

NATIONAL SEMICONDUCTOR 4640



 **NATIONAL SEMICONDUCTOR**

102035-A

- 3 Key Callout and Index
- 7 Getting Started
 - AC Charger
 - Keyboard Layout
 - Keying In Numbers
 - Negative Numbers
 - Keying In Exponents of 10
 - Entering Pi
 - Clearing
- 12 Display
 - Display Control Keys
 - Overflow and Error Indicators
 - Low Battery Indicator
 - Change Sign
- 14 Performing Calculations
 - One-Factor Functions
 - Two-Factor Functions
- 14 Reverse Polish Logic and the Stack Principle
 - The Stack
 - Controlling the Stack
 - Clearing the Stack
 - One Factor Calculations and the Stack
 - Entering Numbers
 - Two-Factor Calculations and the Stack
- 19 Basic Function Keys
- 19 Mathematical Hierarchy and RPN
- 21 Chain Calculations
- 23 Memory Functions
 - Storing and Recalling Numbers
 - Clearing Memory Registers
 - Direct Register Arithmetic
 - Automatic Accumulating Memory
 - Exchanging Memory Register Contents
 - Memory Overflow
- 27 Angular Mode Selection

28	Trigonometric Functions
28	Angular Mode Conversions
29	Degrees, Minutes, Seconds/Decimal Degrees Conversion Calculations with Time
30	Rectangular/Polar Coordinate Conversions
31	Squaring and Square Root
31	Reciprocals
32	Powers and Roots
32	Logarithmic Functions
34	Percentage Functions Multiplying and Dividing by Percentages 'Add-on' and 'Discount' Calculations Amount and Percent Change Calculations Computing Percentages
36	Statistical Functions Summations Computing Means Computing Standard Deviations Adding, Deleting and Correcting Data Entries Multiple Data Entries
40	Factorials Permutations Combinations Probabilities
42	Metric Conversion Functions
44	Appendix A — Stack Diagrams
49	Appendix B — Hyperbolic and Inverse Hyperbolic Functions
51	Appendix C — Operating Limits

F	Second function key. Accesses secondary functions when touched before a function key (page 7).
sin	Computes the sine of the angle in the display (page 28).
sin⁻¹	Computes the arc sine of the number in the display (page 28).
cos	Computes the cosine of the angle in the display (page 28).
cos⁻¹	Computes the arc cosine of the number in the display (page 28).
tan	Computes the tangent of the angle in the display (page 28).
tan⁻¹	Computes the arc tangent of the number in the display (page 28).
DMS	Converts decimal degrees (or hours) in the display to degrees (or hours), minutes and seconds format (page 29).
D	Converts degrees (or hours), minutes and seconds in the display to decimal degrees (or hours) (page 29).
ln	Computes natural logarithm (base e, $e = 2.71828\dots$) of the number in the display (page 32).
e^x	Computes natural antilogarithm of the number in the display (raises $e = 2.71828\dots$ to the power in the display) (page 33).
LOG	Computes common logarithm (base 10) of the number in the display (page 32).
10^x	Computes common antilogarithm of the number in the display (raises 10 to the power in the display) (page 32).
1/x	Computes reciprocal of the number in the display (divides 1 by the number in the display) (page 31).

$\sqrt{\quad}$ Raises number in the Y register to the power in the display (X register) (page 32).

$\sqrt{\quad}$ Computes the square root of the number in the display (page 31).

x^2 Squares the number in the display (page 31).

$\rightarrow P$ Converts rectangular coordinates in X and Y registers to polar magnitude and angle (page 30).

$\rightarrow R$ Converts polar magnitude and angle stored in X and Y registers to rectangular coordinates (page 31).

M+ Automatically adds the number in the display to the number in memory register 1 (page 26).

x! Computes the factorial of the number in the display (page 40).

$\Sigma+$ Automatically accumulates summations of x , x^2 and n in memory registers 1, 2 and 3 (page 36).

$\Sigma-$ Automatically subtracts summations of x , x^2 and n from memory registers 1, 2 and 3 (page 39).

% Computes percentages ($x\%$ of y) (page 34).

$\Delta\%$ Computes amount and percent difference between numbers in the X and Y registers (page 35).

$x \leftrightarrow y$ Exchanges contents of X and Y registers (page 16).

ROLL Moves the contents of register X to register T, contents of register Y to register X, contents of register Z to register Y and contents of register T to register Z (page 15).

π Enters Pi (π) = 3.141592654 into the display (register X) (page 11).

MR Followed by number 1, 2 or 3, recalls number in memory register 1, 2 or 3 to display (page 24).

MS Followed by number key 1, 2 or 3, stores the number in the display in memory register 1, 2 or 3 (page 23). Followed by a $+$ $-$ \times or \div key, then a number key 1, 2 or 3, performs direct register arithmetic on memory register 1, 2 or 3 (page 25).

SD Computes standard deviation using data accumulated in memory registers 1, 2 and 3 (page 38).

\bar{x} Computes mean using data accumulated in memory registers 1 and 3 (page 38).

EEX Instructs calculator to accept next number entry as an exponent of 10 (page 10).

ENG Converts display format to engineering notation format (page 13).

CHS Changes the sign of the number in the display (page 10).

DS Followed by a number key, selects decimal place setting with automatic roundoff from 0-9 (page 12). Followed by ENG, converts display format to engineering format (page 13).


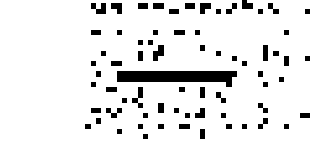
EN Copies number in display (register X) to register Y (page 18).

CF Cancels effect of F key (page 7).

$\rightarrow KG$ Converts number in display to kilograms (multiplies by .4535924) (page 42).

$\rightarrow CM$ Converts number in display to centimeters (multiplies by 2.54) (page 42).

$\rightarrow LIT$ Converts number in display to liters (multiplies by 3.785412) (page 42).

	Divides 'y' by 'x' (page 19).
→LB	Converts number in display to pounds (divides by .4535924) (page 42).
→IN	Converts number in display to inches (divides by 2.54) (page 42).
→GAL	Converts number in display to gallons (divides by 3.785412) (page 42).
X	Multiplies 'y' by 'x' (page 19).
DEG	Sets angular mode to degrees (page 27).
GRAD	Sets angular mode to grads (page 27).
RAD	Sets angular mode to radians (page 27).
	Subtracts 'x' from 'y' (page 19).
°F	Converts number in display to degrees fahrenheit ($^{\circ}\text{F} = 1.8^{\circ}\text{C} + 32$) (page 43).
°C	Converts number in display to degrees centigrade ($^{\circ}\text{C} = (^{\circ}\text{F} - 32) / 1.8$) (page 43).
C	Clears display (register X) and drops stack down (page 11).
GA	Clears entire stack and all three memory registers (page 11).
+	Adds 'x' to 'y' (page 19).

Getting Started

Your calculator is shipped fully assembled and ready to operate. Turn the calculator on with the switch on the left side of the machine. Your machine is automatically cleared and the display should now show 0. If it does not, check to see if the battery needs recharging by connecting the AC charger.

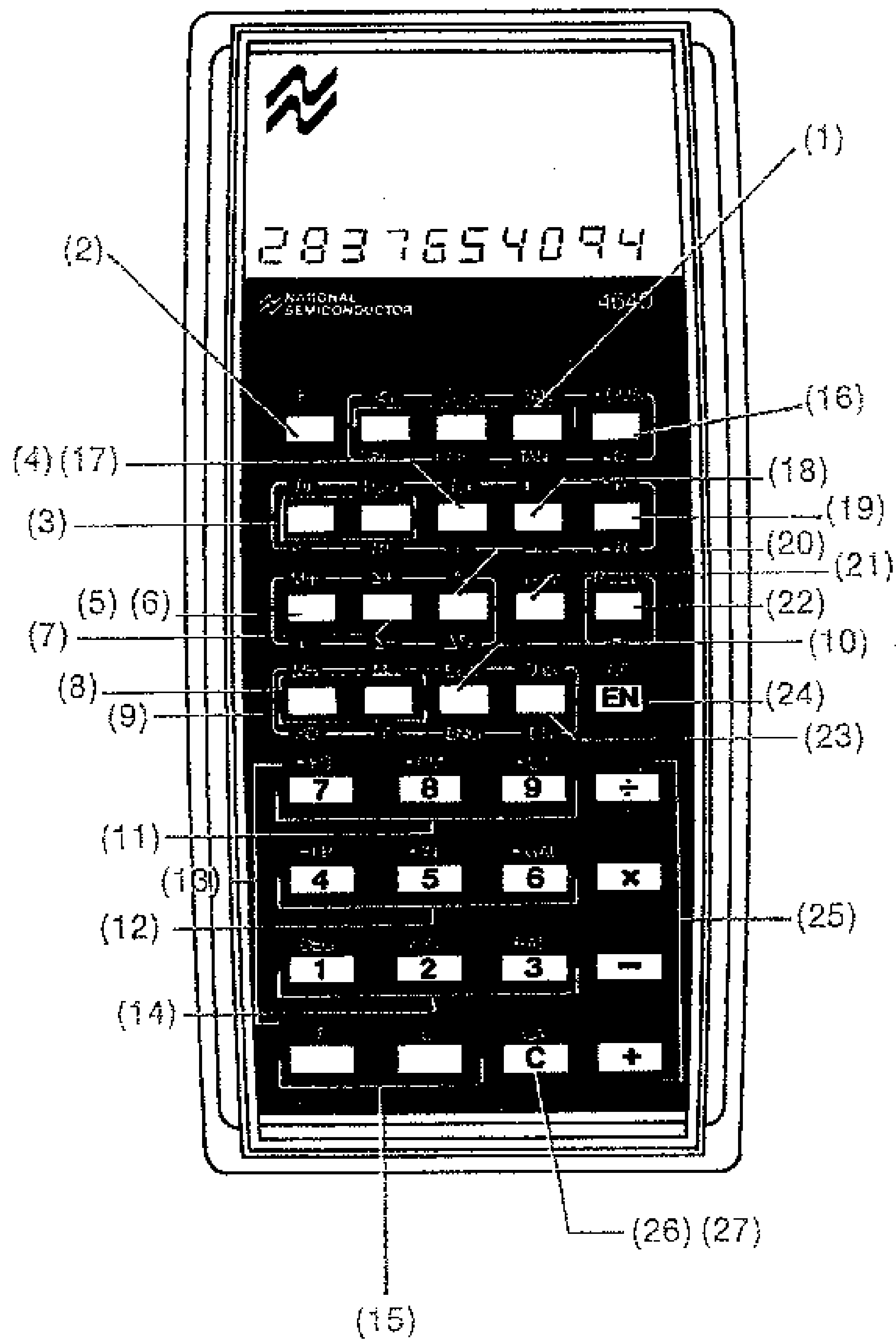
AC Charger

Your calculator is powered by rechargeable NiCad batteries. The machine will light an 'L' on the left side of the display as a low battery indicator. Although calculations can still be made while the low battery indicator is on, the battery should be charged as soon as possible. Continued use on a weak battery may result in inaccurate answers. To charge the battery, connect the AC charger to the jack at the top of the machine. A full charge takes five hours and lasts approximately five hours. You can use your machine while the charger is plugged in. The machine will not overcharge. It is advisable to charge your calculator each night. **BE SURE TO TURN YOUR CALCULATOR OFF BEFORE CONNECTING THE AC CHARGER.**

Keyboard Layout

Most of the keys on your calculator perform two functions. The primary functions are printed on top of the keys. They will be represented in this manual by the function key itself (e.g. $M\oplus$). Secondary functions are printed in front of the key. They will be represented in this manual by the Second Function key followed by the function key (e.g. $F(x)$) indicating that the Second Function key (F) must be touched before the function key (x). If F has been touched accidentally, touching CF will cancel the effect of the F key.

Keyboard Layout



- | | |
|--|--|
| 1 Trigonometric function keys | 15 Temperature conversion keys |
| 2 Second function key | 16 Degrees, minutes & seconds conversion key |
| 3 Logarithmic function keys | 17 Reciprocal key |
| 4 Power & root key | 18 Square root & square key |
| 5 Accumulating memory key | 19 Rectangular to polar conversion key |
| 6 Factorial key | 20 Percent function key |
| 7 Summation keys | 21 Exchange key |
| 8 Memory function keys | 22 Roll & Pi entry key |
| 9 Statistical function keys | 23 Change sign & decimal set key |
| 10 Enter exponent & engineering notation key | 24 Enter & clear second function key |
| 11 Metric conversion keys | 25 Basic function keys |
| 12 U.S. conversion keys | 26 Clear entry key |
| 13 Number entry keys | 27 Clear all key |
| 14 Angular mode keys | |

Keying in Numbers

Key in numbers by touching the number keys in the same sequence as if you were writing them down on paper. If a decimal appears in the number, key it in sequence as part of the number. The calculator accepts the first decimal keyed in as the decimal in the number. The decimal need not be keyed in when keying in whole numbers.

Negative Numbers

To key in a negative number, key in the number sequence, then touch **CHS**.

Keying in Exponents of 10

Any number can be entered in your calculator in scientific notation, that is, as a number (mantissa) multiplied by 10 raised to a power (exponent). The exponent indicates how many places the decimal point should be moved. If the exponent is positive, the decimal point is moved to the right. If the exponent is negative, the decimal point is moved to the left.

For example: 1200 can be entered as 1.2×10^3 .

Key in: 1 **2** **EEX** 3, the display shows: 1.2 03.

Note: The last two digits on the right side of the display are used to indicate exponents.

Very large and very small numbers must be entered in scientific notation. For example: 134,000,000,000,000 (written 1.34×10^{14}) must be keyed in: **C** (to clear for these examples), 1.34 **EEX** 14, display shows: 1.34 14.

To enter a negative exponent, touch **CHS** after keying in the exponent. For example: .000000000034 (written 3.4×10^{-11}) must be keyed in: **C** 3 **4** **EEX** 11 **CHS**, display shows: 3.4 -11.

If **EEX** has not been preceded by a mantissa entry, the mantissa is entered as 1.

To correct a wrong exponent entry, simply key in the right exponent. The calculator accepts the last two digits keyed in as the exponent. Touching **2** after **EEX** cancels the effect of touching **EEX**.

Entering Pi

To key in the constant Pi ($\pi = 3.141592654$) simply touch the **F π** key.

Clearing

To clear the number in the display, touch **C**.

If there was another number or an intermediate result in the calculator, that number will appear in the display. To clear the entire calculator (including memories) touch **F CA**.

Your calculator displays a 10-digit mantissa and 2-digit exponent. The calculator will accept and display numbers from $\pm 9.999999999 \times 10^{99}$ to $\pm 1 \times 10^{-99}$. All calculations, however, are computed internally using 12 mantissa digits to insure accuracy. Thus, while you see the constant Pi in the display as 3.141592654, internal computations are done using $\text{Pi} = 3.14159265359$.

Display Control Keys

When your calculator is first switched on, the display shows numbers in *floating point* format. Numbers between ± 1 and 9999999999 appear with all digits present and the decimal place correctly positioned. With the display control keys, the display can be controlled to alter the manner in which the numbers are shown. Remember that no matter what format you select for your displayed numbers, the format affects the *display* only and not the internal number. It is always calculated using 12 mantissa digits.

F DS n Formats the display to show *fixed point* format with automatic roundoff. $n = 0$ through 9.

For example, switching the calculator on and keying in: **F** **π** displays: 3.141592654. Now, key in: **F DS 4** the display now shows 3.1416, four decimal places rounded at the fourth decimal place.

F DS . Formats the display to *floating point* format.

For example, key in: **F DS .**, the display now shows 3.141592654, returning to full floating point from four-place decimal roundoff.

Numbers smaller than .1 or larger than 9999999999 are automatically converted to scientific notation format. Scientific notation format numbers are displayed as a mantissa with a 1-digit characteristic (number to left of the decimal) times 10 to a power.

F ENG Formats the display in engineering notation format. Numbers are displayed as a mantissa with a 1- to 3-digit characteristic times 10 raised to a power that is a multiple of 3.

For example, key in: 22334455 **•** 66 **EN**, the display now shows: 22334455.66. Now, key in: **F ENG**, the display shows: 22.33445566 06, indicating that this is 22.33445566×10^6 . This format is especially useful in scientific and engineering calculations where units are often expressed with prefixes that stand for multiples of three. For example, see the following chart:

ENGINEERING SYMBOL	PREFIX NAME	EXPONENT OF 10
T	tera	10^{12}
G	giga	10^9
M	mega	10^6
k	kilo	10^3
m	milli	10^{-3}
μ	micro	10^{-6}
n	nano	10^{-9}
p	pico	10^{-12}

Overflow and Error Indicators

Any result larger than $9.999999999 \times 10^{99}$ or smaller than 1×10^{-99} or any logic errors (e.g. division by zero) will result in the error indicator ERROR being displayed. Touching **C** will clear the error and let you continue calculation. Touching any other key permits continuation of the calculation with the calculator assuming that the contents of the display are zero.

Low Battery Indicator

Your calculator will display an 'L' in the left side of the display if the battery needs recharging. (See section on AC Charger).

Change Sign

Touching **CHS** any time except after **EEX** will

change the sign of the mantissa portion of the number in the display. Touching **CHS** after **EE** changes the sign of the exponent being keyed in.

Performing Calculations

You will find calculations simple on your machine if you keep one all encompassing rule in mind: *A function is performed the moment that function key is touched.*

One-Factor Functions

These are functions that only require one number for an operation to be performed. The function is performed immediately on the number in the display. To use a one-factor function, key in the number, then touch the desired function key. For example, to find the square root of 16, key in: **F DS** (return to floating point format) **16** **√**, display shows 4.

Two-Factor Functions

These are functions that require two numbers for an operation to be performed. Two-factor functions work the same way that one-factor functions work, that is, the function is performed the moment the function key is touched. Therefore, *both* numbers must be in the machine before the function key is touched. To get the first number in the calculator, key in the number, then touch **EN**. Key in the second number, then touch the desired function key... the function is performed. For example, to multiply 5 x 3: key in: **5** **EN** **3** **×**, the display shows 15. The function, in this case multiplication, was performed the moment the **×** key was touched.

Reverse Polish Logic and the Stack Principle

Your calculator uses the most effective logic system known to science, Reverse Polish Notation, a system invented by the Polish mathematician Jan Lukasiewicz. The machine uses Reverse Polish Notation

(RPN) in conjunction with four registers called X, Y, Z and T. A register is an electronic element used to store data while it is being displayed, processed or waiting to be processed.

The Stack

The four registers are arranged in a 'stack' as follows: (To avoid confusion between the name of a register and its contents, the registers in this diagram, this instruction book and the diagrams in Appendix A are represented by capital letters X, Y, Z and T while the contents of the registers are represented by lower-case letters x, y, z and t).

CONTENTS	LOCATION
t	T
z	Z
y	Y
x	X

The display always shows the contents (x) of register X. Although the display may be formatted, internally the contents of register X are always 12 mantissa digits. See Appendix A for stack diagrams for each operation on your calculator.

Controlling the Stack

The following stack control keys allow you to control the stack for reviewing stack contents or shifting data within the stack for calculations.

ROLL Touching this key 'rolls' the contents of the stack from one register to another. The contents (x) of register X 'roll' to register T, the contents (t) of register T 'roll' to register Z, the contents (z) of register Z 'roll' to register Y and the contents (y) of register Y 'roll' to register X. Touching **ROLL** four times will bring the stack contents back to their original stack positions.

x-y Touching this key exchanges the contents (x) of register X with the contents (y) of register Y.

To see how the **ROLL** and **x-y** keys work, fill the stack up by keying in: 4 **EN** 3 **EN** 2 **EN** 1. The contents of the stack now look like this:

CONTENTS	LOCATION
4	T
3	Z
2	Y
1	X

Display shows:

Touching **ROLL** will change the stack to look like this:

CONTENTS	LOCATION
1	T
4	Z
3	Y
2	X

Display shows:

Touching **ROLL** again will change the stack to look like this:

CONTENTS	LOCATION
2	T
1	Z
4	Y
3	X

Display shows:

Touching **x-y** will change the stack to look like this:

CONTENTS	LOCATION
2	T
1	Z
3	Y
4	X

Display shows:

Clearing the Stack

Touching **C** clears the X register and drops the stack down. Touching **C** will change the stack to look like this:

CONTENTS	LOCATION
0	T
2	Z
1	Y
3	X

Display shows:

Touching **C** four times will clear the entire stack. Touching **F CA** clears the entire stack at once as well as all memories.

One-Factor Calculations and the Stack

One-factor calculations affect the X register only. The rest of the stack is undisturbed. Keying in 30 will change the stack to look like this:

CONTENTS	LOCATION
2	T
1	Z
3	Y
30	X

Display shows:

Touching **sin** (a one-factor function) will change the stack to look like this:

CONTENTS	LOCATION
2	T
1	Z
3	Y
.5	X

Display shows:

Note: If an overflow or logic error is made using a one-factor function, the Error indicator will be displayed and the calculator will clear register X to zero. No other registers are affected.

Entering Numbers

After keying in a number, touching **EN** copies the number from the display (register X) to register Y and pushes the stack up. The number at the top of the stack (register T) is lost. Keying in 20 **EN** will change the stack to look like this:

Keying in 20:

CONTENTS	LOCATION
1	T
3	Z
.5	Y
20	X

Display shows: 20

Touching **EN**:

CONTENTS	LOCATION
3	T
.5	Z
20	Y
20	X

Display shows: 20

Touching **EN** prepares the X register for a new number which replaces the number currently in register X. Keying in 5 will change the stack to look like this:

CONTENTS	LOCATION
3	T
.5	Z
20	Y
5	X

Display shows: 5

Note that the stack is *moved up* in two ways:

1. Touching **EN**.
2. Keying in a number after touching a function key.

Two-Factor Calculations and the Stack

To perform a two-factor calculation, key in the first number, touch **EN**, key in the second number and touch the desired function key. Remember that the function is performed the moment the function key is touched. Touching **EN** at this point will perform a division and drop the stack. The stack will look like this:

CONTENTS	LOCATION
0	T
3	Z
.5	Y
4	X

Display shows: 4

Note that the stack is *dropped* in two ways:

1. Touching **C**.
2. Performing a two-factor function.

Note: If an overflow or logic error is made using a two-factor function, the Error indicator will be displayed and the calculator will clear register X to zero. No other register is affected.

Basic Function Keys

The 'basic' two-factor functions are **+**, **-**, **x** and **÷**. They work on the contents of registers X and Y.

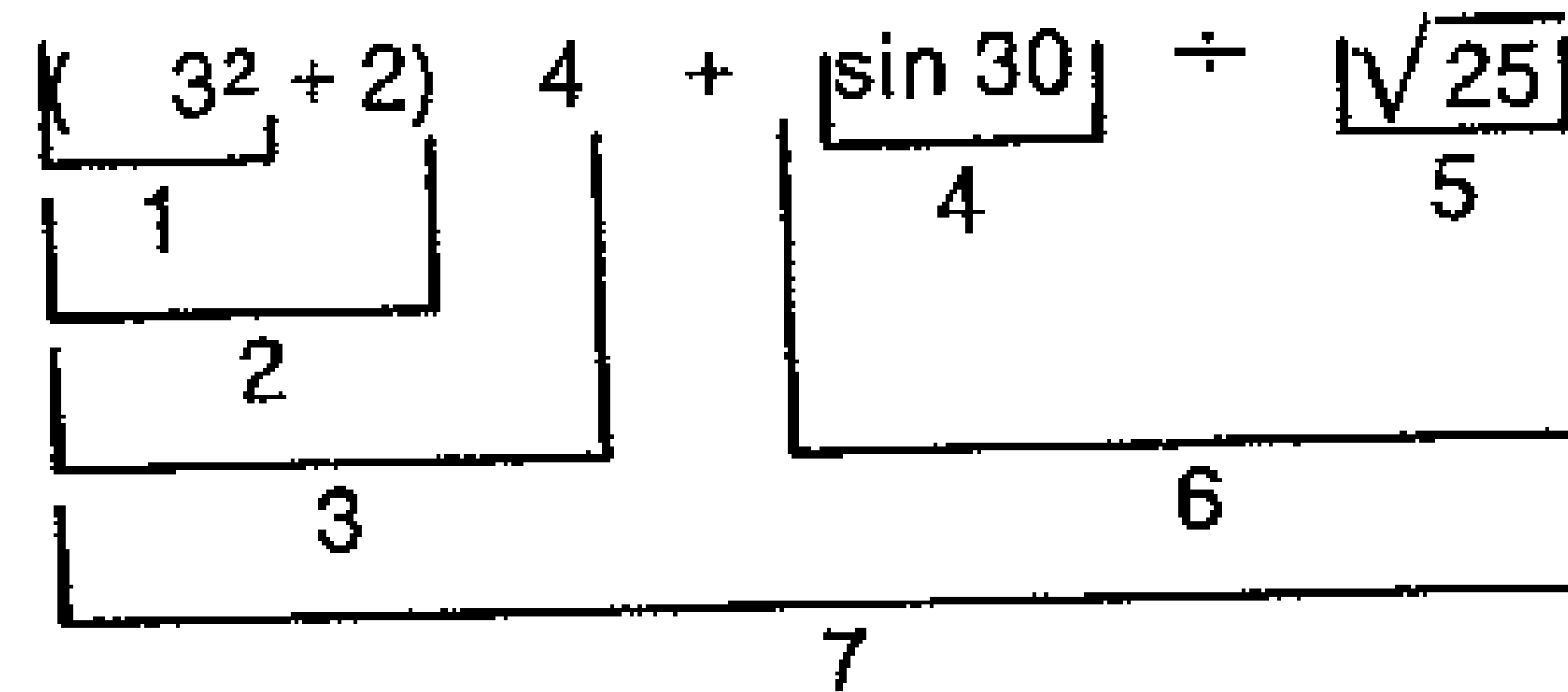
- +** Adds 'x' to 'y'.
- Subtracts 'x' from 'y'.
- x** Multiplies 'y' by 'x'.
- ÷** Divides 'y' by 'x'.

Mathematical Hierarchy and RPN

Hierarchy is a term for the rules of mathematics that govern the order in which operations are performed on numbers. They are the 'pecking order' of math. Operations are performed in the following order:

1. Raising to powers, taking roots, trig, log and reciprocal functions.
2. Multiplication and division.
3. Addition and subtraction.

If there are parentheses in the equation, they should be thought of as single numbers. Solve the calculation within the parentheses according to the rules of hierarchy to get that single number. For example: the equation $(3^2 + 2)4 + \sin 30 \div \sqrt{25}$ is solved according to the rules of hierarchy as follows:



1. $3^2 = 9$.
2. $9 + 2 = 11$.
3. $11 \times 4 = 44$.
4. $\sin 30 = .5$
5. $\sqrt{25} = 5$.
6. $.5 \div 5 = .1$
7. $44 + .1 = 44.1$ — the solution to the equation.

The solution was found according to the rules of hierarchy and therefore is mathematically correct.

Most calculations can be done on your calculator by remembering the following three steps in applying RPN to the rules of hierarchy:

1. Starting at the left and working right, key in the next number (or first if this is the beginning of a new problem).
2. Ask yourself: "Can an operation be performed according to the rules of hierarchy?" If so, perform all operations possible; if not, touch **EN**.
3. Repeat steps 1 and 2 until the calculation is complete.

Following these three steps, you can calculate the example equation $(3^2 + 2)4 + \sin 30 \div \sqrt{25}$ using RPN as follows:

KEY IN	DISPLAY SHOWS	COMMENTS
3	3.	
F x^2	9.	3^2
2	2.	
+	11.	$(3^2 + 2)$
4	4.	
X	44.	$(3^2 + 2) 4$
30	30.	
sin	.5	$\sin 30$
25	25.	
√	5.	$\sqrt{25}$
÷	.1	$\sin 30 \div \sqrt{25}$
+	44.1	$(3^2 + 2)4 + \sin 30 \div \sqrt{25}$

The calculation is complete and performed according to the rules of hierarchy.

Chain Calculations

The number in the display is always ready to have functions performed on it. Therefore, to do chain calculations, simply perform the next operation. The previous example equation is an example of a chain calculation.

Although most problems can be handled in the left to right manner described in the section on hierarchy, engineers and scientists have found that for extremely complicated equations, or those with a great many levels of parentheses, the optimum method of solving these equations is to start with the innermost set of parentheses and work outward, following the rules of hierarchy. For example, the equation for an iris-coupled wave guide junction is given as:

$$Q_u \frac{\delta}{\lambda} = [(ABL) \div 2] \times \left\{ \sqrt{(p^2 + q^2)^3} \div [p^2 \times B(A + 2L) + q^2 \times A(B + 2L)] \right\}$$

given A = 4, B = 2, L = 8, p = .25 and q = .5,

$$= [(4 \times 2 \times 8) \div 2] \times \left\{ \sqrt{(.25^2 + .5^2)^3} \div [.25^2 \times 2(4 + 2 \times 8) + .5^2 \times 4(2 + 2 \times 8)] \right\}$$

Working from the innermost set of parentheses out:

KEY IN	DISPLAY SHOWS	COMMENTS
2 EN		
8 X 4 +	20.	(A + 2L)
2 X .25		
F x² X	2.5	p ² × B(A+2L)
2 EN		
8 X 2 +	18.	(B + 2L)
4 X .5 F		[p ² × B(A+2L)
x² X +	20.5	+ q ² × A(B+2L)]
.25 F x²		
.5 F x²		
√ 3 √		
x² √	.1746928107	$\sqrt{(p^2 + q^2)^3}$
x² √	8.521600524 -03	$\left\{ \sqrt{(p^2 + q^2)^3} \div [p^2 \times B(A+2L) + q^2 \times A(B+2L)] \right\}$
4 EN 2 X		
8 X	64.	(ABL)
2 ÷ X	.2726912168	[(ABL) ÷ 2]
		× $\left\{ \sqrt{(p^2 + q^2)^3} \div [p^2 \times B(A+2L) + q^2 \times A(B+2L)] \right\}$

The calculation is complete and performed according to the rules of hierarchy. While most problems will not be as complicated as the above example, it illustrates the ease and simplicity with which your machine can handle even the most complex equations.

In addition to the four-level stack, your calculator has three fully addressable separate memory storage registers called M1, M2 and M3. You can picture them in addition to the stack like this:

STACK		MEMORY	
Contents	Location	Contents	Location
t	T	m1	M1
z	Z	m2	M2
y	Y	m3	M3
Display: x	X		

Storing and Recalling Numbers

To store a number, key in the number and touch **MS n**, where n = 1, 2 or 3. If the number you want to store is already in the display, just touch **MS n**. For example, to store the gravitational acceleration constant (g = 32.174 ft/sec²) in memory register 2, key in: **F CA** (to clear the stack and all memory registers for this example) 32 . 174 **MS 2**.

The stack and memory now look like this:

STACK		MEMORY	
Contents	Location	Contents	Location
.0	T	0	M1
0	Z	32.174	M2
0	Y	0	M3
Display: 32.174	X		

Notice that touching **MS n** merely copies the contents of the display to memory register n. *It does not affect the stack, or any operations taking place in the stack.* Touching **MS n** at any time will store the contents of the display in memory register n without affecting the calculation in progress. For example, store the result of 5 x 4 in memory register 1. Key in: 5 **EN** 4 **X** **MS 1**; the stack now looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	20	M1
0	Z	32.174	M2
32.174	Y	0	M3
Display: 20	X		

To recall a number from memory to the display, touch **MR n**, where $n = 1, 2$ or 3 . The number will be copied to the X register. For example, recall the gravitational acceleration constant from memory register 2. Key in: **MR 2**; the stack now looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	20	M1
32.174	Z	32.174	M2
20	Y	0	M3
Display: 32.174	X		

Notice that touching **MR n** copies the contents of memory register n to the display and pushes the stack up, the same as if a number had been keyed in.

Clearing Memory Registers

To clear a memory register, key in **0 MS n**, where $n = 1, 2$ or 3 . For example, keying in: **0 MS 1** will make the stack look like this:

STACK		MEMORY	
Contents	Location	Contents	Location
32.174	T	0	M1
20	Z	32.174	M2
32.174	Y	0	M3
Display: 0	X		

Note that keying in **0 MS n** also puts a zero in register X. You can clear all three memory registers at once by touching **F CA**. Be careful, however, as this clears the entire stack, too.

Direct Register Arithmetic

Touching **MS**, followed by a basic function key followed by a memory register address n , where $n = 1, 2$ or 3 performs arithmetic *directly upon the contents of memory register n*.

- MS + n** Adds the contents of the display to the contents of memory register n .
- MS - n** Subtracts the contents of the display from the contents of memory register n .
- MS × n** Multiplies the contents of memory register n by the contents of the display.
- MS ÷ n** Divides the contents of memory register n by the contents of the display.

The result of the arithmetic operation is always returned to memory register n . *It does not affect the display (register X) or the rest of the stack.*

For example, put 5 into all three memory registers. Key in: **F CA** (clear all for this example) **5 MS 1 MS 2 MS 3**; the stack now looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	5	M1
0	Z	5	M2
0	Y	5	M3
Display: 5	X		

Now, add 4 to memory register 1, multiply memory register 2 by 4 and divide memory register 3 by 4. Key in: **4 MS + 1 MS × 2 MS ÷ 3**; the stack now looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	9	M1
0	Z	20	M2
5	Y	1.25	M3
Display: 4	X		

Automatic Accumulating Memory

The contents of the display can be automatically added to the contents of memory register 1 by touching the $M+$ key. For example, accumulate the sum of the following products in memory register 1:

$(2 \times 3) + (4 \times 5) + (6 \times 7)$. The stack will look like this:

Key in: F CA (clear all for this example) 2 EN

3 \times $M+$,

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	6	M1
0	Z	0	M2
0	Y	0	M3
Display: 6	X		

key in: 4 EN 5 \times $M+$,

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	26	M1
0	Z	0	M2
6	Y	0	M3
Display: 20	X		

key in: 6 EN 7 \times $M+$,

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	68	M1
6	Z	0	M2
20	Y	0	M3
Display: 42	X		

Exchanging Memory Register Contents

Touching MS $x-y$ n , where $n = 1, 2$ or 3 , exchanges the contents of the display (register X) with the contents of memory register n . For example, keying in MS $x-y$ 1 , will make the stack look like this:

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	42	M1
6	Z	0	M2
20	Y	0	M3
Display: 68	X		

Memory Overflow

If performing a direct arithmetic operation on a memory register results in an overflow in the memory register, the ERROR indicator is displayed, the contents of register X are copied into the memory register that overflowed, and register X is cleared to zero. The error condition is cleared the same as any other error or overflow condition. (See the section on overflow and error indicators).

Angular Mode Selection

When your calculator is first switched on, the angular mode is automatically set to decimal degrees mode. That is to say, all trigonometric functions as well as rectangular to polar coordinate conversions will be computed in decimal degrees. You can, however, change the angular mode from degrees to grads or radians and back again.

Note: 360 degrees = 400 grads = 2π radians.

F $GRAD$ Changes angular mode to grads

F DEG Changes angular mode to decimal degrees.

F RAD Changes angular mode to radians.

To convert from one angular mode to another, see the section on angular mode conversions following trigonometric functions.

Trigonometric Functions

- sin** Computes the sine of the angle in the display.
- F sin⁻¹** Computes the arc sine of the number in the display.
- cos** Computes the cosine of the angle in the display.
- F cos⁻¹** Computes the arc cosine of the number in the display.
- tan** Computes the tangent of the angle in the display.
- F tan⁻¹** Computes the arc tangent of the number in the display.

For example: Compute the sine of 45 degrees. Switch your machine off then back on, thus setting the angular mode automatically to degrees. Key in: 45 **sin**, display shows .7071067812. Now, calculate the cosine of 2.2 radians. Key in: **F RAD** 2 **cos**, display shows -.5885011173.

Note: *The calculator remains in the angular mode last selected until a new angular mode is selected.*

Angular Mode Conversions

Converting angles (for example, from degrees to grads) is done by computing a trigonometric function in one mode, switching modes, then computing the inverse trigonometric function. For example, how many grads is 45 degrees? Key in: **F DEG** 45 **sin** **F GRAD** **F sin⁻¹**. Display shows: 50. Hence, 45 degrees = 50 grads. How many degrees is 1 radian? Key in: **F RAD** 1 **sin** **F DEG** **F sin⁻¹**. Display shows: 57.29577951. Hence, 1 radian = 57.29577951 degrees.

Note: *Conversions come back in principle angles only. (For example, 850 grads – principle angle = 50 – converts back to 45 degrees, not 765).*

Degrees, Minutes, Seconds/ Decimal Degrees Conversion

DMS Touching **DMS** converts the number in the display from decimal degrees (a decimal number, e.g. 34.887668) to degrees, minutes and seconds (DMS). DMS format is in the form dd.mmss where dd = degrees, mm = minutes and ss = seconds. DMS format is rounded to four decimal places (e.g. 34.5316).

For example, to convert 45.98852 degrees to degrees, minutes and seconds, key in: 45 **•** 98852 **DMS**, display shows: 45.5919, indicating 45°59'19" (45 degrees, 59 minutes, 19 seconds).

F D Touching **F D** converts the number in the display from degrees, minutes and seconds to decimal degrees.

This is a handy function in that your calculator computes trigonometric functions in *decimal degrees* and not degrees, minutes and seconds. For example, compute the tangent of 56°42'16". Key in: 56 **•** 4216 **F D** **F DEG** **tan**; display shows: 1.5226. Remember: **DMS** automatically sets 4-place decimal roundoff. To see a full-floating answer, touch: **F DS** **•**; display shows: 1.522611881.

Calculations with Time

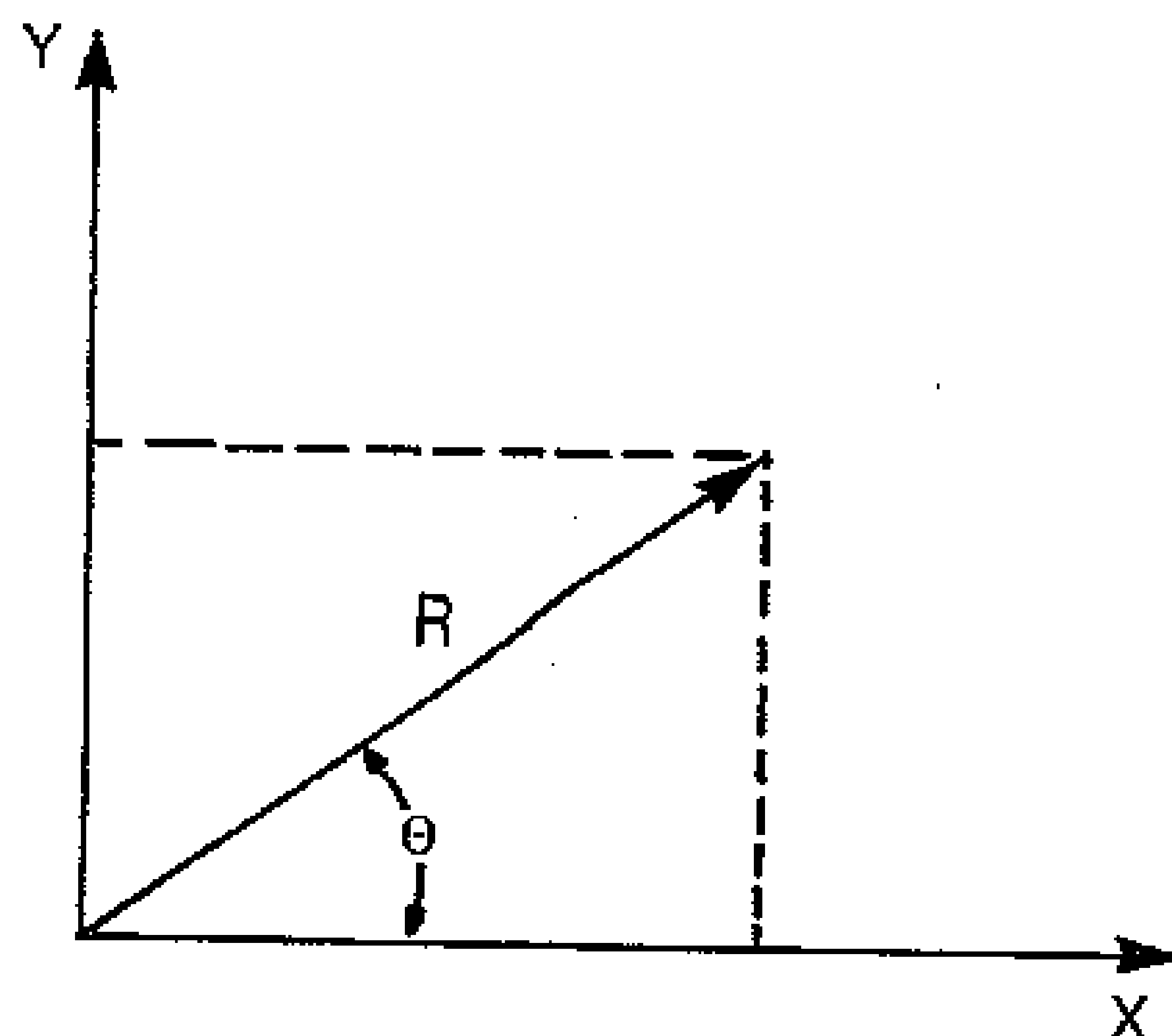
The **F D** and **DMS** keys are especially useful in calculations dealing with time. Hours, minutes and seconds correspond to degrees, minutes and seconds, therefore, the **F D** and **DMS** keys can be used to convert hours, minutes and seconds (HMS) to decimal hours and back. For example, will three works of music, one lasting 1 hour, 14 minutes, 43 seconds, the second lasting 36 minutes, 22 seconds and the third lasting 1 hour, 9 minutes and 2 seconds fit on a three-hour tape?

KEY IN	DISPLAY SHOWS	COMMENTS
F CA	0.	Clear the calculator.
1.1443 F		
D M+	1.245277778	Convert HMS to decimal hours and accumulate in memory 1.
.3622 F		
D M+	.606111111	Convert and accumulate.
1.0902 F		
D M+	1.150555556	Convert and accumulate.
MR 1		
DMS	3.0007	Recall accumulated decimal hours and convert to HMS. The tape is 7 seconds short!

For example, how many manhours are expended if 17 people work on a project for 2 hours and 15 minutes? Key in: 2 • 15 **F** **D** 17 **X**; display shows: 38.2500 — 38.25 decimal man-hours, or, touching **DMS**, display shows: 38.1500 — 38 man-hours, 15 man-minutes.

Rectangular/Polar Coordinate Conversions

→P Converts the rectangular coordinates x and y stored in registers X and Y, respectively, to the polar coordinates R and θ .



The angle, θ , is returned to the X register, and the magnitude, R, is returned to the Y register. For example, convert the rectangular coordinates $x = 8$, $y = 6$, to polar coordinates R and θ . Key in: **F** **DEG** **F** **DS** • 6 **EN** 8 **→P**; display shows: 36.86989765 (θ), touching **x-y**, display shows: 10. (R).

F **→R** Converts the polar coordinates R (stored in register Y) and θ (stored in register X) to rectangular coordinates x and y.

The x-coordinate is returned to register X, and the y-coordinate is returned to register Y. For example, convert the polar coordinates $R = 8.5$, $\theta = 60^\circ$ to rectangular coordinates x and y. Key in: 8 • 5 **EN** 60 **F** **→R**; display shows: 4.25 (x). Touching **x-y**, display shows: 7.361215932 (y).

Remember that the rectangular/polar conversion function works with θ using the last angle mode that was set.

Squaring and Square Root

√ Computes the square root of the number in the display.

F **x²** Computes the square of the number in the display.

For example, to square 5.43, key in: 5 • 43 **F** **x²**; display shows: 29.4849.

Reciprocals

1/x Computes the reciprocal of the number in the display (divides 1 by the number in display).

For example, what is the equivalent resistance of a 220-ohm resistor, a 145-ohm resistor and a 175-ohm resistor connected in parallel if the following equation applies?

$$R_{eq} = \frac{1}{1/R_1 + 1/R_2 + 1/R_3}$$

Key in: 220 **1/x** 145 **1/x** + 175 **1/x** + **1/x**; display shows: 58.28765335.

F y^x Raises a positive integer or decimal number (x) to any positive or negative, integer or decimal power—in other words, raises 'y' to the 'x' power.

For example, compute 5³ (i.e. 5 x 5 x 5). Key in: 5 **EN** 3 **F y^x**; display shows: 125. Now, compute 8.22^{-2.34}. Key in: 8.22 **EN** 2.34 **CHS F y^x**; display shows: 7.231026397 -03.

1/x F y^x Computes the positive or negative, integer or decimal root of any positive integer or decimal number—in other words, computes the 'x'th root of 'y'. Since taking the xth root of a number is the same as raising that number to the 1/x power, using the 1/x key in conjunction with F y^x key provides a simple way to extract roots.

For example, compute the cube root of 125 (i.e. $\sqrt[3]{125} = 125^{1/3}$). Key in: 125 **EN** 3 **1/x F y^x**; display shows: 5. Now compute the -5.4th root of 226.2 (i.e. $\sqrt[5.4]{226.2}$). Key in: 226.2 **EN** 5.4 **CHS 1/x F y^x**; display shows: .366423106.

Logarithmic Functions

LOG Computes the common log (i.e. log to the base 10 = log₁₀) of the number in the display.

For example, compute the common log of 45.67 = log₁₀ 45.67. Key in: 45.67 **LOG**; display shows: 1.659631012.

F 10^x Computes the common antilog of the number in the display. That is to say, it raises 10 to the 'x'th power.

For example, what is the common antilog of 2.77 = antilog₁₀ 2.77? Key in: 2.77 **F 10^x**; display shows: 588.8436554. Now, what is 10⁵? Key in: 5 **F 10^x**; display shows: 100000.

ln Computes the natural log (i.e. log to the base e, e = 2.718281828) of the number in the display.

For example, compute the natural log of 5 = ln 5 (ln stands for *Log Natural*). Key in: 5 **ln**; display shows: 1.609437912. Now, find out how many years it will take \$4600 to grow to \$15,000 at an annual interest rate of 8.5% if the following formula is applicable: $n = \ln(FV \div PV) \div \ln(1+i)$, where n = number of years, FV = future value (\$15,000), PV = present value (\$4600) and i = interest rate/year (8.5%):

KEY IN	DISPLAY SHOWS	COMMENTS
F DS 2		Round display to 2 places.
15000 EN		
4600 ÷	3.26	(FV ÷ PV)
ln	1.18	ln(FV ÷ PV)
1.085 ln ÷	14.49	ln(FV ÷ PV) ÷ ln(1+i). It will take approximately 14½ years.

F e^x Computes the natural antilog of the number in the display. That is, it raises e = 2.718281828 to the 'x'th power.

For example, given that the half-life of a radioactive substance is 10 minutes, how much of a given sample of 5 grams will remain undecomposed after 20 minutes if the following decay formula is applicable?:

$$g = 5e^{-kt}$$

First we must find k. From the given data: $\frac{1}{2} = e^{-10k}$, taking the natural log of both sides, we have $k = \ln 2/10$; substituting back, we find: $y = 5e^{-(\ln 2 \div 10) \times 20}$. When t = 20 minutes, we have: $y = 5e^{-(\ln 2 \div 10) \times 20}$.

KEY IN	DISPLAY SHOWS	COMMENTS
F DS		Set display to floating point.
2 ln 10		
÷ 20 ×	1.386294361	(ln 2 ÷ 10) × 20
CHS F e^x		5e ^{-(ln 2 ÷ 10) × 20} .
5 ×	1.25	There are 1.25 grams of the substance left.

F
C
K
3
1

Percentage Functions

% Computes 'x' percent of 'y'. Touching **%** replaces the contents of register X with $\frac{'x' \times 'y'}{100}$

For example: What is 15% of 200?

Keying in: **F CA** (clear the stack for this example) **200 EN 15 %**, will make the stack look like this:

CONTENTS	LOCATION
0	T
0	Z
200	Y
30	X = 15% of 200.

Multiplying and Dividing by Percentages

Because the percentage of the base number 'y' is returned to register X, touching **X** or **÷** allows you to multiply or divide the base 'y' by the percentage. For example, touching **X** will make the stack look like this:

CONTENTS	LOCATION
0	T
0	Z
0	Y
6000	X = 200 x 15% of 200 (200 x 30).

'Add-on' and 'Discount' Calculations

Because the percentage of the base number 'y' is returned to register X, touching **+** or **-** allows you to add on or subtract the percentage from the base number. For example: How much would you pay for a stereo costing \$475.00 if there was 6.5% sales tax? Key in: **F DS 2 475 EN 6 . 5 %**, and the stack looks like this:

CONTENTS	LOCATION
0	T
6000.00	Z
475.00	Y
30.88	X = 6.5% of \$475, = tax.

Key in: **+**, and the stack looks like this:

CONTENTS	LOCATION
0	T
0	Z
6000.00	Y
505.88	X = \$475 + 6.5% of \$475, = price. (475 + 30.88).

Amount and Percent Change Calculations

F Δ% Computes the percent difference and actual difference between the number in register X and the number in register Y. Touching **F Δ%** replaces the contents of register X with $\frac{'y' - 'x'}{'x'} \times 100$ (the percent difference) and replaces the contents of register Y with $'y' - 'x'$ (the actual difference).

For example, if sales this month were \$450 and sales last month were \$310, what is the percent increase and actual increase in sales? Key in: **450 EN 310 F Δ%**, and the stack looks like this:

CONTENTS	LOCATION
6000.00	T
505.88	Z
140.00	Y = actual difference (450 - 310).
45.16	X = percent difference (450 is a 45.16% increase over 310, or $\frac{450-310}{310} \times 100$).

The percent difference is displayed. To see the actual difference, touch $x-y$; display shows: 140.00.

Computing Percentages

For example, what percent of 310 is 186? Key in: 186 EN 310 F $\Delta\%$ 100 + ; display shows: 60.00 (186 is 60% of 310).

Statistical Functions

Summations

$\Sigma+$ This key is used to enter data points for computing means and standard deviations.

Touching $\Sigma+$ does the following things:

1. Sums x in memory register M1 (Σx),
2. Sums x^2 in memory register M2 (Σx^2),
3. Adds 1 to memory register M3 (n-count).

The data point keyed in remains in register X allowing for multiple data point entries (repeat summation) by simply touching $\Sigma+$.

Because the calculator uses memory registers M1, M2 and M3 for summations, make sure that you clear the memory registers before beginning any new calculations using the $\Sigma+$ key. If you do not need the contents of the rest of the stack, key in F CA .

If you do need the contents of the rest of the stack, key in $0 \text{MS} 1 \text{MS} 2 \text{MS} 3$. For example, find Σx and Σx^2 for the following data points: 2, 5, 7, 3, 2.

Key in: $\text{F DS} \cdot \text{F CA}$ 2 $\Sigma+$, and the stack looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	2	M1 = Σx
0	Z	4	M2 = Σx^2
0	Y	1	M3 = n-count.
Display: 2	X		

Key in: 5 $\Sigma+$, and the stack looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	7	M1 = Σx
0	Z	29	M2 = Σx^2
2	Y	2	M3 = n-count.
Display: 5	X		

Key in: 7 $\Sigma+$, and the stack looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
0	T	14	M1 = Σx
2	Z	78	M2 = Σx^2
5	Y	3	M3 = n-count.
Display: 7	X		

Key in: 3 $\Sigma+$, and the stack looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
2	T	17	M1 = Σx
5	Z	87	M2 = Σx^2
7	Y	4	M3 = n-count.
Display: 3	X		

Key in: 2 $\Sigma+$, and the stack looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
5	T	19	M1 = Σx
7	Z	91	M2 = Σx^2
3	Y	5	M3 = n-count.
Display: 2	X		

Touch MR 1; display shows: 19 (Σx). Touch MR 2; display shows: 91 (Σx^2). Touch MR 3; display shows: 5 (n-count).

Computing Means

Touching \bar{x} computes the mean (average) of the data summed using the $\Sigma+$ key. The contents of M3 are divided by the contents of M1 and the result returned to register X ($x = m1/m3$). Now, touch \bar{x} , and the stack looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
2	T	19	M1
19	Z	91	M2
91	Y	5	M3
Display: 3.8	$X = \bar{x}$		

Computing Standard Deviations

Touching SD computes the standard deviation of the data summed using the $\Sigma+$ key. The standard deviation is computed using this formula:

$$SD = \sqrt{\frac{\Sigma x^2 - (\Sigma x)^2 \div n}{n-1}} = \sqrt{\frac{m2 - m1^2 \div m3}{m3 - 1}}$$

Now, touch SD , and the stack looks like this:

STACK		MEMORY	
Contents	Location	Contents	Location
2	T	19	M1
19	Z	91	M2
91	Y	5	M3
Display: 2.167948339	$X = SD$		

Note that the contents of the stack registers Y, Z and T, and the contents of memory registers M1, M2 and M3 are not affected by touching either \bar{x} or SD .

Adding, Deleting and Correcting Data Entries

New data points can be added to the summations in the memory registers and a new mean and standard deviation computed simply by keying in the new data point and touching $\Sigma+$. For example, what is the mean and standard deviation of the following data points: 2, 5, 7, 3, 2, 8? Since only one new data point (8) was added to the list and the rest of the data points have already been summed, touch 8 $\Sigma+$; display shows: 4.5 (new \bar{x}). Touch SD ; display shows: 2.588435821 (new S.D.).

$\Sigma-$ This key is used to delete incorrect $\Sigma+$ entries. Touching $\Sigma-$ does the following things:

1. Subtracts x from the contents of register M1.
2. Subtracts x^2 from the contents of register M2.
3. Subtracts 1 from the contents of register M3.

For example, the 8 added to the list of data points in the last example was a mistake. Delete the data point and compute the original mean and standard deviation. Key in: 8 $\Sigma-$ \bar{x} ; display shows: 3.8 (\bar{x}). Touch SD ; display shows: 2.167948339 (S.D.).

If the incorrect $\Sigma+$ entry is noticed right after touching $\Sigma+$, touching $\Sigma-$ will back it right out, since the incorrect data point is still in the display. For example, find the mean and standard deviation of the following data points: 2, 7, 5, 3, 8 (mistake!), 6, 2. Key in: CA 2 $\Sigma+$ 7 $\Sigma+$ 5 $\Sigma+$ 3 $\Sigma+$ 8 $\Sigma+$ (oops, a mistake!) $\Sigma-$ 6 $\Sigma+$ 2 $\Sigma+$ \bar{x} ; display shows: 4.166666667 (\bar{x}). SD ; display shows 2.136976057 (S.D.).

Multiple Data Entries

Since the last data point keyed in remains in the display after touching $\Sigma+$ or $\Sigma-$, multiple data entries can be made by repeatedly touching $\Sigma+$. For example: Compute the mean and standard deviation of the following data: 2,3.7, 3.7, 3.7, 4.6, 5.8,

5.8, 6.1, 6.1, 6.1, 7.3. Key in: $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$
 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$
 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$
 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$
 7 . 3 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$; display shows: 4.990909091 (\bar{x}),
 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$; display shows: 1.562980835 (S.D.).

Whoops! It should have been three occurrences of 2.7, not 3.7! Key in: 3 . 7 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ 2 . 7 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$; display shows: 4.718181818 (\bar{x}),
 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$; display shows: 1.853546968 (S.D.).

Factorials

$\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ Computes the factorial of the number in the display (i.e. $n \times n-1 \times n-2 \times \dots \times 2 \times 1$).
 For example: compute $7!$ ($= 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1$).
 Key in: 7 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$; display shows: 5040. Factorials can be computed for any positive integer from 0 to 69. Attempting to compute the factorial of a number greater than 69, a negative number or a fractional number will result in an ERROR display.

Permutations

For example: Out of a dinner party for 10, how many ways can the hostess assign players to one table of bridge (4 positions)? The equation for permutations with random arrangement of n items taken r at a time is:

$$P(n,r) = \frac{n!}{(n-r)!} = \frac{10!}{(10-4)!}$$

KEY IN	DISPLAY SHOWS	COMMENTS
10 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	3628800.	$10!$
10 EN 4 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
$\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	720.	$(10-4)!$
$\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	5040.	Number of different positions possible.

Combinations

For example: What is the number of combinations of 24 eggs the Easter Bunny can take if he takes 7 eggs at a time? The equation for combinations with fixed arrangements of n items taken r at a time is:

$$C(n,r) = \frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$$

KEY IN	DISPLAY SHOWS	COMMENTS
24 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	6.204484017	$23 \cdot 24!$
24 EN 7 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
$\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	3.556874281	$14 (24-7)!$
7 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	346104.	Number of possible combinations.

Probabilities

For example, determine the probability of three 6's in five tosses of a fair die. The equation for probability of an event happening r times in n trials using the binominal law is: $C(n,r) \times p^r q^{n-r}$, where p = probability that an event will happen in any single trial (probability of a success) and $q = (1-p) =$ probability that an event will not happen in any single trial (probability of a failure); hence, $P = C(5,3) \times (1/6)^3 \times (5/6)^2 = 5! / (5-3)! 3! \times (1/6)^3 \times (5/6)^2$:

KEY IN	DISPLAY SHOWS	COMMENTS
5 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
EN 3 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
$\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
3 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	10.	$C(5,3)$
$\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
6 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	4.62962963	$-02 C(5,3) \times (1/6)^3$
$\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
5 EN $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
6 $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$		
$\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$ $\frac{n!}{(n-r)!r!} = \frac{24!}{(24-7)!7!}$	3.215020576	$-02 C(5,3) \times (1/6)^3 \times (5/6)^2 =$ probability.

Metric Conversion Functions

F →KG Converts the number in the display from pounds to kilograms.

For example: If a French chef uses an English recipe calling for 3 pounds of sugar, how many kilograms must the chef use? Key in: 3 **F →KG**; display shows: 1.3607772 = kilograms of sugar used.

F →LB Converts the number in the display from kilograms to pounds.

For example: If an U.S. importer receives a 42kg shipment from Holland and the shipping charge on the American ship is 23¢ per pound, how much does the importer pay for shipping? Key in: 42 **F →LB** * 23 **X**; display shows: 21.29665312 (\$21.30—If you want the answer rounded to dollars and cents, touch **F DS** 2).

F →CM Converts the number in the display from inches to centimeters.

For example: If to fix a dress, a woman needs a 5-inch zipper, how many centimeters of zipper should she order from the French store? Key in: 5 **F →CM**; display shows: 12.7.

F →IN Converts the number in the display from centimeters to inches.

For example: If the electrical schematic for your Mercedes calls for a 45.5-cm lead wire, how many inches of wire would you need? Key in: 45 . 5 **F →IN**; display shows: 17.91338583.

F →LIT Converts the number in the display from U.S. gallons to liters.

For example: If a Dutch firm imports 30 gallons of California wine, how many 2-liter carafes will they need to bottle the wine? Key in: 30 **F →LIT** 2 **=**; display shows: 56.78118 (They need 56 carafes, and there's a little left over to drink!).

F →GAL Converts the number in the display from liters to U.S. gallons.

For example: If the Fiat you buy in Italy has a 48-liter tank capacity, how many gallons will the car hold?

Key in: 48 **F →GAL**; display shows: 12.68025779.

F °F Converts the number in the display from degrees centigrade to degrees fahrenheit.

For example: If the doctor in Toronto tells you that you have a temperature of 37°C, should you worry?

Key in: 37 **F °F**; display shows: 98.6 (No need to worry!).

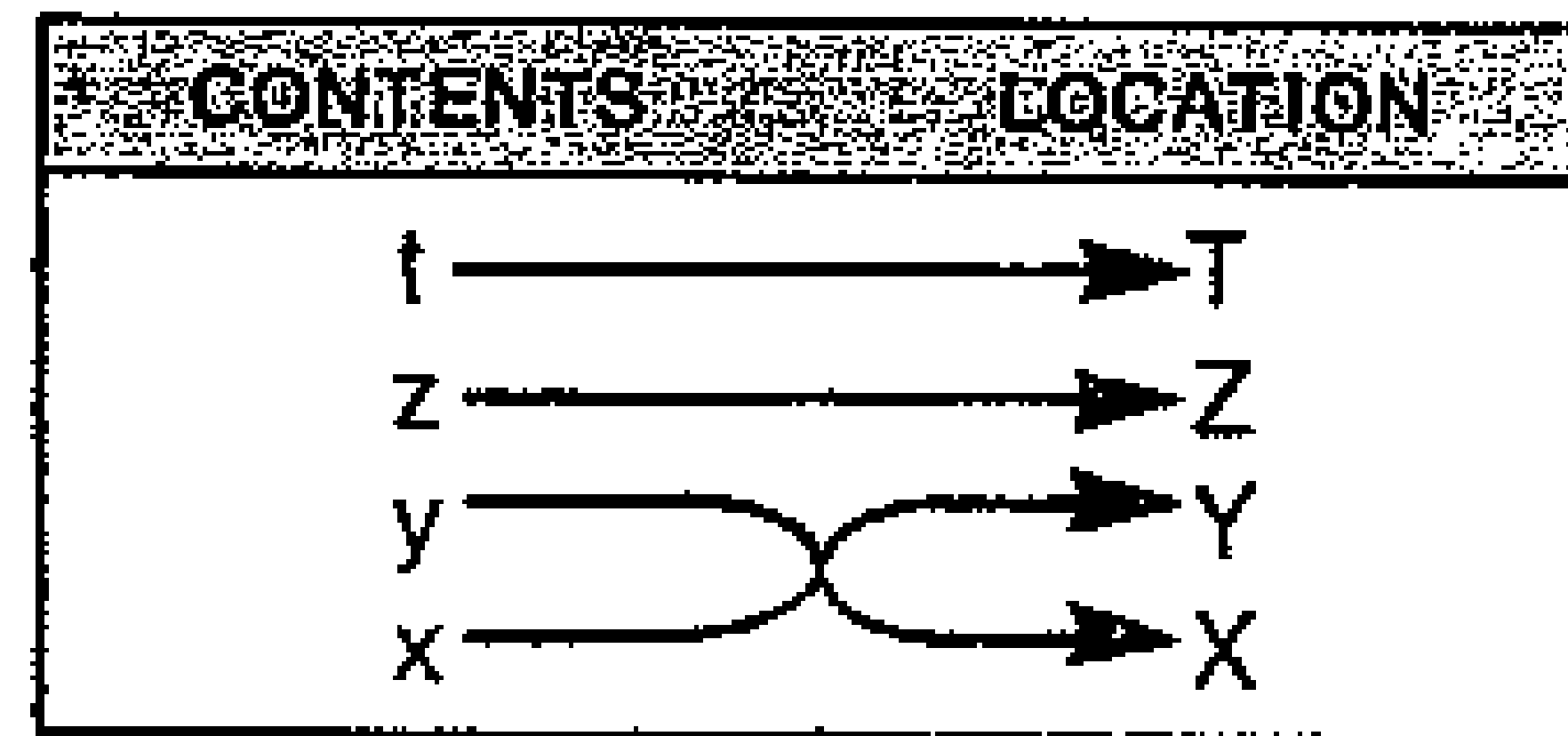
F °C Converts the number in the display from degrees fahrenheit to degrees centigrade.

For example: The antifreeze sticker on your Celica says that antifreeze should be added at -35°C.

If the temperature is -27°F, should you add the antifreeze? Key in: 27 **CHS F °C**; display shows: -32.77777778 (Close, but not quite!).

Appendix A — Stack Diagrams

The following diagrams show what happens in the stack for each of the functions on your calculator. Remember that the contents of the registers (the numbers in the registers) are indicated by lower case letters x, y, z and t while the registers themselves are indicated by capital letters X, Y, Z and T. It is the contents of the registers, not the registers themselves, that move. For instance, the diagram for $x \leftrightarrow y$:



indicates that touching $x \leftrightarrow y$ will move the contents (x) of register X to register Y and move the contents (y) of register Y to register X.

FUNCTION	STACK		MEMORY	
	Contents	Location	Contents	Location
Power-On or CA	0	T	0	M1
	0	Z	0	M2
	0	Y	0	M3
	0	X		

FUNCTION	CONTENTS	LOCATION
EN	t	lost
	z	Z
	y	Y
	x	X
C	0	T
	t	Z
	z	Y
	y	X
	x	lost

FUNCTION	CONTENTS	LOCATION
$x \leftrightarrow y$	t	T
	z	Z
	y	Y
	x	X
ROLL	t	lost
	z	Z
	y	Y
	x	X
First 0-9, . or 0-9, . after function key	number	X
0-9, . after EN or after 0-9, .	number	X
π or EEX after function key	π , 1	lost
DS deg rad GRAD ENG F CF	t	T
	z	Z
	y	Y
	x	X
+ - \times \div y^x	0	lost
	t	T
	z	Z
	y	Y
	x	X

FUNCTION	CONTENTS	LOCATION
→R →P Δ%		
sin cos tan sin ⁻¹ cos ⁻¹ tan ⁻¹ DMS D ln e ^x log 10 ^x		
1/x √ x ² EEX X x SD →KG →CM →LIT →LB →IN →GAL °F °C		

FUNCTION	STACK		MEMORY	
	Contents	Location	Contents	Location
Σ+ or Σ-				

FUNCTION	CONTENTS	LOCATION
Sequence MR n n=1, 2 or 3		
Sequence MS n n=1, 2 or 3		
Sequence MS, +, -, X or +, n n=1, 2 or 3		
M+		
Sequence MS X-y n n=1, 2 or 3		

FUNCTION	CONTENTS	LOCATION
One-factor function ERROR		
Two-factor function ERROR		
Memory n function ERROR n=1, 2 or 3		

Appendix B — Hyperbolic and Inverse Hyperbolic Functions

The hyperbolic and inverse hyperbolic functions can be found by using the Gudermannian function:

$$\text{gd } x = 2 \arctan e^x - \pi/2 \quad (\text{Note: } \pi/2 = 90^\circ).$$

and the inverse Gudermannian function:

$$\text{gd}^{-1} x = \ln \tan [\pi/4 + x/2] \quad (\text{Note: } \pi/4 = 45^\circ).$$

in conjunction with the following formulas:

$$\sinh x = \frac{e^x - e^{-x}}{2},$$

$$\sinh^{-1} x = \ln [x + \sqrt{(x^2 + 1)}] = \text{gd}^{-1} (\sin^{-1} x),$$

$$\cosh x = \frac{e^x + e^{-x}}{2},$$

$$\cosh^{-1} x = \text{sech}^{-1} 1/x,$$

$$\tanh x = \frac{\sinh x}{\cosh x} = \sin \text{gd } x,$$

$$\tanh^{-1} x = \frac{1}{2} \ln [1 + x/1 - x] = \text{gd}^{-1} (\sin^{-1} x),$$

$$\coth x = \frac{1}{\tanh x},$$

$$\coth^{-1} x = \tanh^{-1} 1/x,$$

$$\text{sech } x = \frac{1}{\cosh x},$$

$$\text{sech}^{-1} x = [\ln 1/x + \sqrt{1/x^2 - 1}] = \text{gd}^{-1} (\cos^{-1} x),$$

$$\text{csch } x = \frac{1}{\sinh x},$$

$$\text{csch}^{-1} x = \sinh^{-1} 1/x.$$

Examples:

Gudermannian function: $\text{gd } 0.225$.

Key in: $\text{225} \text{ F } e^x \text{ F } \tan^{-1} \text{ 2 } \text{ X } 90$

Display shows: 12.78413466.

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National Semiconductor gives you a full ninety-day Warranty from the date of original purchase on all defects in material and workmanship, excluding any disposable batteries, which are not a component part of your calculator. Should the calculator prove to have such defects within ninety days of original purchase, National Semiconductor will repair, or, at its discretion, replace it with a new calculator, all without charge, within a reasonable period of time after receipt by National Semiconductor, postage prepaid. This FULL WARRANTY does not apply to defects or malfunctions caused by abuse, accident, modifications, negligence, or any other damage not resulting from defects in materials or workmanship or beyond the control of National Semiconductor. THIS FULL WARRANTY IS IN LIEU OF ANY CLAIM BY THE CONSUMER FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES and shall apply to the purchaser or the purchaser's transferee, so long as the mailing instructions below are followed.

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Canada

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Kwun Tong,
Hong Kong.

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Scotland

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Warranty Information
For Your Records

NOVUS Warranty Certificate

Please retain for your records. See insert for
trouble-shooting tips and product service locations.

Model Number _____

Serial Number _____

Purchased from _____

Date purchased _____

Consumer Warranty
Registration Certificate

Please put your warranty into effect by completing
this form and mailing it within 10 days from date of
purchase to the NOVUS service center in your area.

Novus Model **4640**

Serial Number _____

Purchase Date _____
(month/day/year)

Purchased from _____

Address _____

City, State, Zip _____

Your Name _____

Your Address _____

City, State, Zip _____

Optional Information

Was this calculator purchased for:

- Gift Personal use

What is your occupation?

- Student or Teacher Professional
 Executive Financial or Commercial
 Engineering or Scientific Statistical fields
 Other occupation _____

What is your age group?

- Under 18 18-34 35-49 50-over

Where will you most use your Novus calculator?

- At home At school At work
 During travel

Where did you learn about the Novus calculators?

- Magazine Newspaper Television
 Radio Mail Store salesman
 Friend
 Other _____

What most attracted you to your Novus calculator?

- Appearance Size Reputation
 Price Features and capabilities

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- Common and natural logs and anti-logs

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