

# Canon

ENGLISH

# F-718S/F-718SGA/ F-718SG/F-718SA

*Scientific Calculator*

## NOTES

**F-718SGA** and **F-718SG** the top case, bottom case, battery cover and hard case in this product are made from recycled Canon copier plastic.



E-IE-432

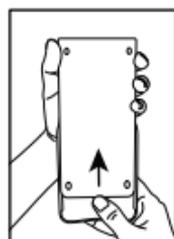
PRINTED IN CHINA

# CONTENTS

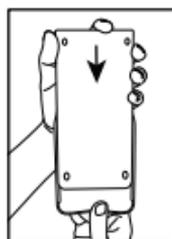
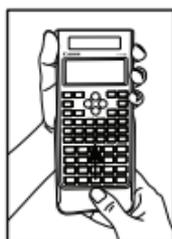
DISPLAY (4-line Dot Matrix DISPLAY).....	P. 3
GETTING STARTED .....	P. 4
Power ON, OFF .....	P. 4
Display Contrast Adjustment.....	P. 4
Mode Selection .....	P. 4
Calculator Set-up Menu .....	P. 5
Before Using the Calculator .....	P. 7
INPUTTING EXPRESSIONS AND VALUES .....	P. 8
Input Capacity .....	P. 8
Input Editing .....	P. 8
Inputting and Display result in Maths Mode .....	P. 11
INPUT RANGE AND ERROR MESSAGE .....	P. 11
Calculation Precision, Input Range .....	P. 11
Order of Operations .....	P. 14
Calculation Stacks .....	P. 16
Error Message and Error Locator .....	P. 16
BASIC CALCULATIONS.....	P. 17
Arithmetic Calculations .....	P. 17
Memory Calculations .....	P. 17
Fraction Calculations .....	P. 19
Percentage Calculations .....	P. 20
Degree-Minutes-Seconds Calculations.....	P. 20
Reply & Multi-statements .....	P. 21
FUNCTIONAL SCIENTIFIC CALCULATIONS .....	P. 22
Square, Root, Cube, Cube Root, Power Root, Reciprocal and pi .....	P. 22
Logarithm, Natural Logarithm, Antilogarithm and logab.....	P. 22
Angle Unit Conversion .....	P. 22
Trigonometry Calculations .....	P. 23
Permutation, Combination, Factorials and Random Number Generation .....	P. 24
Least Common Multiple and Greatest Common Divisor .....	P. 25
Quotient and Remainder Calculations .....	P. 26
Coordinate Conversion .....	P. 26
Absolute Value Calculations .....	P. 27
Engineering Notation .....	P. 27
Display Values Exchange .....	P. 28
STATISTICAL CALCULATIONS.....	P. 29
Statistical Type Selection.....	P. 29
Statistical Data Input .....	P. 29
Editing Statistical Sample Data.....	P. 30
Statistical Calculation Screen .....	P. 31
Statistical Menu.....	P. 31
Statistical Calculation Example .....	P. 33
FUNCTION (x, y) TABLE CALCULATION.....	P. 34
BATTERY REPLACEMENT.....	P. 36
ADVICE AND PRECAUTIONS .....	P. 37
SPECIFICATIONS .....	P. 38

## How to use the Slide Cover

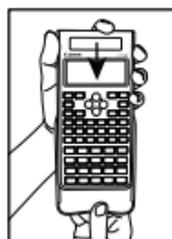
Open or close the cover by sliding as shown in the figure.



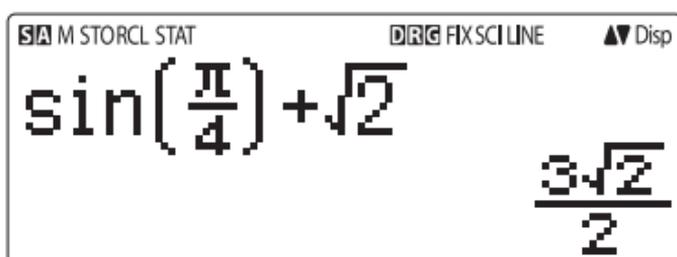
OPEN



CLOSE



## DISPLAY (4-line Dot Matrix DISPLAY)



### <Status Indicators>

- S : Shift key
- A : Alpha key
- M : Independent memory
- STO : Store memory
- RCL : Recall memory
- STAT : Statistics mode
- D : Degree Mode
- R : Radian Mode
- G : Gradient Mode
- FIX : Fixed-decimal setting.
- SCI : Scientific Notation
- LINE : Line Display mode
- ▲ : Up Arrow
- ▼ : Down Arrow
- Disp : Multi-statements Display

# GETTING STARTED

## Power ON, OFF

### ■ First time operation:

1. Pull out the battery insulation sheet, then the battery will be loaded.
2. Press **ON** **Shift** **CLR** **3** **=** **CA** to reset the calculator.

Power ON: When **ON** is pressed.

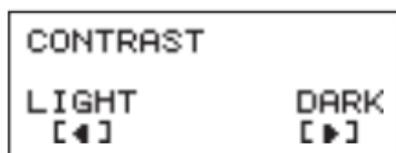
Power OFF: **Shift** **OFF** are pressed.

### ■ Auto Power off Function:

When the calculator is not used for about 7 minutes, it will automatically power off.

## Display Contrast Adjustment

- Press **Shift** **SET-UP** **5** (5: **◀** CONT **▶**), enter the Display Contrast Adjustment screen.



Press **▶** to make the display contrast darken.

Press **◀** to make the display contrast lighten.

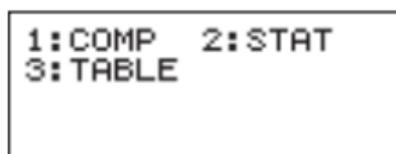
Press **CA** or **ON** to confirm and clear the screen.

- To initialize the LCD contrast, press **Shift** **CLR** **3** **=** **CA** outside the Display Contrast Adjustment screen.

## Mode Selection

- Press **MODE** to enter the Calculation Mode Selection screen.

- Press **1**, **2**, **3** to select the calculation mode.



Operation	Mode		LCD Indicator
<b>MODE</b> <b>1</b>	COMP	Normal calculation	
<b>MODE</b> <b>2</b>	STAT	Statistical calculation	STAT
<b>MODE</b> <b>3</b>	TABLE	Function Table calculation	

- Initial mode is COMP mode.

### Calculator Set-up Menu

- Press **Shift** **SET-UP** to enter the Calculator Set-up Menu; press **↓** / **↑** for next / previous page.

1: Maths    2: Line 3: Deg     4: Rad 5: Gra     6: Fix 7: Sci     8: Norm	↔	1: ab/c    2: d/c 3: STAT   4: Disp 5: ◀CONT▶
Press <b>↓</b> or <b>↑</b> key		

- To select the calculator input & output format [1] Maths or [2] Line  
 [1] Maths – (Maths mode): The majority of calculation input and output (e.g. Fraction, pi, square root number) are shown in Mathematics textbook format.

[2] Line – (Line mode): The majority of calculation input and output are shown in the lines format. And “LINE” icon will be shown.

Maths mode

$\frac{\sqrt{5+1}}{3-1}$	$\frac{\sqrt{8}}{2}$
--------------------------	----------------------

For the STAT mode, the Input & Display format will switch to Line mode automatically.

Line mode

$\sqrt{(5+1)} \sqrt{(3-1)}$ <sup>LINE</sup>
1.224744871

- To select the angle unit [3] Deg, [4] Rad or [5] Gra
  - [3] Deg: Angle unit in Degree
  - [4] Rad: Angle unit in Radian
  - [5] Gra: Angle unit in Gradient

$$90^\circ = \frac{\pi}{2} \text{ radians} = 100\text{grads}$$

- To select display digit or notation [6] Fix, [7] Sci or [8] Norm
  - [6] Fix: Fixed Decimal, [Fix 0~9?] appears, specify the number of decimal places by pressing [0] – [9].
  - Example:  $220 \div 7 = 31.4286$  (FIX 4)
  - $= 31.43$  (FIX 2)

[7] Sci: Scientific Notation, [Sci 0~9?] appears, specify the number of significant digits by pressing [0] – [9].

Example:  $220 \div 7 = 3.1429 \times 10^1$  (SCI 5)

$= 3.143 \times 10^1$  (SCI 4)

[8] Norm: Exponential Notation, [Norm 1~2?] appears, specify the exponential notation format by pressing [1] or [2].

Norm 1: Exponential notation is automatically used for integer values with more than 10 digits and decimal values with more than TWO decimal points.

Norm 2: Exponential notation is automatically used for integer values with more than 10 digits and decimal values with more than NINE decimal places.

Example:  $1 \div 1000 = 1 \times 10^{-3}$  (Norm 1)

$= 0.001$  (Norm 2)

To select the fraction format [1] a b/c or [2] d/c

- [1] a b/c: specify Mixed fraction display
- [2] d/c: specify Improper fraction display



## INPUTTING EXPRESSIONS AND VALUES

### Input Capacity

F-718S allows you to input a single calculation up to 99 bytes. Normally, one byte is used as each time you press one of the numeric keys, arithmetic keys, scientific function keys or **Ans**. Some functions require 4 – 13bytes.

**Shift**, **Alpha**, and the direction keys will not use up any bytes. When input capacity is less than 10bytes, the input cursor will change from “**|**” to “**■**” that notifying the memory is running now.

### Input Editing

- New Input begins on the left of display. If input data are more than 15 characters, the line will scroll to the right consecutively. You can scroll back to the left by using **⏪** and **⏩** to review the input
- In Line mode, press **⏴** to let the cursor jump to the beginning of inputting, while **⏵** will jump to the end.
- In Maths mode, press **⏩** to let the cursor jump to the beginning of inputting while it is at the end of the input calculation. Or press **⏪** to let the cursor jump to the end of inputting while it is at the beginning of the input calculation.

■ Omit the multiplication sign and final close parenthesis.

Example:  $2 \times \log 100 \times (1+3) = 16$

	Operation 1:	Display 1
Including $\times$ *1, ) *2, ) *3		$2 \times \log(100) \times (1+3)$  16
Omitting $\times$ *1, Omitting ) *3		$2 \log(100)(1+3)$  16

\*1. Omit multiplication sign (x)

- Input before an open parentheses ( ( ):  $1 \times (2+3)$
- Input before scientific functions that includes parenthesis:  $2 \times \cos(30)$
- Input before Random number function  $\overset{\text{Rand}}{\square}$
- Input before Variable (A, B, C, D, X, Y, M),  $\pi$ , e

\*2. Scientific functions come with the open parenthesis.

Example: sin(, cos(, Pol(, LCM(... You need to input the argument and the close parenthesis ( ).

\*3. Omit the last close parenthesis before the =, M+, M-, Shift STO.

■ Insert and overwrite Input mode

In Line mode, you can use INSERT  $\square$  or overwrite mode for inputting.

- In Insert mode (Default input mode), the cursor is a vertical flashing line " | " for inserting a new character.
- In overwrite mode, press  $\overset{\text{Shift}}{\square} \overset{\text{Insert}}{\square}$  key to switch the cursor to a flashing horizontal ( \_ ) and replace the character at the current cursor position.

In Maths mode, you can only use the insert mode.

Whenever the display format changes from Line mode to Maths mode, it will automatically switch to the insert mode.

## ■ Deleting and Correcting an Expression

In insert mode: Move the cursor to the right of the character or function that needs to be deleted, then press **[DEL]**.

In overwrite mode: Move the cursor under the character or function being deleted, then press **[DEL]**.

Example: 1234567 + 889900

(1) Replace an entry (1234567 → 1234560)

Mode Setting	Key In operation	Display (input Line only)
<b>Method 1:</b> Line/Maths mode - Insert mode	1234567 <b>[+]</b> 889900	1234567+889900
	<b>[←]</b> 7 times	
	<b>[DEL]</b> <b>[0]</b>	1234560+889900
<b>Method 2:</b> Line mode - Overwrite mode	<b>[Shift]</b> <b>[SET-UP]</b> <b>[2]</b>	1234567+889900_
	1234567 <b>[+]</b> 889900	
	<b>[Shift]</b> <b>[Insert]</b>	
	<b>[←]</b> 8 times	123456 <u>7</u> +889900
	<b>[0]</b>	1234560 <u>±</u> 889900

(2) Deletion (1234567 → 134567)

Method 1: Line/Maths mode - Insert mode	<b>[←]</b> 12times	12134567+889900
	<b>[DEL]</b>	134567+889900
Method 2: Line mode - Overwrite mode	<b>[Shift]</b> <b>[Insert]</b>	1234567+889900_
	<b>[←]</b> 13times	12 <u>3</u> 4567+889900
	<b>[DEL]</b>	1 <u>3</u> 4567+889900

(3) Insertion (889900 → 2889900)

Line/Maths mode -	<b>[←]</b> 6times	1234567+1889900
Insert mode	<b>[2]</b>	1234567+21889900

## Inputting and Display result in Maths Mode

- In Maths Mode, the Input and display result of fraction or certain functions (log,  $x^2$ ,  $x^3$ ,  $x^{\square}$ ,  $\sqrt{\square}$ ,  $\sqrt[3]{\square}$ ,  $\sqrt[n]{\square}$ ,  $x^{-1}$ ,  $10^{\square}$ ,  $e^{\square}$ , Abs) is shown in Handwriting/Mathematics format.

**MATHS MODE :**  $\square$   $\square$   $\square$  **1**

Example in Maths mode	Key in operation	Display
$\left  \sqrt{3} - \frac{2}{\sqrt{2}} \right $	Abs $\sqrt{\square}$ <b>3</b> $\rightarrow$ $-$ <b>2</b> $d/c$ $\sqrt{\square}$ <b>2</b> $=$	$\left  \sqrt{3} - \frac{2}{\sqrt{2}} \right $ $\sqrt{3} - \sqrt{2}$

### Remark

- Some input expressions cause the height of a calculation expression to be greater than one display screen. Maximum input capacity: 2 display screen (31 dots x 2).
- Calculator memory limits how many functions or perentheses can be input in any single expression. In this case divide the expression into multiple parts and calculate separately.
- If part of the expression you input is cut off after calculation and in the result display screen you can press  $\leftarrow$  or  $\rightarrow$  to view the full expression.

## INPUT RANGE AND ERROR MESSAGE

### Calculation Precision, Input Range

Number of Digits for Internal Calculation	Up to 18 digits
Precision*	$\pm 1$ at the 10th digit for a single calculation. $\pm 1$ at the least significant for exponential display
Calculation Range	$\pm 1 \times 10^{-99}$ to $\pm 9.999999999 \times 10^{99}$ or 0

## ■ Function Calculation Input Ranges

Functions	Input Range	
sinx	DEG	$0 \leq  x  < 9 \times 10^9$
	RAD	$0 \leq  x  < 157\,079\,632.7$
	GRA	$0 \leq  x  < 1 \times 10^{10}$
cosx	DEG	$0 \leq  x  < 9 \times 10^9$
	RAD	$0 \leq  x  < 157\,079\,632.7$
	GRA	$0 \leq  x  < 1 \times 10^{10}$
tanx	DEG	Same as sinx, except when $ x  = (2n-1) \times 90$
	RAD	Same as sinx, except when $ x  = (2n-1) \times \pi/2$
	GRA	Same as sinx, except when $ x  = (2n-1) \times 100$
sin <sup>-1</sup> x	$0 \leq  x  \leq 1$	
cos <sup>-1</sup> x		
tan <sup>-1</sup> x	$0 \leq  x  \leq 9.999\,999\,999 \times 10^{99}$	
sinhx	$0 \leq  x  \leq 230\,258\,509.2$	
coshx		
sinh <sup>-1</sup> x	$0 \leq  x  \leq 4.999\,999\,999 \times 10^{99}$	
cosh <sup>-1</sup> x	$1 \leq x \leq 4.999\,999\,999 \times 10^{99}$	
tanhx	$0 \leq  x  \leq 9.999\,999\,999 \times 10^{99}$	
tanh <sup>-1</sup> x	$0 \leq  x  \leq 9.999\,999\,999 \times 10^{-1}$	
logx/lnx	$0 < x \leq 9.999\,999\,999 \times 10^{99}$	
10 <sup>x</sup>	$-9.999\,999\,999 \times 10^{99} \leq x \leq 99.999\,999.99$	
e <sup>x</sup>	$-9.999\,999\,999 \times 10^{99} \leq x \leq 230.258\,509.2$	
√x	$0 \leq x < 1 \times 10^{100}$	
x <sup>2</sup>	$ x  < 1 \times 10^{50}$	
x <sup>3</sup>	$ x  < 2.154\,434\,69 \times 10^{33}$	
x <sup>-1</sup>	$ x  < 1 \times 10^{100}, x \neq 0$	
<sup>3</sup> √x	$ x  < 1 \times 10^{100}$	
x!	$0 \leq x \leq 69$ (x is an integer)	
nPr	$0 \leq n < 1 \times 10^{10}, 0 \leq r \leq n$ (n,r are integers)	
	$1 \leq \{n!/((n-r)!) < 1 \times 10^{100}$	
nCr	$0 \leq n < 1 \times 10^{10}, 0 \leq r \leq n$ (n,r are integers)	
	$1 \leq n!/r! < 1 \times 10^{100}$ or $1 \leq n!/(n-r)! < 1 \times 10^{100}$	

Functions	Input Range
Pol(x,y)	$ x ,  y  \leq 9.999\ 999\ 999 \times 10^{99}$ $\sqrt{x^2+y^2} \leq 9.999\ 999\ 999 \times 10^{99}$
Rec(r,θ)	$0 \leq r \leq 9.999\ 999\ 999 \times 10^{99}$ θ : Same as sinx
o I "	$ a , b, c < 1 \times 10^{100}$ $0 \leq b, c$ The display seconds value is subject to an error of +/-1 at the second decimal place
◀ o "	$ x  < 1 \times 10^{100}$ Deciaml ↔ Sexagesimal Conversions $0^\circ 0' 0'' \leq  x  \leq 99999999^\circ 59' 59''$
$^{\wedge}(x^y)$	$x > 0: -1 \times 10^{100} < y \log x < 100$ $x = 0: y > 0$ $x < 0: y = n, m / (2n + 1)$ (m, n are integers) However: $-1 \times 10^{100} < y \log  x  < 100$
$x \sqrt{y}$	$y > 0: x \neq 0, -1 \times 10^{100} < 1/x \log y < 100$ $y = 0: x > 0$ $y < 0: x = 2n + 1, (2n + 1) / m$ (m ≠ 0; m, n are integers) However: $-1 \times 10^{100} < (1/x) \log  y  < 100$
a b/c	Total of integer, numerator, and denominator must be 10 digits or less (including division marks).
i~Rand(a,b)	$0 \leq a < 1 \times 10^{10}, 0 \leq b < 1 \times 10^{10}$ (a, b should be positive integers or 0)
Rand	Result generates a 3 digits pseudo random number(0.000~0.999)
LCM(x,y,z)	$0 < x, y, z \leq 9.999\ 999\ 999 \times 10^{12}$ (positive integers) Default result when x, y, z=0
GCD(x,y,z)	$0 < x, y, z \leq 9.999\ 999\ 999 \times 10^{12}$ (positive integers) Default result when x, y, z=0
Q...r(x,y)	$0 < x, y \leq 9.999\ 999\ 999 \times 10^{12}$ (positive integers) $0 \leq Q \leq 999\ 999\ 9999, 0 \leq r \leq 999\ 999\ 9999$ (Q, r are integers) Default result when x=0

Functions	Input Range
Abs	$ x  < 1 \times 10^{100}$
One-variable Statistical calculation	$ x  < 1 \times 10^{100}$ $IFREQ  < 1 \times 10^{100}$
Two-variable Statistical calculation	$ x  < 1 \times 10^{100}$ $ y  < 1 \times 10^{100}$ $IFREQ  < 1 \times 10^{100}$

- Errors are cumulative in the case of consecutive calculations, this is also true as internal consecutive calculation are performed in the case of  $^x(x^y)$ ,  $^x\sqrt{y}$ ,  $^3\sqrt{y}$ ,  $x!$ ,  $nPr$ ,  $nCr$ , etc. And may become large.

■ Display of results using  $\sqrt{\quad}$

Calculation results may be displayed using  $\sqrt{\quad}$  when all of the following cases:-

1. When intermediate and final calculation results are displayed in the following form:

$$\pm \frac{a\sqrt{b}}{c} \pm \frac{d\sqrt{e}}{f}$$

$$0 \leq a < 100, \quad 1 \leq d < 100$$

$$0 \leq b < 1000, \quad 1 < e < 1000$$

$$1 \leq c < 100, \quad 1 \leq f < 100$$

2. When the number of terms in the intermediate and final calculation result is one or two.

### Order of Operations

This calculator will automatically determine the operation priority of each individual command as follows:-

1st Priority	Recall memory (A, B, C, D, 0-9), Rand
2nd	Calculation within parentheses ( ).
3rd	Function with parenthesis that request the input argument to the right Pol(, Rec(, sin(, cos(, tan(, $\sin^{-1}$ (, $\cos^{-1}$ (, $\tan^{-1}$ (, sinh(, cosh(, tanh(, $\sinh^{-1}$ (, $\cosh^{-1}$ (, $\tanh^{-1}$ (, log(, ln(, $e^{\wedge}$ (, $10^{\wedge}$ (, $\sqrt{\quad}$ (, $^3\sqrt{\quad}$ (, Abs(, ROUND(, LCM(, GCD(, Q...r(, i~Rand(,
4th	Functions that come after the input value preceded by values, powers, power roots: $x^2$ , $x^3$ , $x^{-1}$ , $x!$ , $^{\circ}$ , $^{\circ}$ , $^{\circ}$ , r, g, $^{\wedge}$ (, $^x\sqrt{\quad}$ (, Percent %, $\log_a b$ , EXP

5th	Fractions: a b/c, d/c
6th	Prefix symbol: (-) (negative sign)
7th	Statistical estimated value calculation: $\hat{x}$ , $\hat{y}$ , $\hat{x}1$ , $\hat{x}2$
8th	Multiplication where sign is omitted: Multiplication sign omitted immediately before $\pi$ , e, variables ( $2\pi$ , $5A$ , $\pi A$ , etc.), functions with parentheses ( $2\sqrt{(3)}$ , $\text{Asin}(30)$ , etc.)
9th	Permutations, combinations: nPr, nCr
10th	Multiplication and division: $\times$ , $\div$
11th	Addition and subtraction: +, -
12th	Calculation ending instruction: =, M+, M- STO(store memory)

- In the same precedence level, calculations are performed from left to right.
- Operation enclosed within parentheses is performed first. When a calculation contains an argument that is a negative number, the negative number must be enclosed within parentheses.

Example:

$$\boxed{(-)} \boxed{2} \boxed{x^2} \boxed{=} \quad -2^2 = -4$$

$$\boxed{(} \boxed{(-)} \boxed{2} \boxed{)} \boxed{x^2} \boxed{=} \quad (-2)^2 = 4$$

- When same priority commands are mixed into one calculation.

Example 1:

$$\boxed{1} \boxed{\div} \boxed{2} \boxed{\text{Shift}} \boxed{\pi} \boxed{=} \quad 1 \div 2\pi = 0.1591549431$$

Example 2:

$$\boxed{2} \boxed{\text{Shift}} \boxed{\text{STO}} \boxed{(-)} \quad 2 \rightarrow A$$

$$\boxed{1} \boxed{\div} \boxed{2} \boxed{\text{Alpha}} \boxed{A} \boxed{=} \quad 1 \div 2A = \frac{1}{4}$$

## Calculation Stacks

- This calculator uses memory areas, called “stacks”, to temporarily store numeric value (numbers) and commands (+, −, x...) according to their precedence during calculations.
- The numeric stack has 10 levels and command stack has 128 levels. A stack error [Stack ERROR] occurs whenever you try to perform a calculation that exceeds the capacity of stacks.
- Calculations are performed in sequence according to “Order of Operations”. After the calculation is performed, the stored stack values will be released.

## Error Messages and Error locator

The calculator is locked up while an error message is shown on the display to indicate the cause of the error.

- Press **CA** to clear the error message, then return to the initial display of latest mode.
- Press **◀** or **▶** to display input expression with the cursor positioned next to the error.
- Press **ON** to clear the error message, clear the replay memory history and return to the initial display of the latest mode.

Error Message	Cause	Action
Math ERROR	<ul style="list-style-type: none"><li>• The intermediate or final result is outside the allowable calculation range.</li><li>• An attempt to perform a calculation using a value that exceeds the allowable input range.</li><li>• An attempt to perform an illogical operation (division by zero, etc.)</li></ul>	Check the input values and make sure they are all within the allowable ranges, Pay special attention to values in any using memory areas
Stack ERROR	<ul style="list-style-type: none"><li>• The capacity of the numeric stack or operator stack is exceeded.</li></ul>	<ul style="list-style-type: none"><li>• Simplify the calculation.</li><li>• Divide the calculation into two or more separate parts.</li></ul>
Syntax ERROR	An attempt to perform an illegal mathematical operation.	Press <b>◀</b> or <b>▶</b> to display the cursor at the location of the error, make appropriate corrections
Insufficient MEM	The calculation result of Function Table mode parameters caused more than 30 x-values to be generated for a table	Narrow the table calculation range by changing the start, end, and step values, and try again.

# BASIC CALCULATIONS

- Press **MODE** **1** to enter COMP mode.
- During the busy calculation, the calculator shows only the indicators (without any calculation result). You can press **CA** key to interrupt the calculating operation.

## Arithmetic Calculations

- To calculate with negative values (exclude the negative exponent) enclose then with parentheses.
- This calculator supports 99 levels of parenthetical expression.

**MATHS MODE :** **Shift** **SET-UP** **1**

Example in Maths mode	Key in operation	Display
$(-2.5)^2$	<b>(</b> <b>(-)</b> <b>2</b> <b>.</b> <b>5</b> <b>)</b> <b>x<sup>2</sup></b> <b>=</b>	$(-2.5)^2$ $\frac{25}{4}$
$(4 \times 10^{75})(-2 \times 10^{-79})$	<b>4</b> <b>EXP</b> <b>7</b> <b>5</b> <b>X</b> <b>(-)</b> <b>2</b> <b>EXP</b> <b>(-)</b> <b>7</b> <b>9</b> <b>=</b>	$4E75 \times -2E-79$ $-\frac{1}{1250}$

## Memory Calculations

### Memory Variables

- There are 17 memory variables (0 – 9, A – D, M, X and Y), which store data, results, or dedicated values.
- Store values into memory by pressing **Shift** **STO** + Memory variable.
- Recall memory values by pressing **RCL** + Memory variable.
- Memory content can be cleared by pressing **0** **Shift** **STO** + Memory variable.

Example:  $23 + 7 \rightarrow A$  (30 store into A), calculate  $2 \sin A$  and clear memory A.

**MATHS MODE :**  $\text{Shift}$   $\text{SET-UP}$   $\boxed{1}$

Example in Maths mode	Key in operation	Display
$23 + 7 \rightarrow A$	$\boxed{2}$ $\boxed{3}$ $\boxed{+}$ $\boxed{7}$ $\text{Shift}$ $\boxed{\text{STO}}$ $\boxed{A}$	$23+7 \rightarrow A$ 30
$2 \times \sin A = 1$	$\boxed{2}$ $\boxed{\sin}$ $\text{Alpha}$ $\boxed{A}$ $\boxed{=}$	$2\sin(A)$ 1
Clear memory	$\boxed{0}$ $\text{Shift}$ $\boxed{\text{STO}}$ $\boxed{A}$	$0 \rightarrow A$ 0

### Independent Memory

- Independent memory  $\boxed{M}$  uses the same memory area as variable M. It is convenient for calculating cumulative total by just pressing  $\boxed{M+}$  (add to memory) or  $\boxed{M-}$  (subtract from memory)
- Memory contents are retained even when the calculator is powered off.
- Clear independent memory (M) by pressing  $\boxed{0}$   $\text{Shift}$   $\boxed{\text{STO}}$   $\boxed{M}$
- Clear all memory values by pressing  $\text{Shift}$   $\boxed{\text{CLR}}$   $\boxed{2}$  (MCL)  $\boxed{=}$   $\boxed{CA}$

### Answer Memory

- The input values or the most recent calculation result will be automatically stored into Answer memory whenever you press  $\boxed{=}$ ,  $\text{Shift}$   $\boxed{=}$ ,  $\boxed{M+}$ ,  $\text{Shift}$   $\boxed{M-}$ ,  $\text{Shift}$   $\boxed{\text{STO}}$ . Answer memory can hold up to 18 digits.
- Recall and use the latest stored Answer memory by pressing  $\boxed{\text{Ans}}$ .
- Answer memory is not updated as an error operation had been performed.
- Answer memory contents can be maintained even if pressing  $\boxed{CA}$ , changing the calculation mode, or turning off the calculator.

Example in Maths mode	Key in operation	Display
$123 + 456 \rightarrow M+$ $\text{Ans}^2 = 335,241$	$\boxed{1}$ $\boxed{2}$ $\boxed{3}$ $\boxed{+}$ $\boxed{4}$ $\boxed{5}$ $\boxed{6}$ $\boxed{M+}$ $\boxed{x^2}$ $\boxed{=}$	$\text{Ans}^2$ 335241
$789900 - \text{Ans} =$ 454,659	$\boxed{7}$ $\boxed{8}$ $\boxed{9}$ $\boxed{9}$ $\boxed{0}$ $\boxed{0}$ $\boxed{-}$ $\boxed{\text{Ans}}$ $\boxed{=}$	$789900-\text{Ans}$ 454659

## Fraction Calculations

The calculator supports Fraction calculation and the conversions between Fraction, Decimal point, Mixed fraction and Improper fraction.

- Specify the fraction calculation result display format by either mixed fraction (a b/c) or improper fraction (d/c) in set-up menu.
- At the default setting, fractions are displayed as improper fractions (d/c).
- Mixed Fraction display result only available after set the (a b/c) in the setup menu.

	Improper Fraction (d/c)	Mixed Fraction (a b/c)
Maths Mode	$\frac{11}{3}$	$3\frac{2}{3}$
Line Mode	11_I3	3_I2_I3

- Press  $\boxed{F \leftrightarrow D}$  to switch a calculation result between fraction and decimal format.
- Press  $\boxed{\text{Shift}} \boxed{\text{a b/c} \leftrightarrow \text{d/c}}$  to switch a calculation result between improper fraction and mixed fraction format.
- Result will be displayed in decimal format automatically whenever the total digit of a fractional value (integer + numerator + denominator + separator marks) exceeds 10.
- As a fraction calculation is mixed with decimal value, the result will be displayed by decimal format.

Fraction  $\leftrightarrow$  Decimal point conversion

**MATHS MODE :**  $\boxed{\text{Shift}} \boxed{\text{SET-UP}} \boxed{1}$

Example in Maths mode	Key in operation	Display
$1\frac{1}{2} + \frac{5}{6} = \frac{7}{3}$ in Maths mode	$\boxed{1} \boxed{\text{Shift}} \boxed{\text{a b/c}} \boxed{1} \boxed{\rightarrow}$ $\boxed{2} \boxed{\rightarrow} \boxed{+} \boxed{5} \boxed{d/c}$ $\boxed{6} \boxed{=}$	$1\frac{1}{2} + \frac{5}{6}$  $\frac{7}{3}$
$\frac{7}{3} \leftrightarrow 2.333333333$ (Fraction $\leftrightarrow$ Decimal)	$\boxed{F \leftrightarrow D}$	$1\frac{1}{2} + \frac{5}{6}$  2.333333333
$2.333333333 \leftrightarrow 2\frac{1}{3}$ (Decimal $\leftrightarrow$ Mixed Fraction)	$\boxed{\text{Shift}} \boxed{\text{a b/c} \leftrightarrow \text{d/c}}$ $\boxed{\phantom{0}} \boxed{\phantom{0}}$	$1\frac{1}{2} + \frac{5}{6}$  $2\frac{1}{3}$

## Percentage Calculations

**MATHS MODE :**  Shift  SET-UP  1

Example in Maths mode	Key in operation	Display
To calculate 25% of 820 (Maths mode)	<input type="checkbox"/> 8 <input type="checkbox"/> 2 <input type="checkbox"/> 0 <input type="checkbox"/> × <input type="checkbox"/> 2 <input type="checkbox"/> 5 <input type="checkbox"/> Shift <input type="checkbox"/> % <input type="checkbox"/> =	820x25% 205
The percentage of 750 against 1250 (Maths mode)	<input type="checkbox"/> 7 <input type="checkbox"/> 5 <input type="checkbox"/> 0 <input type="checkbox"/> ÷ <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 5 <input type="checkbox"/> 0 <input type="checkbox"/> Shift <input type="checkbox"/> % <input type="checkbox"/> =	750÷1250% 60

## Degree-Minutes-Seconds Calculations

Use degrees (hours), minutes and seconds key to perform a sexagesimal (base-60 notational system) calculation or convert the sexagesimal value into decimal value.

Degree-Minutes-seconds ↔ Decimal points

**MATHS MODE :**  Shift  SET-UP  1

Example in Maths mode	Key in operation	Display
$86^{\circ}37'34.2'' \div 0.7 =$ 123°45'6" (Maths mode)	<input type="checkbox"/> 8 <input type="checkbox"/> 6 <input type="checkbox"/> ° ' " <input type="checkbox"/> 3 <input type="checkbox"/> 7 <input type="checkbox"/> ° ' " <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> • <input type="checkbox"/> 2 <input type="checkbox"/> ° ' " <input type="checkbox"/> ÷ <input type="checkbox"/> 0 <input type="checkbox"/> • <input type="checkbox"/> 7 <input type="checkbox"/> =	$86^{\circ}37'34.2'' \div 0.7$ 123°45'6"
$123^{\circ}45'6'' \rightarrow 123.7516667$ (Maths mode)	<input type="checkbox"/> ° ' "	$86^{\circ}37'34.2'' \div 0.7$ 123.7516667
$2.3456 \rightarrow 2^{\circ}20'44.16''$ (Maths mode)	<input type="checkbox"/> 2 <input type="checkbox"/> • <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> = <input type="checkbox"/> ° ' "	2.3456 $2^{\circ}20'44.16''$

## Replay & Multi-statements

### ■ Replay Memory Function

- Replay memory is only available in COMP mode.
- After the calculation is executed, the calculation input and result will be stored in the replay memory automatically.
- Pressing  $\blacktriangledown$  (or  $\blacktriangle$ ) can replay the performed calculation input and result history.
- After obtaining the calculation result on the display, press  $\blacktriangleleft$  or  $\blacktriangleright$  to edit the input expression of that result.
- If the  $\blacktriangleright$  Indicator is on the right side of a calculation result display, you need to press  $\boxed{\text{CA}}$  and then  $\blacktriangleleft$  or  $\blacktriangleright$  to scroll the calculation.
- Replay memory is cleared when you press
  1. Initialize calculator setting by  $\boxed{\text{Shift}} \boxed{\text{CLR}} \boxed{3} \boxed{=}$   $\boxed{\text{CA}}$
  2. Change from one calculation mode or display mode to other.
  3. Press  $\boxed{\text{ON}}$  key.
  4. Press  $\boxed{\text{Shift}} \boxed{\text{OFF}}$  to power off machine.

### ■ Multi-statements Function

- Use a colon  $\boxed{;}$  to put two or more calculation input together.
- The first executed statement will have “Disp” indicator; and the “Disp” icon will disappeared after the last statement is being executed.

**MATHS MODE :**  $\boxed{\text{Shift}} \boxed{\text{SET-UP}} \boxed{1}$

Example in Maths mode	Key in operation	Display
$1 \times 12 = 12$ $2 + 25 = 27$ using a multi-statement in Maths mode	$\boxed{1} \boxed{\times} \boxed{1} \boxed{2} \boxed{\text{Alpha}}$ $\boxed{;}$ $\boxed{2} \boxed{+} \boxed{2} \boxed{5}$	1x12:2+25
	$\boxed{=}$	1x12 $\blacktriangle$ Disp 12
	$\boxed{=}$	2+25 $\blacktriangle$ 27
Replay the previous calculation history 1 x 12 = 12	$\blacktriangle$	1x12 $\blacktriangledown$ 12

# FUNCTIONAL SCIENTIFIC CALCULATIONS

■ Press **MODE** **1** to enter COMP mode.

■  $\pi = 3.1415926535897932324$

■  $e = 2.7182818284590452324$

Square, Root, Cube, Cube Root, Power, Power Root, Reciprocal and Pi

**MATHS MODE :** **Shift** **SET-UP** **1**

Example in Maths mode	Key in operation	Display
$(\sqrt[3]{2^2 + 5^3})^{-1} \times \pi$ = 0.6217559776	( <b>Shift</b> $\sqrt[3]{\phantom{x}}$ <b>2</b> <b>x<sup>2</sup></b> <b>+</b> <b>5</b> <b>x<sup>3</sup></b> <b>→</b> <b>)</b> <b>x<sup>-1</sup></b> <b>x</b> <b>Shift</b> $\pi$ <b>=</b>	$(\sqrt[3]{2^2 + 5^3})^{-1} \times \pi$ 0.6217559776
$(\sqrt[3]{2^6} + \sqrt[5]{243})$ = 7	( <b>Shift</b> $\sqrt[3]{\phantom{x}}$ <b>2</b> <b>^</b> <b>6</b> <b>→</b> <b>→</b> <b>+</b> <b>Shift</b> $\sqrt[5]{\phantom{x}}$ <b>5</b> <b>→</b> <b>2</b> <b>4</b> <b>3</b> <b>→</b> <b>)</b> <b>=</b>	$(\sqrt[3]{2^6} + \sqrt[5]{243})$ 7

Logarithm, Natural logarithm, Antilogarithm and logab

**MATHS MODE :** **Shift** **SET-UP** **1**

Example in Maths mode	Key in operation	Display
$e^{-3} + 10^{1.2} + \ln 3 =$ 16.99733128	<b>Shift</b> $e^x$ <b>(-)</b> <b>3</b> <b>→</b> <b>+</b> <b>Shift</b> $10^x$ <b>1</b> <b>.</b> <b>2</b> <b>→</b> <b>+</b> <b>ln</b> <b>3</b> <b>=</b>	$e^{-3} + 10^{1.2} + \ln(3)$ 16.99733128
$\log_3 81 - \log 1 = 4$	$\log_a b$ <b>3</b> <b>→</b> <b>8</b> <b>1</b> <b>→</b> <b>-</b> <b>log</b> <b>1</b> <b>=</b>	$\log_3(81) - \log(1)$ 4

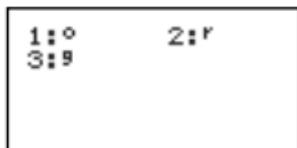
Angle Unit Conversion

The calculator angle unit setting is "Degree". Pressing **Shift** **SET-UP** enter the setup menu to change the unit to "Radian" or "Gradient":

1:Maths	2:Line
3:Deg	4:Rad
5:Gra	6:Fix
7:Sci	8:Norm

Press the corresponding number key **3**, **4** or **5** for the angle unit you need. Then the display will show the **D**, **R**, **G** Indicator accordingly.

Convert an angle unit between “Degree”, “Radian” and “Gradient” by pressing  $\text{Shift}$   $\text{SET-UP}$   $\text{DRG}$   $\square$



Then, pressing **1**, **2**, or **3** will convert the displayed value into the selected angle unit.

**MATHS MODE :**  $\text{Shift}$   $\text{SET-UP}$  **1**

Example in Maths mode	Key in operation	Display
Convert 180 degree into radian and gradient ( $180^\circ = \pi^{\text{Rad}} = 200^{\text{Gad}}$ )	$\text{Shift}$ $\text{SET-UP}$ <b>4</b> <b>1</b> <b>8</b>	$180^\circ$ <b>R</b>
	<b>0</b> $\text{Shift}$ $\text{DRG}$ <b>1</b> <b>=</b>	$\pi$
	$\text{Shift}$ $\text{SET-UP}$ <b>5</b> <b>=</b>	$180^\circ$ 200

## Trigonometry Calculations

■ Before using the trigonometric functions (except hyperbolic calculations), select the appropriate angle unit (Deg/Rad/Gra) by pressing  $\text{Shift}$   $\text{SET-UP}$   $\square$ .

Angle Unit Setting	Angle Value Input	Input Value Range for $\sqrt{\quad}$ form result
Deg	Units of $15^\circ$	$ \pi  < 9 \times 10^9$
Rad	Multiples of $\frac{1}{12}\pi$ radians	$ \pi  < 20\pi$
Gra	Multiples of $\frac{50}{3}$ grads	$ \pi  < 10000$

■  $90^\circ = \frac{\pi}{2}$  Radians = 100 Gradients.

Example in Maths mode	Key in operation	Display
Degree Mode	$\text{Shift}$ $\text{SET-UP}$ <b>3</b>	<b>D</b>
$\text{Sin } 60 = \frac{\sqrt{3}}{2}$	<b>sin</b> <b>6</b> <b>0</b> <b>=</b>	$\text{sin}(60)$ $\frac{\sqrt{3}}{2}$
$\frac{1}{\text{Sin}45^\circ} = \text{Cosec } 45^\circ = \sqrt{2}$	<b>sin</b> <b>4</b> <b>5</b> <b>)</b> <b>x<sup>-1</sup></b> <b>=</b>	$\text{sin}(45)^{-1}$ $\sqrt{2}$

- Hyperbolic (sinh/ cosh/ tanh), Inverse Hyperbolic (sinh<sup>-1</sup>/cosh<sup>-1</sup>/tanh<sup>-1</sup>) functions
- Pressing **hyp** enter sub-hyperbolic menu.

1: sinh	2: cosh
3: tanh	4: sinh <sup>-1</sup>
5: cosh <sup>-1</sup>	6: tanh <sup>-1</sup>

**MATHS MODE :** **Shift** **SET-UP** **1**

Example in Maths mode	Key in operation	Display
sinh2.5 – cosh 2.5 = -0.08208499862	<b>hyp</b> <b>1</b> <b>2</b> <b>•</b> <b>5</b> <b>)</b> <b>–</b> <b>hyp</b> <b>2</b> <b>2</b> <b>•</b> <b>5</b> <b>)</b> <b>=</b>	sinh(2.5) – cosh(▷ -0.08208499862
Cosh <sup>-1</sup> 45 = 4.499686191	<b>hyp</b> <b>5</b> <b>4</b> <b>5</b> <b>=</b>	cosh <sup>-1</sup> (45 4.499686191

### Permutation, Combination, Factorials and Random Number Generation

- Permutation:  ${}^nPr = \frac{n!}{(n-r)!}$
- Combination:  ${}^nC_r = \frac{n!}{r!(n-r)!}$
- Factorial:  $x! = x(x-1)(x-2)\dots(2)(1)$

**MATHS MODE :** **Shift** **SET-UP** **1**

Example in Maths mode	Key in operation	Display
${}_{10}P_3 = 720$	<b>1</b> <b>0</b> <b>Shift</b> <b>nPr</b> <b>3</b> <b>=</b>	${}_{10}P_3$ 720
${}_5C_2 = 10$	<b>5</b> <b>Shift</b> <b>nCr</b> <b>2</b> <b>=</b>	${}_5C_2$ 10
$5! = 120$	<b>5</b> <b>Shift</b> <b>x!</b> <b>=</b>	$5!$ 120

## ■ Random Number Generation

**Shift** **Rand** : Generate a random number between 0.000 and 0.999. And the display result will be fraction format in Maths mode status.

**Alpha** **i-Rand** : Generate a random number between two specified positive integers. The entry is divided by “.”

**MATHS MODE :** **Shift** **SET-UP** **1**

Example in Maths mode	Key in operation	Display
Generate a random number between 0.000 & 0.999	<b>Shift</b> <b>Rand</b> <b>=</b>	Rand $\frac{139}{1000}$
Generate an integer from range of 1 to 100	<b>Alpha</b> <b>i-Rand</b> <b>1</b> <b>Shift</b> <b>,</b> <b>1</b> <b>0</b> <b>0</b> <b>=</b>	i~Rand(1,100 33

\*The value is only a sample, results will differ each time.

## Least Common Multiple and Greatest Common Divisor

■ LCM: Calculate the least common multiple among (maximum) three positive integers.

■ GCD: Calculate the greatest common divisor among (maximum) three positive integers.

**MATHS MODE :** **Shift** **SET-UP** **1**

Example	Key in operation	Display
LCM(15, 27, 39) = 1755	<b>LCM</b> <b>1</b> <b>5</b> <b>Shift</b> <b>,</b> <b>2</b> <b>7</b> <b>Shift</b> <b>,</b> <b>3</b> <b>9</b> <b>=</b>	LCM(15,27,39 1755

**LINE MODE :** **Shift** **SET-UP** **2**

Example	Key in operation	Display
GCD(12, 24, 60) = 12	<b>Shift</b> <b>GCD</b> <b>1</b> <b>2</b> <b>Shift</b> <b>,</b> <b>2</b> <b>4</b> <b>Shift</b> <b>,</b> <b>6</b> <b>0</b> <b>=</b>	GCD(12,24,60 12

## Quotient and Remainder Calculations

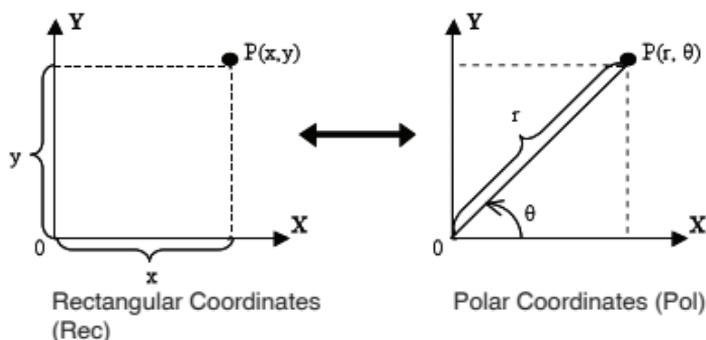
- “Quotient” (Q) is the result of a division problem, “Remainder” (r) is the value remaining in an integer division problem.
- The calculated quotient value (Q) and remainder (r) will be stored into memory variables “C” and “D” automatically assigned.
- In Maths mode, press  $\leftarrow$  or  $\rightarrow$  to scroll a long calculation result.
- In Line mode, the quotient value (Q) and remainder (r) will be shown over 2 line.
- Only Quotient Value (Q) can continue to be used for the next calculation or be stored into memory variables.

**LINE MODE :**  $\text{Shift}$   $\text{SET-UP}$   $\boxed{2}$

Example in Line mode	Key in operation	Display
$35 \div 10 = 3 \times 10 + 5$ Q=3 R=5 (Line mode)	$\text{Q...r}$ $\boxed{3}$ $\boxed{5}$ $\text{Shift}$ $\boxed{\text{'}}$ $\boxed{1}$ $\boxed{0}$ $\boxed{=}$	Q...r(35, 10 Q= 3 R= 5
Quotient value (Q) + 3 = 6	$\boxed{+}$ $\boxed{3}$ $\boxed{=}$	Ans+3 6
Recall Quotient value (Q)	$\boxed{\text{RCL}}$ $\boxed{\text{C}}$	C 3
Recall Remainder value (r)	$\boxed{\text{RCL}}$ $\boxed{\text{D}}$	D 5

## Coordinate Conversion

- With polar coordinates, you can calculate and Display  $\theta$  within  $-180^\circ < \theta \leq 180^\circ$  range. (Same as Radian and Gradient)
- In Maths mode, press  $\leftarrow$  or  $\rightarrow$  to scroll the calculation result.
- In Line mode, (x,y) or (r,  $\theta$ ) will be shown over 2 line.
- After conversion, the results will automatically be assigned to memory variables X and Y. Press  $\boxed{\text{RCL}}$   $\boxed{\text{X}}$  or  $\boxed{\text{Y}}$  to show the results.



**Shift** **Pol** : Convert rectangular coordinates (x, y) to polar coordinates (r,  $\theta$ ); Press **RCL**  $\frac{x}{y}$  for r, or **RCL**  $\frac{y}{x}$  for  $\theta$ .

Example in Maths mode	Key in operation	Display
With rectangular coordinate (x=1, y= $\sqrt{3}$ ). Find Polar coordinate (r, $\theta$ ) at degree mode	<b>Shift</b> <b>Pol</b> <b>1</b> <b>Shift</b> <b>,</b> <b>√</b> <b>3</b> <b>=</b>	Pol(1, $\sqrt{3}$  r=2, $\theta$ =60
	<b>RCL</b> $\frac{x}{y}$	X  2
	<b>RCL</b> $\frac{y}{x}$	Y  60

**Shift** **RecI** : Convert polar coordinates (r,  $\theta$ ) to rectangular coordinates (x, y); Press **RCL**  $\frac{x}{y}$  for x, or **RCL**  $\frac{y}{x}$  for y.

Example in Line mode	Key in operation	Display
With Polar coordinate (r=2, $\theta$ =60°). Find Rectangular coordinate (x, y) at degree mode	<b>Shift</b> <b>RecI</b> <b>2</b> <b>Shift</b> <b>,</b> <b>6</b> <b>0</b> <b>=</b>	Rec(2, 60 X= 1 Y= 1.732050808
	<b>RCL</b> $\frac{x}{y}$	X  1
	<b>RCL</b> $\frac{y}{x}$	Y  1.732050808

### Absolute Value Calculation

Example in Maths mode	Key in operation	Display
$ \sin(60 - 5) \times (-\pi) $ =2.573442045	<b>Abs</b> <b>sin</b> <b>6</b> <b>0</b> <b>-</b> <b>5</b> <b>)</b> <b>x</b> <b>(</b> <b>(-)</b> <b>Shift</b> <b><math>\pi</math></b> <b>)</b> <b>=</b>	$ \sin(60 - 5) \times (-\pi) $  2.573442045

### Engineering Notation

Example in Line mode	Key in operation	Display
$1 \div 200 = 5 \times 10^{-3}$ (In Line Mode)	<b>1</b> <b>÷</b> <b>2</b> <b>0</b> <b>0</b> <b>=</b>	1÷200  $5 \times 10^{-3}$
	<b>ENG</b> <b>ENG</b>	1÷200  $5000 \times 10^{-6}$
	<b>Shift</b> <b>←ENG</b>	1÷200  $5 \times 10^{-3}$

## Display Values Exchange

- In Maths mode, pressing  $\boxed{F \leftrightarrow D}$  to change the calculation result value between fraction form  $\leftrightarrow$  Decimal form,  $\pi$  form  $\leftrightarrow$  Decimal form,  $\sqrt{\quad}$  form  $\leftrightarrow$  Decimal form.
- In Line mode, pressing  $\boxed{F \leftrightarrow D}$  to ONLY change the calculation result value between fraction form  $\leftrightarrow$  Decimal form, the other  $\pi$  and  $\sqrt{\quad}$  calculation will display the decimal value only.

**LINE MODE :**  $\boxed{\text{Shift}}$   $\boxed{\text{SET-UP}}$   $\boxed{2}$

Example in Line mode	Key in operation	Display
$\frac{2}{3} + 2 = \frac{8}{3} = 2.666666667$ (In Line Mode)	$\boxed{2}$ $\boxed{d/c}$ $\boxed{3}$ $\boxed{+}$ $\boxed{2}$	2_13+2
	$\boxed{=}$	8_13
	$\boxed{F \leftrightarrow D}$	2_13+2 2.666666667

**MATHS MODE :**  $\boxed{\text{Shift}}$   $\boxed{\text{SET-UP}}$   $\boxed{1}$

Example in Maths mode	Key in operation	Display
$\frac{2}{3} + 2 = \frac{8}{3} = 2.666666667$ (In Maths Mode)	$\boxed{2}$ $\boxed{d/c}$ $\boxed{3}$ $\boxed{\rightarrow}$ $\boxed{+}$	$\frac{1}{2} + 2$
	$\boxed{2}$ $\boxed{=}$	$\frac{8}{3}$
	$\boxed{F \leftrightarrow D}$	$\frac{2}{3} + 2$ 2.666666667

**MATHS MODE :**  $\boxed{\text{Shift}}$   $\boxed{\text{SET-UP}}$   $\boxed{1}$

Example in Maths mode	Key in operation	Display
$\tan 30 = \frac{\sqrt{3}}{3}$ $= 0.5773502692$	$\boxed{\tan}$ $\boxed{3}$ $\boxed{0}$ $\boxed{=}$	tan(30) $\frac{\sqrt{3}}{3}$
	$\boxed{F \leftrightarrow D}$	tan(30) 0.5773502692
$\pi \div 8 = \frac{1}{8}\pi$ $= 0.3926990817$	$\boxed{\text{Shift}}$ $\boxed{\pi}$ $\boxed{\div}$ $\boxed{8}$ $\boxed{=}$	$\pi \div 8$ $\frac{1}{8}\pi$
	$\boxed{F \leftrightarrow D}$	$\pi \div 8$ 0.3926990817

### REMARK

- Some Calculation results, pressing  $\boxed{F \leftrightarrow D}$  key will not convert the display value.
- Some display result conversion may take a long time.

# STATISTICAL CALCULATIONS

- Press **MODE** **2** to enter Statistical calculation mode and “STAT” indicator lights up.
- Press **Shift** **STAT** **1** (Type) to select the calculation type.

## Statistical Type Selection

There are 8 types of Statistical Calculation, after entered the Statistical Type Selection screen, then press the number to select the type of Statistic Calculation.

1:SD	2:Lin
3:Quad	4:Log
5:e EXP	6:ab EXP
7:Pwr	8:Inv

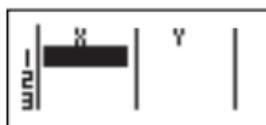
Pressing Key	Statistical Calculation
1 (SD)	One-variable statistics (x)
2 (Lin)	Two-variable, Linear regression ( $y= A+Bx$ )
3 (Quad)	Two-variable, Quadratic regression ( $y=A +Bx + Cx^2$ )
4 (Log)	Two-variable, Logarithmic regression ( $y=AxB\lnx$ )
5 (e EXP)	Two-variable, E exponential regression ( $y=Ae^{Bx}$ )
6 (ab EXP)	Two-variable, ab Exponential regression ( $y=AB^x$ )
7 (Pwr)	Two-variable, Power regression ( $y=Ax^B$ )
8 (Inv)	Two-variable, Inverse regression ( $Y=A+B/x$ )

## Statistical Data Input

After confirmed the calculation type of the above Statistical Type Selection screen or by pressing **Shift** **STAT** **(Data)** in the STAT mode, the following Statistical Data Input screen will be shown.



1-variable STAT



2-variable STAT

- After turned on Data Frequency “FREQ” in calculator’s setup menu, the FREQ column will be added into the above screen.
- The followings are the maximum number of line for data input.

Statistic type	FREQ ON	FREQ OFF
Single Variable (only x input)	40	80
2 Variable (x & y input)	26	40

- Input expression and display result value in Statistical Data Input screen are in Line mode (same as Comp mode with Line mode status).
- After inputted the data, then press  $\boxed{=}$  to store the value into statistical registers and display the value (max. 6 digits) in the cell. And you can press cursor key to move the cursor between each cell.

### Editing Statistical Sample Data

#### ■ Replacing the Data in a cell

- (1) In Statistical Data Input screen, move the cursor to cell you want to edit.
- (2) Input the new data value or expression, and then press

$\boxed{=}$

#### ■ Deleting a line

- (1) In Statistical Data Input screen, move the cursor to line you want to delete.

- (2) Press  $\boxed{\text{DEL}}$

#### ■ Inserting a line

- (1) In Statistical Data Input screen, move the cursor to the line that will be under the line being inserted.

- (2) Press  $\boxed{\text{Shift}} \boxed{\text{STAT}} \boxed{3}$  (Edit)

- (3) Press  $\boxed{1}$  (Line)

#### ■ Deleting All STAT Data Input

- (1) Press  $\boxed{\text{Shift}} \boxed{\text{STAT}} \boxed{3}$  (Edit)

- (2) Press  $\boxed{2}$  (Del-A)

## Statistical Calculation Screen

- After inputting the STAT Data, press **CA** to enter Statistical Calculation screen.
- Statistical Calculation screen are in Line mode for input & output Display
- Use Statistical Menu to calculate the Statistical result. (S-SUM, S-VAR, S-PTS, Reg).

## Statistical Menu

In Statistical Data Input screen or Statistical Calculation screen, you can press **Shift** **STAT** to display the Statistical Menu screen.

```
1:Type  2:Data
3:Edit  4:S-SUM
5:S-VAR 6:S-PTS
```

1-variable STAT

```
1:Type  2:Data
3:Edit  4:S-SUM
5:S-VAR 6:S-PTS
7:Reg
```

2-variable STAT

STAT items	Description
[1] Type	To enter the statistical calculation type screen
[2] Data	To enter the statistical Data input screen
[3] Edit	To enter Edit sub-menu for editing STAT editor screen contents
[4] S-SUM	To enter S-Sum sub-menu (calculating sum)
[5] S-VAR	To enter S-Var sub-menu (calculating variable)
[6] S-PTS	To enter S-PTS sub-menu (calculating points)
[7] Reg	To enter Reg sub-menu (Regression calculation)

Statistical calculation result in [4] S-SUM, [5] S-VAR, [6] S-PTS, [7] Reg

STAT sub-menu	STAT Type	Value	Symbol	Operation	
S-SUM	1 & 2 variable	Summation of all $x^2$ value	$\sum x^2$	Shift STAT 4 1	
	STAT	Summation of all x value	$\sum x$	Shift STAT 4 2	
	2-variable	Summation of all $y^2$ value	$\sum y^2$	Shift STAT 4 3	
	STAT only	Summation of all y value	$\sum y$	Shift STAT 4 4	
		Summation of xy pairs	$\sum xy$	Shift STAT 4 5	
		Summation of all $x^3$ value	$\sum x^3$	Shift STAT 4 6	
		Summation of all $x^2y$ pairs	$\sum x^2y$	Shift STAT 4 7	
		Summation of all $x^4$ pairs	$\sum x^4$	Shift STAT 4 8	
S-VAR	1 & 2 variable	Number of data sample	n	Shift STAT 5 1	
		Mean of the x values	$\bar{x}$	Shift STAT 5 2	
		Population standard deviation of x	$x\sigma_n$	Shift STAT 5 3	
		Sample Standard Deviation of x	$x\sigma_{n-1}$	Shift STAT 5 4	
	2-variable	Mean of the y values	$\bar{y}$	Shift STAT 5 5	
		STAT only	Population standard deviation of y	$y\sigma_n$	Shift STAT 5 6
			Sample standard Deviation of y	$y\sigma_{n-1}$	Shift STAT 5 7
S-PTS	1 & 2 variable	Minimum value of X	minX	Shift STAT 6 1	
	STAT	Maximum value of X	maxX	Shift STAT 6 2	
	2-variable	Minimum value of Y	minY	Shift STAT 6 3	
	STAT only	Maximum value of Y	maxY	Shift STAT 6 4	
Reg	For non-Quad	Regression coefficient A	A	Shift STAT 7 1	
	Reg	Regression coefficient B	B	Shift STAT 7 2	
		Correlation coefficient r	r	Shift STAT 7 3	
		Estimated value of x	$\hat{x}$	Shift STAT 7 4	
		Estimated value of y	$\hat{y}$	Shift STAT 7 5	
Reg	For Quad Reg only	Regression coefficient A	A	Shift STAT 7 1	
		Regression coefficient B	B	Shift STAT 7 2	
		Regression coefficient C	C	Shift STAT 7 3	
		Estimated value of x1	$\hat{x}_1$	Shift STAT 7 4	
		Estimated value of x2	$\hat{x}_2$	Shift STAT 7 5	
		Estimated value of y	$\hat{y}$	Shift STAT 7 6	

## Statistical Calculation Example

SD type Statistical calculation Example:

To calculate  $\sum x^2$ ,  $\sum x$ ,  $n$ ,  $\bar{x}$ ,  $x\sigma_n$ ,  $x\sigma_{n-1}$ ,  $\min X$ ,  $\max X$  of data: 75, 85, 90, 77, 79 in SD mode (Freq: OFF)

Key in operation	Display
<b>MODE</b> <b>2</b>	1:SD    2:Lin 3:Quad   4:Log 5:EXP   6:ab EXP 7:Pwr    8:Inv
<b>1</b> (SD)	
<b>7</b> <b>5</b> <b>=</b> <b>8</b> <b>5</b> <b>=</b> <b>9</b> <b>0</b> <b>=</b> <b>7</b> <b>7</b> <b>=</b> <b>7</b> <b>9</b> <b>=</b>	
<b>CA</b> <b>Shift</b> <b>STAT</b> <b>4</b> <b>1</b> <b>=</b>	$\sum x^2$ 33120
<b>CA</b> <b>Shift</b> <b>STAT</b> <b>4</b> <b>2</b> <b>=</b>	$\sum x$ 406
<b>CA</b> <b>Shift</b> <b>STAT</b> <b>5</b> <b>1</b> <b>=</b>	$n$ 5
<b>CA</b> <b>Shift</b> <b>STAT</b> <b>5</b> <b>2</b> <b>=</b>	$\bar{x}$ 81.2
<b>CA</b> <b>Shift</b> <b>STAT</b> <b>5</b> <b>3</b> <b>=</b>	$x\sigma_n$ 5.528109984
<b>CA</b> <b>Shift</b> <b>STAT</b> <b>5</b> <b>4</b> <b>=</b>	$x\sigma_{n-1}$ 6.180614856

Quadratic Regression type Statistical Calculation Example: ABC Company investigate the effectiveness of the advertisement expense in coded units, the following data were obtained:

Advertisement expenses: X	18	35	40	21	19
Effectiveness: y (%)	38	54	59	40	38

Please use the regression to estimate the effectiveness (estimate the value of  $y$ ) if the advertisement expenses  $X=30$ , and estimate the advertisement expenses level (estimate the value of  $X_1, X_2$ ) for effectiveness  $y = 50$ .

Key in operation	Display
<b>MODE</b> <b>2</b>	1:SD      2:Lin 3:Quad    4:Log 5:EXP    6:ab EXP 7:Pwr     8:Inv
<b>3</b> (Quad)	
<b>1</b> <b>8</b> <b>=</b> <b>3</b> <b>5</b> <b>=</b> <b>4</b> <b>0</b> <b>=</b> <b>2</b> <b>1</b> <b>=</b> <b>1</b> <b>9</b> <b>=</b> <b>∇</b> <b>▶</b> <b>3</b> <b>8</b> <b>=</b> <b>5</b> <b>4</b> <b>=</b> <b>5</b> <b>9</b> <b>=</b> <b>4</b> <b>0</b> <b>=</b> <b>3</b> <b>8</b> <b>=</b>	
<b>CA</b> <b>3</b> <b>0</b> <b>Shift</b> <b>STAT</b> <b>7</b> <b>6</b> <b>=</b>	$30\hat{y}$  48.69615715
<b>CA</b> <b>5</b> <b>0</b> <b>Shift</b> <b>STAT</b> <b>7</b> <b>4</b> <b>=</b>	$50\hat{x}_1$  31.30538226
<b>CA</b> <b>5</b> <b>0</b> <b>Shift</b> <b>STAT</b> <b>7</b> <b>5</b> <b>=</b>	$50\hat{x}_2$  -167.1096731

## FUNCTION (x,y) TABLE CALCULATION

- Input  $f(x)$  function to generate the function table for  $x$  &  $f(x)$ .
- Steps to generate a Number Table
  1. Enter TABLE Mode
    - Press **MODE** **3** to enter the Table function calculation.
  2. Function Input screen
    - Input function with X variable ( $\overset{\text{Alpha}}{\square} \square^x$ ) to generate Function Table Result.
    - All other variables (A, B, C, D, Y) and independent memory (M) act as the value.
    - Pol, Rec, Q...r function not able to used in Function Input screen.
    - The Function Table Calculation will change X-variable.

3. Input the start, end & step information

- Input the value, press  $\boxed{=}$  to confirm on the following screens
- Input expression and display result value in following screens are in Line mode status
- There are maximum of 30 x-values for generate function table. The “Insufficient Error” will be showed if you input the start, end, step value combination is more than 30 x-values.

Display screen	You should input:-
Start?	Input the lower limit of X (Default =1).
End?	Input the upper limit of X (Default = 5). *End value must be greater than the start value.
Step?	Input the increment step (Default =1).

■ In Function Table Result screen, you cannot edit the content, and press  $\boxed{\text{CALC}}$  Function Input screen.

Example:  $f(x) = x^3 + 3x^2 - 2x$  to generate the function table for the range  $1 \leq x \leq 5$ , incremented in steps of 1.

Key in operation	Display												
$\boxed{\text{MODE}} \boxed{3}$	f(x)=												
Alpha $\boxed{X}$ $\boxed{x^3}$ $\boxed{+}$ $\boxed{3}$ Alpha $\boxed{X}$ $\boxed{x^2}$ $\boxed{-}$ $\boxed{2}$ Alpha $\boxed{X}$	f(x)= $X^3+3X^2-2X$												
$\boxed{=}$ $\boxed{1}$ $\boxed{=}$ $\boxed{5}$ $\boxed{=}$ $\boxed{1}$ $\boxed{=}$	<table border="1"> <tr> <td>1</td> <td>X</td> <td>F(X)</td> </tr> <tr> <td>2</td> <td></td> <td>16</td> </tr> <tr> <td>3</td> <td></td> <td>48</td> </tr> </table> <p style="text-align: right;">1</p>	1	X	F(X)	2		16	3		48			
1	X	F(X)											
2		16											
3		48											
$\boxed{\nabla}$ $\boxed{\nabla}$ $\boxed{\nabla}$ $\boxed{\nabla}$	<table border="1"> <tr> <td>4</td> <td>X</td> <td>F(X)</td> </tr> <tr> <td>5</td> <td></td> <td>48</td> </tr> <tr> <td></td> <td></td> <td>104</td> </tr> <tr> <td></td> <td></td> <td>190</td> </tr> </table> <p style="text-align: right;">5</p>	4	X	F(X)	5		48			104			190
4	X	F(X)											
5		48											
		104											
		190											

## BATTERY REPLACEMENT

When the display characters are dim or show the follow message on the screen, turn the calculator off and replace the lithium battery immediately.

LOW BATTERY

Please replace the lithium battery using the following procedures,

1. Press  $\overset{\text{Shift}}{\square}$   $\square$   $\text{OFF}$  to power off the calculator.
2. Remove the screw that securely fixes the battery cover in place.
3. Remove battery cover.
4. Remove the old battery with ball pen or similar sharp object.
5. Load the new battery with positive “+” side facing up.
6. Replace the battery cover, screw, and press  $\square$   $\text{ON}$ ,  $\overset{\text{Shift}}{\square}$   $\square$   $\text{CLR}$   $\square$   $\text{3}$   $\square$   $\text{=}$   $\square$   $\text{CA}$  to initialize the calculator.

**Caution:** Risk of explosion if battery is replaced by an incorrect type. Dispose of used battery according to the instruction.

- Electromagnetic interference or electrostatic discharge may cause the display to malfunction or the contents of the memory to be lost or altered. Should this occur, press  $\square$   $\text{ON}$ ,  $\overset{\text{Shift}}{\square}$   $\square$   $\text{CLR}$   $\square$   $\text{3}$   $\square$   $\text{=}$   $\square$   $\text{CA}$  to restart the calculator.

## ADVICE AND PRECAUTIONS

- This calculator contains precision components such as LSI chips and should not be used in place subject to rapid variations in temperature, excessive humidity dirt or dust, or exposed to direct sunlight.
- The liquid crystal display panel is made of glass and should not be subjected to excessive pressure.
- When cleaning the device do not use a damp cloth or volatile liquid such as paint thinner. Instead, use only a soft, dry cloth.
- Do not under any circumstances dismantle his device. If you believe that the calculator is not functioning properly, either bring or mail the device together with the guarantee to service representative of Canon Business office.
- Never dispose the calculator improperly such as burning; it can create risks of personal injury or harm. You are suggested to dispose this product according to your national law.
- Do replace the battery once very two years even it is not used frequently.

### Battery Caution!

- Keep the Battery out of reach of children. If the battery is swallowed, contact a doctor immediately.
- Misuse of battery may cause leakage, explosion, damages or personal injury.
- Don't recharge or disassemble the battery, it could cause a short circuit.
- Never expose the battery to high temperatures, direct heat, or dispose by incineration.
- Never leave a dead battery in the calculator as the dead battery may leak and cause damage to the calculator.
- Continue using the calculator in the low battery condition may have improper operation or the stored memory may be corrupted or lost completely. Keep the written records of important data all the time; and replace the battery as soon as possible.

## SPECIFICATIONS

- Power Supply : Single Lithium battery (CR2032 x 1)  
Power Consumption : DC 3.0V / 0.3mW  
Battery Life : Approximately 3 years  
(Base on 1 hour operation per day)  
Auto power off : Approx. **7 minutes**  
Usable Temperature : 0° ~ 40°C (32°F ~ 104°F)  
Size: 171 (L) × 86 (W) × 18.75 (H) mm (with cover) /  
6-47/64" × 3-25/64" × 47/64" (with cover) /  
168 (L) × 80 (W) × 14.5 (H) mm (without cover) /  
6-19/64" × 3-5/32" × 37/64" (without cover)  
Weight: 128 g (4.33 oz) (with cover) /  
95.59 g (2.23 oz) (without cover)  
\*Specifications are subject to change without notice.

## WEEE AND EU BATTERY DIRECTIVE 2006/66/EC

European Union (and EEA) only.

These symbols indicate that this product is not to be disposed of with your household waste, according to the WEEE Directive (2002/96/EC), the Battery Directive (2006/66/EC) and/or your national laws implementing those Directives.

This product should be handed over to a designated collection point, e.g., on an authorized one-for-one basis when you buy a new similar product or to an authorized collection site for recycling waste electrical and electronic equipment (EEE) and batteries and accumulators. Improper handling of this type of waste could have a possible impact on the environment and human health due to potentially hazardous substances that are generally associated with EEE.

Your cooperation in the correct disposal of this product will contribute to the effective usage of natural resources.

For more information about the recycling of this product, please contact your local city office, waste authority, approved scheme or your household waste disposal service or visit [www.canon-europe.com/environment](http://www.canon-europe.com/environment).

(EEA: Norway, Iceland and Liechtenstein)

