDIT .
$\boxed{\text{DEL}}$	Deletes the highlighted expression or the current character in the edit line.
$\boxed{\text{SHIFT}}$ CLEAR	Deletes all expressions in the list or clears the edit line.

About the Plot view

After entering and selecting (check marking) the expression in the Symbolic view, press **[PLOT]**. To adjust the appearance of the graph or the interval that is displayed, you can change the Plot view settings.

You can plot up to ten expressions at the same time. Select the expressions you want to be plotted together.

Setting up the plot (Plot view setup)

Press **[SHIFT] SETUP-PLOT** to define any of the settings shown in the next two tables.

1. Highlight the field to edit.
 - If there is a number to enter, type it in and press **[ENTER]** or **[OK]**.
 - If there is an option to choose, press **[CHOOSE]**, highlight your choice, and press **[ENTER]** or **[OK]**. As a shortcut to **[CHOOSE]**, just highlight the field to change and press **[+]** to cycle through the options.
 - If there is an option to select or deselect, press **[CHECK]** to check or uncheck it.
2. Press **[MORE]** to view more settings.
3. When done, press **[PLOT]** to view the new plot.

Plot view settings

The plot view settings are:

Field	Meaning
XRNG, YRNG	Specifies the minimum and maximum horizontal (X) and vertical (Y) values for the plotting window.
RES	For function plots: Resolution; “Faster” plots in alternate pixel columns; “Detail” plots in every pixel column.
TRNG	Parametric applet: Specifies the t-values (T) for the graph.
θRNG	Polar applet: Specifies the angle (θ) value range for the graph.

Field	Meaning (Continued)
NRNG	Sequence aplet: Specifies the index (N) values for the graph.
TSTEP	For Parametric plots: the increment for the independent variable.
θ STEP	For Polar plots: the increment value for the independent variable.
SEQPLOT	For Sequence aplet: Stairstep or Cobweb types.
XTICK	Horizontal spacing for tickmarks.
YTICK	Vertical spacing for tickmarks.

Those items with space for a checkmark are settings you can turn on or off. Press **FIELD** to display the second page.

Field	Meaning
SIMULT	If more than one relation is being plotted, plots them simultaneously (otherwise sequentially).
INV. CROSS	Cursor crosshairs invert the status of the pixels they cover.
CONNECT	Connect the plotted points. (The Sequence aplet always connects them.)
LABELS	Label the axes with XRNG and YRNG values.
AXES	Draw the axes.
GRID	Draw grid points using XTICK and YTICK spacing.

Reset plot settings


























To reset the default values for all plot settings, press **[SHIFT] CLEAR** in the Plot Setup view. To reset the default value for a field, highlight the field, and press **[DEL]**.

Exploring the graph



Plot view gives you a selection of keys and menu keys to explore a graph further. The options vary from applet to applet.

PLOT view keys

The following table details the keys that you use to work with the graph.

Key	Meaning
 <i>CLEAR</i>	Erases the plot and axes.
	Offers additional pre-defined views for splitting the screen and for scaling (“zooming”) the axes.
 	Moves cursor to <i>far left</i> or <i>far right</i> .
 	
	Moves cursor between relations.
	
 or 	Interrupts plotting.
	Continues plotting if interrupted.
	Turns menu-key labels on and off. When the labels are off, pressing  turns them back on. <ul style="list-style-type: none"> Pressing  once displays the full row of labels. Pressing  a second time removes the row of labels to display only the graph. Pressing  a third time displays the coordinate mode.
	Displays ZOOM menu list.
	Turns trace mode on/off. A white box appears over the  on  .
	Opens an input form for you to enter an X (or T or N or θ) value. Enter the value and press  . The cursor jumps to the point on the graph that you entered.
	Function applet only: Turns on menu list for root-finding functions (see “Analyse graph with FCN functions” on page 3-3).
	Displays the current, <i>defining</i> expression. Press  to restore the menu.



Trace a graph

You can trace along a function using the  or  key which moves the cursor along the graph. The display also shows the current coordinate position (x, y) of the cursor. Trace mode and the coordinate display are automatically set when a plot is drawn.




Note: Tracing might not appear to exactly follow your plot if the resolution (in Plot Setup view) is set to Faster. This is because RES: FASTER plots in only every other column, whereas tracing always uses every column.

In Function and Sequence Aplets: You can also scroll (move the cursor) left or right beyond the edge of the display window in trace mode, giving you a view of more of the plot.


To move between relations




If there is more than one relation displayed, press  or  to move between relations.

To jump directly to a value


To jump straight to a value rather than using the Trace function, use the  menu key. Press , then enter a value. Press  to jump to the value.

To turn trace on/off

If the menu labels are not displayed, press  first.






- Turn off trace mode by pressing .
- Turn on trace mode by pressing .
- To turn the coordinate display off, press .

Zoom within a graph

One of the menu key options is . Zooming redraws the plot on a larger or smaller scale. It is a shortcut for changing the Plot Setup.

With the Set Factors option you can specify the factors that determine the extent of zooming, and whether the zoom is centered about the cursor.

ZOOM options

Press , select an option, and press . (If  is not displayed, press .) Not all  options are available in all aplets.

Option	Meaning
Center	Re-centers the plot around the current position of the cursor <i>without</i> changing the scale.
Box...	Lets you draw a box to zoom in on. See “Other views for scaling and splitting the graph” on page 2-13.

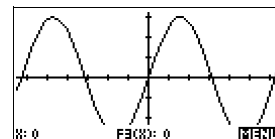
Option	Meaning (Continued)
In	Divides horizontal and vertical scales by the X-factor and Y-factor. For instance, if zoom factors are 4, then zooming in results in 1/4 as many units depicted per pixel. (see Set Factors)
Out	Multiplies horizontal and vertical scales by the X-factor and Y-factor (see Set Factors).
X-Zoom In	Divides horizontal scale only, using X-factor.
X-Zoom Out	Multiplies horizontal scale, using X-factor.
Y-Zoom In	Divides vertical scale only, using Y-factor.
Y-Zoom Out	Multiplies vertical scale only, using Y-factor.
Square	Changes the vertical scale to match the horizontal scale. (Use this after doing a Box Zoom, X-Zoom, or Y-Zoom.)
Set Factors...	Sets the X-Zoom and Y-Zoom factors for zooming. Includes option to recenter the plot before zooming.
Auto Scale	<p>Rescales the vertical axis so that the display shows a representative piece of the plot, for the supplied x axis settings. (For Sequence and Statistics applets, autoscaling rescales both axes.)</p> <p>The autoscale process uses the first selected function only to determine the best scale to use.</p>
Decimal	Rescales both axes so each pixel = 0.1 units. Resets default values for XRNG (−6.5 to 6.5) and YRNG (−3.1 to 3.2). (Not in Sequence or Statistics applets.)

Option	Meaning (Continued)
Integer	Rescales horizontal axis only, making each pixel = 1 unit. (Not available in Sequence or Statistics aplets.)
Trig	Rescales horizontal axis so 1 pixel = $\pi/24$ radian, 7.58, or $8^{1/3}$ grads; rescales vertical axis so 1 pixel = 0.1 unit. (Not in Sequence or Statistics aplets.)
Un-zoom	Returns the display to the previous zoom, or if there has been only one zoom, un-zoom displays the graph with the original plot settings.

ZOOM examples

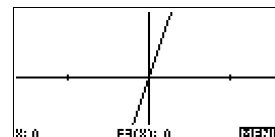
The following screens show the effects of zooming options on a plot of $3\sin x$.

Plot of $3\sin x$



Zoom In:

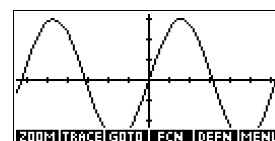
MENU **200M** In **0%**



Un-zoom:

200M Un-zoom **0%**

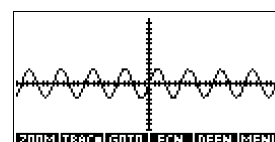
(Press **▲** to move to the bottom of the Zoom list.)




Zoom Out:

200M Out **0%**

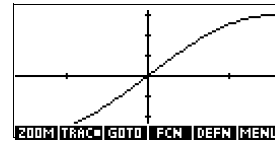
Now un-zoom.



X-Zoom In:

 X-Zoom In 

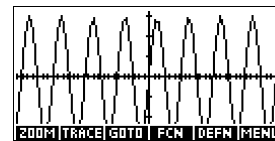
Now un-zoom.



X-Zoom Out:

 X-Zoom Out 

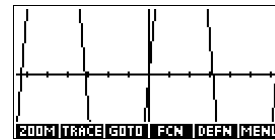
Now un-zoom.



Y-Zoom In:

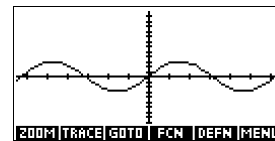
 Y-Zoom In 

Now un-zoom.





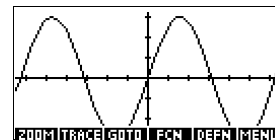
Y-Zoom Out:

 Y-Zoom Out 



Zoom Square:

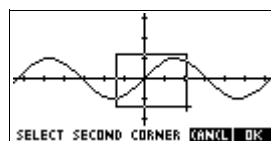
 Square 



To box zoom

The Box Zoom option lets you draw a box around the area you want to zoom in on by selecting the endpoints of one diagonal of the zoom rectangle.

1. If necessary, press **MENU** to turn on the menu-key labels.
2. Press **ZOOM** and select **BOX**.
3. Position the cursor on one corner of the rectangle. Press **OK**.
4. Use the cursor keys (**▼**, etc.) to drag to the opposite corner.



5. Press **OK** to zoom in on the boxed area.



To set zoom factors

1. In the Plot view, press **MENU**.
2. Press **ZOOM**.
3. Select Set Factors... and press **OK**.
4. Enter the zoom factors. There is one zoom factor for the horizontal scale (XZOOM) and one for the vertical scale (YZOOM).

Zooming out *multiplies* the scale by the factor, so that a greater scale distance appears on the screen. Zooming in *divides* the scale by the factor, so that a shorter scale distance appears on the screen.

Other views for scaling and splitting the graph

The preset viewing options menu (**VIEWS**) contains options for drawing the plot using certain pre-defined configurations. This is a shortcut for changing Plot view settings. For instance, if you have defined a trigonometric function, then you could select **Trig** to plot your function on a trigonometric scale. It also contains split-screen options.

In certain applets, for example those that you download from the world wide web, the preset viewing options menu can also contain options that relate to the applet.

VIEWS menu options

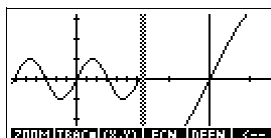
Press **VIEWS**, select an option, and press **OK**.

Option	Meaning
Plot-Detail	Splits the screen into the plot and a close-up.
Plot-Table	Splits the screen into the plot and the data table.
Overlay Plot	Plots the current expression(s) <i>without</i> erasing any pre-existing plot(s).
Auto Scale	Rescales the vertical axis so that the display shows a representative piece of the plot, for the supplied x axis settings. (For Sequence and Statistics applets, autoscaling rescales both axes.) The autoscale process uses the first selected function only to determine the best scale to use.
Decimal	Rescales both axes so each pixel = 0.1 unit. Resets default values for $XRNG$ (-6.5 to 6.5) and $YRNG$ (-3.1 to 3.2). (Not in Sequence or Statistics applets.)
Integer	Rescales horizontal axis only, making each pixel = 1 unit. (Not available in Sequence or Statistics applets.)
Trig	Rescales horizontal axis so 1 pixel = $\pi/24$ radian, 7.58 , or $8\frac{1}{3}$ grads; rescales vertical axis so 1 pixel = 0.1 unit. (Not in Sequence or Statistics applets.)

Split the screen

The Plot-Detail view can give you two simultaneous views of the plot.

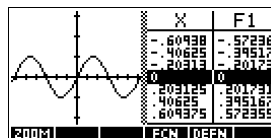
1. Press **[VIEWS]**. Select Plot-Detail and press **[0/□]**. The graph is plotted twice. You can now zoom in on the right side.
2. Press **[MENU] [ZOOM]**, select the zoom method and press **[0/□]** or **[ENTER]**. This zooms the right side. Here is an example of split screen with Zoom In.



- The Plot menu keys are available as for the full plot (for tracing, coordinate display, equation display, and so on).
 - **[SHIFT] [◀]** moves the leftmost cursor to the screen's left edge and **[SHIFT] [▶]** moves the rightmost cursor to the screen's right edge.
 - The **[<--]** menu key copies the right plot to the left plot.
3. To un-split the screen, press **[PLOT]**. The left side takes over the whole screen.

The Plot-Table view gives you two simultaneous views of the plot.

1. Press **[VIEWS]**. Select Plot-Table and press **[0/□]**. The screen displays the plot on the left side and a table of numbers on the right side.



2. To move up and down the table, use the **[◀]** and **[▶]** cursor keys. These keys move the trace point left or right along the plot, and in the table, the corresponding values are highlighted.
3. To move between functions, use the **[▲]** and **[▼]** cursor keys to move the cursor from one graph to another.
4. To return to a full Numeric (or Plot) view, press **[NUM]** (or **[PLOT]**).

Overlay plots

If you want to plot over an existing plot *without erasing* that plot, then use **VIEWS** Overlay Plot instead of **PLOT**. Note that tracing follows only the current functions from the current applet.

Decimal scaling

Decimal scaling is the default scaling. If you have changed the scaling to Trig or Integer, you can change it back with Decimal.

Integer scaling

Integer scaling compresses the axes so that each pixel is 1×1 and the origin is near the screen center.

Trigonometric scaling

Use trigonometric scaling whenever you are plotting an expression that includes trigonometric functions. Trigonometric plots are more likely to intersect the axis at points factored by π .

About the numeric view

After entering and selecting (check marking) the expression or expressions that you want to explore in the Symbolic view, press **NUM** to view a table of data values for the independent variable (X , T , θ , or N) and dependent variables.

X	F1	F2	
0	1	2	
1	1.9	2.61	
2	1.8	8.24	
3	2.2	8.84	
4	2.6	9.56	
5	3	10.25	
6			
7			
8			
9			
10			

NUM **BIG** **DEFN**

Setting up the table (numeric view setup)

Press **[SHIFT]NUM** to define any of the table settings. Use the Numeric Setup input form to configure the table.

- Highlight the field to edit. Use the arrow keys to move from field to field.
 - If there is a number to enter, type it in and press **[ENTER]** or **[OK]**. To modify an existing number, press **[EDIT]**.
 - If there is an option to choose, press **[F1000]**, highlight your choice, and press **[ENTER]** or **[OK]**.
 - Shortcut:** Press the **[PLOT]** key to copy values from the Plot Setup into NUMSTART and NUMSTEP. Effectively, the **[PLOT]** menu key allows you to make the table match the pixel columns in the graph view.
- When done, press **[NUM]** to view the table of numbers.

Numeric view settings

The following table details the fields on the Numeric Setup input form.

Field	Meaning
NUMSTART	The independent variable's starting value.
NUMSTEP	The size of the increment from one independent variable value to the next.
NUMTYPE	Type of numeric table: Automatic or Build Your Own. To build your own table, you must type each independent value into the table yourself.
NUMZOOM	Allows you to zoom in or out on a selected value of the independent variable.





Reset numeric settings

To reset the default values for all table settings, press **[SHIFT]CLEAR**.

Exploring the table of numbers

NUM view menu keys

The following table details the menu keys that you use to work with the table of numbers.

Key	Meaning
	Displays ZOOM menu list.
	Toggles between two character sizes.
	Displays the <i>defining</i> function expression for the highlighted column. To cancel this display, press  .

Zoom within a table

Zooming redraws the table of numbers in greater or lesser detail.

ZOOM options

The following table lists the zoom options:

Option	Meaning
In	Decreases the intervals for the independent variable so a narrower range is shown. Uses the NUMZOOM factor in Numeric Setup.
Out	Increases the intervals for the independent variable so that a wider range is shown. Uses the NUMZOOM factor in Numeric Setup.
Decimal	Changes intervals for the independent variable to 0.1 units. Starts at zero. (Shortcut to changing NUMSTART and NUMSTEP.)
Integer	Changes intervals for the independent variable to 1 unit. Starts at zero. (Shortcut to changing NUMSTEP.)
Trig	Changes intervals for independent variable to $\pi/24$ radian or 7.5 degrees or $8^{1/3}$ grads. Starts at zero.
Un-zoom	Returns the display to the previous zoom.

The display on the right is a Zoom In of the display on the left. The ZOOM factor is 4.

X	F1		
.075	.0749292		
.1	.0998334		
.125	.1247376		
.15	.1496418		
.175	.1745460		
.2	.1994502		
9.98334166468E-2			
ZOOM	BIG	DEFN	

X	F1		
0	0		
.1	.0998334		
.2	.1996668		
.3	.2995002		
.4	.3993336		
.5	.4991670		
9.98334166468E-2			
ZOOM	BIG	DEFN	

HINT To jump to an independent variable value in the table, use the arrow keys to place the cursor in the independent variable column, then enter the value to jump to.

Automatic recalculation

You can enter any new value in the X column. When you press **ENTER**, the values for the dependent variables are recalculated, and the entire table is regenerated with the same interval between X values.

Building your own table of numbers

The default NUMTYPE is “Automatic”, which fills the table with data for regular intervals of the independent (X , T , θ , or N) variable. With the NUMTYPE option set to “Build Your Own”, you fill the table yourself by typing in the independent-variable values you want. The dependent values are then calculated and displayed.

Build a table

1. Start with an expression defined (in Symbolic view) in the applet of your choice. *Note: Function, Polar, Parametric, and Sequence applets only.*
2. In the Numeric Setup (**SHIFT** NUM), choose NUMTYPE: Build Your Own.
3. Open the Numeric view (**NUM**).
4. Clear existing data in the table (**SHIFT** CLEAR).
5. Enter the independent values in the left-hand column. Type in a number and press **ENTER**. You do not have to enter them in order, because the **EDIT** function can rearrange them. To insert a number between two others, use **INS**.

You enter numbers into the X column →

X	F1	F2
-2	3	-1
3.7	-2.7	42.89
100	-89	19602
6	-5	79

← F1 and F2 entries are generated automatically

EDIT INS SORT BIG DEFN

Clear data

Press **[SHIFT] CLEAR**, **YES** to erase the data from a table.

“Build Your Own” menu keys

Key	Meaning
EDIT	Puts the highlighted independent value (X , T , θ , or N) into the edit line. Pressing [ENTER] replaces this variable with its current value.
INS	Inserts a row of zero values at the position of the highlight. Replace a zero by typing the number you want and pressing [ENTER] .
SORT	Sorts the independent variable values into ascending or descending order. Press SORT and select the ascending or descending option from the menu, and press OK .
SIZE	Toggles between two character sizes.
DEFN	Displays the defining function expression for the highlighted column.
[DEL]	Deletes the highlighted row.
[SHIFT] CLEAR	Clears <i>all</i> data from the table.

Example: plotting a circle

Plot the circle, $x^2 + y^2 = 9$. First rearrange it to read

$$y = \pm\sqrt{9-x^2}.$$

To plot both the positive and negative y values, you need to define two equations as follows:

$$y = \sqrt{9-x^2} \text{ and } y = -\sqrt{9-x^2}$$

1. In the Function applet, specify the functions.

[APLET] Select
 Function [F1/F2]
 [SHIFT] [√] [9]
 [-] [X,T,θ] [X²] [)] [ENTER]
 [-] [SHIFT] [√] [9]
 [-] [X,T,θ]
 [X²] [)] [ENTER]

```

FUNCTION SYMBOLIC VIEW
✓F1(X)=√(9-X²)
✓F2(X)=-√(9-X²)
F3(X)=
F4(X)=
F5(X)=
EDIT ✓CHK X SHOW EVAL
  
```

2. Reset the graph setup to the default settings.

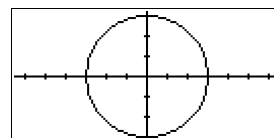
[SHIFT] SETUP-PLOT
 [SHIFT] CLEAR

```

FUNCTION PLOT SETUP
XRBG: -6.5 6.5
YRBG: -3.1 3.2
XTICK: 1 YTICK: 1
RES: Detail
ENTER MINIMUM HORIZONTAL VALUE
EDIT PAGE V
  
```

3. Plot the two functions and hide the menu so that you can see all the circle.

[PLOT] [MENU] [MENU]



4. Reset the numeric setup to the default settings.

[SHIFT] SETUP-NUM
 [SHIFT] CLEAR

```

FUNCTION NUMERIC SETUP
NUMSTART: 0
NUMSTEP: .1
NUMTYPE: Automatic
NUMZOOM: 4
ENTER STARTING VALUE FOR TABLE
EDIT PLOT
  
```

5. Display the functions in numeric form.

[NUM]

X	F1	F2
0	3	-3
.1	2.99333	-2.99333
.2	2.96000	-2.96000
.3	2.90000	-2.90000
.4	2.81214	-2.81214
.5	2.69804	-2.69804
0		
ZOOM		BIG DEFN

Function applet

About the Function applet

The Function applet enables you to explore up to 10 real-valued, rectangular functions y in terms of x . For example $y = 2x + 3$.

Once you have defined a function you can:

- create graphs to find roots, intercepts, slope, signed area, and extrema
- create tables to evaluate functions at particular values.

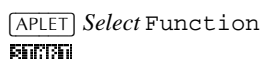
This chapter demonstrates the basic tools of the Function applet by stepping you through an example. See “Aplet views” on page 2-1 for further information about the functionality of the Symbolic, Numeric, and Plot views.

Getting started with the Function applet

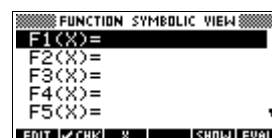
The following example involves two functions: a linear function $y = 1 - x$ and a quadratic equation $y = (x + 3)^2 - 2$.

Open the Function applet

1. Open the Function applet.



The Function applet starts in the Symbolic view.

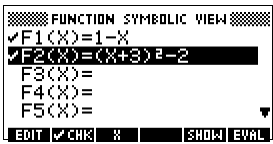


The Symbolic view is the *defining view* for Function, Parametric, Polar, and Sequence applets. The other views are derived from the symbolic expression.

Define the expressions

- 2. There are 10 function definition fields on the Function applet's Symbolic view screen. They are labeled F1(X) to F0(X). Highlight the function definition field you want to use, and enter an expression. (You can press **DEL** to delete an existing line, or **SHIFT****CLEAR** to clear all lines.)

1 **-** **X,T,θ** **ENTER**
(**X,T,θ** **+** 3 **)** **X²**
- 2 **ENTER**

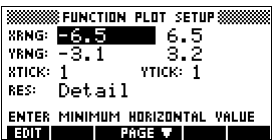


Set up the plot

You can change the scales of the x and y axes, graph resolution, and spacing of axis ticks.

- 3. Display plot settings.

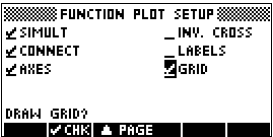
SHIFT **SETUP-PLOT**



*Note: For our example, you can leave the plot settings at their default values since we will be using the Auto Scale feature to choose an appropriate y axis for our x axis settings. If your settings do not match this example, press **SHIFT****CLEAR** to restore the default values.*

- 4. Specify a grid for the graph.

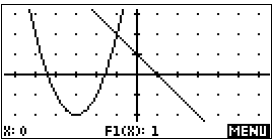
PRG/DEL
▶ **▼** **▼** **GRID**



Plot the functions


- 5. Plot the functions.

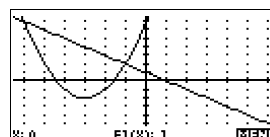
PLOT



Change the scale


- You can change the scale to see more or less of your graphs. In this example, choose Auto Scale. (See “VIEWS menu options” on page 2-13 for a description of Auto Scale).

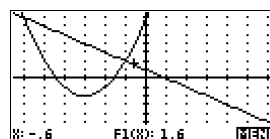
VIEWS Select Auto
Scale 



Trace a graph

- Trace the linear function.

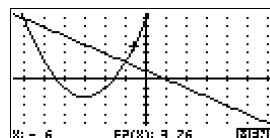
 6 times



Note: By default, the tracer is active.

- Jump from the linear function to the quadratic function.

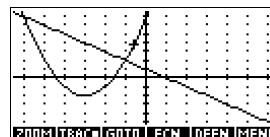




Analyse graph with FCN functions

- Display the Plot view menu.

MENU



From the Plot view menu, you can use the functions on the FCN menu to find roots, intersections, slopes, and areas for a function defined in the Function applet (and any Function-based applets). The FCN functions act on the currently selected graph. See “FCN functions” on page 3-9 for further information.

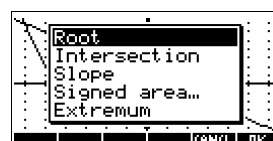
To find the greater of the two roots of the quadratic function

10. Find the greater of the two roots of the quadratic function.

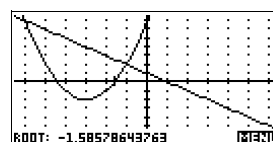
Note: Move the cursor to the graph of the quadratic equation by pressing the \uparrow or \downarrow key. Then move the cursor so that it is near $x = -1$ by pressing the \rightarrow or \leftarrow key.

F2/F3 Select Root

F1/F4



The root value is displayed at the bottom of the screen.



To find the intersection of the two functions

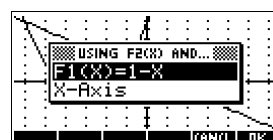
11. Find the intersection of the two functions.

MENU F2/F3 \downarrow F1/F4

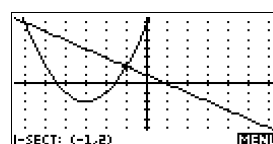


12. Choose the linear function whose intersection with the quadratic function you wish to find.

F1/F4



The coordinates of the intersection point are displayed at the bottom of the screen.



Note: If there is more than one intersection (as in our example), the coordinates of the intersection point closest to the current cursor position are displayed.

To find the slope of the quadratic function

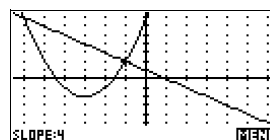
13. Find the slope of the quadratic function at the intersection point.

MENU **FCN**

Select Slope

OK

The slope value is displayed at the bottom of the screen.



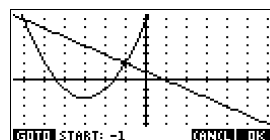
To find the signed area of the two functions

14. To find the area between the two functions in the range $-2 \leq x \leq -1$, first move the cursor to $F1(x) = 1 - x$ and select the signed area option.

MENU **FCN**

Select Signed area

OK



15. Move the cursor to $x = -1$ by pressing the **▶** or **◀** key.

OK



16. Press **OK** to accept using $F2(x) = (x + 3)^2 - 2$ as the other boundary for the integral.

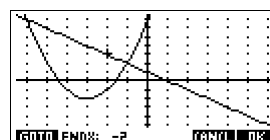
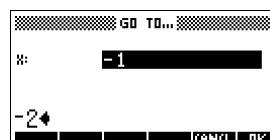
17. Choose the end value for x .

GOTO

(-) 2

OK

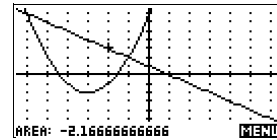
The cursor jumps to $x = -2$ on the linear function.



18. Display the numerical value of the integral.



Note: See “Shading area” on page 3-10 for another method of calculating area.



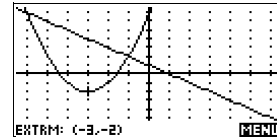
To find the extremum of the quadratic

19. Move the cursor to the quadratic equation and find the extremum of the quadratic.



Select Extremum

The coordinates of the extremum are displayed at the bottom of the screen.



HINT

The Root and Extremum functions return one value only even if the function has more than one root or extremum. The function finds the value closest to the position of the cursor. You need to re-locate the cursor to find other roots or extrema that may exist.

Display the numeric view

20. Display the numeric view.



X	F1	F2	
0	1	2	
.1	.4	7.61	
.2	.8	8.24	
.3	1.2	8.89	
.4	1.6	9.56	
.5	2	10.25	
0			
ZOOM		BIG	DEFN

Set up the table

21. Display the numeric setup.



FUNCTION NUMERIC SETUP	
NUMSTART:	0
NUMSTEP:	.1
NUMTYPE:	Automatic
NUMZOOM:	4
ENTER STARTING VALUE FOR TABLE	
EDIT	PLT

See “Setting up the table (numeric view setup)” on page 2-16 for more information.

22. Match the table settings to the pixel columns in the graph view.

FUNCTION NUMERIC SETUP			
NUMSTART:	-6.5		
NUMSTEP:	.1		
NUMTYPE:	Automatic		
NUMZOOM:	4		
ENTER STARTING VALUE FOR TABLE			
EDIT			PLOT

Explore the table


23. Display a table of numeric values.



X	F1	F2	
-6.5	7.5	10.25	
-6.4	7.4	9.56	
-6.3	7.3	8.89	
-6.2	7.2	8.24	
-6.1	7.1	7.61	
-6			
-6.5			
ZOOM		BIG	DEFN

To navigate around a table

24. Move to $X = -5.9$.

 6 times

X	F1	F2	
-6			
-5.9	6.9	6.41	
-5.8			
-5.9			
ZOOM		BIG	DEFN

To go directly to a value

25. Move directly to $X = 10$.

10 

X	F1	F2	
9.5	-8.5	154.25	
9.6	-8.6	156.76	
9.7	-8.7	159.29	
9.8	-8.8	161.84	
9.9	-8.9	164.41	
10			
10			
ZOOM		BIG	DEFN

To access the zoom options

26. Zoom in on $X = 10$ by a factor of 4. *Note: NUMZOOM has a setting of 4.*

 In 

X	F1	F2	
9.875	-8.875	163.7656	
9.9	-8.9	164.41	
9.925	-8.925	165.0556	
9.95	-8.95	165.7025	
9.975	-8.975	166.3506	
10			
10			
ZOOM		BIG	DEFN

To change font size

27. Display table numbers in large font.



X	F1	F2
9.875	-8.875	163.766
9.9	-8.9	164.41
9.925	-8.925	165.056
9.95	-8.95	165.703
9.95		
ZOOM		
BIG DEF		

To display the symbolic definition of a column

28. Display the symbolic definition for the F1 column.



X	F1	F2
9.875	-8.875	163.766
9.9	-8.9	164.41
9.925	-8.925	165.056
9.95	-8.95	165.703
1-X		
ZOOM		
BIG DEF		

The symbolic definition of F1 is displayed at the bottom of the screen.

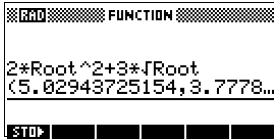
Function aplet interactive analysis

From the Plot view (**PLOT**), you can use the functions on the FCN menu to find roots, intersections, slopes, and areas for a function defined in the Function aplet (and any Function-based aplets). See “FCN functions” on page 3-9. The FCN operations act on the currently selected graph.

The results of the FCN functions are saved in the following variables:

- AREA
- EXTREMUM
- ISECT
- ROOT
- SLOPE





For example, if you use the ROOT function to find the root of a plot, you can use the result in calculations in Home.



Access FCN variables





The FCN variables are contained in the VARS menu.

To access FCN variables in HOME:

VARS **FCN**
 Select Plot FCN

 or  to choose a
 variable 



To access FCN variable in the Function aplet's Symbolic view:

VARS
 Select Plot FCN

 or  to choose a variable


FCN functions

The FCN functions are:

Function	Description
Root	Select Root to find the root of the current function nearest the cursor. If no root is found, but only an extremum, then the result is labeled EXTR: instead of ROOT:. (The root-finder is also used in the Solve aplet. See also "Interpreting results" on page 7-6.) The cursor is moved to the root value on the x-axis and the resulting <i>x</i> -value is saved in a variable named ROOT.
Extremum	Select Extremum to find the maximum or minimum of the current function nearest the cursor. This displays the coordinate values and moves the cursor to the extremum. The resulting value is saved in a variable named EXTREMUM.
Slope	Select Slope to find the numeric derivative at the current position of the cursor. The result is saved in a variable named SLOPE.

Function	Description (Continued)
Signed area	Select Signed area to find the numeric integral. (If there are two or more expressions checkmarked, then you will be asked to choose the second expression from a list that includes the x -axis.) Select a starting point, then move the cursor to selection ending point. The result is saved in a variable named AREA.
Intersection	Select Intersection to find the intersection of two graphs nearest the cursor. (<i>You need to have at least two selected expressions in Symbolic view.</i>) Displays the coordinate values and moves the cursor to the intersection. (Uses Solve function.) The resulting x -value is saved in a variable named ISECT.

Shading area

You can shade a selected area between functions. This process also gives you an approximate measurement of the area shaded.

1. Open the Function applet. The Function applet opens in the Symbolic view.
2. Select the expressions whose curves you want to study.
3. Press **PLOT** to plot the functions.
4. Press **◀** or **▶** to position the cursor at the starting point of the area you want to shade.
5. Press **⌘-N**.
6. Press **⌘-A**, then select Signed area and press **⌘-S**.
7. Press **⌘-B**, choose the function that will act as the boundary of the shaded area, and press **⌘-B**.
8. Press the **◀** or **▶** key to shade in the area.
9. Press **⌘-C** to calculate the area. The area measurement is displayed near the bottom of the screen.

To remove the shading, press **PLOT** to re-draw the plot.

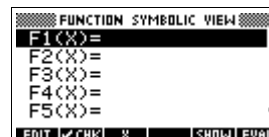
Plotting a piecewise defined function example

Suppose you wanted to graph the following piecewise defined function.

$$f(x) = \begin{cases} x + 2 & ; x \leq -1 \\ x^2 & ; -1 < x \leq 1 \\ 4 - x & ; x \geq 1 \end{cases}$$

1. Open the Function applet.

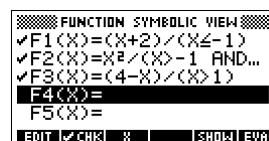
[APLET] Select
Function
[ENTER]



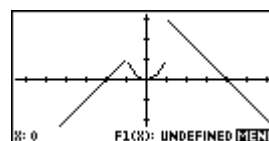
2. Highlight the line you want to use, and enter the expression. (You can press [DEL] to delete an existing line, or [SHIFT] CLEAR to clear all lines.)

[(] [+] 2 [)] [÷]
[(] [x^2] [SHIFT] CHARS ≤
[(-)] 1 [)] [ENTER]
[x^2] [÷] [(] [x^2]
[SHIFT] CHARS > [(-)] 1
[SHIFT] AND [x^2]

[SHIFT] CHARS ≤ 1 [)] [ENTER]
[(] 4 [-] [x^2] [)] [÷] [(] [x^2]
[SHIFT] CHARS > 1 [)] [ENTER]



Note: You can use the [X,T,θ] menu key to assist in the entry of equations. It has the same effect as pressing [X,T,θ].



Parametric applet

About the Parametric applet

The Parametric applet allows you to explore parametric equations. These are equations in which both x and y are defined as functions of t . They take the forms $x = f(t)$ and $y = g(t)$.

Getting started with the Parametric applet

The following example uses the parametric equations

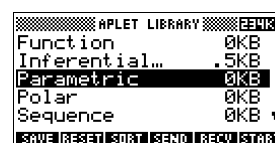
$$\begin{aligned}x(t) &= 3 \sin t \\ y(t) &= 3 \cos t\end{aligned}$$

Note: This example will produce a circle. For this example to work, the angle measure must be set to degrees.

Open the Parametric applet

1. Open the Parametric applet.

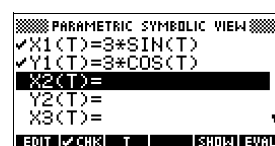
APLET Select
Parametric
START



Define the expressions

2. Enter each equation.

3 [X] [SIN] [X,T,θ] [)]
[ENTER]
3 [X] [COS] [X,T,θ] [)]
[ENTER]



Set angle measure

- Set the angle measure to degrees.

SHIFT **MODES**

CHOOSE

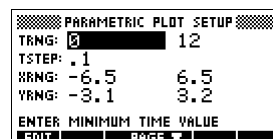
Select Degrees **OK**



Set up the plot

- Display the graphing options.

SHIFT **PLOT**

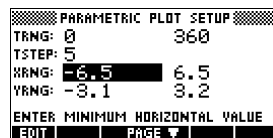


You can see the Plot Setup input form has two fields not included in the Function applet, TRNG and TSTEP. TRNG specifies the range of t values. TSTEP specifies the step value between t values.

- Set the TRNG and TSTEP so that t steps from 0° to 360° in 5° steps.

▶ 360 **OK**

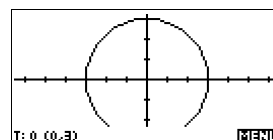
5 **OK**



Plot the expression

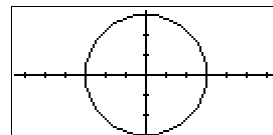
- Plot the expression.

PLOT



- To see all the circle, press **MENU** twice.

MENU **MENU**



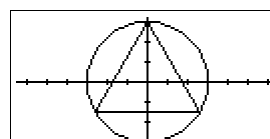
Overlay plot

8. Plot a triangle graph over the existing circle graph.

SHIFT **PLOT**
▼
 120 **OK**

PARAMETRIC PLOT SETUP			
TANG:	0	360	
TSTEP:	120		
XRNG:	-6.5	6.5	
YRNG:	-3.1	3.2	
ENTER MINIMUM HORIZONTAL VALUE			
EDIT		PAGE	

VIEWS
 Select Overlay Plot
OK
MENU **MENU**



A triangle is displayed rather than a circle (without changing the equation) because the changed value of TSTEP ensures that points being plotted are 120° apart instead of nearly continuous.

You are able to explore the graph using trace, zoom, split screen, and scaling functionality available in the Function applet. See “Exploring the graph” on page 2-7 for further information.

Display the numbers

9. Display the table of numeric values.

NUM

You can see there is a column of t -values.

T	X1	Y1	
0	0	0	
.1	.005236	0.000005	
.2	.010472	0.000020	
.3	.015707	0.000045	
.4	.020943	0.000080	
.5	.026179	0.000125	
0			
ZOOM			
BIG DEFN			

This column is active in the sense that you can highlight a t -value, type in a replacement value, and see the table jump to that value. You can also zoom in or zoom out on any t -value in the table.

You are able to explore the table using **ZOOM**, **GOTO**, build your own table, and split screen functionality available in the Function applet. See “Exploring the table of numbers” on page 2-18 for further information.

Polar aplet

Getting started with the polar aplet

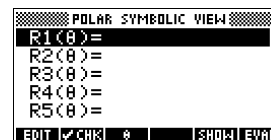
Open the Polar aplet

1. Open the Polar aplet.

[APLET] *Select Polar*

[RESET] [YES] [START]

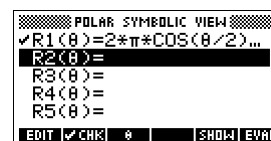
Like the Function aplet, the Polar aplet opens in the Symbolic view.



Define the expression

2. Define the polar equation $r = 2\pi\cos(\theta/2)\cos(\theta)^2$.

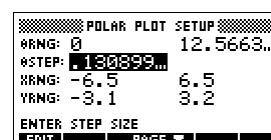
2 [SHIFT] π [COS]
[X,T,θ] [=] 2 [)]
[COS] [X,T,θ] [)]
[x²] [ENTER]



Specify plot settings

3. Specify the plot settings. In this example, we will use the default settings, except for the θRNG fields.

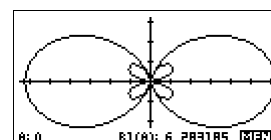
[SHIFT] *SETUP-PLOT*
[SHIFT] *CLEAR*
[▶] 4 [SHIFT] π [X²]



Plot the expression

4. Plot the expression.

[PLOT]

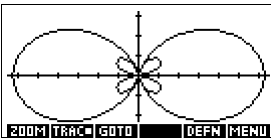


Explore the graph

5. Display the Plot view menu key labels.

MENU

The Plot view options available are the same as those found in the Function applet. See “Exploring the graph” on page 2-7 for further information.



Display the numbers

6. Display the table of values θ for and R1.

NUM

The Numeric view options available are the same as those found in the Function applet. See “Exploring the table of numbers” on page 2-18 for further information.

θ	R1		
0	6.283185		
.1	6.283185		
.2	6.283185		
.3	6.283185		
.4	6.283185		
.5	6.283185		
0			

Below the table, a menu bar contains the following labels: ZOOM, SIG, DEFN, and MENU.

Sequence applet

About the Sequence applet

The Sequence applet allows you to explore sequences.

You can define a sequence named, for example, $U1$:



- in terms of n
- in terms of $U1(n-1)$
- in terms of $U1(n-2)$
- in terms of another sequence, for example, $U2(n)$
- in any combination of the above.

Getting started with the Sequence applet

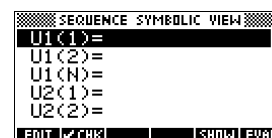
The following example defines and then plots an expression in the Sequence applet.

Open the Sequence applet

1. Open the Sequence applet.

 *Select*
Sequence


The Sequence applet starts in the Symbolic view.



Define the expression

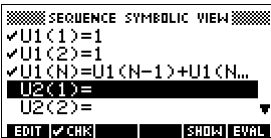
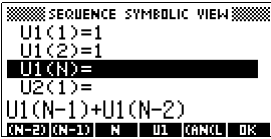
2. Define the Fibonacci sequence, in which each term (after the first two) is the sum of the preceding two terms:
 $U_1 = 1, U_2 = 1, U_n = U_{n-1} + U_{n-2}$ for $n > 3$.

In the Symbolic view of the Sequence applet, highlight the U1(1) field and begin defining your sequence.

1 [ENTER] 1 [ENTER]
U1 [N-1] + U1 [N-2]

Note: You can use the N, U1, and U2 menu keys to assist in the entry of equations.

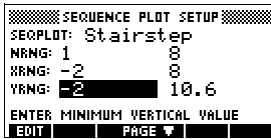
[ENTER]



Specify plot settings

3. In Plot Setup, first set the SEQPLOT option to Stairstep. Reset the default plot settings by clearing the Plot Setup view.
- A **Stairsteps** graph plots n on the horizontal axis and U_n on the vertical axis.
 - A **Cobweb** graph plots U_{n-1} on the horizontal axis and U_n on the vertical axis.

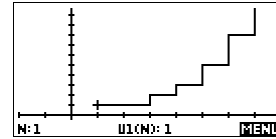
[SHIFT] SETUP-PLOT
[SHIFT] CLEAR
[DOWN] [RIGHT] 8 [ENTER]
[RIGHT] 8 [ENTER]



Plot the sequence

- Plot the Fibonacci sequence.

[PLOT]



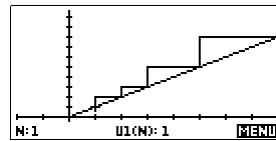
- In Plot Setup, set the SEQPLOT option to Cobweb.

[SHIFT] *SETUP-PLOT*

[CHOOSE] *Select Cobweb*

[OK]

[PLOT]



Display the table

- Display the table of numeric values for this example.

[NUM]

N	U1		
1	1		
2	1		
3	2		
4	3		
5	5		
6	8		
7	13		
8	21		
9	34		
10	55		
11	89		
12	144		
13	233		
14	377		
15	610		
16	987		
17	1597		
18	2584		
19	4181		
20	6765		
21	10946		
22	17711		
23	28657		
24	46368		
25	75025		
26	121393		
27	196418		
28	317811		
29	514229		
30	832040		
31	1346269		
32	2178309		
33	3524558		
34	5702867		
35	9227465		
36	14930352		
37	24157817		
38	39088369		
39	63245656		
40	102334155		
41	165580141		
42	267914296		
43	433494441		
44	701408737		
45	1134903178		
46	1836311915		
47	2971215093		
48	4807526908		
49	7778762531		
50	12586864069		
51	20365731104		
52	32951284013		
53	53317015117		
54	86267571170		
55	139583842179		
56	225851433214		
57	365435296183		
58	591286729397		
59	956722026595		
60	1548008755992		
61	2504738014145		
62	4052746770137		
63	6557484784382		
64	10610209454519		
65	17167684238901		
66	27777893693420		
67	44945577932341		
68	72723471625761		
69	117669147400521		
70	190392494701182		
71	308061501301453		
72	498454007403645		
73	796726494604918		
74	1255680492108563		
75	1995054976104501		
76	3114135468213064		
77	4919190444317565		
78	7634325912530629		
79	11857025856848194		
80	18491350807080813		
81	28348376663928907		
82	43839727471009720		
83	67187084134938627		
84	103926811605948347		
85	161113895740886974		
86	248540707346835321		
87	380654593087726295		
88	581295290434561616		
89	881949883522287911		
90	1347304173956849527		
91	2068253057489137442		
92	3145557231446086969		
93	4813860304935226411		
94	7349417536381313380		
95	11163277841316540791		
96	17192695377697854171		
97	26356073219014394962		
98	40148768596712249133		
99	60796441815726644095		
100	92274663492437822228		

Solve aplet

About the Solve aplet

The Solve aplet solves an equation or an expression for its *unknown variable*. You define an equation or expression in the symbolic view, then supply values for all the variables *except one* in the numeric view. Solve works only with real numbers.

Note the differences between an equation and an expression:

- An *equation* contains an equals sign. Its solution is a value for the unknown variable that makes both sides have the same value.
- An *expression* does not contain an equals sign. Its solution is a *root*, that is, a value for the unknown variable that makes the expression have a value of zero.

You can use the Solve aplet to solve an equation for any one of its variables.

When the Solve aplet is started, it opens in the Solve symbolic view.

- In Symbolic view, you specify the expression or equation to solve. You can define up to ten equations (or expressions), named E0 to E9. Each equation can contain up to 27 real variables, named A to Z and θ .
- In Numeric view, you specify the values of the known variables, highlight the variable that you want to solve for, and press **SOLVE**.

You can solve the equation as many times as you want, using new values for the knowns and highlighting a different unknown.

Note: It is not possible to solve for more than one variable at once. Simultaneous linear equations, for example, should be solved using matrices or graphs in the Function aplet.

Getting started with the Solve aplet

Suppose you want to find the acceleration needed to increase the speed of a car from 16.67 m/sec (60 kph) to 27.78 m/sec (100 kph) in a distance of 100 m.

The equation to solve is:

$$v^2 = u^2 + 2ad$$

Open the Solve aplet

1. Open the Solve aplet.

APLET Select Solve

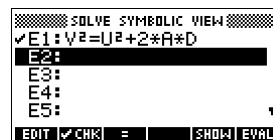


The Solve aplet starts in the Symbolic view.

Define the equation

2. Define the equation.

ALPHA V [X²]
 [E1] ALPHA U [X²]
 + 2 [X]
 ALPHA A [X]
 ALPHA D [ENTER]

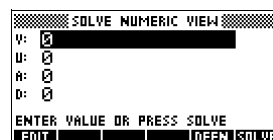


Note: You can use the [E1] menu key to assist in the entry of equations.

Define known variables

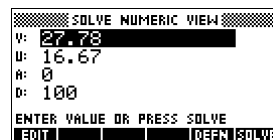
3. Display the Solve numeric view screen.

NUM



4. Enter the values for the known variables.

27 [.] 78 [ENTER]
 16 [.] 67 [ENTER]
 [v] 100 [ENTER]

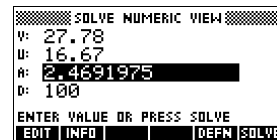


HINT

If the Decimal Mark setting in the Modes input form ([SHIFT] MODES) is set to Comma, use [.] instead of [.] .

Solve the unknown variable

5. Solve for the unknown variable (A).



Therefore, the acceleration needed to increase the speed of a car from 16.67 m/sec (60 kph) to 27.78 m/sec (100 kph) in a distance of 100 m is approximately 2.47 m/s^2 .

Because the variable A in the equation is linear, once values are substituted into V, U and D, we know that we need not look for any other solutions.

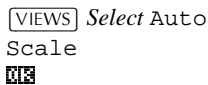
Plot the equation

The Plot view shows one graph for each member of the selected equation. You can choose any of the variables in the Numeric view to be the independent variable.


The other variables take on the values assigned to them in the Numeric view. The current equation is $V^2 = U^2 + 2AD$. With the variable A highlighted, the Plot view will show two graphs.

One of these is $Y = V^2$, with $V = 27.78$, or $Y = 771.7284$. This graph will be a horizontal line. The other graph will be $Y = U^2 + 2AD$, with $U = 16.67$ and $D = 100$, or $Y = 200A + 277.8889$. This graph is also a line. The desired solution is the value of A where these two lines intersect.

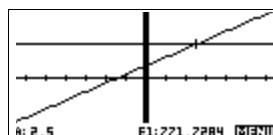
6. Plot the equation for variable A.



7. Trace along the graph representing the left member of the equation until the cursor nears the intersection.

 ≈ 20 times










Note the value of A displayed near the bottom left corner of the screen.



The Plot view provides a convenient way to find an approximation to a solution before using the Numeric view Solve option. See “Plotting to find guesses” on page 7-8 for more information.

Solve aplet’s NUM view keys

The Solve aplet’s NUM view keys are:

Key	Meaning
	Copies the highlighted value to the edit line for editing. Press  when done.
	Displays a message about the solution (see “Interpreting results” on page 7-6).
	Displays other pages of variables, if any.
	Displays the symbolic definition of the current expression. Press  when done.
	Finds a solution for the highlighted variable, based on the values of the other variables.
	Clears highlighted variable to zero <i>or</i> deletes current character in edit line, if edit line is active.
 <i>CLEAR</i>	Resets all variable values to zero <i>or</i> clears the edit line, if cursor is in edit line.

Use an initial guess

You can usually obtain a faster and more accurate solution if you supply an estimated value for the unknown variable *before* pressing **SOLVE**. Solve starts looking for a solution at the initial guess.

Before plotting, make sure the unknown variable is highlighted in the numeric view. Plot the equation to help you select an initial guess when you don't know the range in which to look for the solution. See "Plotting to find guesses" on page 7-8 for further information.

HINT

An initial guess is especially important in the case of a curve that could have more than one solution. In this case, only the solution closest to the initial guess is returned.

Number format

You can change the number format for the Solve aplet in the Numeric Setup view. The options are the same as in Home MODES: Standard, Fixed, Scientific, and Engineering. For the latter three, you also specify how many digits of accuracy you want. See "Mode settings" on page 1-9 for more information.

You might find it handy to set a different number format for the Solve aplet if, for example, you define equations to solve for the value of money. A number format of **Fixed 2** would be appropriate in this case.

Interpreting results

After Solve has returned a solution, press **2nd** **7** in the Numeric view for more information. You will see one of the following three messages. Press **2nd** **7** to clear the message.

Message	Condition
Zero	The Solve applet found a point where the value of the equation (or the root of the expression) is zero within the calculator's 12-digit accuracy.
Sign Reversal	Solve found two points where the value of the equation has opposite signs, but it cannot find a point in between where the value is zero. This might be because <i>either</i> the two points are neighbours (they differ by one in the twelfth digit), <i>or</i> the equation is not real-valued between the two points. Solve returns the point where the value is closer to zero. If the value of the equation is a continuous real function, this point is Solve's best approximation of an actual root.
Extremum	Solve found a point where the value of the equation approximates a local minimum (for positive values) or maximum (for negative values). This point may or may not be a root. <i>Or:</i> Solve stopped searching at 9.9999999999E499, the largest number the calculator can represent.

If Solve could not find a solution, you will see one of the following two messages.

Message	Condition
Bad Guess(es)	The initial guess lies outside the domain of the equation. Therefore, the solution was not a real number or it caused an error.
Constant?	The value of the equation is the same at every point sampled.

HINT

It is important to check the information relating to the solve process. For example, the solution that the Solve applet finds is not a solution, but the closest that the function gets to zero. Only by checking the information will you know that this is the case.

The Root-Finder at work

You can watch the process of the root-finder calculating and searching for a root. Immediately after pressing **SOLVE** to start the root-finder, press any key except **[ON]**. You will see two intermediate guesses and, to the left, the sign of the expression evaluated at each guess. For example:

+ 2 2.219330555745
 - 1 21.31111111149

You can watch as the root-finder either finds a sign reversal or converges on a local extrema or does not converge at all. If there is no convergence in process, you might want to cancel the operation (press **[ON]**) and start over with a different initial guess.

Plotting to find guesses

The main reason for plotting in the Solve applet is to help you find initial guesses and solutions for those equations that have difficult-to-find or multiple solutions.

Consider the equation of motion for an accelerating body:



$$x = v_0 t + \frac{at^2}{2}$$

where x is distance, v_0 is initial velocity, t is time, and a is acceleration. This is actually *two* equations, $y = x$ and $y = v_0 t + (at^2) / 2$.

Since this equation is quadratic for t , there can be both a positive and a negative solution. However, we are concerned only with positive solutions, since only positive distance makes sense.

1. Select the Solve applet and enter the equation.

APLET Select Solve 

ALPHA X 
 ALPHA V X ALPHA T
 + ALPHA A
 X ALPHA T X² ÷ 2


SOLVE SYMBOLIC VIEW
 ✓E1: X=V*T+A*T²/2
 E2:
 E3:
 E4:
 E5:
 EDIT ✓CHK = SHOW EVAL

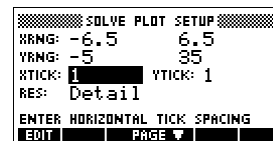
2. Find the solution for T (time) when X=30, V=2, and A=4. Enter the values for X, V, and A; then highlight the independent variable, T.

NUM
 30 ENTER
 2 ENTER
 ▼ 4 ENTER
 ▼ ▼ to highlight T

SOLVE NUMERIC VIEW
 X: 30
 V: 2
 T: 0
 A: 4
 ENTER VALUE OR PRESS SOLVE
 EDIT INFO DEFN SOLVE

- Use the Plot view to find an initial guess for T . First set appropriate X and Y ranges in the Plot Setup. Since we have an equation, $X = V \times T + A \times T^2 / 2$, the plot will produce two graphs; one for $Y = X$ and one for $Y = V \times T + A \times T^2 / 2$. Since we have set $X = 30$ in this example, one of the graphs will be $Y = 30$. Therefore, make the YRNG -5 to 35. Keep the X RNG default of -6.5 to 6.5.

[SHIFT] [SETUP-] [PLOT]
 [▼] [(-)] 5 [ENTER]
 35 [ENTER]



- Plot the graph.

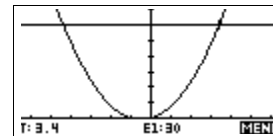
[PLOT]

- Move the cursor near the positive (right-side) intersection. This cursor value will be an initial guess for T .

[▶] to move cursor to
 the intersection.

The two points of intersection show that there are two solutions

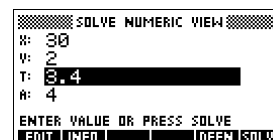
for this equation. However, only positive values for x make sense, so we want to find the solution for the intersection on the right side of the y-axis.



- Return to the Numeric view.

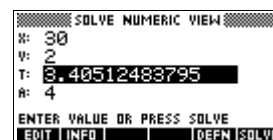
[NUM]

Note: the T-value is filled in with the position of the cursor from the Plot view.



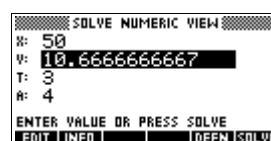
- Ensure that the T value is highlighted, and solve the equation.

[SOLVE]



8. Use this equation to solve for another variable, such as velocity. How fast must a body's initial velocity be in order for it to travel 50 m within 3 seconds? Assume the same acceleration, 4 m/s^2 . *Leave the last value of V as an initial guess.*

3 [ENTER] [▲] [▲] [▲]
 50 [ENTER]
 SOLVE



Using variables in equations

You can use any of the real variable names, A to Z and θ . Do not use variable names defined for other types, such as M1 (a matrix variable).

Home variables

All home variables (other than those for applet settings, like X_{min} and Y_{tick}) are *global*, which means they are *shared* throughout the different applets of the calculator. A value that is assigned to a home variable anywhere remains with that variable wherever its name is used.

Therefore, if you have defined a value for T (as in the above example) in another applet or even another Solve equation, that value shows up in the Numeric view for this Solve equation. When you then redefine the value for T in this Solve equation, that value is applied to T in all other contexts (until it is changed again).

This sharing allows you to work on the same problem in different places (such as HOME and the Solve applet) without having to update the value everywhere whenever it is recalculated.

HINT

As the Solve applet uses any existing variable values, be sure to check for existing variable values that may affect the solve process. (You can use [SHIFT] CLEAR to reset all values to zero in the Solve applet's Numeric view if you wish.)

Applet variables

Functions defined in other applets can also be referenced in the Solve applet. For example, if, in the Function applet, you define $F1(X) = X^2 + 10$, you can enter $F1(X) = 50$ in the Solve applet to solve the equation $X^2 + 10 = 50$.

Statistics applet

About the Statistics applet

The Statistics applet can store up to ten separate data sets at one time. It can do one-variable or two-variable statistical analysis of one or more sets of data.

The Statistics applet starts with the Numeric view which is used to enter data. The Symbolic view is used to specify which columns contain data and which column contains frequencies.

You can also compute statistics values in HOME and recall the values of specific statistics variables.

The values computed in the Statistics applet are saved in variables, and many of these variables are listed by the **STATS** function accessible from the Statistics applet's Numeric view screen.

Getting started with the Statistics applet

The following example asks you to enter and analyze the advertising and sales data (in the table below), compute statistics, fit a curve to the data, and predict the effect of more advertising on sales.

Advertising minutes (independent, x)	Resulting Sales (\$) (dependent, y)
2	1400
1	920
3	1100
5	2265
5	2890
4	2200

Open the Statistics applet

1. Open the Statistics applet and clear existing data by pressing **RESET**.

APLET
Select Statistics
RESET YES
START

The Statistics applet starts in the Numerical view.

At any time the

Statistics applet is configured for only one of two types of statistical explorations: one-variable (**1VAR**) or two-variable (**2VAR**). The 5th menu key label in the Numeric view toggles between these two options and shows the current option.

n	C1	C2	C3	C4
1	*****	*****	*****	*****

EDIT INS SORT BIG LVAR=STAT

1VAR/2VAR
menu key label


2. Select **EUR**.

You need to select `Europe` because in this example we are analyzing a dataset comprising two variables: advertising minutes and resulting sales.

Enter data

3. Enter the data into the columns.

2 ENTER 1 ENTER
3 ENTER 5 ENTER
5 ENTER 4 ENTER

 *to move to the next column*

n	C1	C2	C3	C4
1	2	1400		
2	1	920		
3	1	1100		
4	5	2265		
5	4	2890		
6	4	2200		

1400

EDIT	INS	SORT	BIG	IVAR=STATS
------	-----	------	-----	------------

1400	<input type="text" value="ENTER"/>	920	<input type="text" value="ENTER"/>
1100	<input type="text" value="ENTER"/>	2265	<input type="text" value="ENTER"/>
2890	<input type="text" value="ENTER"/>	2200	<input type="text" value="ENTER"/>

Choose fit and data columns

- Select a fit in the Symbolic setup view.

[SHIFT] SETUP-SYMB
 [▼] CHOOSE
 Select Linear
 [OK]

```

STATISTICS SYMBOLIC SETUP
ANGLE MEASURE: Radians
S1FIT: Linear  S2FIT: Linear
S3FIT: Linear  S4FIT: Linear
S5FIT: Linear
CHOOSE STATISTICS MODEL TYPE
CHOOSE
  
```

You can define up to five explorations of two-variable data, named S1 to S5. In this example, we will create just one: S1.

- Specify the columns that hold the data you want to analyze.

[SYMB]

You could have entered your data into columns other than C1 and C2.

```

STATISTICS SYMBOLIC VIEW
S1: C1 C2
Fit1: m*X+b
S2:
Fit2: m*X+b
ENTER INDEPENDENT
EDIT [CHK] C [SHOW] EVAL
  
```

Explore statistics

- Find the mean advertising time (MEANX) and the mean sales (MEANY).

[NUM] [STATS]

MEANX is about 3.3 minutes and MEANY is about \$1796.

2-VAR	S1		
MEANX	3.333333		
MEANY	1795.833		
STDEV	1.0775		
STDEV	22338725		
3.333333333333			
OK			

- Scroll down to display the value for the correlation coefficient (CORR). The CORR value indicates how well the linear model fits the data.

[▼] 9 times

The value is 0.8995 to four significant digits.

[OK]

2-VAR	S1		
MEANX	3.333333		
MEANY	1795.833		
STDEV	1.0775		
STDEV	22338725		
CORR	0.899509		
RELERR	0.025524		
.89950938561			
OK			

Setup plot

- Change the plotting range to ensure all the data points are plotted (and select a different point mark, if you wish).

[SHIFT] SETUP-PLOT
 [▶] 7 [ENTER]
 [(-)] 100 [ENTER]
 4000 [ENTER]

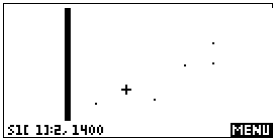
```

STATISTICS PLOT SETUP
X-RANGE: -2 7
Y-RANGE: -100 4000
S1MARK: [ ] S2MARK: [ ] S3MARK: [ ]
S4MARK: [ ] S5MARK: [ ]
CHOOSE MARK FOR SCATTER PLOT
CHOOSE PAGE
  
```

Plot the graph

9. Plot the graph.

PLOT



Draw the regression curve

10. Draw the regression curve (a curve to fit the data points).

FIT

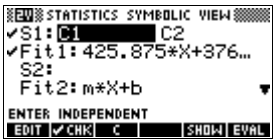
This draws the regression line for the best linear fit.



Display the equation for best linear fit

11. Return to the Symbolic view.

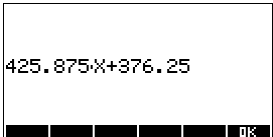
SYMB



12. Display the equation for the best linear fit.

to move to the FIT1 field
SHOW

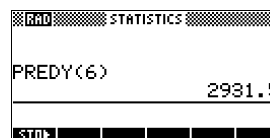
The full FIT1 expression is shown. The slope (m) is 425.875. The y-intercept (b) is about 376.25.



Predict values

13. To find the predicted sales figure if advertising were to go up to 6 minutes:

\square \square HOME
 \square MATH \square S (to highlight Stat-Two)
 \square \square (to highlight PREDY)
 \square 6 \square ENTER



14. Return to the Plot view.

\square PLOT



15. Jump to the indicated point on the regression line.

\square \square GOTO
 6



\square

Observe the predicted y-value in the left bottom corner of the screen.



Entering and editing statistical data

The Numeric view (\square NUM) is used to enter data into the Statistics apilet. Each column represents a variable named C0 to C9. After entering the data, you must define the data set in the Symbolic view (\square SYMB).













HINT

A data column must have at least four data points to provide valid two-variable statistics, or two data points for one-variable statistics.

You can also store statistical data values by copying lists from HOME into Statistics data columns. For example, in HOME, L1 \square \square C1 stores a copy of the list L1 into the data-column variable C1.

Statistics applet's NUM view keys

The Statistics applet's Numeric view keys are:

Key	Meaning
	Copies the highlighted item into the edit line.
	Inserts a zero value above the highlighted cell.
	Sorts the specified <i>independent</i> data column in ascending or descending order, and rearranges a specified dependent (or frequency) data column accordingly.
	Switches between larger and smaller font sizes.
 	A toggle switch to select one-variable or two-variable statistics. This setting affects the statistical calculations and plots. The label indicates which setting is current.
	Computes descriptive statistics for each data set specified in Symbolic view.
	Deletes the currently highlighted value.
 <i>CLEAR</i>	Clears the current column or all columns of data. Press  <i>CLEAR</i> to display a menu list, then select the current column or all columns option, and press  .
 <i>cursor key</i>	Moves to the first or last row, or first or last column.

Example

You are measuring the height of students in a classroom to find the mean height. The first five students have the following measurements 160cm, 165cm, 170cm, 175cm, 180cm.

1. Open the Statistics applet.

APLET Select
Statistics
RESET YES
START

APLET LIBRARY: EEBK
Statistics .07KB
Function 0KB
Inferential S... .54KB
Parametric 0KB
Polar 0KB
SAVE RESET SORT SEND RECV START

2. Enter the measurement data.

160 ENTER
165 ENTER
170 ENTER
175 ENTER
180 ENTER

n	C1	C2	C3	C4
1	160			
2	165			
3	170			
4	175			
5	180			

EDIT INS SORT BIG LVAR START

3. Find the mean of the sample.

Ensure the **1VAR** / **2VAR** menu key label reads **1VAR**. Press **STATS** to

see the statistics calculated from the sample data in C1. Press the **▼** key to scroll to further statistics.

1-VAR	H1		
N	5		
TOTΣ	850		
MEANΣ	170		
VARΣ	50		
SVARΣ	62.5		
PSDEV	7.071068		
5			

OK

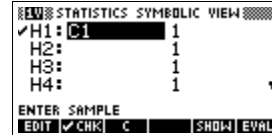
Note that the title for the column of statistics is H1. There are 5 data set definitions available for one-variable statistics:

H1–H5. If data is entered in C1, H1 is automatically set to use C1 for data, and the frequency of each data point is set to 1. You can select other columns of data from the Statistics Symbolic setup view.

1-VAR	H1		
SSDEV	2.405644		
MINΣ	160		
Q1	162.5		
MEDIAN	170		
Q3	172.5		
MAXΣ	180		
180			

OK

4. Press **QUIT** to close the statistics window and press **SYMB** key to see the data set definitions.



The first column indicates the associated column of data for each data set definition, and the second column indicates the constant frequency, or the column that holds the frequencies.

The keys you can use from this window are:

Key	Meaning
EDIT	Copies the column variable (or variable expression) to the edit line for editing. Press QUIT when done.
CHK	Checks/unchecks the current data set. Only the checkmarked data set(s) are computed and plotted.
C or VAR	Typing aid for the column variables (C) or for the Fit expressions (VAR).
SHOW	Displays the current variable expression in standard mathematical form. Press QUIT when done.
EVAL	Evaluates the variables in the highlighted column (C1, etc.) expression.
VAR	Displays the menu for entering variable names or contents of variables.
MATH	Displays the menu for entering math operations.
DEL	Deletes the highlighted variable <i>or</i> the current character in the edit line.

Key	Meaning (Continued)
SHIFT CLEAR	Resets default specifications for the data sets <i>or</i> clears the edit line (if it was active). <i>Note: If SHIFT CLEAR is used the data sets will need to be selected again before re-use.</i>

To continue our example, suppose that the heights of the rest of the students in the class are measured, but each one is rounded to the nearest of the five values first recorded. Instead of entering all the new data in C1, we shall simply add another column, C2, that holds the frequencies of our five data points in C1.

Height (cm)	Frequency
160	5
165	3
170	8
175	2
180	1

- Move the highlight bar into the right column of the H1 definition and replace the frequency value of 1 with the name C2.

2

- Return to the numeric view.

NUM

- Enter the frequency data shown in the above table.

5 **ENTER**
3 **ENTER**
8 **ENTER**
2 **ENTER**
1 **ENTER**

8. Display the computed statistics.

STAT

You can scroll down to the mean. The mean height is approximately 167.63cm.

1-VAR	H1		
N	14		
TOTΣ	2146		
MEANΣ	167.6316		
POVRΣ	32.51010		
SVARΣ	34.35673		
PSDEV	5.705127		
167.631578947			
			OK

9. Setup a histogram plot for the data.

2ND **SHIFT** **SETUP-PLT**

Enter set up information appropriate to your data.

STATISTICS PLOT SETUP			
STATPLOT:	Hist	HWIDTH:	5
XRNG:	160		185
YRNG:	-2		10
HRNG:	160		185
ENTER MAXIMUM HISTOGRAM VALUE			
EDIT		PAGE	▼

10. Plot a histogram of the data.

PLOT



Angle Setting

You can ignore the angle measurement mode *unless* your Fit definition (in Symbolic view) involves a trigonometric function. In this case, you should specify in the mode screen whether the trigonometric units are to be interpreted in degrees, radians, or grads.

Save data

The data that you enter is automatically saved. When you are finished entering data values, you can press a key for another Statistics view (like **SYMB**), or you can switch to another applet or HOME.

Edit a data set

In the Numeric view of the Statistics applet, highlight the data value to change. Type a new value and press **ENTER**, or press **EDIT** to copy the value to the edit line for modification. Press **ENTER** after modifying the value on the edit line.

Delete data

- To delete a single data item, highlight it and press **DEL**. The values below the deleted cell will scroll up one row.
- To delete a column of data, highlight an entry in that column and press **SHIFT** **CLEAR**. Select the column name.
- To delete all columns of data, press **SHIFT** **CLEAR**. Select All columns.

Insert data

Highlight the entry *following* the point of insertion. Press **INS**, then enter a number. It will write over the zero that was inserted.

Sort data values

1. In Numeric view, highlight the column you want to sort, and press **Sort**.
2. Select the SORT ORDER option. You can choose either Ascending or Descending.
3. Specify the INDEPENDENT and DEPENDENT data columns. Sorting is by the *independent* column. For instance, if Age is C1 and Income is C2 and you want to sort by Income, then you make C2 the independent column for the sorting and C1 the dependent column.
 - To sort just one column, choose None for the dependent column.
 - For one-variable statistics with two data columns, specify the frequency column as the dependent column.
4. Press **OK**.

Defining a regression model (2VAR)

The Symbolic view includes an expression (Fit1 through Fit5) that defines the regression model, or “fit”, to use for the regression analysis of each two-variable data set.

There are three ways to select a regression model:

- Accept the default option to fit the data to a straight line.
- Select one of the available fit options in Symbolic Setup view.
- Enter your own mathematical expression in Symbolic view. This expression will be plotted, *but it will not be fitted to the data points*.

To choose the fit

1. In Numeric view, make sure **Fit** is set.
2. Press **[SHIFT]SETUP-SYMB** to display the Symbolic Setup view. Highlight the Fit number (S1FIT to S5FIT) you want to define.
3. Press **CHOOSE** and select from the following list. Press **OK** when done. The regression formula for the fit is displayed in Symbolic view.

Fit models

Eight fit models are available:

Fit model	Meaning
Linear	(Default.) Fits the data to a straight line, $y = mx + b$. Uses a least-squares fit.
Logarithmic	Fits to a logarithmic curve, $y = m \ln x + b$.
Exponential	Fits to an exponential curve, $y = be^{mx}$.
Power	Fits to a power curve, $y = bx^m$.
Quadratic	Fits to a quadratic curve, $y = ax^2 + bx + c$. Needs at least three points.
Cubic	Fits to a cubic curve, $y = ax^3 + bx^2 + cx + d$. Needs at least four points.
Logistic	Fits to a logistic curve, $y = \frac{L}{1 + ae^{(-bx)}}$ where L is the saturation value for growth. You can store a positive real value in L , or—if $L=0$ —let L be computed automatically.
User Defined	Define your own expression (in Symbolic view.)

To define your own fit

1. In Numeric view, make sure **Fit** is set.
2. Display the Symbolic view.
3. Highlight the Fit expression (Fit1, etc.) for the desired data set.
4. Type in an expression and press **ENTER**.
The independent variable must be X , and the expression must not contain any unknown variables.
Example: $1.5 \times \cos x + 0.3 \times \sin x$.

This automatically changes the Fit type (S1FIT, etc.) in the Symbolic Setup view to User Defined.

Computed statistics

One-variable

Statistic	Definition
NΣ	Number of data points.
TOTΣ	Sum of data values (with their frequencies).
MEANΣ	Mean value of data set.
PVARΣ	Population variance of data set.
SVARΣ	Sample variance of data set.
PSDEV	Population standard deviation of data set.
SSDEV	Sample standard deviation of data set.
MINΣ	Minimum data value in data set.
Q1	First quartile: median of ordinals to left of median.
MEDIAN	Median value of data set.
Q3	Third quartile: median of ordinals to right of median.
MAXΣ	Maximum data value in data set.

When the data set contains an odd number of values, the data set's median value is not used when calculating Q1 and Q3 in the table above. For example, for the following data set:

$\{3, 5, 7, 8, 15, 16, 17\}$

only the first three items, 3, 5, and 7 are used to calculate Q1, and only the last three terms, 15, 16, and 17 are used to calculate Q3.

Two-variable

Statistic	Definition
MEANX	Mean of x - (independent) values.
ΣX	Sum of x -values.
ΣX^2	Sum of x^2 -values.
MEANY	Mean of y - (dependent) values.
ΣY	Sum of y -values.
ΣY^2	Sum of y^2 -values.
ΣXY	Sum of each xy .
SCOV	Sample covariance of independent and dependent data columns.
PCOV	Population covariance of independent and dependent data columns
CORR	Correlation coefficient of the independent and dependent data columns <i>for a linear fit only</i> (regardless of the Fit chosen). Returns a value from 0 to 1, where 1 is the best fit.
RELERR	The relative error (for the selected fit). Provides a measure of accuracy for the fit.

Plotting

You can plot:

- histograms (**2ND** **F2**)
- box-and-whisker plots (**2ND** **F3**)
- scatter plots of data (**2ND** **F4**).

Once you have entered your data (**NUM**), defined your data set (**SYMB**), and defined your Fit model for two-variable statistics (**SHIFT** **SETUP-SYMB**), you can plot your data. You can select up to five scatter or box-and-whisker plots at a time. You can plot only one histogram at a time.

To plot statistical data


1. In Symbolic view (**SYMB**), select (**2ND** **F5**) the data sets you want to plot.
2. For one-variable data (**1VAR**), select the plot type in Plot Setup (**SHIFT** **SETUP-PLOT**). Highlight **STATPLOT**, press **CHOOSE**, select either **Histogram** or **BoxWhisker**, and press **OK**.
3. For any plot, but especially for a histogram, adjust the plotting scale and range in the Plot Setup view. If you find histogram bars too fat or too thin, you can adjust them with the **HWIDTH** setting.
4. Press **PLOT**. If you have not adjusted the Plot Setup yourself, you can try **VIEWS** *select* **Auto Scale** **OK**.

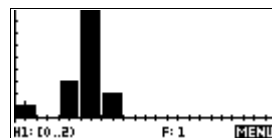
HINT

Auto Scale can be relied upon to give a good starting scale which can then be adjusted in the Plot Setup view.

Plot types

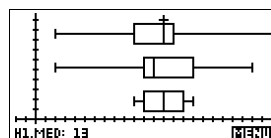
Histogram

One-variable statistics. The numbers below the plot mean that the current bar (where the cursor is) starts at 0 and ends at 2 (not including 2), and the frequency for this column, (that is, the number of data elements that fall between 0 and 2) is 1. You can see information about the next bar by pressing the  key.




Box and Whisker Plot

One-variable statistics. The left whisker marks the minimum data value. The box marks the first quartile, the median, and the third quartile. The right whisker marks the maximum data value.

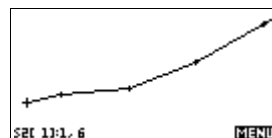


Scatter Plot

Two-variable statistics. The numbers below the plot indicate that the cursor is at the first data point for S2, at (1, 6). Press  to move to the next data point and display information about it.



To connect the data points as they are plotted, checkmark **CONNECT** in the second page of the Plot Setup. *This is not a regression curve.*



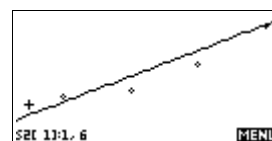
Fitting a curve to 2VAR data

In the Plot view, press **Fit**. This draws a curve to fit the checked two-variable data set(s). See “To choose the fit” on page 8-11.

PLOT

MENU

Fit



SYMB

```

STATISTICS SYMBOLIC VIEW
S1: C1      C2
Fit1: 2.12195121951...
✓S2: C3      C4
✓Fit2: 1.98082191781...
ENTER USER DEFINED FIT
EDIT ✓CHK X SHOW EVAL
  
```

SHOW

The expression in Fit2 shows that the slope=1.98082191781 and the y-intercept=2.2657.

```

1.98082191781 X + 2.2657
OK
  
```

Correlation coefficient

The correlation coefficient is stored in the CORR variable. It is a measure of fit to a *linear* curve only. Regardless of the Fit model you have chosen, CORR relates to the linear model.

Relative Error

The *relative error* is stored in a variable named RELERR. The relative error provides a measure of fit accuracy for all fits, and it *does* depend on the Fit model you have chosen.

The relative error is a measure of the error between predicted values and actual values based on the specified Fit. A smaller number means a better fit.

HINT

In order to access these variables after you plot a set of statistics, you must press **NUM** to access the numeric view and then **Stats** to display the correlation values. The values are stored in the variables when you access the Symbolic view.

Setting up the plot (Plot setup view)

The Plot Setup view (**[SHIFT]** **SETUP-*PLOT***) sets most of the same plotting parameters as it does for the other built-in aplets.

See “Setting up the plot (Plot view setup)” on page 2-5.

Settings unique to the Statistics aplet are as follows:

Plot type (1VAR)	STATPLOT enables you to specify either a histogram or a box-and-whisker plot for one-variable statistics (when PLT1:0 is set). Press ENTER to change the highlighted setting.
Histogram width	HWIDTH enables you to specify the width of a histogram bar. This determines how many bars will fit in the display, as well as how the data is distributed (how many values each bar represents).
Histogram range	HRNG enables you to specify the range of values for a set of histogram bars. The range runs from the left edge of the leftmost bar to the right edge of the rightmost bar. You can limit the range to exclude any values you suspect are outliers.
Plotting mark (2VAR)	S1MARK through S5MARK enables you to specify one of five symbols to use to plot each data set. Press ENTER to change the highlighted setting.
Connected points (2VAR)	CONNECT (on the second page), when checkmarked, connects the data points as they are plotted. <i>The resulting line is not the regression curve.</i> The order of plotting is according to the ascending order of independent values. For instance, the data set (1,1), (3,9), (4,16), (2,4) would be plotted and traced in the order (1,1), (2,4), (3,9), (4,16).

Trouble-shooting a plot



If you have problems plotting, check that you have the following:

- The correct **VIEW** or **EDIT** menu label on (Numeric view).
- The correct fit (regression model), if the data set is two-variable.
- Only the data sets to compute or plot are checkmarked (Symbolic view).
- The correct plotting range. Try using **VIEWS** Auto Scale (instead of **PLOT**), or adjust the plotting parameters (in Plot Setup) for the ranges of the axes and the width of histogram bars (HWIDTH).
- In **EDIT** mode, ensure that both paired columns contain data, and that they are the same length.
- In **VIEW** mode, ensure that a paired column of frequency values is the same length as the data column that it refers to.

Exploring the graph

The Plot view has menu keys for zooming, tracing, and coordinate display. There are also scaling options under **VIEWS**. These options are described in “Exploring the graph” on page 2-7.

Statistics aplet’s PLOT view keys

Key	Meaning
SHIFT <i>CLEAR</i>	Erases the plot.
VIEWS	Offers additional pre-defined views for splitting the screen, overlaying plots, and autoscaling the axes.
SHIFT  SHIFT 	Moves cursor to far left or far right.
ZOOM	Displays ZOOM menu.
TRACE	Turns trace mode on/off. The white box appears next to the option when Trace mode is active.
FIT	Turns fit mode on/off. Turning FIT on draws a curve to fit the data points according to the current regression model.
GOTO (2var statistics only)	Enables you to specify a value on the line of best fit to jump to or a data point number to jump to.
EQU	Displays the equation of the regression curve.
MENU	Hides and displays the menu key labels. When the labels are hidden, any menu key displays the (x,y) coordinates. Pressing MENU redisplay the menu labels.

Calculating predicted values

The functions `PREDX` and `PREDY` estimate (predict) values for X or Y given a hypothetical value for the other. The estimation is made based on the curve that has been calculated to fit the data according to the specified fit.

Find predicted values

1. In Plot view, draw the regression curve for the data set.
2. Press ∇ to move to the regression curve.
3. Press EDIT and enter the value of X . The cursor jumps to the desired point on curve and the coordinate display shows X and the predicted value of Y .

In HOME,

- Enter `PREDX(y-value)` ENTER to find the predicted (estimated) value for the independent variable given a hypothetical dependent value.
- Enter `PREDY(x-value)` to find the predicted value of the dependent variable given a hypothetical independent variable.

You can type `PREDX` and `PREDY` into the edit line, or you can copy these function names from the MATH menu under the Stat-Two category.

HINT

In cases where more than one fit curve is displayed, the `PREDY` function uses the most recently calculated curve. In order to avoid errors with this function, uncheck all fits except the one that you want to work with, or use the Plot View method.

Inference applet

About the Inference applet

The Inference capabilities include calculation of confidence intervals and hypothesis tests based on the Normal Z-distribution or Student's t-distribution.

Based on the statistics from one or two samples, you can test hypotheses and find confidence intervals for the following quantities:

- mean
- proportion
- difference between two means
- difference between two proportions

Example data

When you first access an input form for an Inference test, by default the input form contains example data. This example data is designed to return meaningful results that relate to the test. It is useful for gaining an understanding of what the test does, and for demonstrating the test. The calculator's on-line help provides a description of what the example data represents.

Getting started with the Inference applet

This example describes the Inference applet's options and functionality by stepping you through an example using the example data for the Z-Test on 1 mean.

Open the Inference applet

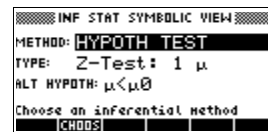
1. Open the Inference applet.



Select Inferential



The Inference applet opens in the Symbolic view.



Inference applet's SYMB view keys

The table below summarizes the options available in Symbolic view.

Hypothesis Tests	Confidence Intervals
Z: 1 μ , the Z-Test on 1 mean	Z-Int: 1 μ , the confidence interval for 1 mean, based on the Normal distribution
Z: $\mu_1 - \mu_2$, the Z-Test on the difference of two means	Z-Int: $\mu_1 - \mu_2$, the confidence interval for the difference of two means, based on the Normal distribution
Z: 1 P, the Z-Test on 1 proportion	Z-Int: 1 P, the confidence interval for 1 proportion, based on the Normal distribution
Z: $P_1 - P_2$, the Z-Test on the difference in two proportions	Z-Int: $P_1 - P_2$, the confidence interval for the difference of two proportions, based on the Normal distribution
T: 1 μ , the T-Test on 1 mean	T-Int: 1 μ , the confidence interval for 1 mean, based on the Student's t-distribution
T: $\mu_1 - \mu_2$, the T-Test on the difference of two means	T-Int: $\mu_1 - \mu_2$, the confidence interval for the difference of two means, based on the Student's t-distribution

Define the inferential method

If you choose one of the hypothesis tests, you can choose the alternative hypothesis to test against the null hypothesis. For each test, there are three possible choices for an alternative hypothesis based on a quantitative comparison of two quantities. The null hypothesis is always that the two quantities are equal. Thus, the alternative hypotheses cover the various cases for the two quantities being unequal: $<$, $>$, and \neq .

In this section, we will use the example data for the Z-Test on 1 mean to illustrate how the applet works and what features the various views present.

1. Select the Hypothesis Test inferential method.



Select HYPOTH TEST

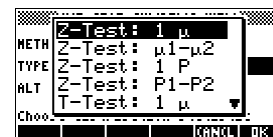


2. Define the type of test.





Z-Test: 1 μ

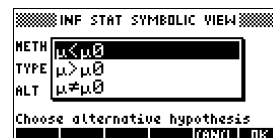


3. Select an alternative hypothesis.

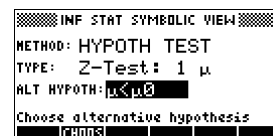




$\mu < \mu_0$

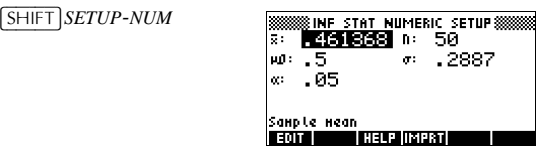






Enter data

4. Enter the sample statistics and population parameters that define the chosen test or interval.



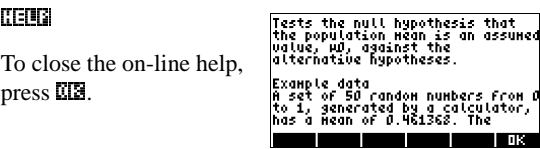
The table below lists the fields in this view for our current Z-Test: 1 μ example.

Field name	Definition
μ_0	Assumed population mean
σ	Population standard deviation
\bar{x}	Sample mean
n	Sample size
α	Alpha level for the test

By default, each field already contains a value. These values constitute the example database and are explained in the **HELP** feature of this applet.

Display on-line help

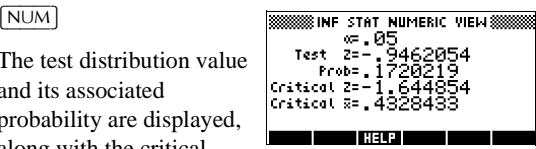
5. Display the on-line help.



6. To close the on-line help, press **ESC**.

Display test results in numeric format

7. Display the test results in numeric format.



The test distribution value and its associated probability are displayed, along with the critical value(s) of the test and the associated critical value(s) of the statistic.

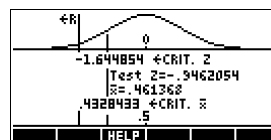
Note: You can access the on-line help in Numeric view.

Plot test results

8. Display a graphic view of the test results.

PLOT

Horizontal axes are presented for both the distribution variable and the test statistic. A generic bell curve represents the probability distribution function. Vertical lines mark the critical value(s) of the test, as well as the value of the test statistic. The rejection region is marked $\leftarrow R$ and the test numeric results are displayed between the horizontal axes.



Importing Sample Statistics from the Statistics applet

The Inference applet supports the calculation of confidence intervals and the testing of hypotheses based on data in the Statistics applet. Computed statistics for a sample of data in a column in any Statistics-based applet can be imported for use in the Inference applet. The following example illustrates the process.

A calculator produces the following 6 random numbers:

0.529, 0.295, 0.952, 0.259, 0.925, and 0.592

Open the Statistics applet

1. Open Statistics applet. *Note: Reset current settings.*

Select
 Statistics

n	C1	C2	C3	C4
1				

EDIT INS SORT BIG IVAR=STAT

The Statistics apilet opens in the Numeric view.

Enter data

- In the C1 column, enter the random numbers produced by the calculator.

.529 ENTER
 .295 ENTER
 .952 ENTER
 .259 ENTER
 .925 ENTER
 .592 ENTER

n	C1	C2	C3	C4
1	.295			
2	.529			
3	.259			
4	.925			
5	.592			
6				

EDIT INS SORT BIG 1VAR STATS

HINT

If the Decimal Mark setting in the Modes input form (**SHIFT** MODES) is set to Comma, use **,** instead of **.**.

- If necessary, select 1-variable statistics. Do this by pressing the fifth menu key until **1-VAR** is displayed as its menu label.

Calculate statistics

- Calculate statistics.

STATS

1-VAR	H1		
NΣ	6		
TOTΣ	3.552		
MEANΣ	.592		
VARΣ	.073226		
STDEV	.2687112		
PSDEV	.2718934		
6			

OK

The mean of 0.592 seems a little large compared to the expected value of 0.5. To see if the difference is statistically significant, we will use the statistics computed here to construct a confidence interval for the true mean of the population of random numbers and see whether or not this interval contains 0.5.

- Press **OFF** to close the computed statistics window.

Open Inference applet

- Open the Inference applet and clear current settings.

APLET Select
 Inference
RESET **YES**
ENTER

INF STAT SYMBOLIC VIEW
METHOD: HYPOTH TEST
TYPE: Z-Test: 1 μ
ALT HYPOTH: $\mu < \mu_0$
Choose an inferential method
CHOOSE

Choose inference method and type

- Choose an inference method.

CHOOSE

Select CONF INTERVAL

```

INF STAT SYMBOLIC VIEW
METHOD: CONF INTERVAL
TYPE: Z-INT: 1 μ
Choose an inferential method
CHOOSE
  
```

- Choose a distribution statistic type.

▼ CHOOSE

Select T-Int: 1 μ

```

INF STAT SYMBOLIC VIEW
METHOD: CONF INTERVAL
TYPE: T-INT: 1 μ
Choose distribution statistic
CHOOSE
  
```

Set up the interval calculation

- Set up the interval calculation. *Note: The default values are sample data from the on-line help example.*

SHIFT SETUP-NUM

```

INF STAT NUMERIC SETUP
X: .461368
Sx: .2776
n: 50
C: .99
Sample mean
EDIT HELP IMPRT
  
```

Import the data

- Import the data from the Statistics aplet. *Note: The data from C1 is displayed by default.*

IMPORT

Note: If there are other columns of data in the Statistics aplet, you could select a column and press

CHOOSE to see the statistics before importing them into the Numeric Setup view. Also, if there is more than one aplet based on the Statistics aplet, you are prompted to choose one.

CHOOSE

```

IMPORT SAMPLE STATS
X: .592
n: 6
Sx: .2978442
COLUMN: C1
Stat import data column
CHOOSE CANCEL OK
  
```

```

INF STAT NUMERIC SETUP
X: .592
Sx: .297844254603
n: 6
C: .99
Sample mean
EDIT HELP IMPRT
  
```

11. Specify a 90% confidence interval in the C: field.

to move to the
C: field
0.9

INF STAT NUMERIC SETUP	
R:	.592
Sx:	.297844254603
n:	6
C:	.9
Sample mean	
<input type="button" value="EDIT"/> <input type="button" value="HELP"/> <input type="button" value="IMPRT"/>	

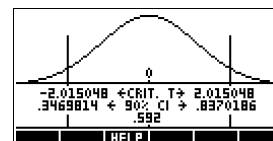
Display Numeric view

12. Display the confidence interval in the Numeric view.
Note: The interval setting is 0.5.

INF STAT NUMERIC VIEW	
C:	.9
Critical T=	±2.015048
μ Min =	.3469814
μ Max =	.8370186
<input type="button" value="HELP"/>	

Display Plot view

13. Display the confidence interval in the Plot view.



You can see, from the second text row, that the mean is contained within the 90% confidence interval (CI) of 0.3469814 to 0.8370186.

Note: The graph is a simple, generic bell-curve. It is not meant to accurately represent the t-distribution with 5 degrees of freedom.

Hypothesis tests

You use hypothesis tests to test the validity of hypotheses that relate to the statistical parameters of one or two populations. The tests are based on statistics of samples of the populations.

The HP 39G/40G hypothesis tests use the Normal Z-distribution or Student's t-distribution to calculate probabilities.

One-Sample Z-Test

Menu name

Z-Test: 1 μ

On the basis of statistics from a single sample, the 1 mean Z-Test measures the strength of the evidence for a selected hypothesis against the null hypothesis. The null hypothesis is that the population mean equals a specified value $H_0: \mu = \mu_0$.

You select one of the following alternative hypotheses against which to test the null hypothesis:

$$H_1: \mu < \mu_0$$

$$H_1: \mu > \mu_0$$

$$H_1: \mu \neq \mu_0$$

Inputs

The inputs are:

Field name	Definition
\bar{x}	Sample mean.
n	Sample size.
μ_0	Hypothetical population mean.
σ	Population standard deviation.
α	Significance level.

Results

The results are:

Result	Description
Test Z	Z-test statistic.
Prob	Probability associated with the Z-Test statistic.
Critical Z	Boundary values of Z associated with the α level that you supplied.
Critical \bar{x}	Boundary values of \bar{x} required by the α value that you supplied.

Two-Sample Z-Test

Menu name

Z-Test: $\mu_1 - \mu_2$

On the basis of two samples, each from a separate population, this test measures the strength of the evidence for a selected hypothesis against the null hypothesis. The null hypothesis is that the mean of the two populations are equal ($H_0: \mu_1 = \mu_2$).

You select one of the following alternative hypotheses against which to test the null hypothesis:

$$H_1: \mu_1 < \mu_2$$

$$H_1: \mu_1 > \mu_2$$

$$H_1: \mu_1 \neq \mu_2$$

Inputs

The inputs are:

Field name	Definition
\bar{x}_1	Sample 1 mean.
\bar{x}_2	Sample 2 mean.
n1	Sample 1 size.
n2	Sample 2 size.
σ_1	Population 1 standard deviation.
σ_2	Population 2 standard deviation.
α	Significance level.

Results

The results are:

Result	Description
Test Z	Z-Test statistic
Prob	Probability associated with the Z-Test statistic.
Critical Z	Boundary value of Z associated with the α level that you supplied.

One-Proportion Z-Test

Menu name

Z-Test: 1P

On the basis of statistics from a single sample, this test measures the strength of the evidence for a selected hypothesis against the null hypothesis. The null hypothesis is that the proportion of successes in the two populations is equal. $H_0: \pi = \pi_0$

You select one of the following alternative hypotheses against which to test the null hypothesis:

$$H_1: \pi < \pi_0$$

$$H_1: \pi > \pi_0$$

$$H_1: \pi \neq \pi_0$$

Inputs

The inputs are:

Field name	Definition
x	Number of successes in the sample.
n	Sample size.
π_0	Population proportion of successes.
α	Significance level.

Results

The results are:

Result	Description
Test P	Proportion of successes in the sample.
Test Z	Z-Test statistic.
Prob	Probability associated with the Z-Test statistic.
Critical Z	Boundary value of Z associated with the level you supplied.

Two-Proportion Z-Test

Menu name

Z-Test: P1 - P2

On the basis of statistics from two samples, each from a different population, the 2 proportion Z-Test measures the strength of the evidence for a selected hypothesis against the null hypothesis. The null hypothesis is that the proportion of successes in the two populations is equal.
($H_0: \pi_1 = \pi_2$).

You select one of the following alternative hypotheses against which to test the null hypothesis:

$$H_1: \pi_1 < \pi_2$$

$$H_1: \pi_1 > \pi_2$$

$$H_1: \pi_1 \neq \pi_2$$

Inputs

The inputs are:

Field name	Definition
X1	Sample 1 mean.
X2	Sample 2 mean.
n1	Sample 1 size.
n2	Sample 2 size.
α	Significance level.

Results

The results are:

Result	Description
Test P1–P2	Difference between the proportions of successes in the two samples.
Test Z	Z–Test statistic.
Prob	Probability associated with the Z–Test statistic.
Critical Z	Boundary values of Z associated with the α level that you supplied.

One–Sample T–Test

Menu name

T–Test: 1 μ

The One–sample T–Test is used when the population standard deviation is not known. On the basis of statistics from a single sample, this test measures the strength of the evidence for a selected hypothesis against the null hypothesis. The null hypothesis is that the sample mean has some assumed value, $H_0 : \mu = \mu_0$

You select one of the following alternative hypotheses against which to test the null hypothesis:)

$$H_1 : \mu < \mu_0$$

$$H_1 : \mu > \mu_0$$

$$H_1 : \mu \neq \mu_0$$

Inputs

The inputs are:

Field name	Definition
\bar{x}	Sample mean.
S_x	Sample standard deviation.
n	Sample size.
μ_0	Hypothetical population mean.
α	Significance level.

Results

The results are:

Result	Description
Test T	T-Test statistic.
Prob	Probability associated with the T-Test statistic.
Critical T	Boundary value of T associated with the α level that you supplied.
Critical \bar{x}	Boundary value of \bar{x} required by the α value that you supplied.

Two-Sample T-Test

Menu name

T-Test: $\mu_1 - \mu_2$

The Two-sample T-Test is used when the population standard deviation is not known. On the basis of statistics from two samples, each sample from a different population, this test measures the strength of the evidence for a selected hypothesis against the null hypothesis. The null hypothesis is that the two populations means are equal ($H_0: \mu_1 = \mu_2$).

You select one of the following alternative hypotheses against which to test the null hypothesis

$$H_1: \mu_1 < \mu_2$$

$$H_1: \mu_1 > \mu_2$$

$$H_1: \mu_1 \neq \mu_2$$

Inputs

The inputs are:

Field name	Definition
\bar{x}_1	Sample 1 mean.
\bar{x}_2	Sample 2 mean.
S1	Sample 1 standard deviation.
S2	Sample 2 standard deviation.
n1	Sample 1 size.
n2	Sample 2 size.
α	Significance level.
_Pooled?	Check this option to pool samples based on their standard deviations.

Results

The results are:

Result	Description
Test T	T-Test statistic.
Prob	Probability associated with the T-Test statistic.
Critical T	Boundary values of T associated with the α level that you supplied.

Confidence intervals

The confidence interval calculations that the HP 39G/40G can perform are based on the Normal Z-distribution or Student's t-distribution.

One-Sample Z-Interval

Menu name

Z-INT: 1 μ

This option uses the Normal Z-distribution to calculate a confidence interval for μ , the true mean of a population, when the true population standard deviation, σ , is known.

Inputs

The inputs are:

Field name	Definition
\bar{x}	Sample mean.
σ	Population standard deviation.
n	Sample size.
C	Confidence level.

Results

The results are:

Result	Description
Critical Z	Critical value for Z.
μ min	Lower bound for μ .
μ max	Upper bound for μ .

Two-Sample Z-Interval

Menu name

Z-INT: $\mu_1 - \mu_2$

This option uses the Normal Z-distribution to calculate a confidence interval for the difference between the means of two populations, $\mu_1 - \mu_2$, when the population standard deviations, σ_1 and σ_2 , are known.

Inputs

The inputs are:

Field name	Definition
\bar{x}_1	Sample 1 mean.
\bar{x}_2	Sample 2 mean.
n1	Sample 1 size.
n2	Sample 2 size.
σ_1	Population 1 standard deviation.
σ_2	Population 2 standard deviation.
C	Confidence level.

Results

The results are:

Result	Description
Critical Z	Critical value for Z.
$\Delta\mu$ Min	Lower bound for $\mu_1 - \mu_2$.
$\Delta\mu$ Max	Upper bound for $\mu_1 - \mu_2$.

One-Proportion Z-Interval

Menu name

Z-INT: 1 P

This option uses the Normal Z-distribution to calculate a confidence interval for the proportion of successes in a population for the case in which a sample of size, n , has a number of successes, x .

Inputs

The inputs are:

Field name	Definition
x	Sample success count.
n	Sample size.
C	Confidence level.

Results

The results are:

Result	Description
Critical Z	Critical value for Z.
π Min	Lower bound for π .
π Max	Upper bound for π .

Two-Proportion Z-Interval

Menu name

Z-INT: P1 – P2

This option uses the Normal Z-distribution to calculate a confidence interval for the difference between the proportions of successes in two populations.

Inputs

The inputs are:

Field name	Definition
$\bar{x}1$	Sample 1 success count.
$\bar{x}2$	Sample 2 success count.
n1	Sample 1 size.
n2	Sample 2 size.
C	Confidence level.

Results

The results are:

Result	Description
Critical Z	Critical value for Z.
$\Delta \pi$ Min	Lower bound for the difference between the proportions of successes.
$\Delta \pi$ Max	Upper bound for the difference between the proportions of successes.

One–Sample T–Interval

Menu name

T–INT: 1 μ

This option uses the Student's t –distribution to calculate a confidence interval for μ , the true mean of a population, for the case in which the true population standard deviation, σ , is unknown.

Inputs

The inputs are:

Field name	Definition
\bar{x}	Sample mean.
Sx	Sample standard deviation.
n	Sample size.
C	Confidence level.

Results

The results are:

Result	Description
Critical T	Critical value for T.
μ Min	Lower bound for μ .
μ Max	Upper bound for μ .

Two-Sample T-Interval

Menu name

T-INT: $\mu_1 - \mu_2$

This option uses the Student's t-distribution to calculate a confidence interval for the difference between the means of two populations, $\mu_1 - \mu_2$, when the population standard deviations, σ_1 and σ_2 , are unknown.

Inputs

The inputs are:

Field name	Definition
\bar{x}_1	Sample 1 mean.
\bar{x}_2	Sample 2 mean.
s1	Sample 1 standard deviation.
s2	Sample 2 standard deviation.
n1	Sample 1 size.
n2	Sample 2 size.
C	Confidence level.
_Pooled	Whether or not to pool the samples based on their standard deviations.

Results

The results are:

Result	Description
Critical T	Critical value for T.
$\Delta\mu$ Min	Lower bound for $\mu_1 - \mu_2$.
$\Delta\mu$ Max	Upper bound for $\mu_1 - \mu_2$.

Using mathematical functions

Math functions

The HP 39G/40G contains many math functions. The functions are grouped in categories. For example, the Matrix category contains functions for manipulating matrices. The Probability category (shown as `PRoB.` on the MATH menu) contains functions for working with probability.

To use a math function, you enter the function onto the command line, and include the arguments in parentheses after the function. You can also select a math function from the MATH menu.

The MATH menu

The MATH menu provides access to math functions and programming constants.

The MATH menu is organized by *category*. For each category of functions on the left, there is a list of function names on the right. The highlighted category is the current category.



- When you press `[MATH]`, you see the menu list of Math functions. The menu key `[MATH]` indicates that the MATH FUNCTIONS menu list is active.

To select a function

1. Press **MATH** to display the MATH menu. The categories appear in alphabetical order. Press **▼** or **▲** to scroll through the categories. To skip directly to a category, press the first letter of the category's name. *Note: You do not need to press **ALPHA** first.*
2. The list of functions (on the right) applies to the currently highlighted category (on the left). Use **▶** and **◀** to switch between the category list and the function list.
3. Highlight the name of the function you want and press **ENTER**. This copies the function name (and an initial parenthesis, if appropriate) to the edit line.

Function categories

- | | | |
|-------------------|----------------|---|
| • Calculus | • Loop | • Stat-Two
(Two-variable statistics) |
| • Complex numbers | • Matrices | • Symbolic |
| • Constant | • Polynomial | • Tests |
| • Hyperbolic trig | • Probability | • Trigonometry |
| • Lists | • Real-numbers | |

Math functions by category

Following are definitions for all categories of functions except List, Matrix, and Statistics, each of which appears in its own chapter. Except for the keyboard operations, which do not appear in the MATH menu, all other functions are listed by their category in the MATH menu.

Syntax

Each function's definition includes its syntax, that is, the exact order and spelling of a function's name, its delimiters (punctuation), and its arguments. Note that the syntax for a function does not require spaces.

Functions common to keyboard and menus

These functions are common to the keyboard and menus.

$\boxed{\text{SHIFT}} \pi$

For a description, see “ π ” on page 10-9.

$\boxed{\text{SHIFT}} \text{ARG}$

For a description, see “ARG” on page 10-8.

$\boxed{\text{d/dx}}$

For a description, see “D” on page 10-7.

$\boxed{\text{SHIFT}} \text{AND}$

For a description, see “AND” on page 10-21.

$\boxed{\text{SHIFT}} !$

For a description, see “!” on page 10-13.

$\boxed{\text{SHIFT}} \Sigma$

For a description, see “S” on page 10-11.

$\boxed{\text{SHIFT}} \text{EEX}$

For a description, see “Scientific notation (powers of 10)” on page 1-19.

$\boxed{\text{SHIFT}} \text{f}$

For a description, see “S” on page 10-7.

$\boxed{\text{SHIFT}} x^{-1}$

The multiplicative inverse function finds the inverse of a square matrix, and the multiplicative inverse of a real or complex number. Also works on a list containing only these object types.

Keyboard functions

The most frequently used functions are available directly from the keyboard. Many of the keyboard functions also accept complex numbers as arguments.

$\boxed{+}$, $\boxed{-}$, $\boxed{\times}$, $\boxed{\div}$

Add, Subtract, Multiply, Divide. Also accepts complex numbers, lists and matrices.

$value1 + value2$, etc.

$\boxed{\text{SHIFT}}$ e^x

Natural exponential. Also accepts complex numbers.

e^{value}

Example

e^5 returns 148.413159103

$\boxed{\ln}$

Natural logarithm. Also accepts complex numbers.

$\text{LN}(value)$

Example

$\text{LN}(1)$ returns 0

$\boxed{\text{SHIFT}}$ 10^x

Exponential (antilogarithm). Also accepts complex numbers.

10^{value}

Example

10^3 returns 1000

$\boxed{\log}$

Common logarithm. Also accepts complex numbers.

$\text{LOG}(value)$

Example

$\text{LOG}(100)$ returns 2

$\boxed{\text{SIN}}$, $\boxed{\text{COS}}$, $\boxed{\text{TAN}}$

Sine, cosine, tangent. Inputs and outputs depend on the current angle format (Degrees, Radians, or Grads).

$\text{SIN}(value)$

$\text{COS}(value)$

$\text{TAN}(value)$

Example

$\text{TAN}(45)$ returns 1 (Degrees mode).

[SHIFT] **ASIN**

Arc sine: $\sin^{-1}x$. Output range is from -90° to 90° , $-\pi/2$ to $\pi/2$, or -100 to 100 grads. Inputs and outputs depend on the current angle format. Also accepts complex numbers.

$\text{ASIN}(\text{value})$

Example

$\text{ASIN}(1)$ returns 90 (Degrees mode).

[SHIFT] **ACOS**

Arc cosine: $\cos^{-1}x$. Output range is from 0° to 180° , 0 to π , or 0 to 200 grads. Inputs and outputs depend on the current angle format. Also accepts complex numbers. Output will be complex for values outside the normal COS domain of $-1 \leq x \leq 1$.

$\text{ACOS}(\text{value})$

Example

$\text{ACOS}(1)$ returns 0 (Degrees mode).

[SHIFT] **ATAN**

Arc tangent: $\tan^{-1}x$. Output range is from -90° to 90° , $2\pi/2$ to $\pi/2$, or -100 to 100 grads. Inputs and outputs depend on the current angle format. Also accepts complex numbers.

$\text{ATAN}(\text{value})$

Example

$\text{ATAN}(1)$ returns 45 (Degrees mode).

[x²]

Square. Also accepts complex numbers.

value^2

Example

18^2 returns 324

[SHIFT] **[√]**

Square root. Also accepts complex numbers.

$\sqrt{\text{value}}$

Example

$\sqrt{324}$ returns 18

[(-)]

Negation. Also accepts complex numbers.

$-\text{value}$

Example

$-(1, 2)$ returns $(-1, -2)$

X^y

Power (x raised to y). Also accepts complex numbers.

$value^{power}$

Example

2^8 returns 256

SHIFT **ABS**

Absolute value. For a complex number, this is $\sqrt{x^2 + y^2}$.

$ABS(value)$

$ABS((x, y))$

Example

$ABS(-1)$ returns 1

$ABS((1, 2))$ returns 2.2360679775

SHIFT **$\sqrt[n]{}$**

Takes the n th root of x .

$root\ NTHROOT\ value$

Example

$3\ NTHROOT\ 8$ returns 2

Calculus functions

The symbols for differentiation and integration are available directly from the keyboard— $\frac{d}{dx}$ and \int respectively—as well as from the MATH menu.

∂

Differentiates *expression* with respect to the *variable* of differentiation. From the command line, use a formal name (S1, etc.) for a non-numeric result. See “Finding derivatives” on page 10-23.

$\partial \text{variable}(\text{expression})$

Example

$\partial S1(S1^2+3*S1)$ returns $2*S1+3$

\int

Integrates *expression* from *lower* to *upper* limits with respect to the *variable* of integration. To find the definite integral, both limits must have numeric values (that is, be numbers or real variables). To find the indefinite integral, one of the limits must be a formal variable (S1, etc.).

$\int(\text{lower}, \text{upper}, \text{expression}, \text{variable})$

See “Using formal variables” on page 10-22 for further details.

Example

$\int(0, S1, 2*X+3, X)$ [ENTER] $\frac{d}{dx}$ [ENTER] finds the indefinite result $3*S1+2*(S1^2/2)$

See “To find the indefinite integral using formal variables” on page 10-25 for more information on finding indefinite integrals.

TAYLOR

Calculates the *n*th order Taylor polynomial of *expression* at the point where the given *variable* = 0.

$TAYLOR(\text{expression}, \text{variable}, n)$

Example

$TAYLOR(1 + \sin(S1)^2, S1, 5)$ with Radians angle measure and Fraction number format (set in MODES) returns $1+S1^2-1/3*S1^4$.

Complex number functions

These functions are for complex numbers only. You can also use complex numbers with all trigonometric and hyperbolic functions, and with some real-number and keyboard functions. Enter complex numbers in the form (x,y) , where x is the real part and y is the imaginary part.

ARG

Argument. Finds the angle defined by a complex number. Inputs and outputs use the current angle format set in Modes.

$\text{ARG}((x,y))$

Example

$\text{ARG}((3,3))$ returns 45 (Degrees mode)

CONJ

Complex conjugate. Conjugation is the negation (sign reversal) of the imaginary part of a complex number.

$\text{CONJ}((x,y))$

Example

$\text{CONJ}((3,4))$ returns $(3,-4)$

IM

Imaginary part, y , of a complex number, (x,y) .

$\text{IM}((x,y))$

Example

$\text{IM}((3,4))$ returns 4

RE

Real part x , of a complex number, (x,y) .

$\text{RE}((x,y))$

Example

$\text{RE}((3,4))$ returns 3

Constants

The HP 39G/40G has an internal numeric representation for these constants.

e	Natural logarithm base. Internally represented as 2.71828182846. e
i	Imaginary value for $\sqrt{-1}$, the complex number (0,1). i
MAXREAL	Maximum real number. Internally represented as $9.99999999999 \times 10^{499}$. MAXREAL
MINREAL	Minimum real number. Internally represented as 1×10^{-499} . MINREAL
π	Internally represented as 3.14159265359. π

Hyperbolic trigonometry

The hyperbolic trigonometry functions can also take complex numbers as arguments.

ACOSH	Inverse hyperbolic cosine : $\cosh^{-1}x$. ACOSH(<i>value</i>)
ASINH	Inverse hyperbolic sine : $\sinh^{-1}x$. ASINH(<i>value</i>)
ATANH	Inverse hyperbolic tangent : $\tanh^{-1}x$. ATANH(<i>value</i>)
COSH	Hyperbolic cosine COSH(<i>value</i>)
SINH	Hyperbolic sine. SINH(<i>value</i>)
TANH	Hyperbolic tangent. TANH(<i>value</i>)

ALOG	Antilogarithm (exponential). This is more accurate than 10^x due to limitations of the power function. <code>ALOG(value)</code>
EXP	Natural exponential. This is more accurate than e^x due to limitations of the power function. <code>EXP(value)</code>
EXPM1	Exponent minus 1 : $e^x - 1$. This is more accurate than EXP when x is close to zero. <code>EXPM1(value)</code>
LNP1	Natural log plus 1 : $\ln(x+1)$. This is more accurate than the natural logarithm function when x is close to zero. <code>LNP1(value)</code>

List functions

These functions work on list data. See “List functions” on page 13-7.

Loop functions

The loop functions display a result after evaluating an expression a given number of times.

ITERATE

Repeatedly for *#times* evaluates an *expression* in terms of *variable*. The value for *variable* is updated each time, starting with *initialvalue*.

`ITERATE (expression , variable , initialvalue ,
#times)`

Example


`ITERATE (X2 , X , 2 , 3)` returns 256

RECURSE

Provides a method of defining a sequence without using the Symbolic view of the Sequence applet. If used with | (“where”), RECURSE will step through the evaluation.

`RECURSE (sequencename , term-n , term1 , term2)`

Example

`RECURSE (U , U (N-1) * N , 1 , 2)`  `U1 (N)`
Stores a factorial-calculating function named U1.

When you enter `U1 (5)`, for example, the function calculates 5! (120).

Σ

Summation. Finds the sum of *expression* with respect to *variable* from *initialvalue* to *finalvalue*.

`Σ (variable=initialvalue , finalvalue , expression)`

Example

`Σ (C=1 , 5 , C2)` returns 55.

Matrix functions

These functions are for matrix data stored in matrix variables. See “Matrix functions and commands” on page 12-9.

Polynomial functions

Polynomials are products of constants (*coefficients*) and variables raised to powers (*terms*).

POLYCOEF

Polynomial coefficients. Returns the coefficients of the polynomial with the specified *roots*.

POLYCOEF ([*roots*])

Example

To find the polynomial with roots 2, -3, 4, -5:
POLYCOEF ([2 , -3 , 4 , -5]) returns [1 , 2 , -25 ,
-26 , 120], representing $x^4+2x^3-25x^2-26x+120$.

POLYEVAL

Polynomial evaluation. Evaluates a polynomial with the specified *coefficients* for the *value* of *x*.

POLYEVAL ([*coefficients*] , *value*)

Example

For $x^4+2x^3-25x^2-26x+120$:
POLYEVAL ([1 , 2 , -25 , -26 , 120] , 8) returns
3432.

POLYFORM

Polynomial form. Creates a polynomial in *variable1* from *expression*.

POLYFORM(*expression*,*variable1*)

Example

POLYFORM ((X+1) ^2+1 , X) returns $X^2+2*X+2$.

POLYROOT

Polynomial roots. Returns the roots for the *n*th-order polynomial with the specified *n+1 coefficients*.

POLYROOT([*coefficients*])

Example

For $x^4+2x^3-25x^2-26x+120$:
POLYROOT ([1 , 2 , -25 , -26 , 120]) returns
[2 , -3 , 4 , -5].

HINT

The results of POLYROOT will often not be easily seen in HOME due to the number of decimal places, especially if they are complex numbers. It is better to store the results of POLYROOT to a matrix.

For example, `POLYROOT([1, 0, 0, -8])` will store the three complex cube roots of 8 to matrix M1 as a complex vector. Then you can see them easily by going to the Matrix Catalog, and access them individually in calculations by referring to M1(1), M1(2) etc.

Probability functions

COMB

Number of combinations (without regard to order) of n things taken r at a time: $n!/(r!(n-r)!)$.

`COMB(n , r)`

Example

`COMB(5, 2)` returns 10. That is, there are ten different ways that five things can be combined two at a time.

!

Factorial of a positive integer. For non-integers, $! = \Gamma(x + 1)$. This calculates the gamma function.

`value!`

PERM

Number of permutations (with regard to order) of n things taken r at a time: $n!/(n-r)!)$.

`PERM(n , r)`

Example

`PERM(5, 2)` returns 20. That is, there are 20 different permutations of five things taken two at a time.

RANDOM

Random number (between zero and 1). Produced by a pseudo-random number sequence. The algorithm used in the RANDOM function uses a "seed" number to begin its sequence. To ensure that two calculators must produce different results for the RANDOM function, use the RANDSEED function to seed different starting values before using RANDOM to produce the numbers.

`RANDOM`

HINT

The setting of Time will be different for each calculator, so using RANDSEED(Time) is guaranteed to produce a set of numbers which are as close to random as possible. You can set the seed using the command RANDSEED.

UTPC

Upper-Tail Chi-Squared Probability given *degrees* of freedom, evaluated at *value*. Returns the probability that a χ^2 random variable is greater than *value*.

UTPC(*degrees,value*)

UTPF

Upper-Tail Snedecor's F Probability given *numerator* degrees of freedom and *denominator* degrees of freedom (of the F distribution), evaluated at *value*. Returns the probability that a Snedecor's F random variable is greater than *value*.

UTPF(*numerator,denominator,value*)

UTPN

Upper-Tail Normal Probability given *mean* and *variance*, evaluated at *value*. Returns the probability that a normal random variable is greater than *value* for a normal distribution. *Note: The variance is the square of the standard deviation.*

UTPN(*mean,variance,value*)

UTPT

Upper-Tail Student's t-Probability given *degrees* of freedom, evaluated at *value*. Returns the probability that the Student's t-random variable is greater than *value*.

UTPT(*degrees,value*)

Real-number functions

Some real-number functions can also take complex arguments.

CEILING

Smallest integer greater than or equal to *value*.

`CEILING(value)`

Examples

`CEILING(3.2)` returns 4
`CEILING(-3.2)` returns -3

DEG→RAD

Degrees to radians. Converts *value* from Degrees angle format to Radians angle format.

`DEG→RAD(value)`

Example

`DEG→RAD(180)` returns 3.14159265359, the value of π .

FLOOR

Greatest integer less than or equal to *value*.

`FLOOR(value)`

Example

`FLOOR(-3.2)` returns -4

FNROOT

Function root-finder (like the Solve applet). Finds the value for the given *variable* at which *expression* most nearly evaluates to zero. Uses *guess* as initial estimate.

`FNROOT(expression, variable, guess)`

Example

`FNROOT(M*9.8/600-1,M,1)` returns 61.2244897959.

FRAC

Fractional part.

`FRAC(value)`

Example

`FRAC(23.2)` returns .2

HMS→	<p>Hours-minutes-seconds to decimal. Converts a number or expression in <i>H.MMSSs</i> format (time or angle that can include fractions of a second) to <i>x.x</i> format (number of hours or degrees with a decimal fraction).</p> <p>$\text{HMS} \rightarrow (H.MMSSs)$</p> <p>Example</p> <p>$\text{HMS} \rightarrow (8.30)$ returns 8.5</p>
→HMS	<p>Decimal to hours-minutes-seconds. Converts a number or expression in <i>x.x</i> format (number of hours or degrees with a decimal fraction) to <i>H.MMSSs</i> format (time or angle up to fractions of a second).</p> <p>$\rightarrow \text{HMS}(x.x)$</p> <p>Example</p> <p>$\rightarrow \text{HMS}(8.5)$ returns 8.3</p>
INT	<p>Integer part.</p> <p>$\text{INT}(value)$</p> <p>Example</p> <p>$\text{INT}(23.2)$ returns 23</p>
MANT	<p>Mantissa (significant digits) of <i>value</i>.</p> <p>$\text{MANT}(value)$</p> <p>Example</p> <p>$\text{MANT}(21.2\text{E}34)$ returns 2.12</p>
MAX	<p>Maximum. The greater of two values.</p> <p>$\text{MAX}(value1, value2)$</p> <p>Example</p> <p>$\text{MAX}(210, 25)$ returns 210</p>
MIN	<p>Minimum. The lesser of two values.</p> <p>$\text{MIN}(value1, value2)$</p> <p>Example</p> <p>$\text{MIN}(210, 25)$ returns 25</p>

MOD	Modulo. The remainder of <i>value1/value2</i> . <i>value1</i> MOD <i>value2</i> Example 9 MOD 4 returns 1
%	<i>x</i> percent of <i>y</i> ; that is, $x/100 * y$. $\% (x, y)$ Example $\% (20, 50)$ returns 10
%CHANGE	Percent change from <i>x</i> to <i>y</i> , that is, $100(y-x)/x$. $\%CHANGE(x, y)$ Example $\%CHANGE (20, 50)$ returns 150
%TOTAL	Percent total : $(100)y/x$. What percentage of <i>x</i> is <i>y</i> . $\%TOTAL(x, y)$ Example $\%TOTAL (20, 50)$ returns 250
RAD→DEG	Radians to degrees. Converts <i>value</i> from radians to degrees. $RAD \rightarrow DEG (value)$ Example $RAD \rightarrow DEG (\pi)$ returns 180
ROUND	Rounds <i>value</i> to decimal <i>places</i> . Accepts complex numbers. $ROUND(value, places)$ Round can also round to a number of significant digits as showed in example 2. Examples $ROUND (7.8676, 2)$ returns 7.68 $ROUND (0.0036757, -3)$ returns 0.00368

SIGN

Sign of *value*. If positive, the result is 1. If negative, -1 . If zero, result is zero. For a complex number, this is the unit vector in the direction of the number.

`SIGN(value)`
`SIGN((x,y))`

Examples

`SIGN (-2)` returns -1
`SIGN((3,4))` returns $(.6, .8)$

TRUNCATE

Truncates *value* to decimal *places*. Accepts complex numbers.

`TRUNCATE(value, places)`

Example

`TRUNCATE(2.3678, 2)` returns 2.36

XPON

Exponent of *value*.

`XPON(value)`

Example

`XPON(123.4)` returns 2

Statistics-Two

These are functions for use with two-variable statistics. See “Two-variable” on page 8-14.

Symbolic functions

The symbolic functions are used for symbolic manipulations of expressions. The variables can be formal or numeric, but the result is usually in symbolic form (not a number). You will find the symbols for the symbolic functions = and | (*where*) in the CHARS menu ($\boxed{\text{SHIFT}}$ CHARS) as well as the MATH menu.

= (*equals*)

Sets an equality for an equation. This is *not* a logical operator and does *not* store values. (See “Test functions” on page 10-20.)

$expression1 = expression2$

ISOLATE

Isolates the first occurrence of *variable* in $expression=0$ and returns a new expression, where $variable=newexpression$. The result is a general solution that represents multiple solutions by including the (formal) variables *s1* to represent any sign and *n1* to represent any integer.

ISOLATE (*expression* , *variable*)

Examples

ISOLATE ($2 \cdot X + 8$, *X*) returns -4

ISOLATE ($A + B \cdot X / C$, *X*) returns $-(A \cdot C / B)$

LINEAR?

Tests whether *expression* is linear for the specified *variable*. Returns 0 (false) or 1 (true).

LINEAR? (*expression* , *variable*)

Example

LINEAR? ($(X^2 - 1) / (X + 1)$, *X*) returns 0

QUAD

Solves quadratic $expression=0$ for *variable* and returns a new expression, where $variable=newexpression$. The result is a general solution that represents both positive and negative solutions by including the formal variable *S1* to represent any sign: + or –.

QUAD (*expression* , *variable*)

Example


QUAD ($(X - 1)^2 - 7$, *X*) returns
 $(2 + s1 \cdot 5.29150262213) / 2$

QUOTE


Encloses an expression that should not be evaluated numerically.

$\text{QUOTE}(\text{expression})$

Examples

$\text{QUOTE}(\text{SIN}(45))$  $\text{F1}(X)$ stores the expression $\text{SIN}(45)$ rather than the value of $\text{SIN}(45)$.

Another method is to enclose the expression in single quotes.

For example, X^3+2*X  $\text{F1}(X)$ puts the expression X^3_2*X into $\text{F1}(X)$ in the Function applet.

| (where)

Evaluates *expression* where each given variable is set to the given *value*. Defines numeric evaluation of a symbolic expression.

$\text{expression}(\text{variable1}=\text{value1}, \text{variable2}=\text{value2}, \dots)$

Example

$3*(X+1) \mid (X=3)$ returns 12.

Test functions

The test functions are *logical* operators that always return either a 1 (*true*) or a 0 (*false*).

<

Less than. Returns 1 if true, 0 if false.

$\text{value1} < \text{value2}$

≤

Less than or equal to. Returns 1 if true, 0 if false.

$\text{value1} \leq \text{value2}$

==

Equals (logical test). Returns 1 if true, 0 if false.

$\text{value1} == \text{value2}$

≠

Not equal to. Returns 1 if true, 0 if false.

$\text{value1} \neq \text{value2}$

>

Greater than. Returns 1 if true, 0 if false.

$\text{value1} > \text{value2}$

≥

Greater than or equal to. Returns 1 if true, 0 if false.

$\text{value1} \geq \text{value2}$

AND	Compares <i>value1</i> and <i>value2</i> . Returns 1 if they are both non-zero, otherwise returns 0. <i>value1</i> AND <i>value2</i>
IFTE	If <i>expression</i> is true, do the <i>trueclause</i> ; if not, do the <i>falseclause</i> . IFTE (<i>expression</i> , <i>trueclause</i> , <i>falseclause</i>) Example IFTE(X>0,X ² ,X ³)
NOT	Returns 1 if <i>value</i> is zero, otherwise returns 0. NOT <i>value</i>
OR	Returns 1 if either <i>value1</i> or <i>value2</i> is non-zero, otherwise returns 0. <i>value1</i> OR <i>value2</i>
XOR	Exclusive OR. Returns 1 if either <i>value1</i> or <i>value2</i> —but not both of them—is non-zero, otherwise returns 0. <i>value1</i> XOR <i>value2</i>

Trigonometry functions

The trigonometry functions can also take complex numbers as arguments. For SIN, COS, TAN, ASIN, ACOS, and ATAN, see the Keyboard category.

ACOT	Arc cotangent. ACOT(<i>value</i>)
ACSC	Arc cosecant. ACSC(<i>value</i>)
ASEC	Arc secant. ASEC(<i>value</i>)
COT	Cotangent: $\cos x / \sin x$. COT(<i>value</i>)
CSC	Cosecant: $1 / \sin x$ CSC(<i>value</i>)
SEC	Secant: $1 / \cos x$. SEC(<i>value</i>)

Symbolic calculations

The HP 39G/40G has the ability to perform symbolic calculations, for example, symbolic integration and differentiation. You can perform symbolic calculations in HOME and in the Function applet.

In HOME

When you perform calculations that contain normal variables, the calculator substitutes values for any variables. For example, if you enter $A+B$ on the command line and press **ENTER**, the calculator retrieves the values for A and B from memory and substitutes them in the calculation.

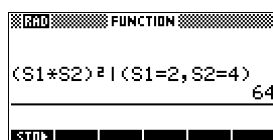
Using formal variables

To perform symbolic calculations, for example symbolic differentiations and integrations, you need to use formal names. The HP 39G/40G has six formal names available for use in symbolic calculations. These are S0 to S5. When you perform a calculation that contains a formal name, the HP 39G/40G does not carry out any substitutions.

You can mix formal names and real variables. Evaluating $(A+B+S1)^2$ will evaluate A+B, but not S1.

If you need to evaluate an expression that contains formal names numerically, you use the **|** (*where*) command, listed in the Math menu under the Symbolic category.

For example to evaluate $(S1*S2)^2$ when $S1=2$ and $S2=4$, you would enter the calculation as follows:



(The **|** symbol is in the CHARS menu: press **SHIFT** **CHARS**. The **=** sign is listed in the MATH menu under Symbolic functions.)

Symbolic calculations in the Function applet

You can perform symbolic operations in the Function applet's Symbolic view. For example, to find the derivative of a function in the Function applet's Symbolic view, you define two functions and define the second function as a derivative of the first function. You then evaluate the second function. See "To find derivatives in the Function applet's Symbolic view" on page 10-24 for an example.

Finding derivatives

The HP 39G/40G can perform symbolic differentiation on some functions. There are two ways of using the HP 39G/40G to find derivatives.

- You can perform differentiations in HOME by using the formal variables, S1 to S5.
- You can perform differentiations of functions of X in the Function applet.

To find derivatives in HOME

To find the derivative of the function in HOME, use a formal variable in place of X. If you use X, the differentiation function substitutes the value that X holds, and returns a numeric result.

For example, consider the function:

$$dx(\sin(x^2) + 2\cos(x))$$

- Enter the differentiation function onto the command line, substituting S1 in place of X.

d/dx ALPHA S1
(SIN ALPHA S1
x²) + 2 x
COS ALPHA S1
))

RAD FUNCTION
... (SIN(S1²)+2*COS(S1))
STD

- Evaluate the function.

ENTER

RAD FUNCTION
dS1(SIN(S1²)+2*COS(S1...
COS(S1²)*(2*S1)+2*-S1...
STD

- Show the result.

▲ SHOW

COS(S1²)*2*S1+2*-SIN(S1)
OK

HP 39G

COS(S1²)*2*S1-2*SIN(S1)
OK

HP 40G

To find derivatives in the Function applet's Symbolic view

To find the derivative of the function in the Function applet's Symbolic view, you define two functions and define the second function as a derivative of the first function. For example, to differentiate $\sin(x^2) + 2\cos x$:

1. Access the Function applet's Symbolic view and define F1.

SYMB SIN x^2)
 +) 2 X
 COS)

FUNCTION SYMBOLIC VIEW
 ✓F1(X)=SIN(X²)+2*CO...
 F2(X)=
 F3(X)=
 F4(X)=
 F5(X)=
 EDIT ✓CHK X SHOW EVAL

2. Define F2(X) as the derivative of F1.

d/dx) ALPHA
 F1))
 OK

FUNCTION SYMBOLIC VIEW
 ✓F1(X)=SIN(X²)+2*CO...
 ✓F2(X)=dX(F1(X))
 F3(X)=
 F4(X)=
 F5(X)=
 EDIT ✓CHK X SHOW EVAL

3. Select F2(X) and evaluate it.

▲ EVAL

FUNCTION SYMBOLIC VIEW
 ✓F1(X)=SIN(X²)+2*CO...
 ✓F2(X)=COS(X²)*2*X...
 F3(X)=
 F4(X)=
 F5(X)=
 EDIT ✓CHK X SHOW EVAL

4. Press **SHOW** to display the result. (Use the arrow keys to view the entire function.)

SHOW

F2(X)=COS(X²)*2*X+2*-SIN(X)
 OK

HP 39G

F2(X)=COS(X²)*2*X-2*SIN(X)
 OK

HP 40G

You could also just define

$$F1(x) = dx(\sin(x^2) + 2\cos(x)).$$

**To find the
indefinite integral
using formal
variables**

For example, to find the indefinite integral of

$$\int 3x^2 - 5 dx \text{ use:}$$

$$\int(0, S1, 3X^2 - 5, X)$$

1. Enter the function.

(SHIFT) (d/dx) 0 ()
 (ALPHA) S1 () 3 (X)
 (ALPHA) X (x^2) (-) 5 ()
 (ALPHA) X () (ENTER)

```

RND: FUNCTION
J(0,S1,3*X^2-5,X)
-5*X+3*(X^3/3/dX(X))I...
STO>
  
```

HINT

If the Decimal Mark setting in the Modes input form

((SHIFT) MODES) is set to Comma, use () instead of ().

2. Show the result format.

()
 ()

```

      X^3
      3
-5*X+3--  --5*X+3
      dX(X)
      X=S1
OK
  
```

3. Press () to close the show window.

4. Copy the result and evaluate.

() (ENTER)

```

RND: FUNCTION
J(0,S1,3*X^2-5,X)
-5*X+3*(X^3/3/dX(X))I...
-5*X+3*(X^3/3/dX(X))I...
-(5*S1)+3*(S1^3/3)
STO>
  
```

HP 39G

```

RND: FUNCTION
J(0,S1,3*X^2-5,X)
-5*X+3*(X^3/3/dX(X))I...
-5*X+3*(X^3/3/dX(X))I...
-5*S1+3*(S1^3/3)
STO> CAS
  
```

HP 40G

Thus, substituting X for S1, it can be seen that:

$$\int 3x^2 - 5 dx = -5x + 3 \left(\frac{x^3}{3} \right) \frac{1}{dX(X)}$$

This result derives from substituting $X=S1$ and $X=0$ into the original expression found in step 1. However, substituting $X=0$ will not always evaluate to zero and may result in an unwanted constant.

To see this, consider: $\int (x-2)^4 dx = \frac{(x-2)^5}{5}$

The 'extra' constant of 6.4 results from the substitution of $x = 0$ into $(x-2)^5/5$, and should be disregarded if an *indefinite* integral is required.

```

RADIO FUNCTION
f(0,S1,(X-2)^4,X)
(X-2)^(4+1)/(4+1)*dX...
(X-2)^(4+1)/(4+1)*dX...
(S1-2)^5/5+6.4
STO>

```

Variables and memory management

Introduction

The HP 39G/40G has approximately 232K of user memory. The calculator uses this memory to store variables, perform computation, and store history.

A variable is an object that you create in memory to hold data. The HP 39G/40G has two types of variables, home variables and applet variables.

- Home variables are available in all applets. For example, you can store real numbers in variables A to Z and complex numbers in variables Z0 to Z9. These can be numbers you have entered, or the results of calculations. These variables are available within all applets and within any programs.
- Applet variables apply only to a single applet. Applets have specific variables allocated to them which vary from applet to applet.

You use the calculator's memory to store the following objects:

- copies of applets with specific configurations
- new applets that you download
- applet variables
- home variables
- variables created through a catalog or editor, for example a matrix or a text note
- programs that you create.

You can use the Memory Manager (**SHIFT****MEMORY**) to view the amount of memory available. The catalog views, which are accessible via the Memory Manager, can be used to transfer variables such as lists or matrices between calculators.

Storing and recalling variables

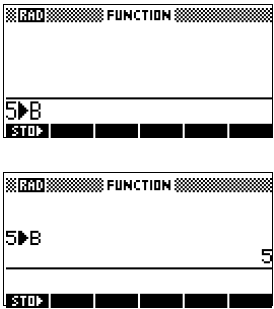
You can store numbers or expressions from a previous input or result into variables.

Numeric Precision

A number stored in a variable is always stored as a 12-digit mantissa with a 3-digit exponent. Numeric precision in the display, however, depends on the display mode (Standard, Fixed, Scientific, Engineering, or Fraction). A displayed number has only the precision that is displayed. If you copy it from the HOME view display history, you obtain only the precision displayed, not the full internal precision. On the other hand, the variable *Ans* always contains the most recent result to full precision.

To store a value

- 1. On the command line, enter the value or the calculation for the result you wish to store.
- 2. Press **STO**.
- 3. Enter a name for the variable.
- 4. Press **ENTER**.



To store the results of a calculation

If the value you want to store is in the HOME view display history, for example the results of a previous calculation, you need to copy it to the command line, then store it.

1. Perform the calculation for the result you want to store.

3 [X] ([8 [X] 6]) [X^Y] 3
[ENTER]

```

RAD  FUNCTION
3*(8*6)^3
331776
STO>

```

2. Move the highlight to the result you wish to store.
3. Press **COPY** to copy the result to the command line.
4. Press **STO**.
5. Enter a name for the variable.

[▲] **COPY** **STO** [ALPHA] A

```

RAD  FUNCTION
3*(8*6)^3
331776
331776 A
STO> COPY SHOW

```

6. Press [ENTER] to store the result.

The results of a calculation can also be stored directly to a variable. For example:

2 [X^Y] ([5 [+ 3]) **STO** [ALPHA] B [ENTER]

```

RAD  FUNCTION
2^(5/3) B
3.17480210394
STO>

```

To recall a value

To recall a variable's value, type the name of the variable and press [ENTER].

[ALPHA] A [ENTER]

```

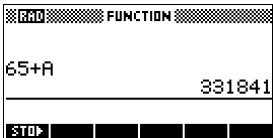
RAD  FUNCTION
A
331776
STO>

```

To use variables in calculations

You can use variables in calculations. The calculator substitutes the variable's value in the calculation:

65 $\boxed{+}$ $\boxed{\text{ALPHA}}$ \boxed{A} $\boxed{\text{ENTER}}$



The VARS menu

You use the VARS menu to access all variables in the calculator. The VARS menu is organised by category. For each variable category in the left column, there is a list of variables in the right column. You select a variable category and then select a variable in the category.

- 1. Open the VARS menu.

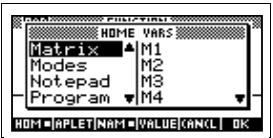
$\boxed{\text{VAR}}$



- 2. Use the arrow keys or press the alpha key of the first letter in the category to select a variable category.

For example, to select the Matrix category, press $\boxed{\text{M}}$.

Note: In this instance, there is no need to press the ALPHA key.



- 3. Move the highlight to the variables column.
- 4. Use the arrow keys to select the variable that you want. For example, to select the M2 variable, press $\boxed{\text{M}}$.

$\boxed{\text{M}}$



5. Choose whether to place the variable name or the variable value on the command line.
 - Press **VALUE** to indicate that you want the variable's contents to appear on the command line.
 - Press **NAME** to indicate that you want the variable's name to appear on the command line.
6. Press **OK** to place the value or name on the command line. The selected object appears on the command line.

OK



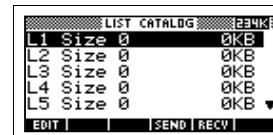
Note: The VARS menu can also be used to enter the names or values of variables into programs.

Example

This example demonstrates how to use the VARS menu to add the contents of two list variables, and to store the result in another list variable.

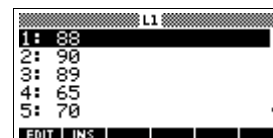
1. Display the List catalog.

SHIFT **LIST**
to select **L1**
EDIT



2. Enter the data for L1.

88 **OK** 90 **OK** 89 **OK**
65 **OK** 70 **OK**



3. Return to the List Catalog to create L2.

SHIFT **LIST**
▼ to select **L2**
EDIT



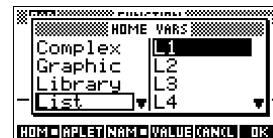
4. Enter data for L2.

55 48 86
90 77



5. Press to access HOME.

6. Open the variable menu and select L1.



7. Copy it to the command line. *Note: Because the option is highlighted, the variable's name, rather than its contents, is copied to the command line.*

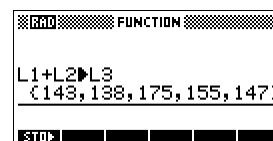


8. Insert the + operator and select the L2 variable from the List variables.



9. Store the answer in the List catalog L3 variable.

L3



Note: You can also type list names directly from the keyboard.

Home variables

It is not possible to store data of one type in a variable of another type. For example, you use the Matrix catalog to create matrices. You can create up to ten matrices, and you can store these in variables M0 to M9. You cannot store matrices in variables other than M0 to M9.






Category	Available names
Complex	<p>Z0 to Z9</p> <p>For example, (1,2) STO> Z0 or $2+3i$ STO> Z1. You can enter a complex number by typing (r,i), where r represents the real part, and i represents the imaginary part.</p>
Graphic	<p>G0 to G9</p> <p>See “Graphic commands” on page 15-20 for more information on storing graphic objects via programming commands. See “To store into a graphics variable” on page 14-5 for more information on storing graphic object via the sketch view.</p>
Library	<p>Aplet library variables can store applets that you have created, either by saving a copy of a standard applet, or downloading an applet from another source.</p>
List	<p>L0 to L9</p> <p>For example, {1,2,3} STO> L1.</p>
Matrix	<p>M0 to M9 can store matrices or vectors.</p> <p>For example, [[1,2],[3,4]] STO> M0.</p>
Modes	<p>Modes variables store the modes settings that you can configure using SHIFT MODES.</p>
Notepad	<p>Notepad variables store notes.</p>
Program	<p>Program variables store programs.</p>
Real	<p>A to Z and θ.</p> <p>For example, 7.45 STO> A.</p>

Aplet variables

Aplet variables store values that are unique to a particular aplet. These include symbolic expressions and equations (see below), settings for the Plot and Numeric views, and the results of some calculations such as roots and intersections. See the Reference Information chapter for more information about aplet variables.

Category	Available names
Function	F0 to F9 (Symbolic view). See “Function aplet variables” on page R-9.
Parametric	X0, Y0 to X9, Y9 (Symbolic view). See “Parametric aplet variables” on page R-10.
Polar	R0 to R9 (Symbolic view). See “Polar aplet variables” on page R-11.
Sequence	U0 to U9 (Symbolic view). See “Sequence aplet variables” on page R-12.
Solve	E0 to E9 (Symbolic view). See “Solve aplet variables” on page R-13.
Statistics	C0 to C9 (Numeric view). See “Statistics aplet variables” on page R-14.

To access an aplet variable

1. Open the aplet containing the variable you want to recall.
2. Press VARS to view the variables menu.
3. Press the *screen key* labelled APLET (2nd from left) and use the arrow keys to select a variable category in the left column. Then press  to access the variables in the right column.
4. Use the arrow keys to select a variable in the right column.
5. To copy the name of the variable onto the edit line, press . ( is the default setting.)
6. To copy the value of the variable into the edit line, press  and press .



Memory Manager

You can use the Memory Manager to determine the amount of available memory on the calculator. You can also use Memory Manager to organize memory. For example, if the available memory is low, you can use the Memory Manager to determine which aplets or variables consume large amounts of memory. You can make deletions to free up memory.

Example

1. Start the Memory Manager. A list of variable categories is displayed.

SHIFT **MEMORY**

Free memory is displayed in the top right corner and the body of the screen lists each category, the memory it uses, and the percentage of the total memory it uses.

MEMORY MANAGER			FREE
Aplets	.6KB	<1%	
Programs	.1KB	<1%	
Notes	0KB	<1%	
Matrices	0KB	<1%	
Lists	.1KB	<1%	
			VIEW

2. Select the category with which you want to work and press **VIEW**. Memory Manager displays memory details of variables within the category.

VIEW **VIEW** **VIEW** **VIEW**

MATRIX CATALOG			FREE
M1	1x1 REAL MATRIX	0KB	
M2	1x1 REAL MATRIX	0KB	
M3	1x1 REAL MATRIX	0KB	
M4	1x1 REAL MATRIX	0KB	
M5	1x1 REAL MATRIX	0KB	
			EDIT NEW SEND RECV

3. To delete variables in a category:
 - Press **DEL** to delete the selected variable.
 - Press **SHIFT** **CLEAR** to delete all variables in the selected category.

Matrices

Introduction

You can perform matrix calculations in HOME and in programs. The matrix *and each row* of a matrix appear in brackets, and the elements and rows are separated by commas. For example, the following matrix:

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$$

is displayed in the history as:

[[1,2,3],[4,5,6]]

(If the Decimal Mark in MODES is set to Comma, then the row separators are periods.)

You can enter matrices directly in the command line, or create them in the matrix editor.

Vectors

Vectors are one-dimensional arrays. They are composed of just one row. A vector is represented with single brackets; for example, [1,2,3]. A vector can be a real number vector or a complex number vector, for example [(1,2), (7,3)].

Matrices

Matrices are two-dimensional arrays. They are composed of more than one row and more than one column. Two-dimensional matrices are represented with nested brackets; for example, [[1,2,3],[4,5,6]]. You can create complex matrices, for example, [[(1,2), (3,4)], [(4,5), (6,7)]].

Matrix Variables

There are ten matrix variables available, named M0 to M9. You can use them in calculations in HOME or in a program. You can retrieve the matrix names from the VARS menu, or just type their names from the keyboard.

Creating and storing matrices

You can create, edit, delete, send, and receive matrices in the Matrix catalog.

To open the Matrix catalog, press **[SHIFT]** *MATRIX*.



You can also create and store matrices—named or unnamed—in HOME. For example, the command:

POLYROOT([1,0,-1,0])►M1

stores the root of the complex vector of length 3 into the M1 variable. M1 now contains the three roots of $x^3 - x = 0$

Matrix Catalog keys

The table below lists the operations of the menu keys in the Matrix Catalog, as well as the use of Delete (**[DEL]**) and Clear (**[SHIFT]** *CLEAR*).

Key	Meaning
EDIT	Opens the highlighted matrix for editing.
NEW	Prompts for a matrix type, then opens an empty matrix with the highlighted name.
SEND	Transmits the highlighted matrix to another HP 39G/40G or a disk drive. See “Sending and receiving aplets” on page 16-5.
RECV	Receives a matrix from another HP 39G/40G or a disk drive. See “Sending and receiving aplets” on page 16-5.
[DEL]	Clears the highlighted matrix.
[SHIFT] <i>CLEAR</i>	Clears all matrices.
[SHIFT] [▼] or [▲]	Moves to the end or the beginning of the catalog.

To create a matrix in the matrix catalog

1. Press $\boxed{\text{SHIFT}}\boxed{\text{MATRIX}}$ to open the Matrix catalog. The Matrix catalog lists the 10 available matrix variables, M0 to M9.
2. Highlight the matrix variable name you want to use and press $\boxed{\text{MEM}}$.
3. Select the type of matrix to create.
 - **For a vector (one-dimensional array)**, select Real vector or Complex vector. Certain operations (+, -, CROSS) do not recognize a one-dimensional matrix as a vector, so this selection is important.
 - **For a matrix (two-dimensional array)**, select Real matrix or Complex matrix.
4. For each element in the matrix, type a number or an expression, and press $\boxed{\text{ENTER}}$. (The expression may not contain symbolic variable names.)

For complex numbers, enter each number in complex form; that is, (a, b) , where a is the real part and b is the imaginary part. You must include the parentheses and the comma.

5. Use the cursor keys to move to a different row or column. You can change the direction of the highlight bar by pressing $\boxed{\text{GO}}$. The $\boxed{\text{GO}}$ menu key toggles between the following three options:
 - $\boxed{\text{GO}}\boxed{\text{+}}$ specifies that the cursor moves to the cell below the current cell when you press $\boxed{\text{ENTER}}$.
 - $\boxed{\text{GO}}\boxed{\text{+}}$ specifies that the cursor moves to the cell to the right of the current cell when you press $\boxed{\text{ENTER}}$.
 - $\boxed{\text{GO}}$ specifies that the cursor stays in the current cell when you press $\boxed{\text{ENTER}}$.
6. When done, press $\boxed{\text{SHIFT}}\boxed{\text{MATRIX}}$ to see the Matrix catalog, or press $\boxed{\text{HOME}}$ to return to HOME. The matrix entries are automatically stored.

M2	1	2	3
1	25	56	14
2	84	-27	23

EDIT INS GO+ BIG

MATRIX CATALOG		
M1	1x1 REAL MATRIX	OKB
M2	2x3 REAL MATRIX	OKB
M3	1x1 REAL MATRIX	OKB
M4	1x1 REAL MATRIX	OKB
M5	1x1 REAL MATRIX	OKB

EDIT NEW SEND RECV

A matrix is listed with two dimensions, even if it is 3×1 . A vector is listed with the number of elements, such as 3.

To transmit a matrix

You can send matrices between calculators just as you can send applets, programs, lists, and notes.

- 1. Align the HP 39G calculators' infrared ports.
- 2. Open the Matrix catalogs on both calculators.
- 3. Highlight the matrix to send.
- 4. Press **SEND**.
- 5. Press **RECV** on the receiving calculator.

Matrices can also be transmitted to or from a computer using a cable and Connectivity Kit.

Working with matrices

To edit a matrix

In the Matrix catalog, highlight the name of the matrix you want to edit and press **EDIT**.

Matrix edit keys

The following table lists the matrix edit key operations.

Key	Meaning
EDIT	Copies the highlighted element to the edit line.
INS	Inserts a row of zeros above, or a column of zeros to the left, of the highlighted cell. (You are prompted to choose row or column.)
END	A three-way toggle for cursor advancement in the Matrix editor. END advances to the right, END advances downward, and END does not advance at all.
SIZE	Switches between larger and smaller font sizes.
DEL	Deletes the highlighted cells, row, or column (you are prompted to make a choice).
SHIFT CLEAR	Clears all elements from the matrix.
SHIFT ▲ ▼ ▶ ◀	Moves to the first row, last row, first column, or last column respectively.

To display a matrix

- In the Matrix catalog ([SHIFT]MATRIX), highlight the matrix name and press [EDIT] .
- In HOME, enter the name of the matrix variable and press [ENTER] .

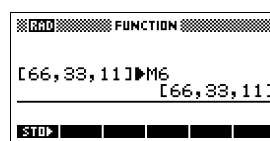
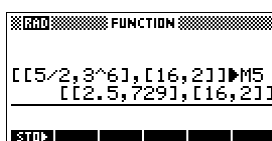
To display one element

In HOME, enter $\text{matrixname(row,column)}$. For example, if M2 is $[[3,4],[5,6]]$, then M2(1,2) [ENTER] returns 4.

To create a matrix in HOME

1. Enter the matrix in the edit line. Start and end the matrix *and each row* with square brackets (the shifted [5] and [6] keys).
2. Separate each element *and each row* with a comma.
Example: $[[1,2],[3,4]]$.
3. Press [ENTER] to enter and display the matrix.

The left screen below shows the matrix $[[2.5,729],[16,2]]$ being stored into M5. The screen on the right shows the vector $[66,33,11]$ being stored into M6. Note that you can enter an expression (like $5/2$) for an element of the matrix, and it will be evaluated.



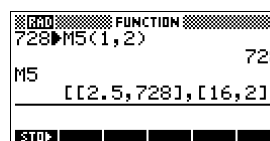
To store one element

In HOME, enter:

$\text{value [STO] matrixname(row,column)}$

For example, to change the element in the first row and second column of M5 to 728, then display the resulting matrix:

728 [STO]
 $\text{[ALPHA] M5 [1] [2]}$
 $\text{[ENTER] [ALPHA] M5}$
 [ENTER] .



An attempt to store an element to a row or column beyond the size of the matrix results in an error message.

Matrix arithmetic

You can use the arithmetic functions (+, −, ×, /) with matrix arguments. Division left-multiplies by the inverse of the divisor. You can enter the matrices themselves or enter the names of stored matrix variables. The matrices can be real or complex.

For the next four examples, store $[[1,2],[3,4]]$ into M1 and $[[5,6],[7,8]]$ into M2.

Example

1. Create the first matrix.

1 **ENTER** 2 **ENTER** ▼
3 **ENTER** 4 **ENTER**

M1	1	2		
1 2	3 4			
EDIT	INS	G0→	BIG	

2. Create the second matrix.

SHIFT MATRIX ▾ NEW
 05 ENTER 6 ENTER
 ▾ 7 ENTER 8 ENTER

[illegible]

3. Add the matrices that you created.

HOME ALPHA M1 +
ALPHA M2 ENTER

VAR	FUNCTION
M1+M2	[[6,8],[10,12]]
STOP	

To multiply and divide by a scalar

For division by a scalar, enter the matrix first, then the operator, then the scalar. For multiplication, the order of the operands does not matter. The matrix and the scalar can be real or complex. For example, to divide the result of the previous example by 2, use the following key presses:

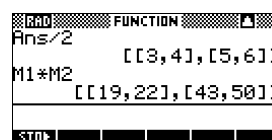
\div 2 ENTER

VAR	FUNCTION
M1+M2	[[6,8],[10,12]]
Ans/2	[[3,4],[5,6]]

To multiply two matrices

To multiply the two matrices M1 and M2 that you created for the previous example, use the following keystrokes:

$\boxed{\text{ALPHA}}\boxed{\text{M1}}\boxed{\times}\boxed{\text{ALPHA}}\boxed{\text{M2}}\boxed{\text{ENTER}}$



Calculator screen showing the result of M1 * M2. The screen displays: $\boxed{\text{Ans}}\boxed{/}\boxed{2}$ followed by $\boxed{\text{M1}}\boxed{*}\boxed{\text{M2}}$ and the result $\boxed{\text{[[19, 22], [43, 50]]}}$. The $\boxed{\text{STD}}$ button is visible at the bottom.

To multiply a matrix by a vector, enter the matrix first, then the vector. The number of elements in the vector must equal the number of columns in the matrix.

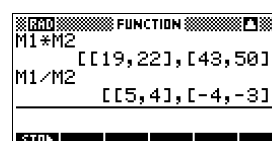
To divide by a square matrix

For division of a matrix or a vector by a square matrix, the number of rows of the dividend (or the number of elements, if it is a vector) must equal the number of rows in the divisor.

This operation is not a mathematical division: it is a left-multiplication by the inverse of the divisor. $\text{M1}/\text{M2}$ is equivalent to $\text{M2}^{-1} * \text{M1}$.

To divide the two matrices M1 and M2 that you created for the previous example, use the following keystrokes:

$\boxed{\text{ALPHA}}\boxed{\text{M1}}\boxed{/}\boxed{\text{ALPHA}}\boxed{\text{M2}}\boxed{\text{ENTER}}$



Calculator screen showing the result of M1 / M2. The screen displays: $\boxed{\text{M1}}\boxed{/}\boxed{\text{M2}}$ and the result $\boxed{\text{[[5, 4], [-4, -3]]}}$. The $\boxed{\text{STD}}$ button is visible at the bottom.

To invert a matrix

You can invert a *square matrix* in HOME by typing the matrix (or its variable name) and pressing $\boxed{\text{SHIFT}}\boxed{x^{-1}}\boxed{\text{ENTER}}$. Or you can use the matrix INVERSE command. Enter $\text{INVERSE}(\text{matrixname})$ in HOME and press $\boxed{\text{ENTER}}$.

To negate each element

You can change the sign of each element in a matrix by pressing $\boxed{(-)}$ before the matrix name.

Solving systems of linear equations

Example

Solve the following linear system:

$$\begin{aligned} 2x + 3y + 4z &= 5 \\ x + y - z &= 7 \\ 4x - y + 2z &= 1 \end{aligned}$$

1. Open the Matrix catalog and choose to create a vector in the M1 variable.

(SHIFT) MATRIX **NEW**

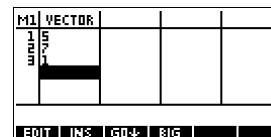
(V) ENTER



2. Create the vector of the constants in the linear system.

5 **(ENTER)** 7 **(ENTER)**

1 **(ENTER)**



3. Return to the Matrix catalog. The vector you created is listed as M1.

(SHIFT) MATRIX



4. Select the M2 variable and create a new matrix.

(V) NEW

Select Real matrix

M2



5. Create a new matrix and enter the equation coefficients.

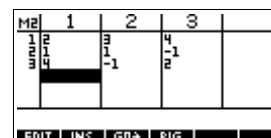
2 **(ENTER)** 3 **(ENTER)**

4 **(ENTER)** **(V)**

1 **(ENTER)** 1 **(ENTER)**

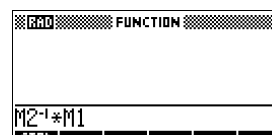
(-) 1 **(ENTER)** 4 **(ENTER)**

(-) 1 **(ENTER)** 2 **(ENTER)**



6. Return to HOME and enter the calculation to left multiply the constants vector by the inverse of the coefficients matrix.

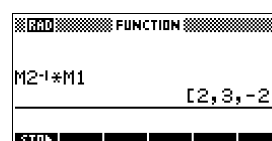
[HOME] [ALPHA] M2
 [SHIFT] x^{-1} [x]
 [ALPHA] M1



7. Evaluate the calculation.

[ENTER]

The result is a vector of the solutions:



- $x = 2$
- $y = 3$
- $z = -2$

An alternative method, is to use the RREF function. See “RREF” on page 12-12.

Matrix functions and commands

About functions

- Functions can be used in any applet or in HOME. They are listed in the MATH menu under the Matrix category. They can be used in mathematical expressions—primarily in HOME—as well as in programs.
- Functions always produce and display a result. They do not change any stored variables, such as a matrix variable.
- Functions have arguments that are enclosed in parentheses and separated by commas; for example, $\text{CROSS}(\text{vector1}, \text{vector2})$. The matrix input can be either a matrix variable name (such as M1) or the actual matrix data inside brackets. For example, $\text{CROSS}(M1, [1, 2])$.

About commands

Matrix commands are listed in the CMDS menu (**SHIFT** **CMDS**), in the matrix category.

See “Matrix commands” on page 15-23 for details of the matrix commands available for use in programming.

Functions differ from commands in that a function can be used in an expression. Commands cannot be used in an expression.

Argument conventions

- For *row#* or *column#*, supply the number of the row (counting from the top, starting with 1) or the number of the column (counting from the left, starting with 1).
- The argument *matrix* can refer to either a vector or a matrix.

Matrix functions

COLNORM

Column Norm. Finds the maximum value (over all columns) of the sums of the absolute values of all elements in a column.

`COLNORM(matrix)`

COND

Condition Number. Finds the 1-norm (column norm) of a square *matrix*.

`COND(matrix)`

CROSS

Cross Product of *vector1* with *vector2*.

`CROSS(vector1, vector2)`

DET

Determinant of a square *matrix*.

`DET(matrix)`

DOT

Dot Product of two arrays, *matrix1* *matrix2*.

`DOT(matrix1, matrix2)`

EIGENVAL	Displays the eigenvalues in vector form for <i>matrix</i> . EIGENVAL(<i>matrix</i>)
EIGENVV	Eigenvectors and Eigenvalues for a square <i>matrix</i> . Displays a list of two arrays. The first contains the eigenvectors and the second contains the eigenvalues. EIGENVV(<i>matrix</i>)
IDENMAT	Identity matrix. Creates a square matrix of dimension <i>size</i> × <i>size</i> whose diagonal elements are 1 and off-diagonal elements are zero. IDENMAT(<i>size</i>)
INVERSE	Inverts a square matrix (real or complex). INVERSE(<i>matrix</i>)
LQ	LQ Factorization. Factors an <i>m</i> × <i>n</i> <i>matrix</i> into three matrices: {[[<i>m</i> × <i>n</i> <i>lowertrapezoidal</i>]], [[<i>n</i> × <i>n</i> <i>orthogonal</i>]], [[<i>m</i> × <i>m</i> <i>permutation</i>]]}. LQ(<i>matrix</i>)
LSQ	Least Squares. Displays the minimum norm least squares <i>matrix</i> (or <i>vector</i>). LSQ(<i>matrix1</i> , <i>matrix2</i>)
LU	LU Decomposition. Factors a square <i>matrix</i> into three matrices: {[[<i>lowertriangular</i>]], [[<i>uppertriangular</i>]], [[<i>permutation</i>]]} The <i>uppertriangular</i> has ones on its diagonal. LU(<i>matrix</i>)
MAKEMAT	Make Matrix. Creates a matrix of dimension <i>rows</i> × <i>columns</i> , using <i>expression</i> to calculate each element. If <i>expression</i> contains the variables I and J, then the calculation for each element substitutes the current row number for I and the current column number for J. MAKEMAT(<i>expression</i> , <i>rows</i> , <i>columns</i>)

Example

MAKEMAT(0,3,3) returns a 3×3 zero matrix,
[[0,0,0],[0,0,0],[0,0,0]].

QR	<p>QR Factorization. Factors an $m \times n$ matrix into three matrices: $\{[[m \times m \text{ orthogonal}]], [[m \times n \text{ uppertrapezoidal}]], [[n \times n \text{ permutation}]]\}$.</p> <p><code>QR(matrix)</code></p>
RANK	<p>Rank of a rectangular matrix.</p> <p><code>RANK(matrix)</code></p>
ROWNORM	<p>Row Norm. Finds the maximum value (over all rows) for the sums of the absolute values of all elements in a row.</p> <p><code>ROWNORM(matrix)</code></p>
RREF	<p>Reduced Row Echelon Form. Changes a rectangular matrix to its reduced row-echelon form.</p> <p><code>RREF(matrix)</code></p>
SCHUR	<p>Schur Decomposition. Factors a square matrix into two matrices. If matrix is real, then the result is $\{[[orthogonal]], [[upper-quasi triangular]]\}$. If matrix is complex, then the result is $\{[[unitary]], [[upper-triangular]]\}$.</p> <p><code>SCHUR(matrix)</code></p>
SIZE	<p>Dimensions of matrix. Returned as a list: {rows,columns}.</p> <p><code>SIZE(matrix)</code></p>
SPECNORM	<p>Spectral Norm of matrix.</p> <p><code>SPECNORM(matrix)</code></p>
SPECRAD	<p>Spectral Radius of a square matrix.</p> <p><code>SPECRAD(matrix)</code></p>
SVD	<p>Singular Value Decomposition. Factors an $m \times n$ matrix into two matrices and a vector: $\{[[m \times m \text{ square orthogonal}]], [[n \times n \text{ square orthogonal}]], [real]\}$.</p> <p><code>SVD(matrix)</code></p>
SVL	<p>Singular Values. Returns a vector containing the singular values of matrix.</p> <p><code>SVL(matrix)</code></p>

TRACE

Finds the trace of a square *matrix*. The trace is equal to the sum of the diagonal elements. (It is also equal to the sum of the eigenvalues.)

`TRACE(matrix)`

TRN

Transposes *matrix*. For a complex matrix, TRN finds the conjugate transpose.

`TRN(matrix)`

Examples

Identity Matrix

You can create an identity matrix with the IDENMAT function. For example, IDENMAT(2) creates the 2×2 identity matrix `[[1,0],[0,1]]`.

You can also create an identity matrix using the MAKEMAT (*make matrix*) function. For example, entering `MAKEMAT(I≠J,4,4)` creates a 4×4 matrix showing the numeral 1 for all elements except zeros on the diagonal. The logical operator `≠` returns 0 when I (the row number) and J (the column number) are equal, and returns 1 when they are not equal.

Transposing a Matrix

The TRN function swaps the row-column and column-row elements of a matrix. For instance, element 1,2 (row 1, column 2) is swapped with element 2,1; element 2,3 is swapped with element 3,2; and so on.

For example, `TRN([[1,2],[3,4]])` creates the matrix `[[1,3],[2,4]]`.

Reduced-Row Echelon Form

The following set of equations $x - 2y + 3z = 14$
 $2x + y - z = -3$
 $4x - 2y + 2z = 14$

can be written as the augmented matrix

$$\left[\begin{array}{ccc|c} 1 & -2 & 3 & 14 \\ 2 & 1 & -1 & -3 \\ 4 & -2 & 2 & 14 \end{array} \right]$$

which can then stored as a 3×4 real matrix in M1.

M1	1	2	3	4
1	1	-2	3	14
2	2	1	-1	-3
3	4	-2	2	14

1

EDIT INS GO+ BIG

You can use the RREF function to change this to reduced row echelon form, storing it as M2 for convenience.

FUNCTION	
RREF(M1)→M2	
[[1,0,0,1],[0,1,0,-2]...	
STO	

The reduced row echelon matrix gives the solution to the linear equation in the forth column.

M2	1	2	3	4
1	1	0	0	1
2	0	1	0	-2
3	0	0	1	3

EDIT INS GO+ BIG

An advantage of using the RREF function is that it will also work with inconsistent matrices resulting from systems of equations which have no solution or infinite solutions.

For example, the following set of equations has an infinite number of solutions:

$$\begin{aligned} x + y - z &= 5 \\ 2x - y &= 7 \\ x - 2y + z &= 2 \end{aligned}$$

The final row of zeros in the reduced-row echelon form of the augmented matrix indicates an inconsistency.

M2	1	2	3	4
1	1	0	-0.33333	4
2	0	1	-0.66667	1
3	0	0	0	0

1

EDIT INS GO+ BIG

Lists

You can do list operations in HOME and in programs. A list consists of comma-separated real or complex numbers, expressions, or matrices, all enclosed in braces. A list may, for example, contain a sequence of real numbers such as $\{1, 2, 3\}$. (If the Decimal Mark in MODES is set to Comma, then the separators are periods.) Lists represent a convenient way to group related objects.

There are ten list variables available, named L0 to L9. You can use them in calculations or expressions in HOME or in a program. Retrieve the list names from the VARS menu, or just type their names from the keyboard.

You can create, edit, delete, send, and receive named lists in the List catalog ([SHIFT] LIST). You can also create and store lists—named or unnamed—in HOME.

Creating lists

List variables are identical in behaviour to the columns C1.C0 in the Statistics applet. You can store a statistics column to a list (or vice versa) and use any of the list functions on the statistics columns, or the statistics functions, on the list variables.

Create a list in the List Catalog

1. Open the List catalog.

[SHIFT] LIST .

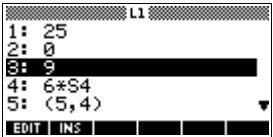
2. Highlight the list name you want to use (L1, etc.) and press [EDIT] to display the List editor.

[EDIT]



3. Enter the values you want in the list, pressing **ENTER** after each one.

Values can be real or complex numbers (or an expression). If you enter a calculation, it is evaluated and the result is inserted in the list.



4. When done, press **SHIFT** **LIST** to see the List catalog, or press **HOME** to return to HOME.








List catalog keys

The list catalog keys are:






Key	Meaning
EDIT	Opens the highlighted list for editing.
SEND	Transmits the highlighted list to another HP 39G/40G or a PC. See “Sending and receiving aplets” on page 16-5 for further information.
RECV	Receives a list from another HP 39G/40G or a PC. See “Sending and receiving aplets” on page 16-5 for further information.
DEL	Clears the highlighted list.
SHIFT CLEAR	Clears all lists.
SHIFT ▼ or ▲	Moves to the end or the beginning of the catalog.

List edit keys

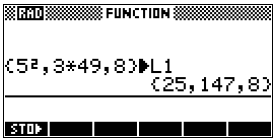
When you press edit to create or change a list, the following keys are available to you:

Key	Meaning
	Copies the highlighted list item into the edit line.
	Inserts a new value before the highlighted item.
	Deletes the highlighted item from the list.
 CLEAR	Clears all elements from the list.
  or 	Moves to the end or the beginning of the list.

Create a list in HOME

1. Enter the list in the edit line. Start and end the list with braces (the shifted  and  keys) and separate each element with a comma.
2. Press  to evaluate and display the list.
Immediately after typing in the list, you can store it in a variable by pressing  *listname* . The list variable names are L0 through L9.

This example stores the list {25,147,8} in L1. (You can omit the final brace when entering a list.)



Displaying and editing lists

To display a list

- In the List catalog, highlight the list name and press **EDIT**.
- In HOME, enter the name of the list and press **ENTER**.

To display one element

In HOME, enter *listname(element#)*. For example, if L2 is {3,4,5,6}, then **L2(2)** **ENTER** returns 4.

To edit a list

1. Open the List catalog.

SHIFT **LIST**.



2. Press **▲** or **▼** to highlight the name of the list you want to edit (L1, etc.) and press **EDIT** to display the list contents.

EDIT

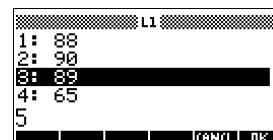


3. Press **▲** or **▼** to highlight the element you want to edit. In this example, edit the third element so that it has a value of 5.

▼ **▼** **EDIT**

DEL **DEL**

5



4. Press **OK**.



To insert an element in a list

1. Open the List catalog.

[SHIFT] **LIST**.



2. Press **[▲]** or **[▼]** to highlight the name of the list you want to edit (L1, etc.) and press **[EDIT]** to display the list contents.

[EDIT]



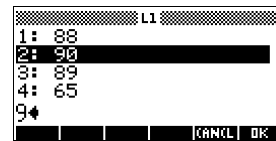
3. Press **[▲]** or **[▼]** to the insertion position.

New elements are inserted above the highlighted position. In this example, an element, with the value of 9, is inserted between the first and second elements in the list.

[▼]

[INS]

9



4. Press **[EXIT]**.



To store one element

In HOME, enter value **[STO]** **listname(element)**. For example, to store the second element of L1 to 148, type

148 **[STO]** L1 (2) **[ENTER]**.

Deleting lists

To delete a list In the List catalog, highlight the list name and press **[DEL]**. You are prompted if you want to delete the contents of the highlighted list variable. Press **[ENTER]** to delete the contents.

To delete all lists In the List catalog, press **[SHIFT] CLEAR**.

Transmitting lists

You can send lists to calculators or PCs just as you can aplets, programs, matrices, and notes.

1. Align the HP 39G calculators' infrared ports.
2. Open the List catalogs on both calculators.
3. Highlight the list to send.
4. Press **[⇐]**.
5. Press **[⇐]** on the receiving calculator.

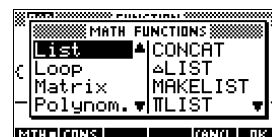
Lists can also be transmitted to or from a computer a cable and Connectivity Kit.

List functions

Following are details of list functions. You can use them in HOME, as well as in programs.

You can type in the name of the function, or you can copy the name of the function from the List category of the MATH menu. Press

$\boxed{\text{MATH}} \boxed{\alpha L}$ (the alpha L character key). This displays the List category. Press $\boxed{\rightarrow}$, select a function, and press $\boxed{\text{OK}}$.



List functions have the following syntax:

- Functions have *arguments* that are enclosed in parentheses and separated by commas. Example: $\text{CONCAT}(\text{L1}, \text{L2})$. An argument can be either a list variable name (such as L1) *or* the actual list. For example, $\text{REVERSE}(\{1, 2, 3\})$.
- If Decimal Mark in MODES is set to Comma, use periods to separate arguments. For example, $\text{CONCAT}(\text{L1} . \text{L2})$.

Common operators like $+$, $-$, \times , and $/$ can take lists as arguments. If there are two arguments and both are lists, then the lists must have the same length, since the calculation pairs up the elements. If there are two arguments and one is a real number, then the calculation pairs the number with each element of the list.

Example

$5 * \{1, 2, 3\}$ returns $\{5, 10, 15\}$.

Besides the common operators that can take numbers, matrices, or lists as arguments, there are commands that can only operate on lists.

CONCAT

Concatenates two lists into a new list.

```
CONCAT ( list1 , list2 )
```

Example

```
CONCAT ( { 1 , 2 , 3 } , { 4 } ) returns { 1 , 2 , 3 , 4 }.
```

ΔLIST

Creates a new list composed of the differences between the sequential elements in *list1*. The new list has one fewer elements than *list1*. The first differences for $\{x_1 \ x_2 \ \dots \ x_n\}$ are $\{x_2-x_1 \ \dots \ x_n-x_{n-1}\}$.

```
ΔLIST ( list1 )
```

Example

In HOME, store {3,5,8,12,17,23} in L5 and find the first differences for the list.

HOME

SHIFT

{3,5,8,12,

17,23

SHIFT

}

ALPHA

L 5

ENTER

MATH

L

▸

Select ΔLIST

OK

ALPHA

L5

ENTER

FUNCTION

▸L5

{3,5,8,12,17,23}

ΔLIST(L5)

{2,3,4,5,6}

STO>

MAKELIST

Calculates a sequence of elements for a new list. Evaluates *expression* with *variable* from *begin* to *end* values, taken at *increment* steps.

```
MAKELIST ( expression , variable , begin , end ,  
increment )
```

The MAKELIST function generates a series by automatically producing a list from the repeated evaluation of an expression.

Example

In HOME, generate a list of squares from 23 to 27.

MATH

L

▸

Select

MAKELIST

OK

ALPHA

A

x²

,

ALPHA

A

,

23

,

27

,

1

ENTER

FUNCTION

MAKELIST(A²,A,23,27,1)

{529,576,625,676,729}

STO>

HINT

If the Decimal Mark setting in the Modes input form ((SHIFT)MODES) is set to Comma, use , instead of . .

Π LIST

Calculates the product of all elements in list.

$\Pi\text{LIST}(list)$

Example

$\Pi\text{LIST}(\{2, 3, 4\})$ returns 24.

POS

Returns the position of an element within a list. The *element* can be a value, a variable, or an expression. If there is more than one instance of the element, the position of the first occurrence is returned. A value of 0 is returned if there is no occurrence of the specified element.

$\text{POS}(list, element)$

Example

$\text{POS}(\{3, 7, 12, 19\}, 12)$ returns 3

REVERSE

Creates a list by reversing the order of the elements in a list.

$\text{REVERSE}(list)$

SIZE

Calculates the number of elements in a list.

$\text{SIZE}(list)$

Also works with matrices.

Σ LIST

Calculates the sum of all elements in list.

$\Sigma\text{LIST}(list)$

Example

$\Sigma\text{LIST}(\{2, 3, 4\})$ returns 9.

SORT

Sorts elements in ascending order.

$\text{SORT}(list)$

Finding statistical values for list elements

To find values such as the mean, median, maximum, and minimum values of the elements in a list, use the Statistics applet.

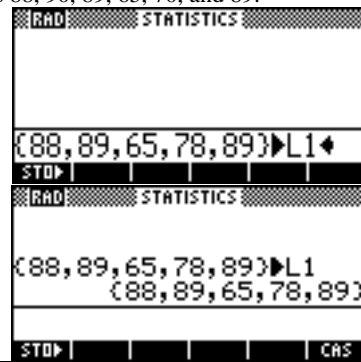
Example

In this example, use the Statistics applet to find the mean, median, maximum and minimum values of the elements in the list, L1.

1. Create L1 with values 88, 90, 89, 65, 70, and 89.

(SHIFT) { 88 () 90 ()
 89 () 65 () 70 () 89
 (SHIFT) } (STAT)
 (ALPHA) L1

 (ENTER)

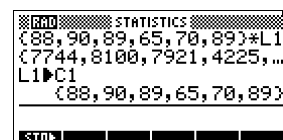


HINT

If the Decimal Mark setting in the Modes input form ((SHIFT) MODE) is set to Comma, use () instead of ().

2. In HOME, store L1 into C1. You will then be able to see the list data in the Numeric view of the Statistics applet.

(ALPHA) L1
 (STAT) (ALPHA) C1
 (ENTER)



3. Start the Statistics applet, and select 1-variable mode (press (2ND) (F1), if necessary, to display (F1)).

(APLET) Select
 Statistics
 (F1)

n	C1	C2	C3	C4
1	88			
2	90			
3	89			
4	65			
5	70			
6	89			
88				
EDIT INS SORT BIG 1VAR=STATS				

Note: Your list values are now in column1 (C1).

4. In the Symbolic view, define H1 (for example) as C1 (sample) and 1 (frequency). Make sure that H1 is checkmarked.

SYMB

STATISTICS SYMBOLIC VIEW	
✓H1: C1	1
H2:	1
H3:	1
H4:	1
ENTER SAMPLE	
EDIT	✓CHK C SHOW EVAL

5. Go to the Numeric view to display calculated statistics.

NUM

STATES

1-VAR	H1		
NΣ	6		
TOTΣ	441		
MEANΣ	81.83333		
VARΣ	106.1667		
SVARΣ	126.1667		
PSDEV	10.25373		
6			
			OK

See “One-variable” on page 8-13 for the meaning of each computed statistic.

Notes and sketches

Introduction

The HP 39G/40G has text and picture editors for entering *notes* and *sketches*.

- Each *aplet* has its own independent **Note view** and **Sketch view**. Notes and sketches that you create in these views are associated with the aplet. When you save the aplet, or send it to another calculator, the notes and sketches are saved or sent as well.
- The **Notepad** is a collection of notes independent of all aplets. These notes can also be sent to another calculator via the Notepad Catalog.

Aplet note view
















You can attach text to an aplet in its Note view.

To write a note in Note view

1. In an aplet, press **[SHIFT]NOTE** for the Note view.
2. Use the note editing keys shown in the table in the following section.
3. Set Alpha lock (**[ALPHA]**) for quick entry of letters. For *lowercase* Alpha lock, press **[SHIFT][ALPHA]**.
4. While Alpha lock is on:
 - To type a single letter of the opposite case, press **[SHIFT]letter**.
 - To type a single non-alpha character (such as 5 or [), press **[ALPHA]** first. (This turns off Alpha lock for one character.)

Your work is automatically saved. Press any view key (**[NUM]**, **[SYMB]**, **[PLOT]**, **[VIEWS]**) or **[HOME]** to exit the Notes view.

Note edit keys

Key	Meaning
	Space key for text entry.
	Displays next page of a multi-page note.
	Alpha-lock for letter entry.
 	Lower-case Alpha-lock.
	Backspaces cursor and deletes character.
	Deletes current character.
	Starts a new line.
 <i>CLEAR</i>	Erases the entire note.
	Menu for entering variable names, and contents of variables.
	Menu for entering math operations, and constants.
 <i>CMDS</i>	Menu for entering program commands.
 <i>CHARS</i>	Displays special characters. To type one, highlight it and press  . To copy a character <i>without</i> closing the CHARS screen, press  .

Aplet sketch view

You can attach pictures to an aplet in its Sketch view (**[SHIFT] SKETCH**). Your work is automatically saved with the aplet. Press any other view key or **[HOME]** to exit the Sketch view

Sketch keys

Key	Meaning
[STORE]	Stores the specified portion of the current sketch to a graphics variable (G1 through G0).
[NEW]	Adds a new, blank page to the current sketch set.
[PAGE]	Displays next sketch in the sketch set. Animates if held down.
[TEXT]	Opens the edit line to type a text label.
[MENU]	Displays the menu-key labels for drawing.
[DEL]	Deletes the current sketch.
[SHIFT] CLEAR	Erases the entire sketch set.
[]	Toggles menu key labels on and off. If menu key labels are hidden, [] or any menu key, redisplay the menu key labels.

To draw a line

1. In an aplet, press **[SHIFT] SKETCH** for the Sketch view.
2. In Sketch view, press **[MENU]** and move the cursor to where you want to start the line
3. Press **[LINE]**. This turns on line-drawing.
4. Move the cursor in any direction to the end point of the line by pressing the **[▲]**, **[▼]**, **[▶]**, **[◀]** keys.
5. Press **[END]** to finish the line.

To draw a box

1. In Sketch view, press **DOT+** and move the cursor to where you want any corner of the box to be.
2. Press **BOX**. This turns on box-drawing.
3. Move the cursor to mark the opposite corner for the box. You can adjust the size of the box by moving the cursor.
4. Press **OK** to finish the box.

To draw a circle

1. In Sketch view, press **DOT+** and move the cursor to where you want the center of the circle to be.
2. Press **CIRCLE**. This turns on circle drawing.
3. Move the cursor the distance of the radius.
4. Press **OK** to draw the circle.

DRAW keys

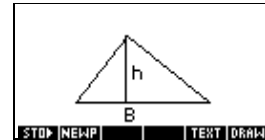
Key	Meaning
DOT+	Dot on. Turns pixels on as the cursor moves.
DOT-	Dot off. Turns pixels off as the cursor moves.
LINE	Draws a line from the cursor's starting position to the cursor's current position. Press OK when you have finished. You can draw a line at any angle by moving the cursor.
BOX	Draws a box from the cursor's starting position to the point at which you press OK .
CIRCLE	Draws a circle with the cursor's starting position as the center. The radius is the distance between the cursor's starting and ending position. Press OK to draw the circle.

To label parts of a sketch

1. Press **TEXT** and type the text in the edit line. To lock the Alpha shift on, press **ALPHA** (for uppercase) or **SHIFT** **ALPHA** (for lowercase).

To make the label a smaller character size, turn off **SIZE** before pressing **ALPHA**. (**SIZE** is a toggle between small and large font size). The smaller character size cannot display lowercase letters.

2. Press **OK**.
3. Position the label where you want it by pressing the **▲**, **▼**, **▶**, **◀** keys.
4. Press **OK** again to affix the label.
5. Press **QUIT** to continue drawing, or press **HOME** to exit Sketch view.



To create a set of sketches

You can create a set of up to ten sketches. This allows for simple animation.

- After making a sketch, press **NEWP** to add a new, blank page. You can now make a new sketch, which becomes part of the current set of sketches.
- To view the next sketch in an existing set, press **PAGE**. Hold **PAGE** down for animation.
- To remove the current page in the current sketch series, press **DEL**.

To store into a graphics variable

You can define a portion of a sketch inside a box, and then store that graphic into a graphics variable.

1. In the Sketch view, display the sketch you want to copy (store into a variable).
2. Press **STOL**.
3. Highlight the variable name you want to use and press **OK**.
4. Draw a box around the portion you want to copy: move the cursor to one corner, press **OK**, then move the cursor to the opposite corner and press **OK**.

To import a graphics variable

You can copy the contents of a graphics variable into the Sketch view of an applet.

- 1. Open the Sketch view of the applet ((SHIFT) SKETCH). The graphic will be copied here.
- 2. Press (VARS), (HOME). Highlight Graphic, then press (▶) and highlight the name of the variable (G1, etc.).
- 3. Press (WRITE) (OK) to recall the contents of the graphics variable.
- 4. Move the box to where you would like to copy the graphic, then press (OK).

The notepad

Subject to available memory, you can store as many notes as you want in the Notepad ((SHIFT) NOTEPAD). These notes are independent of any applet. The Notepad catalog lists the existing entries by name. *It does not include notes that were created in applets' Note views, but these can be imported. See "To import a note" on page 14-8.*

To create a note in the Notepad

- 1. Display the Notepad catalog.

(SHIFT) NOTEPAD



- 2. Create a new note.

(NEW)



- 3. Enter a name for your note.

(NAME)

MYNOTE

(OK)



Note: In this example, the name of the note is 'MYNOTE'.

4. Write your note.

See “Note edit keys” on page 14-2 for more information on the entry and editing of notes.



5. When you are finished, press **HOME** or an aplet key to exit Notepad. *Your work is automatically saved.*

Notepad Catalog keys

Key	Meaning
EDIT	Opens the selected note for editing.
NEW	Begins a new note, and asks for a name.
SEND	Transmits the selected note to another HP 39G/40G or PC.
RECV	Receives a note being transmitted from another HP 39G/40G or PC.
DEL	Deletes the selected note.
SHIFT CLEAR	Deletes all notes in the catalog.

To import a note

You can import a note from the Notepad into an applet's Note view, and vice-versa. Suppose you want to copy a note named "Assignments" from the Notepad into the Function Note view:

1. In the Function applet, display the Note view (**SHIFT****NOTE**).
2. Press **VAR** **NOTE**, highlight Notepad in the left-hand list, then highlight the name "Assignments" in the right-hand list.
3. Press **WRITE** **OK** to copy the *contents* of "Assignments" to the Function Note view.

*Note: To recall the name instead of the contents, press **NAME** instead of **WRITE**.*

Suppose you want to copy the Note view from the current applet into the note "Assignments" in the Notepad.

1. In the Notepad (**SHIFT****NOTEPAD**), open the note "Assignments".
2. Press **VAR** **NOTE**, highlight Note in the left column, then press **▶** and highlight NoteText in the right column.
3. Press **WRITE** **OK** to recall the contents of the Note view into the note "Assignments".

Programming

Introduction

This chapter describes how to program using the HP 39G/40G. In this chapter you'll learn about:

- using the Program catalog to create and edit programs
- programming commands
- storing and retrieving variables in programs
- programming variables.

HINT

More information on programming, including examples and special tools, can be found at HP's calculators web site: www.hp.com/calculators

The Contents of a Program

An HP 39G/40G program contains a sequence of numbers, mathematical expressions, and commands that execute automatically to perform a task.

These items are separated by a colon (:). Commands that take multiple arguments have those arguments separated by a semicolon (;). For example,

`PIXON xposition;yposition:`

Structured Programming

Inside a program you can use branching structures to control the execution flow. You can take advantage of structured programming by creating building-block programs. Each building-block program stands alone—and it can be called from other programs. *Note: If a program has a space in its name then you have to put quotes around it when you want to run it.*

Example

```
RUN GETVALUE: RUN CALCULATE: RUN
"SHOW ANSWER":
```

This program is separated into three main tasks, each an individual program. Within each program, the task can be simple—or it can be divided further into other programs that perform smaller tasks.

Program catalog

The Program catalog is where you create, edit, delete, send, receive, or run programs. This section describes how to

- open the Program catalog
- create a new program
- enter commands from the program commands menu
- enter functions from the MATH menu
- edit a program
- run and debug a program
- stop a program
- copy a program
- send and receive a program
- delete a program or its contents
- customize an aplet.

Open Program catalog

1. Press **[SHIFT]PROGRAM**.

The Program catalog displays a list of program names. If you haven't created any programs, the only name you'll see is *Editline*.

Editline contains the last expression that you entered from the edit line in HOME, or the last data you entered in an input form. (If you press **[ENTER]** from HOME without entering any data, the HP 39G/40G runs the contents of Editline.)

Editline is a built-in function.













Program catalog menu

Before starting to work with programs, you should take a few minutes to become familiar with the Program catalog menu keys. You can use any of the following keys (both menu and keyboard), to perform tasks in the Program catalog.

Program catalog keys

The program catalog keys are:

Key	Meaning
	Opens the highlighted program for editing.
	Prompts for a new program name, then opens an empty program.
	Transmits the highlighted program to another HP 39G/40G or to a disk drive.
	Receives the highlighted program from another HP 39G/40G or from a disk drive.
	Runs the highlighted program.
  or 	Moves to the beginning or end of the Program catalog.
	Deletes the highlighted program.
 <i>CLEAR</i>	Deletes all programs in the program catalog.

Creating and editing programs

Create a new program

1. Press **[SHIFT]PROGM** to open the Program catalog.
2. Press **[NEW]**.

The HP 39G/40G prompts you for a name.



A program name can contain special characters, such as a space. However, if you use special characters and then run the program by typing it in HOME, you must enclose the program name in double quotes (" "). Don't use the " symbol within your program name.

3. Type your program name, then press **[F1]**.
When you press **[F1]**, the Program Editor opens.



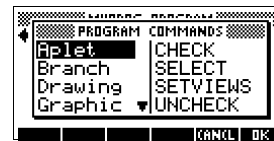
4. Enter your program.
When done, start any other activity. Your work is saved automatically.

Enter commands

Until you become familiar with the HP 39G/40G commands, the easiest way to enter commands is to use the Commands menu from the Program editor. You can always type in commands using alpha characters.

1. From the Program editor, press **[SHIFT] CMDS** to open the Program Commands menu.

[SHIFT] CMDS



2. On the left, use **[↓]** or **[↑]** to highlight a command category, then press **[→]** to access the commands in the category. Select the command that you want.

[↓] [↓] [→] [↓]



3. Press **[F1]** to paste the command into the program editor.

[F1]

Functions can be entered from the keyboard or the MATH key



Edit a program




















1. Press **[SHIFT] PROGRAM** to open the Program catalog.



2. Use the arrow keys to highlight the program you want to edit, and press **[F1]**. The HP 39G/40G opens the Program Editor. The name of your program appears in the title bar of the display. You can use the following keys to edit your program.

Editing keys

The editing keys are:

Key	Meaning
	Inserts the  character at the editing point.
	Inserts space into text.
	Displays previous page of the program.
	Displays next page of the program.
	Moves up or down one line.
	Moves right or left one character.
	Alpha-lock for letter entry. Press  A...Z to lock lower case.
	Backspaces cursor and deletes character.
	Deletes current character.
	Starts a new line.
 <i>CLEAR</i>	Erases the entire program.
	Menus for entering variable names, contents of variables, math functions, and program constants.
	
 <i>CMDS</i>	Menus for entering program commands.
 <i>CHARS</i>	Displays all characters. To type one, highlight it and press  To enter several characters in a row, use the  menu key while in the <i>CHARS</i> menu.

Using programs

Run a program

From HOME, type `RUN program_name`.

or

From the Program catalog, highlight the program you want to run and press `ENTER`.

Regardless of where you start the program, all programs run in HOME. What you see will differ slightly depending on where you started the program. If you start the program from HOME, the HP 39G/40G displays the contents of *Ans* (Home variable containing the last result), when the program has finished. If you start the program from the Program catalog, the HP 39G/40G returns you to the Program catalog when the program ends.

Debug a program

If you run a program that contains errors, the program will stop and you will see an error message.



To debug the program:

1. Choose `YES` to edit the program.

The insert cursor appears in the program at the point where the error occurred.

2. Edit the program to fix the error.
3. Re-start the program.
4. Repeat the process until you find and correct all errors.

Stop a program

You can stop the execution of a program at any time by pressing `CANCEL` (the `ON` key). *Note: You may have to press it a couple of times.*

Working with programs

Copy a program

You can use the following procedure if you want to make a copy of your work before editing—or if you want to use one program as a template for another.

1. Press **[SHIFT]PROGRAM** to open the Program catalog.
2. Press **[F1F1]**.
3. Type a new file name, then choose **[F1F1]**.
The Program Editor opens with a new program.
4. Press **[VARS]** to open the Variable menu.
5. Press **[7]** to quickly scroll to Program.
6. Press **[▶]**, then highlight the program you want to copy.
7. Press **[F1F1]**, then press **[F1F1]**.

The contents of the highlighted program are copied into the current program at the cursor location.

HINT

If you use a programming routine often, save the routine under a different program name, then use the above method to copy it into your programs.

Transmit a program

You can send programs to, and receive programs from, other calculators just as you can send and receive applets, matrices, lists, and notes.

After aligning the calculators' infrared ports, open the Program catalogs on both calculators. Highlight the program to send, then press **[F1F1]** on the sending calculator and **[F1F1]** on the receiving calculator.

You can also send programs to, and receive programs from, a remote storage device (aplet disk drive or computer). This takes place via a cable connection and requires an aplet disk drive or specialized software running on a PC (such as a connectivity kit).

Delete a program

You can delete any program except Editline.

1. Press **[SHIFT]PROGRAM** to open the Program catalog.
2. Highlight a program to delete, then press **[DEL]**.

Delete all programs

You can delete all programs at once.

1. In the Program catalog, press **[SHIFT] CLEAR**.
2. Press **[F5]**.

Delete the contents of a program

You can clear the contents of a program without deleting the program name.

1. Press **[SHIFT] PROGRAM** to open the Program catalog.
2. Highlight a program, then press **[F4]**.
3. Press **[SHIFT] CLEAR**, then press **[F5]**.
4. The contents of the program are deleted, but the program name remains.

About customizing an aplet

You can configure an aplet and develop a set of programs to work with the aplet.

Use the SETVIEWS command to create a custom VIEWS menu which links specially written programs to the new aplet.

A useful method for customizing an aplet is illustrated below:

1. Decide on the aplet type that you want to use, for example the Function aplet or the Statistics aplet. The copied aplet inherits all the properties of the parent aplet. Save the standard aplet under a new name.
2. Configure the new aplet if you need to, for example by presetting axes or angle measures.
3. Develop the programs to work with your aplet. When you develop the aplet's programs, use the standard aplet naming convention. This allows you to keep track of the programs in the Program catalog that belong to each aplet. See "Aplet naming convention" on page 15-10.
4. Develop a program that uses the SETVIEWS command to modify the aplet's VIEWS menu. The menu options provide links to associated programs. You can specify any other programs that you want transferred with the aplet. See "*SETVIEWS*" on page 15-14 for information on the command.
5. Ensure that the new aplet is selected, then run the menu configuration program to configure the aplet's VIEWS menu.
6. Test the aplet and debug the associated programs. (Refer to "Debug a program" on page 15-7).

Aplet naming convention

To assist users in keeping track of applets and associated programs, use the following naming convention when setting up an applet's programs:

- Start all program names with an abbreviation of the applet name. We will use APL in this example.
- Name programs called by menu entries in the VIEWS menu number, after the entry, for example:
 - APL.ME1 for the program called by menu option 1
 - APL.ME2 for the program called by menu option 2
- Name the program that configures the new VIEWS menu option APL.SV where SV stands for SETVIEWS.

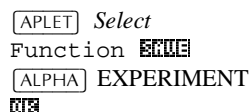
For example, a customized applet called "Differentiation" might call programs called DIFF.ME1, DIFF.ME2, and DIFF.SV.

Customizing an applet example

This example applet is designed to demonstrate the process of configuring an applet. The new applet is based on the Function applet. *Note: This applet is not intended to serve a serious use, merely to illustrate the process.*

Save the applet

1. Open the Function applet and save it as "EXPERIMENT". The new applet appears in the Applet library.



Function **SAVE**
ALPHA EXPERIMENT



APLET LIBRARY
EXPERIMENT .55KB
Function 0KB
Statistics 0KB
Inference 0KB
Parametric 0KB
SAVE RESET SORT SEND REC START

2. Create a program called EXP.ME1 with contents as shown. This program configures the plot ranges, then runs a program that allows you to configure the angle format.



EXP.ME1 PROGRAM
-10 Xmin:
10 Xmax:
-6 Ymin:
6 Ymax:
RUN "EXP.ANG":
STO SPACE Run BKSP

3. Create a program called EXP.ME2 with contents as shown. This program sets the numeric view options for the aplet, and runs the program that you can use to configure the angle mode.

```

EXP.ME2 PROGRAM
10 NumStart:
20 NumStep:
MSGBOX "Numeric
values set.":
RUN "EXP.ANG":
STD SPACE
A...2 BKSP

```

4. Create a program called EXP.ANG which the previous two programs call.

```

EXP.ANG PROGRAM
C:
CHOOSE C:
"ANGLE MEASURE";
"Degrees";
"Radians";
"Grads":
STD SPACE PAGE A...2 BKSP

```

5. Create a program called EXP.S which runs when you start the aplet, as shown. This program sets the angle mode to degrees, and sets up the initial function that the aplet plots.

```

EXP.S PROGRAM
1 Angle:
X2-2 F1(X):
CHECK 1:
STD SPACE
A...2 BKSP

```

Configuring the Setviews menu option programs

In this section we will begin by configuring the VIEWS menu by using the SETVIEWS command. We will then create the “helper” programs called by the VIEWS menu which will do the actual work.

6. Open the Program catalog and create a program named “EXP.SV”. Include the following code in the program. (Text shown in *italics* below are comments only.) Each entry

line after the command SETVIEWS is a trio that consists of a VIEWS menu text line (a space indicates no entry to appear), a program name, and a number

```

EXP.SV PROGRAM
SETVIEWS " ": " ": 18;
"Entry1": "EXP.ME1": 1;
"Entry2": "EXP.ME2": 3;
" ": "EXP.SV": 0;
" ": "EXP.ANG": 0;
"START": "EXP.S": 7:
STD SPACE
A...2 BKSP

```

that defines the view to go to after the program has run its course.

All programs listed here will transfer with an aplet when it is transferred to another HP39G. The resulting menu is shown left.



SETVIEWS " "; " "; 18;

Sets the first menu option to be "Auto scale". This is the fourth standard Function applet view menu option and the 18 "Auto scale", specifies that it is to be included in the new menu. The empty quotes will ensure that the old name of "Auto scale" appears on the new menu. See "*SETVIEWS*" on page 15-16.

"Entry1"; "EXP.ME1"; 1;

Sets the second menu option to be *Entry1*. Choosing this option runs program EXP.ME1, then returns to view number 1, the Plot view.

"Entry2"; "EXP.ME2"; 3;

Sets the third menu option to be *Entry 2*. This option runs the program EXP.ME2, then returns to view number 3, the NUM view

" "; "EXP.SV"; 0;

This line specifies that this program (to set the View menu) is transferred with the applet. The space character between the first set of quotes in the trio specifies that no menu option appears for the entry. You do not actually *need* to transfer this program with the applet, but it allows users to modify the applet's menu if they want to.

" "; "EXP.ANG"; 0;

The program EXP.ANG is a small routine that is called by other programs that the applet uses. This entry specifies that the program.EXP.ANG is transferred when the applet is transferred, but the space in the first quotes ensures that no entry appears on the menu.

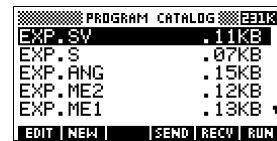
"START"; "EXP.S"; 7:

This specifies the Start menu option. The program that is associated with this entry, .EXP.S, runs automatically when you start the applet. Because this menu option specifies view 7, the VIEWS menu opens when you start the applet.

You only need to run this program once to configure your applet's VIEWS menu. Once the applet's VIEWS menu is configured, it remains that way until you run SETVIEWS again.

You do not need to include this program for your applet to work, but it is useful to specify that the program is attached to the applet, and transmitted when the applet is transmitted.

7. Return to the program catalog. The programs that you created should appear as follows:
8. You must now RUN the program EXP.SV to execute the SETVIEWS command and create the modified VIEWS menu. Check that the name of the new applet is highlighted in the APLET view.
9. You can now return to the APLET library and press START to run your new applet.



PROGRAM CATALOG		EDIT
EXP.SV	.11KB	
EXP.S	.07KB	
EXP.ANG	.15KB	
EXP.ME2	.12KB	
EXP.ME1	.13KB	
EDIT NEW		SEND RECV RUN

Programming commands

This section describes the commands for programming with HP 39G/40G. You can enter these commands in your program by typing them or by accessing them from the Commands menu.

Aplet commands

These commands control aplets.

CHECK

Checks (selects) the corresponding function in the current aplet. For example, Check 3 would check F3 if the current aplet is Function. Then a checkmark would appear next to F3 in Symbolic view, F3 would be plotted in Plot view, and evaluated in Numeric view.

`CHECK n`

SELECT

Selects the named aplet and makes it the current aplet. *Note: Quotes are needed if the name contains spaces or other special characters.*

`SELECT apletname`

SETVIEWS

The SETVIEWS command is used to define entries in the VIEWS menu for aplets that you customize. See “About customizing an aplet” on page 15-9 for an example of using the SETVIEWS command.

When you use the SETVIEWS command, the aplet’s standard VIEWS menu is deleted and the customized menu is used in its place. You only need to apply the command to an aplet once. The View menu changes remain unless you apply the command again.

Typically, you develop a program that uses the SETVIEWS command only. The command contains a trio of arguments for each menu option to create, or program to attach. Keep the following points in mind when using this command:

- The SETVIEWS command deletes an aplet’s standard Views menu options. If you want to use any of the standard options on your reconfigured VIEWS menu, you must include them in the configuration.
- When you invoke the SETVIEWS command, the changes to an aplet’s VIEWS menu remain with the aplet. You need to invoke the command on the aplet again to change the VIEWS menu.

- All the programs that are called from the VIEWS menu are transferred when the applet is transferred, for example to another calculator or to a PC.
- As part of the VIEWS menu configuration, you can specify programs that you want transferred with the applet, but are not called as menu options. For example, these can be sub-programs that menu options use, or the program that defines the applet's VIEWS menu.
- You can include a "Start" option in the VIEWS menu to specify a program that you want to run automatically when the applet starts. This program typically sets up the applet's initial configuration. The Start option on the menu is also useful for resetting the applet.

Command syntax

The syntax for the command is as follows:

```
SETVIEWS
"Prompt1" ; "ProgramName1" ; ViewNumber1 ;
"Prompt2" ; "ProgramName2" ; ViewNumber2 ;
(You can repeat as many Prompt/ProgramName/ViewNumber trios of arguments as you like.)
```

Within each *Prompt/ProgramName/ViewNumber* trio, you separate each item with a semi-colon.

Prompt

Prompt is the text that is displayed for the corresponding entry in the Views menu. Enclose the prompt text in double quotes.

Associating programs with your applet

If *Prompt* consists of a single space, then no entry appears in the view menu. The program specified in the *ProgramName* item is associated with the applet and transferred whenever the applet is transmitted. Typically, you do this if you want to transfer the Setviews program with the applet, or you want to transfer a sub-program that other menu programs use.

Auto-run programs

If the *Prompt* item is “Start”, then the *ProgramName* program runs whenever you start the applet. This is useful for setting up a program to configure the applet. Users can select the Start item from the Views menu to reset the applet if they change configurations.

You can also define a menu item called “Reset” which is autorun if the user chooses the RESET button in the APLET view.

ProgramName

ProgramName is the name of the program that runs when the corresponding menu entry is selected. All programs that are identified in the applet’s SETVIEWS command are transferred when the applet is transmitted.

ViewNumber

ViewNumber is the number of a view to start after the program finishes running. For example, if you want the menu option to display the Plot view when the associated program finishes, you would specify 1 as the *ViewNumber* value.

Including standard menu options

To include one of an applet’s standard View menu options in your customized menu, set up the arguments trio as follows:

- The first argument specifies the menu item name:
 - Leave the argument empty to use the standard Views menu name for the item, or
 - Enter a menu item name to replace the standard name.
- The second argument specifies the program to run:
 - Leave the argument empty to run the standard menu option.
 - Insert a program name to run the program before the standard menu option is selected.
- The third argument specifies the view which is to be displayed when the program finishes executing. Find the number in the View numbers table below.

Note: SETVIEWS with no arguments resets the views to default of the base applet.

View numbers

The views are numbered as follows:

0	HOME	11	List Catalog	
1	Plot	12	Matrix Catalog	
2	Symbolic	13	Notepad Catalog	
3	Numeric	14	Programs Catalog	
4	Plot-Setup	15	Plot-Detail	<i>*Note:</i> Values from 15 onwards will vary according to which applet is the parent. Values for the Function applet are shown here.
5	Symbolic-Setup	16	Plot-Table	
6	Numeric-Setup	17	Overlay Plot	
7	Views	18	Auto scale	
8	Note	19	Decimal	
9	Sketch view	20	Integer	
10	Aplet Catalog	21	Trig	

UNCHECK

Unchecks (unselects) the corresponding function in the current applet. For example, Uncheck 3 would uncheck F3 if the current applet is Function.

UNCHECK *n*

Branch commands

Branch commands let a program make a decision based on the result of one or more tests. Unlike the other programming commands, the branch commands work in logical groups. Therefore, the commands are described together rather than each independently.

IF...THEN...END

Executes a sequence of commands in the *true-clause* only if the *test-clause* evaluates to true. Its syntax is:

```
IF test-clause
THEN true-clause END
```

Example

```
1▶A :
IF A==1
  THEN MSGBOX A " EQUALS 1" :
END
```

**IF... THEN...
ELSE... END**

Executes the *true-clause* sequence of commands if the *test-clause* is true, or the *false-clause* sequence of commands if the *test-clause* is false.

```
IF test-clause  
THEN true-clause ELSE false-clause END
```

Example

```
1►A :  
IF A==1  
  THEN MSGBOX A " EQUALS 1" :  
  ELSE MSGBOX A " IS NOT EQUAL TO 1" :  
  END
```

CASE...END

Executes a series of test-clause commands that execute the appropriate *true-clause* sequence of commands. Its syntax is:

```
CASE  
IF test-clause1 THEN true-clause1 END  
IF test-clause2 THEN true-clause2 END  
.  
.  
.  
IF test-clausen THEN true-clausen END  
END
```

When CASE is executed, *test-clause*₁ is evaluated. If the test is true, *true-clause*₁ is executed, and execution skips to END. If *test-clause*₁ is false, execution proceeds to *test-clause*₂. Execution with the CASE structure continues until a true-clause is executed (or until all the test-clauses evaluate to false).

**IFERR...
THEN...
END...**

Many conditions are automatically recognized by the HP 39G/40G as *error conditions* and are automatically treated as errors in programs.

IFERR...THEN...END allows a program to intercept error conditions that otherwise would cause the program to abort. Its syntax is:

```
IFERR trap-clause  
THEN error-clause END
```

RUN

Runs the named program. If your program name contains special characters, such as a space, then you must enclose the file name in double quotes (" ").

`RUN "program name"` or `RUN programname`

STOP

Stops the current program.

`STOP`

Drawing commands

The Drawing commands act on the display. The scale of the display depends on the current aplet's Xmin, Xmax, Ymin, and Ymax values. *The following examples assume the HP 39G/40G default settings with the Function aplet as the current aplet.*

ARC

Draws a circular arc, of given radians, whose centre is at (x,y). The arc is drawn from *start_angle_measurement*, and *end_angle_measurement*.

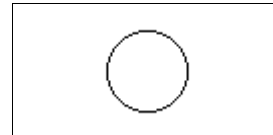
`ARC x;y;radius;start_angle_measurement;
end_angle_measurement;`

Example

`ARC 0;0;2;0;360;`

`FREEZE;`

Draws a circle centered at (0,0) of radius 2. The FREEZE command causes the circle to remain displayed on the screen until you press a key.



BOX

Draws a box with opposite corners (x1,y1) and (x2,y2).

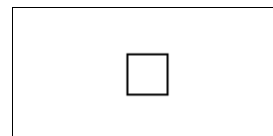
`BOX x1;y1;x2;y2;`

Example

`BOX -1;-1;1;1;`

`FREEZE;`

Draws a box, lower corner at (-1,-1), upper corner at (1,1)



ERASE

Clears the display

`ERASE;`

FREEZE	Halts the program, freezing the current display. Execution resumes when any key is pressed.
LINE	<p>Draws a line from (<i>x1</i>, <i>y1</i>) to (<i>x2</i>, <i>y2</i>).</p> <pre>LINE <i>x1</i>;<i>y1</i>;<i>x2</i>;<i>y2</i>:</pre>
PIXOFF	<p>Turns off the pixel at the specified coordinates (<i>x</i>,<i>y</i>).</p> <pre>PIXOFF <i>x</i>;<i>y</i>:</pre>
PIXON	<p>Turns on the pixel at the specified coordinates (<i>x</i>,<i>y</i>).</p> <pre>PIXON <i>x</i>;<i>y</i>:</pre>
TLINE	<p>Toggles the pixels along the line from (<i>x1</i>, <i>y1</i>) to (<i>x2</i>, <i>y2</i>) on and off. Any pixel that was turned off, is turned on; any pixel that was turned on, is turned off. TLINE can be used to erase a line.</p> <pre>TLINE <i>x1</i>;<i>y1</i>;<i>x2</i>;<i>y2</i>:</pre>

Example

```
TLINE 0;0;3;3:
```

Erases previously drawn 45 degree line from (0,0) to (3,3), or draws that line if it doesn't already exist.

Graphic commands

The Graphic commands use the graphics variables G0 through G9—or the Page variable from Sketch—as *graphicname* arguments. The *position* argument takes the form (*x*,*y*). Position coordinates depend on the current applet's scale, which is specified by Xmin, Xmax, Ymin, and Ymax. The upper left corner of the target graphic (*graphic2*) is at (Xmin,Ymax).

You can capture the current display and store it in G0 by simultaneously pressing **ON** + **PLOT**.

DISPLAY→	<p>Stores the current display in <i>graphicname</i>.</p> <pre>DISPLAY→ <i>graphicname</i></pre>
→DISPLAY	<p>Displays graphic from <i>graphicname</i> in the display.</p> <pre>→DISPLAY <i>graphicname</i></pre>

→GROB	<p>Creates a graphic from <i>expression</i>, using <i>font_size</i>, and stores the resulting graphic in <i>graphicname</i>. Font sizes are 1, 2, or 3. If the <i>fontsize</i> argument is 0, the HP 39G/40G creates a graphic display like that created by the SHOW operation.</p> <p>→GROB <i>graphicname ;expression ;fontsize</i></p>
GROBNOT	<p>Replaces graphic in <i>graphicname</i> with bitwise-inverted graphic.</p> <p>GROBNOT <i>graphicname</i></p>
GROBOR	<p>Using the logical OR, superimposes <i>graphicname2</i> onto <i>graphicname1</i>. The upper left corner of <i>graphicname2</i> is placed at <i>position</i>.</p> <p>GROBOR <i>graphicname1 ;position ; graphicname2</i></p>
GROBXOR	<p>Using the logical XOR, superimposes <i>graphicname2</i> onto <i>graphicname1</i>. The upper left corner of <i>graphicname2</i> is placed at <i>position</i>.</p> <p>GROBXOR <i>graphicname1 ;position ;graphicname2</i></p>
MAKEGROB	<p>Creates graphic with given width, height, and hexadecimal data, and stores it in <i>graphicname</i>.</p> <p>MAKEGROB <i>graphicname;width;height;hexdata</i></p>
PLOT→	<p>Stores the Plot view display as a graphic in <i>graphicname</i>.</p> <p>PLOT→ <i>graphicname</i></p> <p>PLOT→ and DISPLAY→ can be used to transfer a copy of the current PLOT view into the sketch view of the aplet for later use and editing.</p>
Example	<p>1 ►PageNum:</p> <p>PLOT→Page:</p> <p>FREEZE:</p> <p>This program stores the current PLOT view to the first page in the sketch view of the current aplet and then displays the sketch as a graphic object until any key is pressed.</p>
→PLOT	<p>Puts graph from <i>graphicname</i> into the Plot view display.</p> <p>→PLOT <i>graphicname:</i></p>

REPLACE

Replaces portion of graphic in *graphicname1* with *graphicname2*, starting at *position*. REPLACE also works for lists and matrices.

```
REPLACE graphicname1 ; (position) ; graphicname2:
```

SUB

Extracts a portion of the named graphic (or list or matrix), and stores it in a new variable, *name*. The portion is specified by *position* and *positions*.

```
SUB name ; graphicname ; (position) ; (positions):
```

ZEROGROB

Creates a blank graphic with given *width* and *height*, and stores it in *graphicname*.

```
ZEROGROB graphicname ; width ; height:
```

Loop commands

Loop structures allow a program to execute a routine repeatedly. The HP 39G/40G has three loop structures. The example programs below illustrate each of these structures incrementing the variable A from 1 to 12.

DO...UNTIL ...END

Do ... Until ... End is a loop structure that executes the *loop-clause* repeatedly until *test-clause* returns a true (nonzero) result. Because the test is executed *after* the loop-clause, the loop-clause is always executed at least once. Its syntax is:

```
DO loop-clause UNTIL test-clause END

1 ► A:
DO A + 1 ► A
UNTIL A == 12
END
```

WHILE... REPEAT... END

While ... Repeat ... End is a loop structure that repeatedly evaluates *test-clause* and executes *loop-clause* sequence if the test is true. Because the test-clause is executed before the loop-clause, the loop-clause is not executed if the test is initially false. Its syntax is:

```
WHILE test-clause REPEAT loop-clause END

1 ► A:
WHILE A < 12
REPEAT A+1 ► A
END
```

**FOR...TO...STEP
...END**

FOR *name*=*start-expression* TO *end-expression*
[STEP *increment*];

loop-clause END

FOR A=1 TO 12 STEP 1;

DISP 3;A:

END

Note that the STEP parameter is optional. If it is omitted, a step value of 1 is assumed.

BREAK

Terminates loop.

BREAK

Matrix commands

The matrix commands take variables M0–M9 as arguments.

ADDCOL

Add Column. Inserts *values* into a column before *column_number* in the specified matrix. You enter the *values* as a vector. The values must be separated by commas and the number of values must be the same as the number of rows in the matrix *name*.

ADDCOL *name*; [*value*₁,...,*value*_{*n*}] ; *column_number*

ADDROW

Add Row. Inserts *values* into a row before *row_number* in the specified matrix. You enter the values as a vector. The values must be separated by commas and the number of values must be the same as the number of columns in the matrix *name*.

ADDROW *name*; [*value*₁, . . . , *value*_{*n*}] ; *row_number*

DELCOL

Delete Column. Deletes the specified column from the specified matrix.


DELCOL *name*; *column_number*

DELROW

Delete Row. Deletes the specified row from the specified matrix.

DELROW *name*; *row_number*

EDITMAT

Starts the Matrix Editor and displays the specified matrix. If used in programming, returns to the program when user presses .

EDITMAT *name*

RANDMAT	Creates random matrix with a specified number of rows and columns and stores the result in <i>name</i> (<i>name</i> must be M0 . . . M9). The entries will be integers ranging from -9 to 9. RANDMAT <i>name ; rows ; columns</i>
REDIM	Redimensions the specified matrix or vector to <i>size</i> . For a matrix, <i>size</i> is a list of two integers { <i>n1,n2</i> }. For a vector, <i>size</i> is a list containing one integer { <i>n</i> }. REDIM <i>name ; size</i>
REPLACE	Replaces portion of a matrix or vector stored in <i>name</i> with an object starting at position <i>start</i> . <i>start</i> for a matrix is a list containing two numbers; for a vector, it is a single number. Replace also works with lists and graphics. REPLACE <i>name ; start ; object</i>
SCALE	Multiplies the specified <i>row_number</i> of the specified matrix by <i>value</i> . SCALE <i>name ; value ; rownumber</i>
SCALEADD	Multiplies the row of the matrix <i>name</i> by <i>value</i> , then adds this result to the second specified row. SCALEADD <i>name ; value ; row1 ; row2</i>
SUB	Extracts a <i>sub-object</i> —a portion of a list, matrix, or graphic from <i>object</i> —and stores it into <i>name</i> . <i>start</i> and <i>end</i> are each specified using a list with two numbers for a matrix, a number for vector or lists, or an ordered pair, (X,Y), for graphics. SUB <i>name ; object ; start ; end</i>
SWAPCOL	Swaps Columns. Exchanges <i>column1</i> and <i>column2</i> of the specified matrix. SWAPCOL <i>name ; column1 ; column2</i>
SWAPROW	Swap Rows. Exchanges <i>row1</i> and <i>row2</i> in the specified matrix. SWAPROW <i>name ; row1 ; row2</i>

Print commands

These commands print to an HP infrared printer, for example the HP 82240B printer. *Note: The HP 40G does not have an infrared port and will not print to an infrared printer.*

PRDISPLAY

Prints the contents of the display.

`PRDISPLAY`

PRHISTORY

Prints all objects in the history.

`PRHISTORY`

PRVAR

Prints name and contents of *variablename*.

`PRVAR variablename`

You can also use the PRVAR command to print the contents of a program or a note.

`PRVAR programname ; PROG`

`PRVAR notename ; NOTE`

Prompt commands

You can use the following commands to prompt users for input during your program or to provide information to users.

BEEP

Beeps at the frequency and for the time you specify.

`BEEP frequency ; seconds`

CHOOSE

Creates a Choose Box, which is a box containing a list of options from which the user chooses one. Each option is numbered, 1 through *n*. The result of the choose command is to store the number of the option chosen in a variable. The syntax is

`CHOOSE default_option_number ; title ; option1 ; option2 ;
...optionn`

where *default_option_number* is the number of the option that will be highlighted by default whenever the Choose Box is displayed, *title* is the text displayed in the title bar of the Choose Box, and *option₁...option_n* are the options listed in the Choose Box.

Example

```
3 ► A:CHOOSE A;  
"COMIC STRIPS";  
"DILBERT";  
"CALVIN&HOBBS";  
"BLONDIE";
```



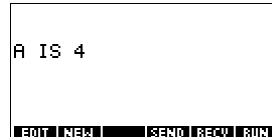
DISP

Displays *textitem* in a row of the display at the *line_number*. A text item consists of any number of expressions and quoted strings of text. The expressions are evaluated and turned into strings. Lines are numbered from the top of the screen, 1 being the top and 7 being the bottom.

`DISP line_number;textitem`

Example

```
DISP 3;"A is" 2+2  
  
Result: A is 4  
(displayed on line 3)
```



DISPTIME

Displays the current date and time.

`DISPTIME`

To set the date and time, simply store the correct settings in the date and time variables. Use the following formats:
`M.DDYYYY` for the date and `H.MMSS` for the time.

Examples

```
5.152000 ► DATE (sets the date to May 15, 2000).  
10.1500 ► TIME (sets the time to 10:15 am).
```

EDITMAT

Matrix Editor. Opens the Matrix editor for the specified matrix. Returns to the program when user presses **2ND**.

`EDITMAT matrixname`

The EDITMAT command can also be used to create matrices.

1. Press **[SHIFT]** **CMD5** **[)]** **[▶]** **[SIN]** **2ND**.
2. Press **[ALPHA]** **M 1**, and then press **[ENTER]**.
3. The Matrix catalog opens with M1 available for editing.

`EDITMAT matrixname` is a shortcut to opening the matrix editor with *matrixname*.

FREEZE

This command prevents the display from being updated after the program runs. This allows you to view the graphics created by the program. Cancel `FREEZE` by pressing any key.

```
FREEZE
```

GETKEY

Waits for a key, then stores the keycode `rc.p` in *name*, where *r* is row number, *c* is column number, and *p* is key-plane number. The key-planes numbers are: 1 for unshifted; 2 for shifted; 4 for alpha-shifted; and 5 for both alpha-shifted and shifted.

```
GETKEY name
```

INPUT

Creates an input form with a title bar and one field. The field has a label and a default value. There is text help at the bottom of the form. The user enters a value and presses the **Alt** menu key. The value that the user enters is stored in the variable *name*. The *title*, *label*, and *help* items are text strings and need to be enclosed in double quotes.

Use `[SHIFT]CHARS` to type the quote marks " ".

```
INPUT name ; title , label ; help ; default
```

Example

```
INPUT R; "Circular Area";  
      "Radius";  
      "Enter Number";1:
```

MSGBOX

Displays a message box containing *textitem*. A text item consists of any number of expressions and quoted strings of text. The expressions are evaluated and turned into strings of text. For example,

"AREA IS : " 2+2 becomes AREA IS : 4. Use `[SHIFT]` *CHARS* to type the quote marks " ".

MSGBOX *textitem* :

Example

1 ► A :

MSGBOX "AREA IS : " $\pi * A^2$:

You can also use the NoteText variable to provide text arguments. This can be used to insert line breaks. For example, press `[SHIFT]` *NOTE* and type AREA IS `[ENTER]`.

The position line

MSGBOX NoteText " " $\pi * A^2$:

will display the same message box as the previous example.

PROMPT

Displays an input box with *name* as the title, and prompts for a value for *name*. *name* can only be one character in length.

PROMPT *name*

WAIT

Halts program execution for the specified number of seconds.

WAIT *seconds*

Stat-One and Stat-Two commands

The following commands are used for analysis of one-variable and two-variable statistical data.

Stat-One commands

DO1VSTATS Calculates STATS using *datasetname* and stores the results in the corresponding variables: $N\Sigma$, $Tot\Sigma$, $Mean\Sigma$, $PVar\Sigma$, $SVar\Sigma$, $PSDev$, $SSDev$, $Min\Sigma$, $Q1$, Median, $Q3$, and $Max\Sigma$. *Datasetname* can be H1, H2, ..., or H5. *Datasetname* must define at least two data points.

`DO1VSTATS datasetname`

SETFREQ Defines *datasetname* frequency according to *column* or value. *Datasetname* can be H1, H2,..., or H5, *column* can be C0–C9 and value can be any positive integer.

`SETFREQ datasetname ; column`

or

`SETFREQ definition ; value`

SETSAMPLE Defines *datasetname* sample according to *column*. *Datasetname* can be H1–H5, and *column* can be C0–C9.

`SETSAMPLE datasetname ; column`

Stat-Two commands

DO2VSTATS Calculates STATS using *datasetname* and stores the results in corresponding variables: $MeanX$, ΣX , ΣX^2 , $MeanY$, ΣY , ΣY^2 , ΣXY , Corr, PCov, SCov, and RELERR. *Datasetname* can be S1, S2,..., or S5. *Datasetname* must define at least four pairs of data points.

`DO2VSTATS datasetname`

SETDEPEND Defines *datasetname* dependent *column*. *Datasetname* can be S1, S2, ..., or S5 and *column* can be C0–C9.

`SETDEPEND datasetname ; column`

SETINDEP Defines *datasetname* independent *column*. *Datasetname* can be S1, S2,..., or S5 and *column* can be C0–C9.

`SETINDEP datasetname ; column`

Storing and retrieving variables in programs

The HP 39G/40G has both *Home* variables and *Aplet* variables. Home variables are used for real numbers, complex numbers, graphics, lists, and matrices. Home variables keep the same values in HOME and in aplets.

Aplet variables are those whose values depend on the current aplet. The aplet variables are used in programming to emulate the definitions and settings you make when working with aplets interactively.

You use the Variable menu (**[VARS]**) to retrieve either Home variables or aplet variables. See “The VARS menu” on page 11-4. Not all variables are available in every aplet. S1fit–S5fit, for example, are only available in the Statistics aplet.

Under each variable name is a list of the aplets where the variable can be used.

Plot-view variables

The following aplet variables control the Plot view.

Area

Function

Contains the last value found by the Area function in Plot-FCN menu.

Axes

All Aplets

Turns axes on or off.

From Plot Setup, check (or uncheck) **__AXES**.

or

In a program, type:

- 1 ► **AXES**—to turn axes on (default).
- 0 ► **AXES**—to turn axes off.

Connect

Function

Parametric

Polar

Solve

Statistics

Draws lines between successively plotted points.

From Plot Setup, check (or uncheck) **__CONNECT**.

or

In a program, type

- 1 ► **CONNECT**—to connect plotted points (default, except in Statistics where the default is off).
- 0 ► **CONNECT**—not to connect plotted points.

Coord

Function
Parametric
Polar
Sequence
Solve
Statistics

Turns the coordinate-display mode in Plot view on or off.

From Plot view, use the Menu mean key to toggle coordinate display on an off.

In a program, type

- 1 ► Coord—to turn coordinate display on (default).
- 0 ► Coord—to turn coordinate display off.

Extremum

Function

Contains the last value found by the Extremum operation in the Plot-FCN menu.

FastRes

Function
Solve

Toggles resolution between plotting in every other column (faster), or plotting in every column (more detail).

From Plot Setup, choose Faster or More Detail.

or

In a program, type

- 1 ► FastRes—for faster (default).
- 0 ► FastRes—for more detail.

Grid

All Aplets

Turns the background grid in Plot view on or off. From Plot setup, check (or uncheck) __GRID.

or

In a program, type

- 1 ► Grid to turn the grid on.
- 0 ► Grid to turn the grid off (default).

Hmin/Hmax

Statistics

Defines minimum and maximum values for histogram bars.

From Plot Setup for one-variable statistics, set values for HRNG.

or

In a program, type

- n_1 ► Hmin
- n_2 ► Hmax
- where $n_2 > n_1$

Hwidth*Statistics*

Sets the width of histogram bars.

From Plot Setup in IVAR stats set a value for Hwidth

or

In a program, type

`n ► Hwidth`

Indep*All Aplets*

Defines the value of the independent variable used in tracing mode.

In a program, type

`n ► Indep`

InvCross*All Aplets*

Toggles between solid crosshairs or inverted crosshairs. (Inverted is useful if the background is solid).

From Plot Setup, check (or uncheck) `__InvCross`

or

In a program, type:

`1 ► InvCross—to invert the crosshairs.`

`0 ► InvCross—for solid crosshairs (default).`

Isect*Function*

Contains the last value found by the Intersection function in the Plot-FCN menu.

Labels*All Aplets*

Draws labels in Plot view showing X and Y ranges.

From Plot Setup, check (or uncheck) `__Labels`

or

In a program, type

`1 ► Labels—to turn labels on.`

`0 ► Labels—to turn labels off (default).`

Nmin / Nmax
Sequence

Defines the minimum and maximum independent variable values. Appears as the NRNG fields in the Plot Setup input form.

From Plot Setup, enter values for NRNG.

or

In a program, type

$n_1 \blacktriangleright \text{Nmin}$

$n_2 \blacktriangleright \text{Nmax}$

where $n_2 > n_1$

Recenter
All Aplets

Recenters at the crosshairs locations when zooming.

From Plot-Zoom-Set Factors, check (or uncheck) ☐ Recenter

or

In a program, type

1 \blacktriangleright Recenter—to turn recenter on (default).

0 \blacktriangleright Recenter—to turn recenter off.

Root
Function

Contains the last value found by the Root function in the Plot-FCN menu.

S1mark–S5mark
Statistics

Defines the mark to use for statistics 2-variable scatter plots.

From Plot Setup for two-variable statistics, S1mark–S5mark, then choose a mark.

or

In a program, type

$n \blacktriangleright \text{S1mark}$

where n is 1,2,3,...5

SeqPlot
Sequence

Toggles type of sequence plot: Stairstep or Cobweb.

From Plot Setup, select SeqPlot, then choose Stairstep or Cobweb.

or

In a program, type

1 \blacktriangleright SeqPlot—for stairstep.

2 \blacktriangleright SeqPlot—for cobweb.

Simult*Function**Parametric**Polar**Sequence*

Toggles between simultaneous and sequential graphing of all selected expressions.

From Plot Setup, check (or uncheck) `_SIMULT`

or

In a program, type

1 ► `Simult`—for simultaneous graphing.

0 ► `Simult`—for sequential graphing.

Slope*Function*

Contains the last value found by the Slope function in the Plot-FCN menu.

StatPlot*Statistics*

Toggles type of 1-variable statistics plot between Histogram or Box-and-Whisker.

From Plot Setup, select StatPlot, then choose Histogram or BoxWhisker.

or

In a program, type

1 ► `StatPlot`—for Histogram.

2 ► `StatPlot`—for BoxWhisker.

Umin/Umax*Polar*

Defines the minimum and maximum independent values. Appears as the URNG field in the Plot Setup input form.

From the Plot Setup input form, enter values for URNG.

or

In a program, type

n_1 ► `Umin`

n_2 ► `Umax`

where $n_2 > n_1$

Ustep*Polar*

Defines the step size for an independent variable.

From the Plot Setup input form, enter values for USTEP.

or

In a program, type

n ► `Ustep`

where $n > 0$

Tmin / Tmax
Parametric

Defines the minimum and maximum independent variable values. Appears as the TRNG field in the Plot Setup input form.

From Plot Setup, enter values for TRNG.

or

In a program, type

n_1 ► Tmin

n_2 ► Tmax

where $n_2 > n_1$

Tracing
All Aplets

Turns tracing mode on or off in Plot view.

In a program, type

1 ► Tracing—to turn Tracing mode on (default).

0 ► Tracing—to turn Tracing mode off.

Tstep
Parametric

Defines the step size for an independent variable.

From the Plot Setup input form, enter values for TSTEP.

or

In a program, type

n ► Tstep

where $n > 0$

Xcross
All Aplets

Defines the horizontal coordinate of crosshairs. Only works with TRACE off.

In a program, type

n ► Xcross

Ycross
All Aplets

Defines the vertical coordinate of crosshairs. Only works with TRACE off.

In a program, type

n ► Ycross

Xtick*All Aplets*

Defines the distance between tick marks for the horizontal axis.

From the Plot Setup input form, enter a value for `Xtick`.

or

In a program, type

$n \triangleright \text{Xtick}$ where $n > 0$

Ytick*All Aplets*

Defines the distance between tick marks for the vertical axis.

From the Plot Setup input form, enter a value for `Ytick`.

or

In a program, type

$n \triangleright \text{Ytick}$ where $n > 0$

Xmin / Xmax*All Aplets*

Defines the minimum and maximum horizontal values of the plot screen. Appears as the `XRNG` fields (horizontal range) in the Plot Setup input form.

From Plot Setup, enter values for `XRNG`.

or

In a program, type

$n_1 \triangleright \text{Xmin}$

$n_2 \triangleright \text{Xmax}$

where $n_2 > n_1$

Ymin / Ymax*All Aplets*

Defines the minimum and maximum vertical values of the plot screen. Appears as the `YRNG` fields (vertical range) in the Plot Setup input form.

From Plot Setup, enter the values for `YRNG`.

or

In a program, type

$n_1 \triangleright \text{Ymin}$

$n_2 \triangleright \text{Ymax}$

where $n_2 > n_1$

Xzoom*All Aplets*

Sets the horizontal zoom factor.

From Plot-ZOOM-Set Factors, enter the value for XZOOM.

or

In a program, type

$n \blacktriangleright$ XZOOM

where $n > 0$

Yzoom*All Aplets*

Sets the vertical zoom factor.

From Plot-ZOOM-Set Factors, enter the value for YZOOM.

or

In a program, type

$n \blacktriangleright$ YZOOM

Symbolic-view variables

The following aplet variables available in the Symbolic view.

Angle*All Aplets*

Sets the angle mode.

From Symbolic Setup, choose Degrees, Radians, or Grads for angle measure.

or

In a program, type

1 \blacktriangleright Angle —for Degrees.

2 \blacktriangleright Angle —for Radians.

3 \blacktriangleright Angle—for Grads.

F1...F9, F0*Function*

Can contain any expression. Independent variable is X.

Example

' SIN (X) ' \blacktriangleright F1 (X)

In the above example, you must put single quotes around the expression to keep it from being evaluated before it is stored.

Use SHIFT CHARS to type the single quote mark.

**X1, Y1...X9, Y9
X0, Y0**

Parametric

Can contain any expression. Independent variable is T.

Example

```
'SIN(4*T)' ► Y1(T) : '2*SIN(6*T)' STO►  
X1(T)
```

R1...R9, R0

Polar

Can contain any expression. Independent variable is θ .

Example

```
'2*SIN(2*θ)' ► R1(θ)
```

U1...U9, U0

Sequence

Can contain any expression. Independent variable is N.

Example

```
RECURSE (U, U(N-1)*N, 1, 2) ► U1(N)
```

E1...E9, E0

Solve

Can contain any equation or expression. *Independent variable is selected by highlighting it in Numeric View.*

Example

```
'X+Y*X-2=Y' ► E1
```

S1fit...S5fit

Statistics

Defines the type of fit to be used by the FIT operation in drawing the regression line.

From Symbolic Setup view, specify the fit in the field for S1FIT, S2FIT, etc.

or

In a program, store one of the following constant names or numbers into a variable S1fit, S2fit, etc.

1. Linear
2. LogFit
3. ExpFit
4. Power
5. QuadFit
6. Cubic
7. Logist
8. User defined

Example

```
Cubic ► S2fit
```

or

```
6 ► S2fit
```

Numeric-view variables

The following applet variables control the Numeric view. The value of the variable applies to the current applet only.

C1...C9, C0

Statistics

C0 through C9, for columns of data. Can contain lists.

Enter data in the Numeric view

or

In a program, type

LIST ► C n

where $n = 0, 1, 2, 3 \dots 9$

Digits

All Applets

Number of decimal places to use for Number format.

From Solve's Numeric Setup view, enter a value in the second field of Number Format.

or

In a program, type

n ► Digits

where $0 < n < 11$

Except in Solve, the value of Digits takes effect only after the current applet is saved with a new name. Until then, HDigit is in effect.

Format

All Aplets

Defines the number display format.

From Solve's Numeric Setup view, choose Standard, Fixed, Scientific, or Engineering in the Number Format field.

or

In a program, store the constant name (or its number) into the variable `Format`.

1. Standard
2. Fixed
3. Scientific
4. Engineering

Note: Fraction is not a valid mode in aplets.

Except in Solve, the value of `Format` takes effect only after the current aplet is saved with a new name. Until then, `HFormat` is in effect.

Example

Scientific ► Format

or

3 ► Format

NumCol

*All Aplets except
Statistics aplet*

Defines the highlighted column in Numeric view.

In a program, type

`n` ► `NumCol`

where n can be 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

NumFont

*Function
Parametric
Polar
Sequence
Statistics*

Toggles the font size in Numeric view. Does not appear in the Num Setup input form. Corresponds to the BIG key in Numeric view.

In a program, type

- 0 ► `NumFont` for small (default).
- 1 ► `NumFont` for big.

NumIndep

*Function
Parametric
Polar
Sequence*

List of independent values used by Build Your Own Table.

In a program, type

`LIST` ► `NumIndep`

NumRow

*All Aplets except
Statistics aplet*

Defines the highlighted row in Numeric view.

In a program, type

$n \triangleright \text{NumRow}$

where $n > 0$

NumStart

*Function
Parametric
Polar
Sequence*

Defines the starting value for a table in Numeric view.

From Num Setup, enter a value for NUMSTART.

or

In a program, type

$n \triangleright \text{NumStart}$

NumStep

*Function
Parametric
Polar
Sequence*

Defines the step size (increment value) for an independent variable in Numeric view.

From Num Setup, enter a value for NUMSTEP.

or

In a program, type

$n \triangleright \text{NumStep}$

where $n > 0$

NumType

*Function
Parametric
Polar
Sequence*

Choose a table format.

From Num Setup, choose Automatic or Build Your Own.

or

In a program, type

0 \triangleright NumType for Build Your Own.

1 \triangleright NumType for Automatic (default).

NumZoom

*Function
Parametric
Polar
Sequence*

Defines the Zoom factor in the Numeric view.

From Num Setup, type in a value for NUMZOOM.

or



In a program, type

$n \triangleright \text{NumZoom}$

where $n > 0$

StatMode

Statistics

Toggles between 1–variable and 2–variable statistics in the Statistics applet. Does not appear in the Plot Setup input form. Corresponds to the  and  menu keys in Numeric View.

In a program, store the constant name (or its number) into the variable StatMode. 1VAR=1, 2VAR=2.

Example

```
1VAR ► StatMode
```

or

```
1 ► StatMode
```

Note variables

The following applet variable is available in Note view.

NoteText

All Applets



Use NoteText to recall text previously entered in Note view.

Sketch variables

The following applet variables are available in Sketch view.

Page

All Applets

Defines a *page* in a sketch set. A sketch set can contain up to 10 graphics. The graphics can be viewed one at a time using the  and  keys.

The Page variable refers to the currently displayed page of a sketch set.


In a program, type

```
graphicname ► Page
```

PageNum

All Applets

Index for referring to a particular page of the sketch set (in Sketch view).

In a program, type the page that is shown when  SKETCH is pressed.

```
n ► PageNum
```

Extending aplets

Aplets are the application environments where you explore different classes of mathematical operations.

You can extend the capability of the HP 39G/40G in the following ways:

- Create new aplets, based on existing aplets, with specific configurations such as angle measure, graphical or tabular settings, and annotations.
- Transmit aplets between HP 39G calculators via an infrared link.
- Download e-lessons (teaching aplets) from the Hewlett-Packard's Calculator web site.
- Program new aplets. See chapter 15, Programming, for further details.

Creating new aplets based on existing aplets

You can create a new aplet based on an existing aplet. To create a new aplet, save an existing aplet under a new name, then modify the aplet to add the configurations and the functionality that you want. You can send your aplet to other calculators so that other people can use it.

Information that defines an aplet is saved automatically as it is entered into the calculator.

To keep as much memory available for storage as possible, delete any aplets you no longer need.

Aplet Keys

Key	Meaning
	Saves the highlighted aplet with a name.
	Resets the default values and settings in the highlighted aplet. This erases any stored data or functions.
	Alphabetically or chronologically sorts the items in the Aplet Library menu list.
	Transmits the highlighted aplet to another HP 39G/40G or a storage device.
 (receive)	Receives the aplet sent from another HP 39G/40G or storage device.
 (or)	Opens the selected aplet.

Example: To create a new aplet from an existing Solve aplet

A simple example of a customized aplet is the TRIANGLES aplet. This aplet is a copy of the Solve aplet containing the formulas commonly used in calculations involving right-angled triangles.

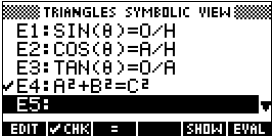
1. In APLET, highlight Solve and SAVE it under the new name.

Select Solve
 TRIANGLES



2. Enter the four formulas:

θ
 O
 H
 θ
 A
 H
 θ
 O A
 A X^2 B X^2
 C X^2



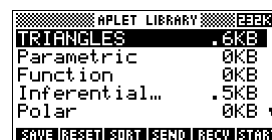
- Decide whether you want the applet to operate in Degrees, Radians, or Grads.

SHIFT MODES
CHOOSE
Select Degrees
OK



- Ensure the TRIANGLES applet is saved in the Applet Library.

APLET
The Solve applet can now be reset and used for other problems.



Example: To use the customized applet

To use the applet, simply select the appropriate formula, change to the Numeric view and solve for the missing variable.

Find the length of a ladder leaning against a vertical wall if it forms an angle of 35° with the horizontal and extends 5 metres up the wall.

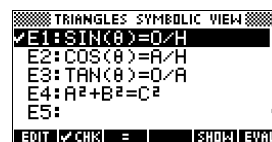
- Select the applet.

APLET Select
TRIANGLES
START



- Choose the sine formula in E1.

▲ ▲ ▲ ▲ CHK



- Change to the Numeric view and enter the known values.

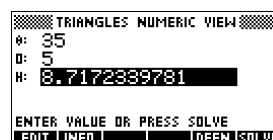
NUM
35 ENTER
5 ENTER



4. Solve for the missing value.

SOLVE

The length of the ladder is approximately 8.72 metres



Resetting an applet

Resetting an applet clears all data and resets all default settings.

To reset an applet, open the Library, select the applet and press **RESET**.

You can only reset an applet that is based on a built-in applet if the programmer who created it has provided a Reset option.

Annotating an applet with notes

The Note view (**SHIFT** *NOTE*) attaches a note to the current applet. See Chapter 14, “Notes and Sketches.”

Annotating an applet with sketches

The Sketch view (**SHIFT** *SKETCH*) attaches a picture to the current applet. See chapter 14, “Notes and sketches”.

HINT

Notes and sketches that you attach to an applet become part of the applet. When you transfer the applet to another calculator, the associated note and sketch are transferred as well.

Downloading e-lessons from the web

In addition to the standard applets that come with the calculator, you can download applets from the world wide web. For example, Hewlett-Packard’s Calculators web site contains applets that demonstrate certain mathematical concepts. Note that you need the Graphing Calculator Connectivity Kit in order to load applets from a PC.

Hewlett-Packard’s Calculators web site can be found at:

www.hp.com/calculators

Sending and receiving applets

A convenient way to distribute or share problems in class and to turn in homework is to transmit (copy) applets directly from one HP 39G to another. This takes place via the infrared port.

You can also send applets to, and receive applets from, a remote storage device (applet disk drive or computer). This takes place via a cable connection and requires an applet disk drive or special software running on a PC (such as the PC Connectivity Kit). *Note: The HP 40G does not have an IR port. A PC adapter and unit-to-unit cable is supplied instead.*

To transmit an applet

1. Connect the storage device to the calculator by cable or align the two calculators' infrared ports by matching up the triangle marks on the rims of the calculators. Place the calculators no more than 2 inches (5 cm) apart.
2. Sending calculator: Open the Library, highlight the applet to send, and press **SEND**.
 - You have two options: another HP 39G or a disk drive on a PC. Highlight your selection and press **OK**.
 - If transmitting to a disk drive, you have the options of sending to the current (default) directory or to another directory.
3. Receiving calculator: Open the applet library and press **RECV**.
 - You have two options: another HP 39G or a disk drive (or computer). Highlight your selection and press **OK**.

The Transmit annunciator—**↔**—is displayed until transmission is complete.

If you are using the PC Connectivity Kit to download applets from a PC, you will see a list of applets in the PC's current directory. Check as many items as you would like to receive.

Sorting items in the aplet library menu list

Once you have entered information into an aplet, you have defined a new version of an aplet. The information is automatically saved under the current aplet name, such as “Function.” To create additional aplets of the same type, you must give the current aplet a new name.

The advantage of storing an aplet is to allow you to keep a copy of a working environment for later use.

The aplet library is where you go to manage your aplets. Press **[APLET]**. Highlight (using the arrow keys) the name of the aplet you want to act on.

To sort the aplet list

In the aplet library, press **[SORT]**. Select the sorting scheme and press **[ENTER]**.

- **Chronologically** produces a chronological order based on the date an aplet was last used. (The last-used aplet appears first, and so on.)
- **Alphabetically** produces an alphabetical order by aplet name.

To delete an aplet

You cannot delete a built-in aplet. You can only clear its data and reset its default settings.

To delete a customized aplet, open the aplet library, highlight the aplet to be deleted, and press **[DEL]**. To delete all custom aplets, press **[SHIFT] CLEAR**.

Reference information

Regulatory information

This section contains information that shows how the HP 39G/40G graphing calculator complies with regulations in certain regions. Any modifications to the calculator not expressly approved by Hewlett-Packard could void the authority to operate the HP 39G/40G in these regions.

USA

This calculator generates, uses, and can radiate radio frequency energy and may interfere with radio and television reception. The calculator complies with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

However, there is no guarantee that interference will not occur in a particular installation. In the unlikely event that there is interference to radio or television reception (which can be determined by turning the calculator off and on), the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Relocate the calculator, with respect to the receiver.

Connections to peripheral devices

To maintain compliance with FCC Rules and Regulations, use only the cable accessories provided.

Canada

This Class B digital apparatus complies with Canadian EMC Class B requirements.

Cet appareil numérique de la classe B est conforme à la classe B des normes canadiennes de compatibilité électromagnétiques (CEM).

LED safety

The infrared port located on the top of the calculator is classified as a Class 1 LED (light emitting diode) device according to International Standard IEC 825-1 (EN 60825-1). This device is not considered harmful, but the following precautions are recommended:

- Do not attempt to make any adjustments to the unit.
- Avoid direct eye exposure to the infrared LED beam. Be aware that the beam is invisible light and cannot be seen.
- Do not attempt to view the infrared LED beam with any type of optical device.

CLASS 1 LED PRODUCT

LEDSCHÜTZKLASSE 1 PRODUKT

Warranty

HP 39G/40G Graphical Calculator

Warranty period: 12 months

1. HP warrants to you, the end-user customer, that HP hardware, accessories and supplies will be free from defects in materials and workmanship after the date of purchase, for the period specified above. If HP receives notice of such defects during the warranty period, HP will, at its option, either repair or replace products which prove to be defective. Replacement products may be either new or like-new.
2. HP warrants to you that HP software will not fail to execute its programming instructions after the date of purchase, for the period specified above, due to defects in material and workmanship when properly installed and used. If HP receives notice of such defects during the warranty period, HP will replace software media which does not execute its programming instructions due to such defects.

3. HP does not warrant that the operation of HP products will be uninterrupted or error free. If HP is unable, within a reasonable time, to repair or replace any product to a condition as warranted, you will be entitled to a refund of the purchase price upon prompt return of the product.
4. HP products may contain re manufactured parts equivalent to new in performance or may have been subject to incidental use.
5. Warranty does not apply to defects resulting from (a) improper or inadequate maintenance or calibration, (b) software, interfacing, parts or supplies not supplied by HP, (c) unauthorized modification or misuse, (d) operation outside of the published environmental specifications for the product, or (e) improper site preparation or maintenance.
6. HP MAKES NO OTHER EXPRESS WARRANTY OR CONDITION WHETHER WRITTEN OR ORAL. TO THE EXTENT ALLOWED BY LOCAL LAW, ANY IMPLIED WARRANTY OR CONDITION OF MERCHANTABILITY, SATISFACTORY QUALITY, OR FITNESS FOR A PARTICULAR PURPOSE IS LIMITED TO THE DURATION OF THE EXPRESS WARRANTY SET FORTH ABOVE. Some countries, states or provinces do not allow limitations on the duration of an implied warranty, so the above limitation or exclusion might not apply to you. This warranty gives you specific legal rights and you might also have other rights that vary from country to country, state to state, or province to province.
7. TO THE EXTENT ALLOWED BY LOCAL LAW, THE REMEDIES IN THIS WARRANTY STATEMENT ARE YOUR SOLE AND EXCLUSIVE REMEDIES. EXCEPT AS INDICATED ABOVE, IN NO EVENT WILL HP OR ITS SUPPLIERS BE LIABLE FOR LOSS OF DATA OR FOR DIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL (INCLUDING LOST PROFIT OR DATA), OR OTHER DAMAGE, WHETHER BASED IN CONTRACT, TORT, OR OTHERWISE. Some countries, States or provinces do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

8. FOR CONSUMER TRANSACTIONS IN AUSTRALIA AND NEW ZEALAND: THE WARRANTY TERMS CONTAINED IN THIS STATEMENT, EXCEPT TO THE EXTENT LAWFULLY PERMITTED, DO NOT EXCLUDE, RESTRICT OR MODIFY AND ARE IN ADDITION TO THE MANDATORY STATUTORY RIGHTS APPLICABLE TO THE SALE OF THIS PRODUCT TO YOU.

CAS

The HP 40G is packaged with a computerized algebra system (CAS). Refer to the CAS User Manual for further information.

Resetting the HP 39G/40G

If the calculator “locks up” and seems to be stuck, you must **reset** it. This is much like resetting a PC. It cancels certain operations, restores certain conditions, and clears temporary memory locations. However, it does *not* clear stored data (variables, applet databases, programs) *unless* you use the procedure below, “To erase all memory and reset defaults”.

To reset using the keyboard


Press and hold the **ON** key and the third menu key simultaneously, then release them.

If the calculator does not respond to the above key sequence, then:

1. Turn the calculator over and locate the small hole in the back of the calculator.
2. Insert the end of a straightened metal paper clip into the hole as far as it will go. Hold it there for 1 second, then remove it.
3. Press **ON**. If necessary, press **ON** and the first and last menu keys simultaneously.

To erase all memory and reset defaults









If the calculator does not respond to the above resetting procedures, you might need to restart it by erasing all of memory. *You will lose everything you have stored.* All factory-default settings are restored.

1. Press and hold the  key, the first menu key, and the last menu key simultaneously.
2. Release all keys.

*Note: To **cancel** this process, release **only** the top-row keys, then press the third menu key.*



If the calculator does not turn on

If the HP 39G/40G does not turn on follow the steps below until the calculator turns on. You may find that the calculator turns on before you have completed the procedure. If the calculator still does not turn on, please contact Customer Support for further information.

1. Press and hold the  key for 10 seconds.
2. Press and hold the  key and the third menu key simultaneously. Release the third menu key, then release the  key.
3. Press and hold the  key, the first menu key, and the sixth menu key simultaneously. Release the sixth menu key, then release the first menu key, and then release the  key.
4. Locate the small hole in the back of the calculator. Insert the end of a straightened metal paper clip into the hole as far as it will go. Hold it there for 1 second, then remove it. Press the  key.
5. Remove the batteries (see “Batteries” on page R-7), press and hold the  key for 10 seconds, and then put the batteries back in. Press the  key.

Glossary

applet	A small application, limited to one topic. The built-in applet types are Function, Parametric, Polar, Sequence, Solve, and Statistics. An applet can be filled with the data and solutions for a specific problem. It is reusable (like a program, but easier to use) and it records all your settings and definitions.
command	An operation for use in programs. Commands can store results in variables, but do not display results. Arguments are separated by semi-colons, such as <code>DISP expression ; line#</code> .
expression	A number, variable, or algebraic expression (numbers plus functions) that produces a value.
function	An operation, possibly with arguments, that returns a result. It does not store results in variables. The arguments must be enclosed in parentheses and separated with commas (or periods in Comma mode), such as <code>CROSS(matrix1,matrix2)</code> .
HOME	The basic starting point of the calculator. Go to HOME to do calculations.
Library	For applet management: to start, save, reset, send and receive applets.
list	A set of values separated by commas (periods if the Decimal Mark is Comma) and enclosed in braces. Lists are commonly used to enter statistical data and to evaluate a function with multiple values. Created and manipulated by the List editor and catalog.
matrix	A two-dimensional array of values separated by commas (periods if the Decimal Mark is Comma) and enclosed in nested brackets. Created and manipulated by the Matrix catalog and editor. Vectors are also handled by the Matrix catalog and editor.

menu	A choice of options given in the display. It can appear as a list or as a set of <i>menu-key labels</i> across the bottom of the display.
menu keys	The top row of keys. Their operations depend on the current context. The labels along the bottom of the display show the current meanings.
note	Text that you write in the Notepad or in the Note view for a specific applet.
program	A reusable set of instructions that you record using the Program editor.
sketch	A drawing that you make in the Sketch view for a specific applet.
variable	The name of a number, list, matrix, note, or graphic that is stored in memory. Use  to store and use  to retrieve.
vector	A one-dimensional array of values separated by commas (periods if the Decimal Mark is Comma) and enclosed in single brackets. Created and manipulated by the Matrix catalog and editor.
views	The possible contexts for an applet: Plot, Plot Setup, Numeric, Numeric Setup, Symbolic, Symbolic Setup, Sketch, Note, and special views like split screens.

Operating details

Operating temperature: 0° to 45°C (32° to 113°F).

Storage temperature: –20° to 65°C (–4° to 149°F).

Operating and storage humidity: 90% relative humidity at 40°C (104°F) maximum. *Avoid getting the calculator wet.*

Battery operates at 4.5V dc, 60mA maximum.

Batteries

When battery power is low, the ((●)) annunciator stays on, even when the calculator is off. There is also a warning

message that appears when the calculator is on:
Warning: Low Bat.

The HP 39G/40G uses three AAA batteries. *Be sure all three are of the same brand and type.* Rechargeable batteries are *not* recommended because of their lower capacity and more sudden demise.

To replace batteries:

1. Turn the calculator off and place the slide cover over the keyboard to prevent keys from being pressed.

CAUTION

Your calculator can lose memory if it is turned on while the batteries are being removed.

Under no circumstances should the batteries be deliberately inserted backwards and the calculator turned on. This may cause hardware damage and will void the warranty.

2. Remove the battery compartment door from the rear of the calculator by pressing down on the dimple and pushing the door off.
3. Replace the batteries within 2 minutes to avoid memory loss. Position the fresh batteries according to the diagram inside the battery compartment.

The Netherlands

This regulation applies only to The Netherlands.

Batteries are delivered with this product. When empty do not throw them away but collect as small chemical waste.

Bij dit produkt zijn batterijen geleverd. Wanneer deze leeg zijn, moet u ze niet weggooien maar inleveren als KCA.



Menu maps of the VARS menu

Home variables

The home variables are:

Category	Available name
Complex	Z1...Z9, Z0

Category	Available name (Continued)
Graphic	G1...G9, G0
Library	Function Parametric Polar Sequence Solve Statistics <i>User-named</i>
List	L1...L9, L0
Matrix	M1...M9, M0
Modes	Ans Date HAngle HDigits HFormat Ierr Time
Notepad	<i>User-named</i>
Program	Editline <i>User-named</i>
Real	A...Z, θ

Function applet variables

The function applet variables are:

Category	Available name
Plot	<div> <div>Axes</div> <div>Connect</div> <div>Coord</div> <div>FastRes</div> <div>Grid</div> <div>Indep</div> <div>InvCross</div> <div>Labels</div> <div>Recenter</div> <div>Simult</div> <div>Tracing</div> </div> <div> <div>Xcross</div> <div>Ycross</div> <div>Xtick</div> <div>Ytick</div> <div>Xmin</div> <div>Xmax</div> <div>Ymin</div> <div>Ymax</div> <div>Xzoom</div> <div>Yzoom</div> </div>

Category	Available name (Continued)	
Plot-FCN	Area Extremum Isect	Root Slope
Symbolic	Angle F1 F2 F3 F4 F5	F6 F7 F8 F9 F0
Numeric	Digits Format NumCol NumFont NumIndep	NumRow NumStart NumStep NumType NumZoom
Note	NoteText	
Sketch	Page	PageNum

Parametric applet variables

The parametric applet variables are:

Category	Available name	
Plot	Axes Connect Coord Grid Indep InvCross Labels Recenter Simult Tmin Tmax	Tracing Tstep Xcross Ycross Xtick Ytick Xmin Xmax Ymin Ymax Xzoom Yzoom

Category	Available name (Continued)	
Symbolic	Angle	Y5
	X1	X6
	Y1	Y6
	X2	X7
	Y2	Y7
	X3	X8
	Y3	Y8
	X4	X9
	Y4	Y9
	X5	X0
		Y0
Numeric	Digits	NumRow
	Format	NumStart
	NumCol	NumStep
	NumFont	NumType
	NumIndep	NumZoom
Note	NoteText	
Sketch	Page	PageNum

Polar applet variables

The polar applet variables are:

Category	Available names	
Symbolic	Axes	
	Connect	Xcross
	Coord	Ycross
	Grid	Xtick
	Indep	Ytick
	InvCross	Xmin
	Labels	Xmax
	Recenter	Ymin
	Simult	Ymax
	Umin	Xzoom
	Umax	Yxoom
	θ step	
	Tracing	
	Angle	R6
	R1	R7
	R2	R8
	R3	R9
	R4	R0
	R5	

Category	Available names (Continued)	
Numeric	Digits	NumRow
	Format	NumStart
	NumCol	NumStep
	NumFont	NumType
	NumIndep	NumZoom
Note	NoteText	
Sketch	Page	PageNum

Sequence applet variables

The sequence applet variables are:

Category	Available name	
Plot	Axes	Tracing
	Coord	Xcross
	Grid	Ycross
	Indep	Xtick
	InvCross	Ytick
	Labels	Xmin
	Nmin	Xmax
	Nmax	Ymin
	Recenter	Ymax
	SeqPlot	Xzoom
	Simult	Yzoom
Symbolic	Angle	U6
	U1	U7
	U2	U8
	U3	U9
	U4	U0
	U5	
Numeric	Digits	NumRow
	Format	NumStart
	NumCol	NumStep
	NumFont	NumType
	NumIndep	NumZoom
Note	NoteText	
Sketch	Page	PageNum

Solve applet variables

The solve applet variables are:

Category	Available name	
Plot	Axes	Xcross
	Connect	Ycross
	Coord	Xtick
	FastRes	Ytick
	Grid	Xmin
	Indep	Xmax
	InvCross	Ymin
	Labels	Ymax
	Recenter	Xzoom
	Tracing	Yzoom
Symbolic	Angle	E6
	E1	E7
	E2	E8
	E3	E9
	E4	E0
	E5	
Numeric	Digits	NumCol
	Format	NumRow
Note	NoteText	
Sketch	Page	PageNum

Statistics applet variables

The statistics applet variables are:

Category	Available name	
Plot	Axes	S4mark
	Connect	S5mark
	Coord	StatPlot
	Grid	Tracing
	Hmin	Xcross
	Hmax	Ycross
	Hwidth	Xtick
	Indep	Ytick
	InvCross	Xmin
	Labels	Xmax
	Recenter	Ymin
	S1mark	Ymax
	S2mark	Xzoom
	S3mark	Yxoom
Symbolic	Angle	S3fit
	S1fit	S4fit
	S2fit	S5fit
Numeric	C0,...C9	NumFont
	Digits	NumRow
	Format	StatMode
	NumCol	
Stat-One	Max Σ	Q3
	Mean Σ	PSDev
	Median	SSDev
	Min Σ	PVar Σ
	N Σ	SVar Σ
	Q1	Tot Σ
Stat-Two	Corr	ΣX
	Cov	ΣX^2
	Fit	ΣXY
	MeanX	ΣY
	MeanY	ΣY^2
	RelErr	
Note	NoteText	
Sketch	Page	PageNum

Menu maps of the MATH menu

Math functions

The math functions are:

Category	Available name	
Calculus	∂ \int TAYLOR	
Complex	ARG CONJ	IM RE
Constant	e i	MAXREAL MINREAL π
Hyperb.	ACOSH ASINH ATANH COSH SINH	TANH ALOG EXP EXPM1 LNPM1
List	CONCAT Δ LIST MAKELIST π LIST POS	REVERSE SIZE Σ LIST SORT
Loop	ITERATE RECURSE Σ	
Matrix	COLNORM COND CROSS DET DOT EIGENVAL EIGENVV IDENMAT INVERSE LQ LSQ LU MAKEMAT	QR RANK ROWNORM RREF SCHUR SIZE SPECNORM SPECRAD SVD SVL TRACE TRN

Category	Available name (Continued)	
Polynom.	POLYCOEF POLYEVAL	POLYFORM POLYROOT
Prob.	COMB ! PERM RANDOM	UTPC UTPF UTPN UTPT
Real	CEILING DEG→RAD FLOOR FNROOT FRAC HMS→ →HMS INT MANT MAX	MIN MOD % %CHANGE %TOTAL RAD→DEG ROUND SIGN TRUNCATE XPON
Stat-Two	PREDX PREDY	
Symbolic	= ISOLATE LINEAR?	QUAD QUOTE
Tests	< ≤ == ≠ > ≥	AND IFTE NOT OR XOR
Trig	ACOT ACSC ASEC	COT CSC SEC

Program constants

The program constants are:

Category	Available name	
Angle	Degrees Grads Radians	
Format	Standard Fixed	Sci Eng Fraction
SeqPlot	Cobweb Stairstep	
S1...5fit	Linear LogFit ExpFit Power	QuadFit Cubic Logist User
StatMode	Stat1Var Stat2Var	
StatPlot	Hist BoxW	

Program commands

The program commands are:

Category	Command
Aplet	CHECK SELECT SETVIEWS UNCHECK
Branch	IF THEN ELSE END CASE IFERR RUN STOP
Drawing	ARC BOX ERASE FREEZE LINE PIXOFF PIXON TLINE
Graphic	DISPLAYR RDISPLAY RGROB GROBNOT GROBOR GROBXOR MAKEGROB PLOT RPLOT REPLACE SUB ZEROGROB
Loop	FOR = TO STEP END DO UNTIL END WHILE REPEAT END BREAK
Matrix	ADDCOL ADDROW DELCOL DELROW EDITMAT RANDMAT REDIM REPLACE SCALE SCALEADD SUB SWAPCOL SWAPROW
Print	PRDISPLAY PRHISTORY PRVAR
Prompt	BEEP CHOOSE DISP DISPTIME EDITMAT FREEZE GETKEY INPUT MSGBOX PROMPT WAIT
Stat-One	DO1VSTATS RANDSEED SETFREQ SETSAMPLE
Stat-Two	DO2VSTATS SETDEPEND SETINDEP

Selected status messages

The status messages are:

Message	Meaning
Bad Argument Type	Incorrect input for this operation.
Bad Argument Value	The value is out of range for this operation.
Infinite Result	Math exception, such as $1/0$.
Insufficient Memory	You must recover some memory to continue operation. Delete one or more matrices, lists, notes, or programs (using catalogs), or custom (not built-in) applets (using SHIFT <i>MEMORY</i>).
Insufficient Statistics Data	Not enough data points for the calculation. For two-variable statistics there must be two columns of data, and each column must have at least four numbers.
Invalid Dimension	Array argument had wrong dimensions.
Invalid Statistics Data	Need two columns with equal numbers of data values.
Invalid Syntax	The function or command you entered does not include the proper arguments or order of arguments. The delimiters (parentheses, commas, periods, and semi-colons) must also be correct. Look up the function name in the index to find its proper syntax.
Name Conflict	The (where) function attempted to assign a value to the variable of integration or summation index.
No Equations Checked	You must enter and check an equation (Symbolic view) before evaluating this function.

Message	Meaning (Continued)
(OFF SCREEN)	Function value, root, extremum, or intersection is not visible in the current screen.
Receive Error	Problem with data reception from another calculator. Re-send the data.
Too Few Arguments	The command requires more arguments than you supplied.
Undefined Name	The global variable named does not exist.
Undefined Result	The calculation has a mathematically undefined result (such as 0/0).
Out of Memory	You must recover a lot of memory to continue operation. Delete one or more matrices, lists, notes, or programs (using catalogs), or custom (not built-in) aplets (using SHIFT <i>MEMORY</i>).

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Appendix A: Adding New Aplets

Extra aplets and e-lessons

The information which follows is taken as an excerpt from a book written by Colin Croft (<http://www.iinet.net.au/~ccroft>). It should not be taken as endorsed by Hewlett Packard in any way.

Nine standard aplets are provided which change the capabilities of the calculator as you change aplet. These will cover most of your requirements but you can also modify them to suit your needs and copy them for your friends. No programming is generally required and, unless you *want* to learn about the HP39s programming language, there is no reason to worry about it.

Additionally you can download aplets written by people who *do* enjoy programming. These aplets come via the Internet, but you may be able to obtain them from your teacher, from other HP39G users, or from a PC onto which they have been copied. Once aplets have been copied from the Internet onto a PC a Connectivity Kit can be purchased from Hewlett-Packard's web site or from dealers. This kit contains a cable to connect the PC to your calculator allowing aplets to be downloaded to the HP39G. *The software which comes with it is completely out of date and the latest version should be downloaded from the Utilities page of the web site at the top of this page.*

Note: Aplets which were written for the HP38G or stored from an HP38G (the predecessor to the HP39G) are not compatible with the HP39G. Notes or programs are not a problem but you cannot send aplets via infra-red from an HP38G to an HP39G or vice versa. If you have stored HP38G aplets, notes or programs which you want to use with your HP39G then you can download a free utility from the web site above which will convert them into HP39G versions. All aplets on the web site are available in both formats.

Creating a copy of a Standard applet.

Imagine either of these two scenarios....

- (i) you are a student and you have filled the Function applet with a set of equations needed for tonight's homework and set up the **PLOT** screen so that it looks exactly the way you want it to. Now you find that you need the Function applet to do something else equally important which will mean wiping all that work.
- (ii) you are a teacher and you are planning a lesson where you will examine a collection of about half a dozen data sets and graph the results. You don't want to spend the lesson waiting for students to type the data into the Statistics applet and then watch while they all use different axes and get totally different graphs.

In either of those two cases, the solution is to make a *copy* of the applet concerned. You can make as many copies of any of the standard applets as you wish, with the only limit being the calculator's memory.

Let's look at each of the two scenarios in turn.

In the first case, what the student needs to do is to make a copy of the Function applet to hold his homework (the functions he had already set up) and then do the unexpected extra work in the original Function applet which is now free.

Press the **APLET** key to see the list of applets. Move the highlight to Function (or whichever one you wish to copy) and press the screen key labeled **SAVE**.



You will now be asked to nominate a name for the newly created applet. It is a good idea to name it something that will remind you of its purpose and contents later. After all, you may end up saving it permanently onto a PC and when you look at it six months from now a name of "Homework" is not going to tell you much.

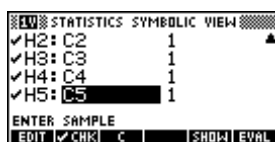


Your name can contain spaces and any other characters, including those from the **CHARS** menu.

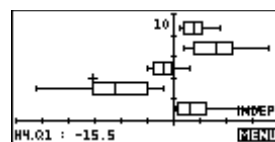
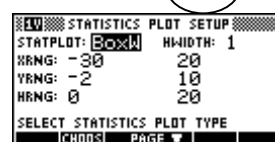
This newly created copy of the Function applet is now totally independent of its parent applet. She can now (if she wants to) **RESET** the original Function applet back to default settings and go on with the extra work that she wanted to do. A saved applet cannot be **RESET**.

The second scenario had a teacher not wanting to waste the time that would be needed for his students to type in five sets of data. In this case also, the solution is to make a copy of the applet - in this case of the Statistics applet.

First set up the Statistics applet to be exactly the way you want it... for example five data sets of 20 numbers, **NUM** view set to univariate stats (**UNVAR**), **SYMB** view set up for five *Box and Whisker* graphs, axes set up to display all five sets.



n	C1	C2	C3	C4
1	1	2	-5	-2
2	2	4	-4	-2
3	3	10	-1	-14
4	4	8	2	-11
5	8	16	2	-23
6	5	10	-1	-14



The next stage is to move to the **APLET** view and **SAVE** this modified Statistics applet under a new name - say "Related Sets".



This saved applet can now be downloaded to all the students' calculators using the infra-red link, ensuring each student has the data sets, pre-set to the teacher's needs.

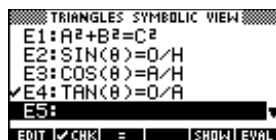
A set of instructions could be added to the Note associated with the applet. This would allow an absent student to download a copy from a friend's HP39G and read what they are supposed to do. As discussed earlier, every applet has its own note available via **SHIFT NOTE**. It transfers with the applet to another HP39G.

In both of these cases, the procedure has been to save a copy of one of the standard applets under a different name. In neither case was there any need to do any programming and the amount of memory taken up by these copies is fairly minimal because they share most of their resources with their parent applets.

Some examples of saved aplets

Example 1: Triangles

In the **APLET** view, **RESET** the Solve aplet and **SAVE** it under the new name of "Triangles". Now **START** it and enter the formulas shown right.



The **θ** character can be found in the second page of the **CHARS** view. Change into the **MODES** view and set the angle mode to *Degrees* (unless you want to use another mode). Use this to solve problems in right triangles.

Example 2: Prob. Distr.

In the **APLET** view, **RESET** the Solve aplet and **SAVE** it under the new name of "Prob. Distr."



This aplet is for use by students studying Probability Distributions, and contains formulas that can be used to perform calculations on the Binomial, Poisson, Exponential and Normal distributions. You can adapt it to the requirements of your particular course.


START the aplet and enter the formulas shown below.

E1: $V = N! / ((N-R)! R!) * P^R * (1-P)^{(N-R)}$
 E2: $V = \sum_{J=A,B} (N! / ((N-J)! J!) * P^J * (1-P)^{(N-J)})$
 E3: $P = e^{-M} * M^K / K!$
 E4: $P = \sum_{J=A,B} (e^{-M} * M^J / J!)$
 E5: $P = \int_A^B (A, B, K * X^3 * (2-X), X)$
 E6: $P = e^{-(K*A)} - e^{-(K*B)}$
 E7: $P = \text{UTPN}(M, S^2, X)$
 E8: $P = 1 - \text{UTPN}(M, S^2, X)$
 E9: $P = \text{UTPN}(M, S^2, A) - \text{UTPN}(M, S^2, B)$
 E0: $P = \text{UTPN}(M, S^2, M-K) + \text{UTPN}(M, S^2, M+K)$

These formulas can be used in the **NUM** view to solve problems involving the probability distributions listed earlier.

Equations **E1** and **E2** can be used for calculations involving individual and cumulative Binomial probabilities.

eg. Find the probability of at most 3 heads when tossing a coin 10 times.

Ensure that formula **E2** is  **CHK**ed and enter the values shown right. The value in **J** is irrelevant as it is merely the summation variable. Highlight **V** and press **SOLVE**. Answer: 0.1719

PROB. DISTR. NUMERIC VIEW			
V: 0	J: 0		
R: 0	B: 3		
N: 10	P: .5		
ENTER VALUE OR PRESS SOLVE			
EDIT INFO		DEFN SOLVE	

PROB. DISTR. NUMERIC VIEW			
V: .171875	J: 0		
R: 0	B: 3		
N: 10	P: .5		
ENTER VALUE OR PRESS SOLVE			
EDIT INFO		DEFN SOLVE	

Note: If your summation involves more than about 25 terms then a normal approximation will be much faster than using this formula. Solve works by repeated iterations converging on a value and this will be slow for summations with many terms.

Equations **E3** and **E4** can be used in calculations involving individual and cumulative Poisson probabilities, where **M** is the mean.

The formula in **E5** is a generic formula for problems such as:

A probability distribution has equation $f(x) = 0.625x^3(2-x)$; $0 \leq x \leq 2$. Show that this is a valid probability distribution function and use it to find $P(x \leq 1.2)$.

Use it by substituting whatever function is in use for the one currently entered.

Note: Because this formula involves the integration function, each use of the solve process will require the HP39G to perform multiple integrations. Because of this the solving process will be relatively slow.

Equation **E6** gives $P(a \leq x \leq b)$ for an exponential distribution.

Equations **E7** to **E0** concern the Normal distribution, with **E7** giving $P(X \geq x)$, **E8** giving $P(X \leq x)$, **E9** giving $P(a \leq x \leq b)$ and **E0** aiding investigation of questions such as “What distance either side of the mean will give a probability of 0.45?”.

Note: In equations **E1** and **E2**, $N!/((N-R)!R!)$ is used rather than the more compact formula **COMB(N,R)**. Doing it this way allows the user to solve for **N**, whereas the second option does not. Note also that the resulting probability is given as **V** instead of **P** because **P** is already in use in the formula as the probability of an individual success.

Example 3: Matrix Transformer

This applet is based on the Parametric applet and allows students to investigate geometric transformations using 2x2 matrices.

In the **APPLET** view, **RESET** the Parametric applet and **SAVE** it under the new name of “Transformer”. Enter the equations shown right.

TRANSFORMER SYMBOLIC VIEW	
<input checked="" type="checkbox"/>	X1(T)=M2(1,T)
<input checked="" type="checkbox"/>	Y1(T)=M2(2,T)
<input checked="" type="checkbox"/>	X2(T)=M3(1,T)
<input checked="" type="checkbox"/>	Y2(T)=M3(2,T)
<input type="checkbox"/>	X3(T)=
EDIT <input checked="" type="checkbox"/> CHK T <input type="checkbox"/> SHOW EVAL <input type="checkbox"/>	

In the **PLOT SETUP** view, enter the settings shown right.

TRANSFORMER PLOT SETUP	
TRNG: 1	4
TSTEP: 1	
XRNG: -10	10
YRNG: -6	6
ENTER MINIMUM TIME VALUE	
EDIT	PAGE ▼

TRANSFORMER PLOT SETUP	
XTICK: 1	YTick: 1
<input type="checkbox"/> SIMULT	<input type="checkbox"/> INV. CROSS
<input checked="" type="checkbox"/> CONNECT	<input type="checkbox"/> LABELS
<input checked="" type="checkbox"/> AXES	<input checked="" type="checkbox"/> GRID
ENTER HORIZONTAL TICK SPACING	
EDIT	▲ PAGE

In the **MatrixCatalog** view and enter the matrices shown right into **M1** and **M2**.

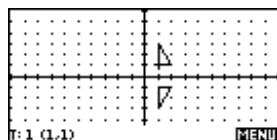
$$M1 = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$M2 = \begin{bmatrix} 1 & 2 & 1 & 1 \\ 1 & 1 & 3 & 1 \end{bmatrix}$$

Now change to the **HOME** view and perform the calculation shown right and finally press **PLOT**.

TRANSFORMER	
M1*M2►M3	
[[1,2,1,1],[-1,-1,-3,...	
STO►	

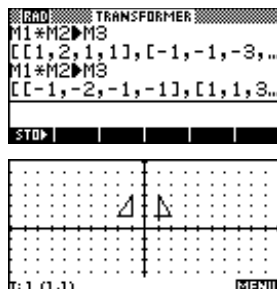
The result is a triangle with corners at (1,1), (2,1) and (1,3), along with its image after reflection in the x axis.



We can now **EDIT** matrix **M1** so that it contains another matrix.

For example: $\begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$

To see the effect of this new matrix, return to the **HOME** view, **COPY** the calculation and press **ENTER**. A new image will be stored into matrix **M3**. If you now return to the **PLOT** view the image will not appear to have changed but pressing **PLOT** again will force a re-draw.



The power of this applet as an investigative tool is that you can now continue to **EDIT** matrix **M1**, repeat the **HOME** calculation, and re-plot to see immediately the change in the image.

The formulas in the **SYMB** view are the key to the process by which this applet works. They allow the calculator to fetch values from the matrices, with the values obtained being determined by the **PLOT SETUP** view. For example, as T runs from 1 to 4 in steps of 1, the (X1,Y1) values plotted become (M2(1,1),M2(2,1)), (M2(1,2),M2(2,2)), (M2(1,3),M2(2,3)) and (M2(1,4),M2(2,4)). Substituting the actual values from matrix **M2** gives points of (1,1), (2,1), (3,1) and (1,1), which form the shape when plotted. The repetition of the first point is done to ensure that the line forming the triangle is closed by connecting back to its starting point. Obviously X2 and Y2 perform the same function with matrix **M3**.

M2	1	2	3	4
1	1	2	3	1
2	1	1	3	1

1

EDIT INS GO+ BIG

To use a different shape you need only change the points in matrix **M2**. If your new shape has more than three vertices you will need to change the TRange values in the **PLOT SETUP** view. It is not a good idea to use shapes that are symmetrical, like squares, as it makes it harder to recognize transformations.

Note: It is not a good idea to send this applet from one HP39G to another using the infra-red link. Firstly, it is far better educationally to create the applet fresh each time. Secondly, the formulas in the **SYMB** view can become corrupted during an infra-red transfer and will need to be re-entered. Thirdly, the transfer would require sending not only the applet but the matrices too: by the time this is done it would probably have been faster to have the class set it up themselves.

Using programmed applets

If you press the **VIEWS** key on your HP39G you will see a list of options which vary according to which applet is currently active. The **VIEWS** menu for the Function applet is shown right.

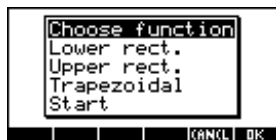


Aplets can be downloaded from web sites such as <http://www.iinet.net.au/~ccroft>. Most applets that have been created by a programmer, such as the *Curve Areas* applet from this site, will have had their **VIEWS** menu modified by the person who created them.



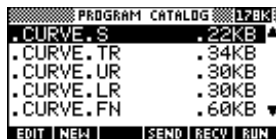
The new **VIEWS** menu is used to control the applet, offering a series of choices.

Usually the intention is that the user should work through the choices in the order that they appear. For example, in the menu shown here the user would need to *Choose function* before using it to investigate areas under a curve using the *Lower rect.* option.

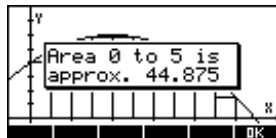


Any applet like this that you download from the web should have documentation detailing how to use the applet. It may also have one or more student worksheets which can be copied freely and used in a classroom.

These programmed applets will also probably have 'helper' programs that are automatically loaded into the **Program Catalog** when the applet is downloaded to the calculator. When you delete the applet these are not automatically deleted. You must change into the **Program Catalog** and delete them by hand. These 'helper programs are usually named for the parent applet. The ones for *Curve Areas* are shown right. Left undeleted they will consume memory but will not matter otherwise.



If you are a teacher using an HP39G then I highly recommend that you investigate teaching applets. They can enhance your teaching greatly and, more importantly, put the learning process in the hands of the student where it belongs, by letting them control the process via their calculator. Try reading the paper on "Teaching Calculus with a Graphical Calculator" which you will find the web site above.





F.A.Q. Page

Web links

**Articles,
papers**

& general help

**A Conditions
of use**

**P Maths
ApLets**

**L Science
ApLets**

**E Games
ApLets**

**T The
First 50**

**S Misc.
ApLets**

Utilities

What's New?

The HP38G HOME

The HP38G, and the new HP39G and HP40G, are the best of the graphic calculators available to schools these days. Their ability to use applets make them an invaluable tool for teaching mathematics in the year 2000 and beyond.

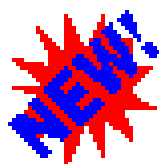


Many of the common questions about the HP38G, HP39G and HP40G that are asked by teachers, students and by many people who have sent me emails from all around the world are covered in the F.A.Q. pages (Freq. Asked Questions). This should be your first point of call. If you would like to send me a question then email me.

Please note: I am NOT paid by HP to answer questions! I'll try to help when I can but I am a full time teacher and I do it out of the goodness of my heart. Be polite and patient!

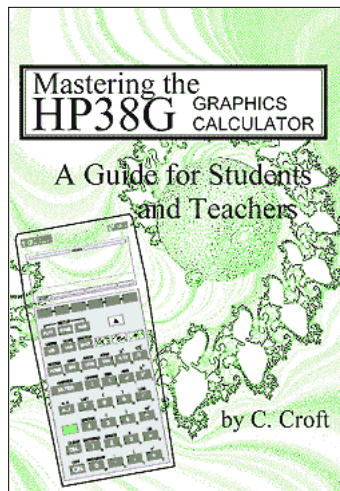


Disclaimer: This site is not affiliated with or endorsed by Hewlett Packard.



- **Great news!** [Yohan](#) in France has developed a version of the ADK for the HP39G and HP40G. I have updated the Help file I wrote for HPGComm and the ADK to include the new version of the ADK and put together a single package containing HPGComm, the ADK and the Help file, complete with an installation program. You can find this package on my [Utilities](#) page.
- *I've made the HP39/40G manual available in PDF format from my [Help/Documents](#) page. In the process I corrected a few errors which crept in before it went to press.*
- *A new applet called "Statpack39" is available for the HP39G and HP40G which massively enhances the statistics capabilities of the calculator. Go to the [Maths applets](#) page to download it. A must have for university students!*

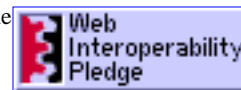




You can also find [information on a manual](#) which I have written for students and teachers on using the HP38G calculator. This manual contains clear instructions on using the calculator, including tips and tricks for better performance. The best part is that it sells for an incredibly low \$12.45! You will also find excerpts from the manual (in Word format) available for download. It is available (in Western Australia) from Bookland and from A&M Books.

Last update: 24th May, 2002

This site abides by the




Mathematics Aplets

Being interested in programming (and obviously having too much time on my hands), I have written a number of aplets for use on the HP38G and HP39/40G. These aplets are stored as ZIP files and contain documentation (including student worksheets in some cases). I've also found a number of other programs and aplets at various locations on the internet which are also posted.



*You can download any of my apLets and use them **free of charge**. There are, however, some conditions on this. See the bottom of this page.*

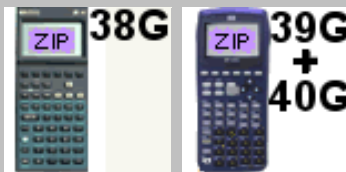
If you have material you developed and you would like it published, then [e-mail](#) it to me and I will post them on this page, giving you credit. BUT... please ensure that you have included documentation. A small text file might be enough for a small program but for an aplet you should try to provide documentation in the style of the apLets on my page. Bear in mind that I am a full time teacher and I have other demands on my time!

E-Mail any feedback to me: [E-mail](#) 

Bivariate Oddities

This aplet contains sets of bivariate data which have the same summary statistics but totally different 'shapes' when graphed. They illustrate the need to rely on more than just the stats when deciding on whether a linear model is appropriate!

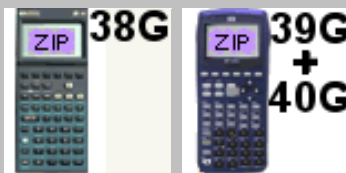
[More Information](#)



Chain Rule

Supplied along with a worksheet, this aplet encourages the student to deduce the Chain Rule for themselves via a series of pre-loaded examples.

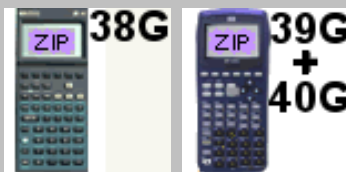
[More Information](#)



Chords

This aplet uses chords of diminishing lengths to find the limiting gradient at a point. A worksheet leads the student into discovering differentiation. (Used to be called 'A Different Slant')

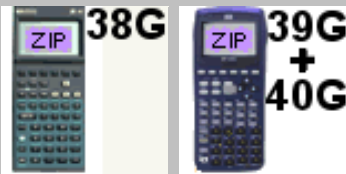
[More Information](#) Note: The 39/40G version is more efficient and slightly faster.



Christmas Trees

This one is just for fun. A series of pre-defined graphs which look like christmas trees, including one which is infinitely detailed near zero. Could be good for a 'rainy day' exercise.

[More Information](#)



Coin Toss

Highly recommended. This applet investigates the common charity game consisting of tossing of a coin onto a square grid. It requires only knowledge of quadratic functions and can be used at a number of levels:

- to illustrate the convergence of experimental values towards theoretical ones.
- to investigate fitting a quadratic curve to experimental data.
- to introduce the idea of a probability function.

Note: I have recently revised this applet, making it *considerably* faster and adding the ability to exit and restart with retention of existing data.

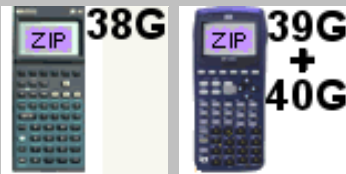
[More Information](#)



Collisions

This applet takes a vector problem involving two objects having an initial position and velocity and analyses it as 'closest approach' style problem. A test tool rather than a teaching tool.

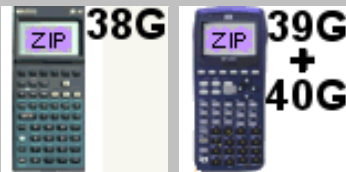
[More Information](#)



Complex Roots

This is a small program rather than an applet, and shows the n th roots of a complex number on an argand diagram, giving their values in the forms $a+bi$ and $r \text{ cis } \theta$.

Adapted from a program by Andy Vella.



Curve Areas

This applet is ideal for use when first introducing the concepts of integration. It uses upper and lower rectangles to find the areas under supplied curves. A worksheet then takes the student through the process of deducing the rules of integration.

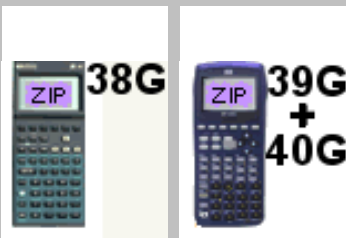
[More Information](#)

Note1: This applet has been updated to fix a bug.

Note2: Updated again to make it smaller (slightly).

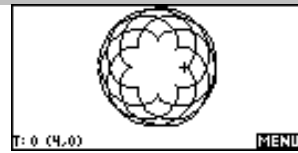
Note3: Updated AGAIN to remove another small bug!

Note4: Updated the documentation slightly (16 Nov 2000).



Curves Collection

This collection of mathematical curves was originally hosted on Jim Donnelly's page but has been shifted to mine now that Jim has moved on to other interests. [These ApLets](#) allow the user to explore interesting mathematical curves. Includes Cardioids, Catenaries, Astroids and Lissajous curves. Excellent fun!

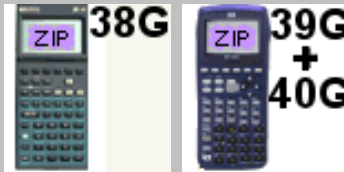


Note: Currently only the HP38G versions are available as aplets but the equations are given on the page and can be entered manually on an HP39G.

Dandelions

This applet uses visual methods to illustrate and introduce the Poisson distribution, through the sowing of dandelion seeds into a large patch of ground, which is then broken up into unit squares.

[More Information](#)



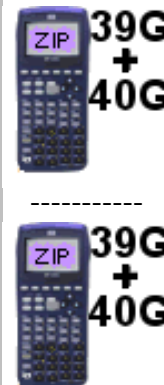
DFind/DSolve and QPrograms

DFind/DSolve: This paired set of aplets, based around the Function and Solve aplets, allow the user to quickly and easily find the features of functions such as intercepts and extrema using derivatives, automatically finding the derivative functions as part of the process. Obviously this is something which can already be done with the Function applet but these two aplets automate the process by switching automatically between the abilities of the Function and Solve aplets. As an examination tool it is definitely worth having. *Note: When you unzip this applet and transfer it to the calculator you must be sure to download both aplets - DFind and DSolve.*

Updated: (24/3/02) A new version of DFind/DSolve has been posted which runs more efficiently.
Updated: (7/4/02) Again another newer version which has enhanced capabilities.

QPrograms: This is an applet which lets you perform a number of small tasks - calculate coefficients for binomial expansions, calculate mean and standard deviation of grouped data and divide complex numbers.

These aplets were created by Matt Grosvenor, who is (in 2002) a final year student at Perth Modern School. Matt only produced versions for the HP39G so HP38G users are out of luck in this case.

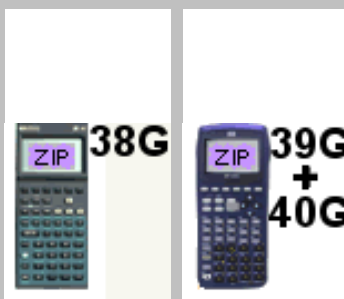


Function 'Plus'

This is a copy of the Function applet with an extra entry on the VIEWS menu which produces 'nice' scales. You may have noticed that the default plot view scale of -6.5 to 6.5 produces 'nice' step sizes of 0.1 when using the trace facility. This applet will allow you to set whatever scale you choose and then correct it to the closest approximation which will still offer similar 'nice' trace values such as 0.2, 0.25, 2, 0.04 etc. It includes the ability to produce scales which are 'nice' fractions of pi for use with trig functions.

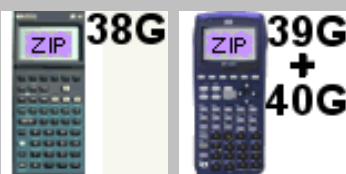
[More Information](#)

An alternative to this applet is a program called Windfix (see below). This program can be used with any applet and takes up less memory.



First 50, The

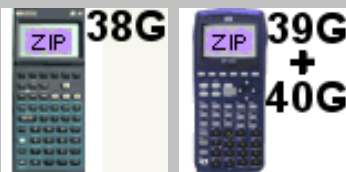
This is a collection of small programs you can type in yourself or download. They perform a multitude of small tasks, some that are so easy you'll wonder why I wrote a program for them, some that are really cool.



Function 3D

This is a wonderful applet developed by Quin Pendragon (see [below](#)) to graph three dimensional functions. Unfortunately it is *very* slow to produce its graphs due to the complexity of drawing 3D wireframes, but still quite interesting if you can do something else while it plots.

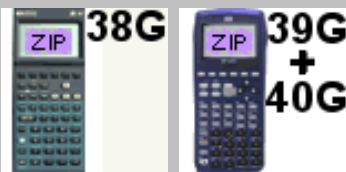
[More Information](#)



GP Solver

This applet is simply a copy of the Solve applet with the relevant equations for geometric progressions pre-loaded. You can set it up easily yourself if you want to.

[More Information](#)



Indices Practice

This applet provides simple drill practice for students learning the laws of indices, with the option of including negative powers. It presents students with practice problems in correct mathematical layout and then allows them to enter the simplified answer. There are a wide variety of styles of problem. It will then tell them if they are right or wrong, offering a second chance if needed.



Updated 23/2/02: When the user gets it wrong the second time it will now

display the correct answer, using positive indices and with cancelled fractions! I'm very proud of this, so please check it out. :-)

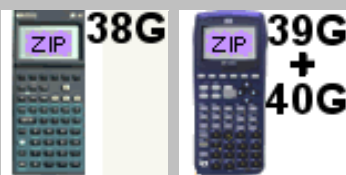
[More Information](#)



Inequalities

This is a copy of the function applet with the additional ability to graph inequalities (linear/non-linear) for F1, F2 and F3(X). These can be overlaid to show intersections or unions.

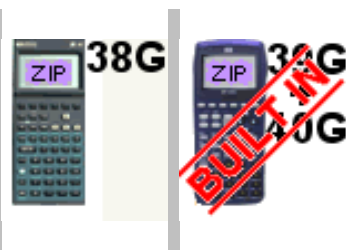
[More Information](#)



Inference

This applet gives limited inferential statistics access for the 38G. The interface is not as smooth as the 39G version and there is no graphical view to aid in your judgement but it does the trick pretty well. Documentation is included. Many thanks to Detlef Muller for transforming it from a program that used 75% of memory to an assembly code applet that uses 23%!

Note: See also *Statpack 39/40*.



Key Finder

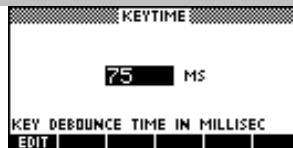
This applet uses a statistical model to simulate a person trying to find one particular key of six in their pocket. A investigation into the average run length when throwing dice.

[More Information](#)



KeyDebounce

The internal keybounce time is set in order to prevent a key registering twice. When you press a key you may only hold it down for a fraction of a second but to the calculator this is a LONG time and if there were no delay set then it might, for example, read what you meant to be a '3' as a '33'. However the default factory setting of 166.6ms delay is a little high and sometimes causes a REAL press of '33' to only register as a single '3' when you actually meant 33! Changing the delay value to a setting of around 75ms will reduce the chance of this happening.



When you first run the applet it will display the current delay time. For an HP39G this is 166.6 milliseconds. You can alter this to any value from 0 to 400. Based on my experience a good value to try is somewhere around 100ms.

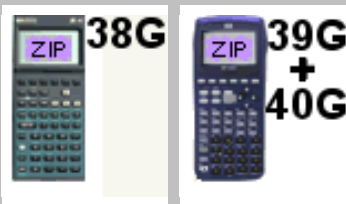
Once the value is set it will remain until a memory reset (ON+SK3 or ON+SK1+SK6) is performed on the calculator. Deleting the applet will not affect it and, since the applet is only 1.3Kb in size, it may be worth retaining.



Linear Explorer

An applet similar to the Quadratic and Trig Explorers (but not as fast) which allows the student to explore linear graphs. The equation of the graph is displayed at the top left corner of the screen and the student can change the gradient and y-intercept using the arrow keys. Intercepts are shown on the screen.

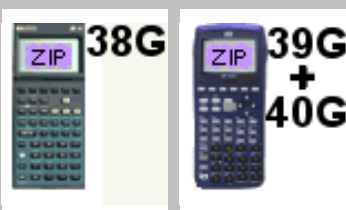
Note: The 39G version is a lot faster.



Linear Fit

The student nominates what they think is the line of best fit for a set of bivariate data. They can then adjust the line interactively, seeing the effect on the sum of squares of residuals. The HP38G version is an effective teaching tool even if a bit slow but new commands available on the HP39G have let me speed that version up considerably.

[More Information](#)



Linear Programming

This applet visually solves linear programming problems, finding the vertices of the feasible region and the max/min of an objective function. The final stage of finding the vertices is a bit slow but the result is very impressive. It's a *wonderful* tool for teachers marking test papers - it lets you easily check whether a student's feasible region is correct if they have their constraints wrong. That's why I originally wrote it: sheer frustration after the 20th paper that had to be reworked from scratch to assign part marks. My students last year, who had HP38Gs, decided that it was not one of the aplets they would take into an exam because of its size but that won't matter on an HP39G.

[More Information](#) .

Note: This applet has been updated (6/8/99). Instead of discarding existing data every time the applet is run, it now gives the option of retaining it. This means you can exit the applet, do something else and then re-run it without losing your constraints.



Newton-Raphson Iteration

This applet shows visually the process involved in the Newton-Raphson iteration. It is a useful aid both to teaching the topic and to illustrating instability based on starting points.

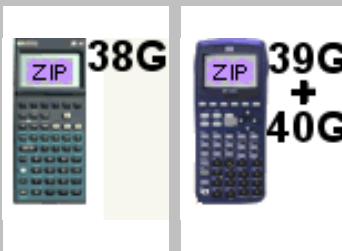
[More Information](#)



Probability Distributions

An essential tool for any student going into an exam which involves probability functions. A copy of the Solve applet with equations pre-entered. Covers the Binomial distribution (individual & cumulative), the Poisson distribution (individual & cumulative), the Exponential function and the Normal distribution. Make sure you read the documentation.

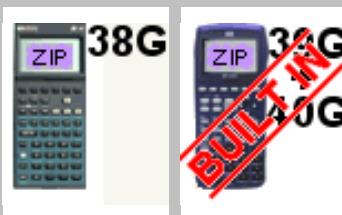
[More Information](#)



Quadratic Explorer

A *wonderful* applet for investigating quadratic graphs in the form $y = a(x+h)^2 + c$. A must for any student learning about these graphs. This is an HP applet which I helped to design, written in machine code by Gerald Squelart (an HP programmer), and is fast and visually exciting. It is built into the new HP39/40G.

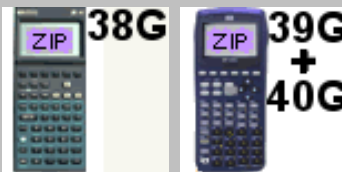
[More Information](#)



Row Operations

This applet allows the student to apply elementary row operations to an augmented matrix. It is a teaching applet to illustrate the processes involved, not a serious solver of problems. If you want to solve $n \times n$ systems then use the RREF function.

[More Information](#)



Simulations

This applet allows the teacher to simulate sets of observations on a multitude of discrete and continuous probability distributions for use in tests and exams. It will probably not be of interest to students.

[More Information](#)

Note: Updated (9/12/0). The zip file was not extracting properly. No change to the applet itself.



38G

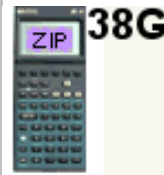
39G
+
40G

Sine Define

This applet illustrates the production of the sine, cosine and tangent graphs from the unit circle. It includes a guided investigation looking at the 'squine' and 'cosquine' curves defined on a unit square instead of a unit circle. *Highly recommended.*

[More Information](#)

Note: This applet has been updated (21/8/99). I fixed a bug caused by my having typed an 'O' instead of a '0' (zero). I had also included a file in the ZIP file that didn't need to be there, so it's now smaller to download.



38G

39G
+
40G

Slope Fields

Given a function, this applet will produce a slope field based on it. The user can then move the cursor to a point and draw the integral function through the field of slopes. This is a difficult topic to teach well and this applet is invaluable as an illustrative tool.

[More Information](#)



38G

39G
+
40G

Statpack39/40

This is an incredibly useful package for advanced stats developed by Tim Wessman in the US. It *massively* enhances the statistical capabilities of the HP39G or the HP40G with a number of new functions. An absolute must for any university mathematics students. An HP38G version is not available and is not likely to be. Click [here](#) to view the documentation in PDF format, or click on the link on the right to download the whole package (118Kb).

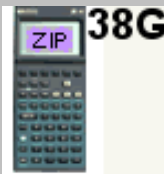
Note: The author is currently out of touch and will not be available until 2004. Any bugs or problems should be reported to me and I will pass them on later. I have the source code if any machine code programmer is interested in doing maintenance. You'd need experience in using sRPL on the HP48 or HP49.

39G
+
40G

Sweets Box

This applet offers an introduction to the basic idea of calculus via the minimisation of surface area on a box with fixed volume. The solution is done via 'trial and adjustment'.

[More Information](#)



38G

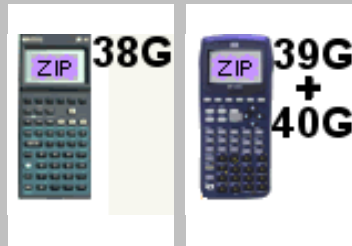
39G
+
40G

Tangent Lines

This applet is basically a copy of the Function applet with an additional ability to add a moving tangent line to a graph. Three predefined functions are available, in addition to a user defined option. The co-ordinates and the gradient are displayed at the top left corner of the screen as the tangent moves along the curve.

[More Information](#)

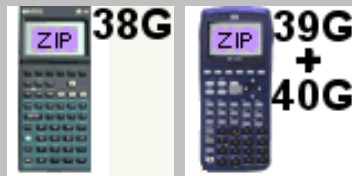
Note: The 39/40G version is more efficient and slightly faster.



Time Series

This applet performs time series analysis using 3, 4 or 5 point moving averages. It includes extensive graphing facilities and the ability to produce seasonally adjusted data.

[More Information](#)

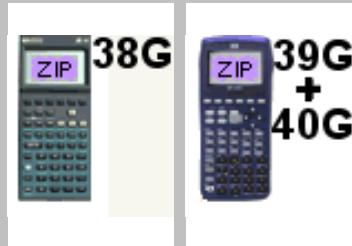


Transformer

This is an easy adaption of the Parametric applet which allows the student to investigate geometric transformations using 2x2 matrices. It is easy to [create it yourself](#) instead of downloading it. It is a fantastic teaching tool - my class deduced all the basic 2x2 transformation matrices for themselves in less than an hour.

[More Information](#)

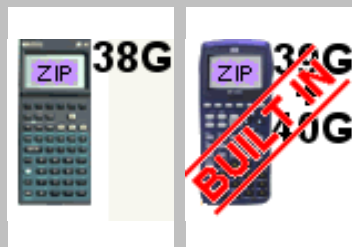
Note: This applet has been updated (18/9/00)



Trig Explorer

A wonderful applet for investigating trigonometric graphs in the form $y = a \sin(bx + c) + d$ or $y = a \cos(bx + c) + d$. A must for any student learning about these graphs. This is an HP applet which I helped to design, written in machine code by Jean-Yves Avenard (an HP programmer), and is fast and visually exciting. It is built into the new HP39/40G.

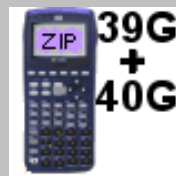
[More Information](#)



Vector Calculations

This applet is written for the HP39G by Robert Fyfe, a year 11 student at Scotch College. It does closest approach problems (including showing full working) in 2D and 3D as well as dot products and division of vectors in a given ratio. There are also two other programs which are not part of the applet but are worth looking at.

[More Information](#)



Vector Derivatives

This applet is based on the Parametric applet and uses a set of built-in vector functions to investigate graphically the changing velocity and acceleration vectors.

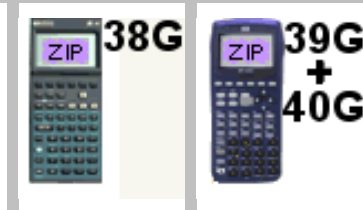
[More Information](#)



WindFix

For those not wanting the full Function 'Plus' applet (see above), this is a small program which does the same as the applet but takes up less memory and will work with any applet. For documentation, download Function 'Plus'. The difference is that this is a program instead of an applet and hence is not run through the VIEWS menu.

[More Information](#)



The Pendragon Files

The programs below are an *excellent* collection of utilities and Notes written by Quin Pendragon, a former year 12 student at Helena College. Some are better than others but most are highly useful. Quin has grouped his programs into subject areas (for Western Australian subjects) and if you want to use them then you should download each ZIP file into its own directory. I have tried some of these but not all and I make no promises about them working OR giving the correct answers mathematically. If you have any problems let me know and I'll pass it on to Quin.

Note: Quin has chosen to write programs rather than Applets. This means that you need to load them from the **Program Catalogue** rather than from the **LIB** view. Other than this the process is the same. Programs take up less memory than Applets but are a little less convenient to use. If you are thinking of doing something similar then be warned: I don't put material on my page without documentation.

Year 12 Applicable Mathematics

A set of small programs written for the year 12 Applicable Mathematics course in Western Australia. They may be of interest to other students whose courses contain similar topics.

[Information](#)



Year 12 Calculus

A set of small programs written for the year 12 Calculus course in Western Australia. They may be of interest to other students whose courses contain similar topics.

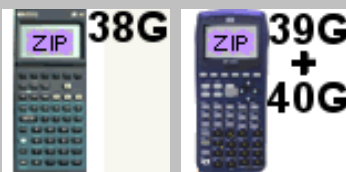
[Information](#)



Chemistry

A set of small programs written for the Chemistry student in Western Australia. Most Chemistry courses will overlap enough for them to be useful to other students.

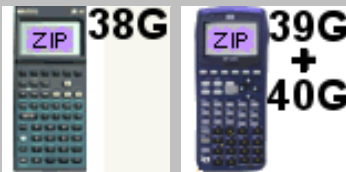
[Information](#)



Physics

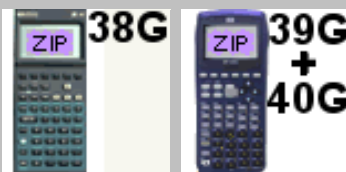
A set of small programs for the Physics student in Western Australia. Most Physics courses will overlap enough for them to be useful to other students.

[Information](#)



Games

A series of small games for the calculator. Because they are not written in machine code they are not fast and, not being a game enthusiast, I can't comment on their quality.



Conditions of use

I wrote these ApLets to help educators and students. The only conditions I put on use of them are:

- *You must not modify them without my permission, or present them as being your own work.*
- *You must not package them and/or distribute them in any fashion, using any means, for commercial gain (not without giving me a cut anyway!).*
- *If you want to place a link on your web site to any of these ApLets then:

 - *please give me appropriate credit and include a link to my site.*
 - *please link to the file on MY site rather than putting a copy on yours. That way if I change an ApLet your link will always be to the most recent copy. If you're not sure how to do this then [contact me](#) . If you check the links in my table of games you'll see that this is how I have done it there.**

Notes on the Firmware bug

This bug occurs when you are using the 'Monitor data' component of the data logging software. If you set up your experiment and then try to use the monitor data facility you can get the appropriate response and results for the digital readings, but when you do the same thing using the 'graphing' option, you sometimes get a 'timeout' response on the calculator. This seems to occur for data loggers which give a single constant flash when you turn the data logger on. The data loggers which give a double flash

seem to be working fine when doing this particular function. You can download this updated version by downloading the PLDL100 Applet from the table of Applets below.

Note: I have not yet been motivated enough to update the version of the Applet used in creating the other Applets so they may still exhibit the bug. I'll try to fix that when I get time but it's really not high on my list of priorities.