

# OPERATION MANUAL

<b>DELETE</b>				
<b>START</b>	<b>SKIP</b>	<b>HALT</b>		

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## SPECIFICATIONS

Disply:  
   9-digit LED disply  
 Keyboard:  
   36 key with dome keyboard  
 Capacity:  
   \*8-digit for data entry and results.  
   \*102 steps for storing program.  
 Operation Mode:  
   Stack Algorithm  
 Decimal Point  
   Full floating  
 Switch:  
   ▶ON: Power on-off switch.  
   N/STEP: Normal and STEP operation  
           selecting switch.  
   LOAD/RUN: LOAD and RUN mode selection  
           switch.  
 Negative Indicator  
   "-" symbol in the leftmost digit in-  
   dicating negative mantissa.  
 Overflow/Error Indication  
   All zeros and decimal points light  
   up indicating overflow or error con-  
   dition.  
 Busy Indication  
   All " " light up indicating program  
   register have stored 102 steps.  
 OPERATION:  
   \*Four species  
   \*Programmable  
   \*Memory operations (Memory store,  
   Positive accumulation, Negative  
   accumulation, Squares summation)  
   \*Trigonometric functions (sin, cos,  
   tan).  
   \*Inverse-trigonometric functions  
   ( $\sin^{-1}$  ,  $\cos^{-1}$  ,  $\tan^{-1}$  ).  
   \* $\pi$ -constant  
   \*Radian, degree exchangeable  
   \*Power function(  $Y^X$  )  
   \*Square root ( $\sqrt{x}$  )  
   \*Logarithm (log, ln)

- \*Anti-logarithm ( $e^x$ )
- \*Reciprocal ( $1/X$ )
- \*Square ( $X^2$ )
- \*Change sign ( $+/-$ )
- \*Display and Y-register exchangeable ( $X \leftrightarrow Y$ )

#### POWER SOURCE OPERATIONS

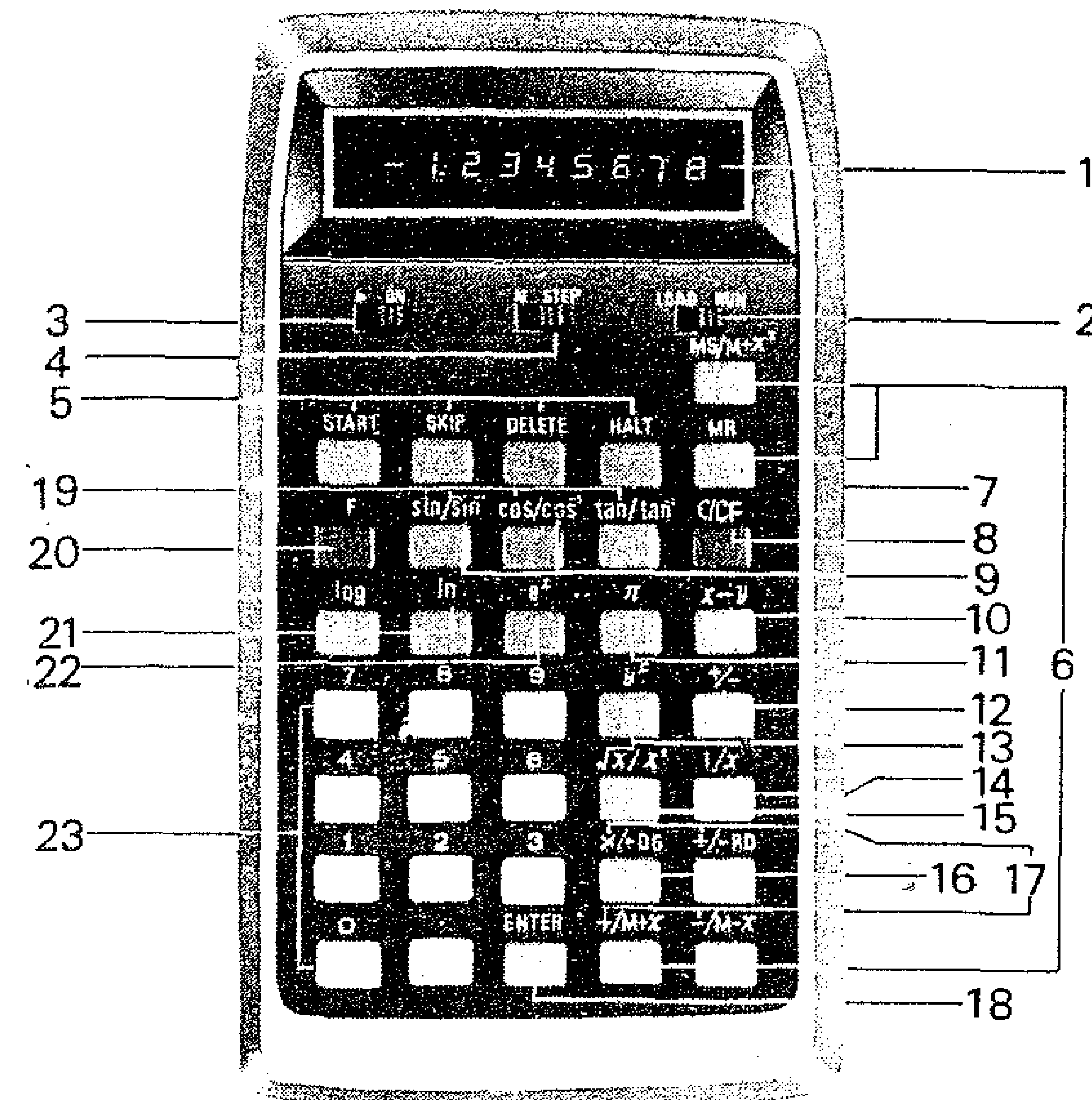
##### Battery Operation:

- \*This calculator operates on 4 pcs of UM-3 1.5V throw-away batteries or rechargeable batteries (optional).
- \*When installing batteries, power switch should be in off position.
- \*If the calculator is not used for a long time be sure to remove the batteries.
- \*When not in use always keep on-off switch in off position to conserve battery strength.
- \*In recharging processing insert rechargeable batteries into compartment and use AC adaptor attaching to household power source. Don't charge longer than 15 hours.

##### AC OPERATION

- \*To use this calculator on AC power, you must attach an AC adaptor (optional equipment) to DC receptacle of this unit.
- \*Be sure to remove throw-away batteries when AC adaptor is in using.
- \*Be sure to secure the proper adaptor and plug, using wrong adaptor may damage your calculator.
- \*When using an AC adaptor, first attach to DC receptacle, then attach to AC power outlet.
- \*AC adaptor with output DC 6V 100 ma.
- \*Plug Specification:  
Length: 11.5m/m  
Diameter: inner 2.0m/m, outer 5.5m/m  
Polarity: center plus

#### FUNCTION OF KEYS



- 1) Display
- 2) LOAD/RUN Switch
- 3) ON/OFF Switch
- 4) N/STEP Switch
- 5) Program Control Keys
- 6) Memory Operation Keys
- 7) AC Socket
- 8) Clear/Clear Function Key
- 9) Inverse-trigonometric functions
- 10) Display and Y-register exchange Key
- 11)  $\pi$ -constant Key
- 12) Change Sign Key
- 13) Power Function Key
- 14) Reciprocal Key
- 15) Square Root / Square Key
- 16) Radian / Degree exchange Key
- 17) Arithmetic Operation Keys (+ - x ÷)
- 18) Data Enter Key
- 19) Trigonometric functions
- 20) Function (Second label) Command Key.
- 21) Logarithm Function Keys
- 22) Anti-Logarithm Key
- 23) Numerical Keys

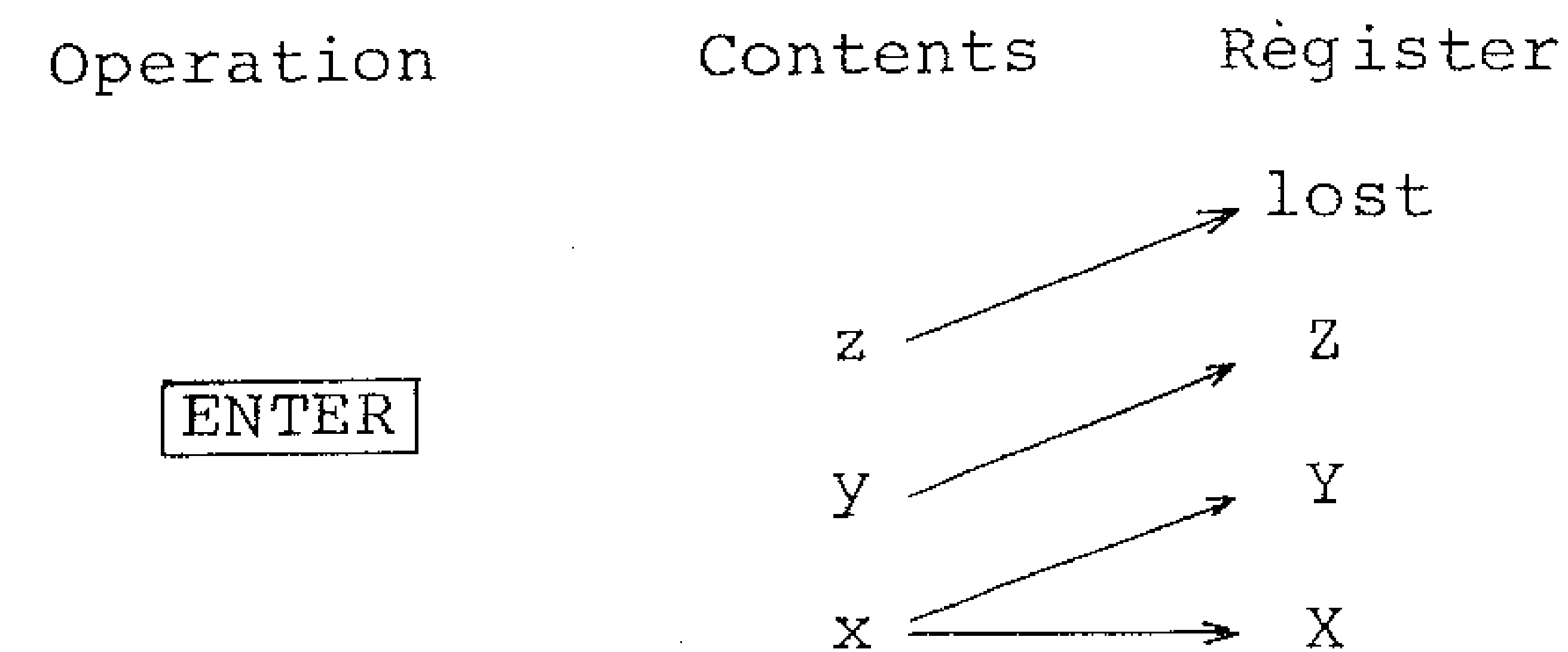
PART ONE: Stack and Memory Register

This model uses RPN (Reverse Polish Notation) operation with three registers called X, Y and Z.

They are arranged in a stack with X at the bottom, Y in the middle, and Z on the top. The contents of the X register are always displayed.

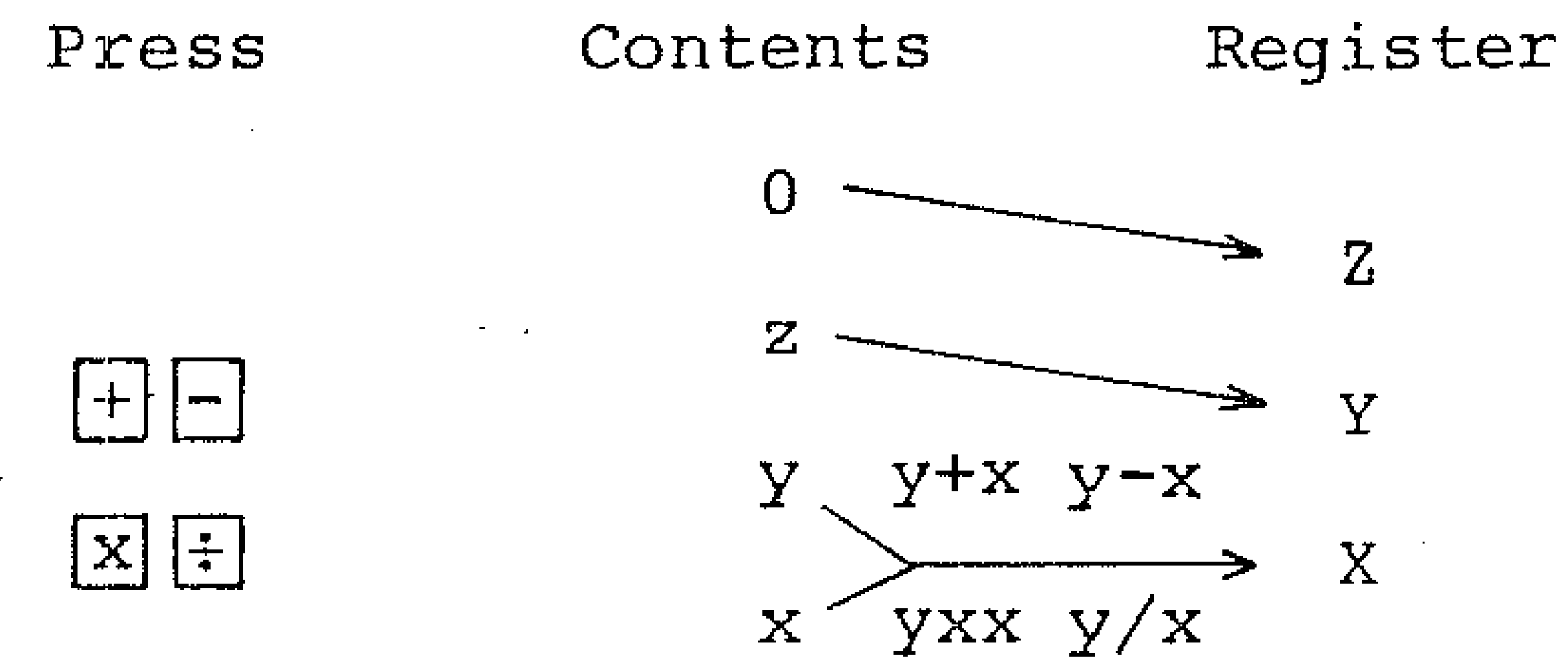
To avoid confusion between the name of a register and its contents, the register is designated by a capital (X,Y,Z,M) and the contents by a small letter (x,y,z,m).

When a number is keyed in, it goes into the display (register X). When you press **ENTER** the number is duplicated into register Y. At the same time, the contents of register Y are transferred to register Z, and the contents of register Z are transferred out of the stack, as follows:



When press **+**, x is added to y, and the entire stack drop, the result display in X. The process for **-**, **X**, or **÷** is likewise.

The process is as follows:

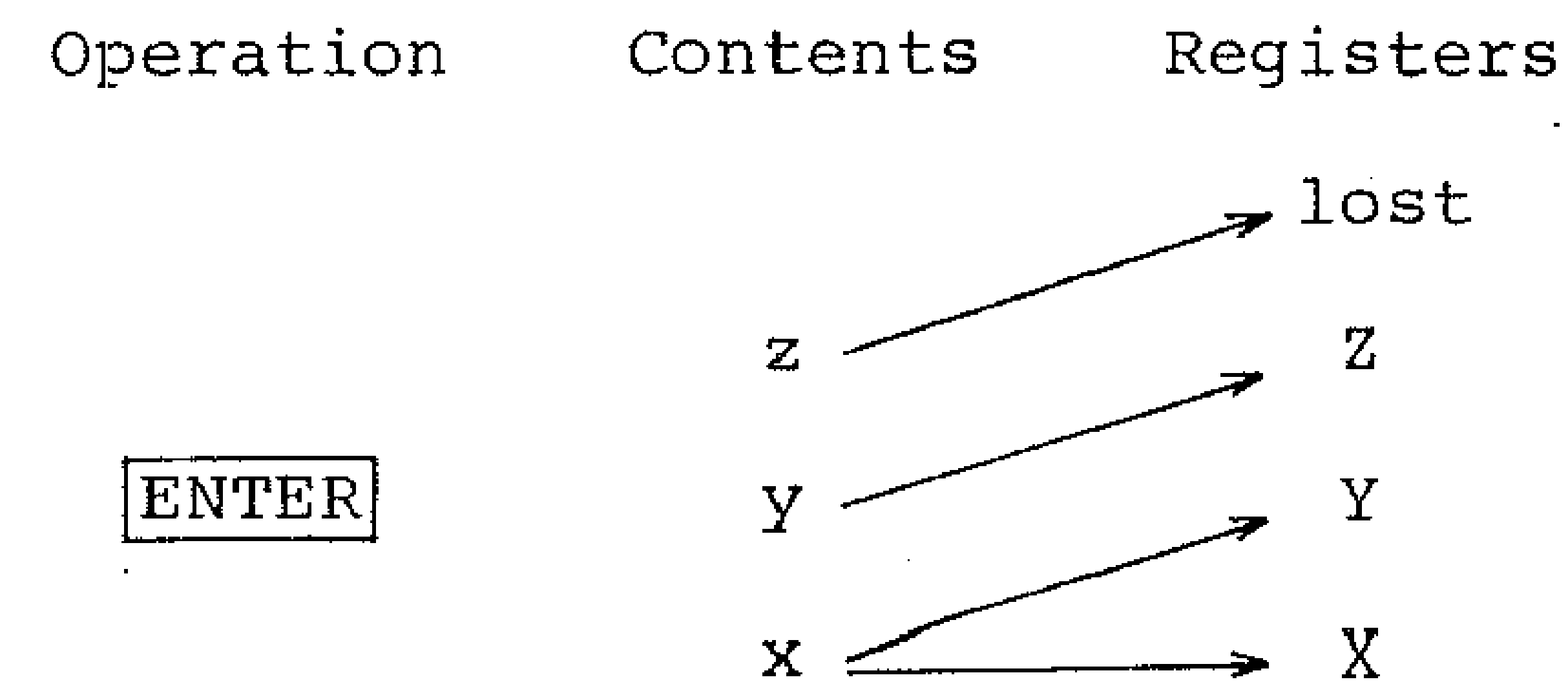


Example:  $(2 \times 3) + (4 \times 5) = 26$

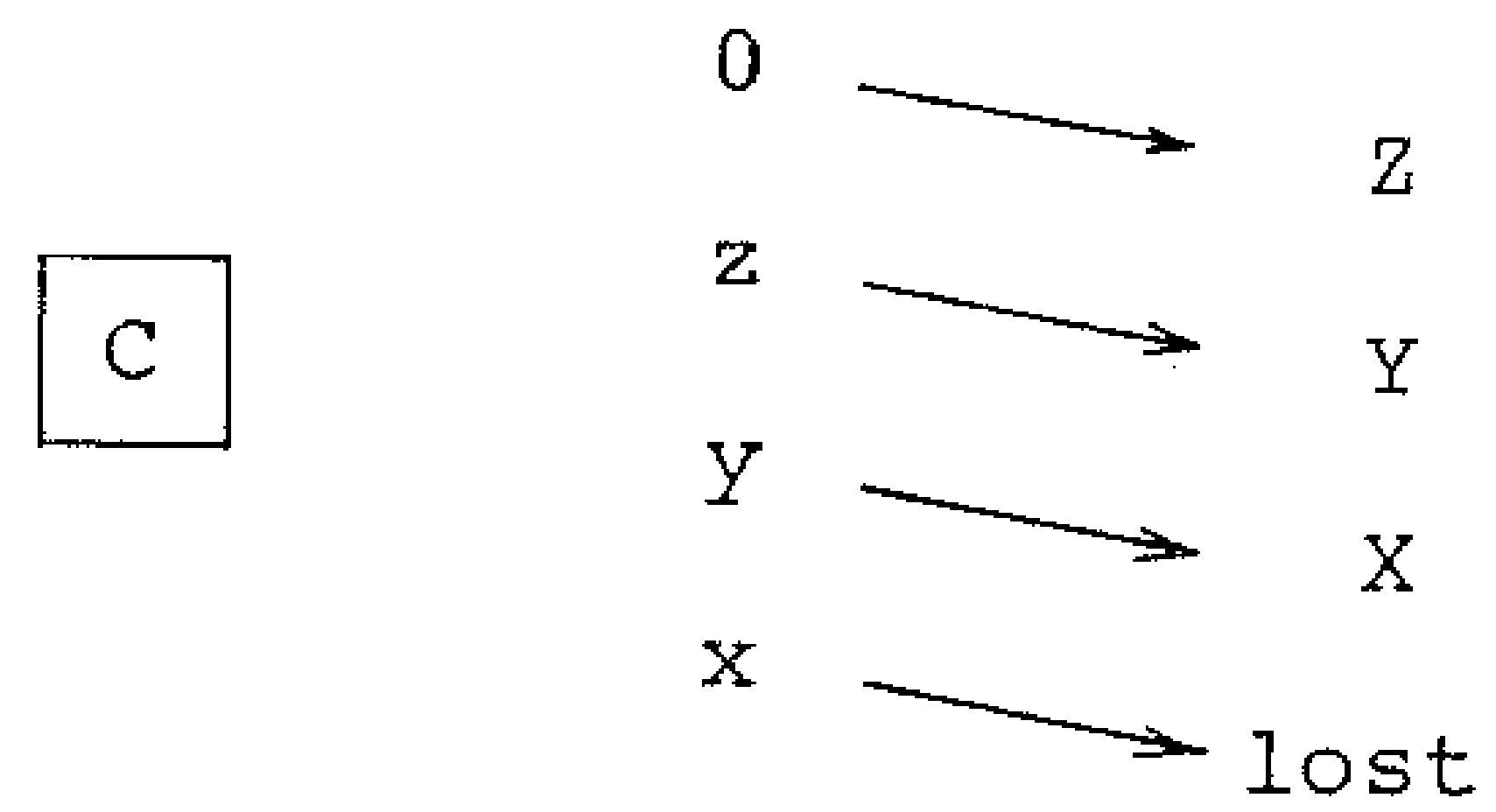
Operation	2	<b>ENT</b>	3	<b>X</b>	4	<b>ENT</b>	5	<b>X</b>	<b>+</b>
Z						6	6		
Y		2	2		6	4	4	6	
X	2	2	3	6	4	4	5	20	26

In addition to 3 stack registers, there is another memory register (M) used for storing constant, intermediate results or for accumulation(m).

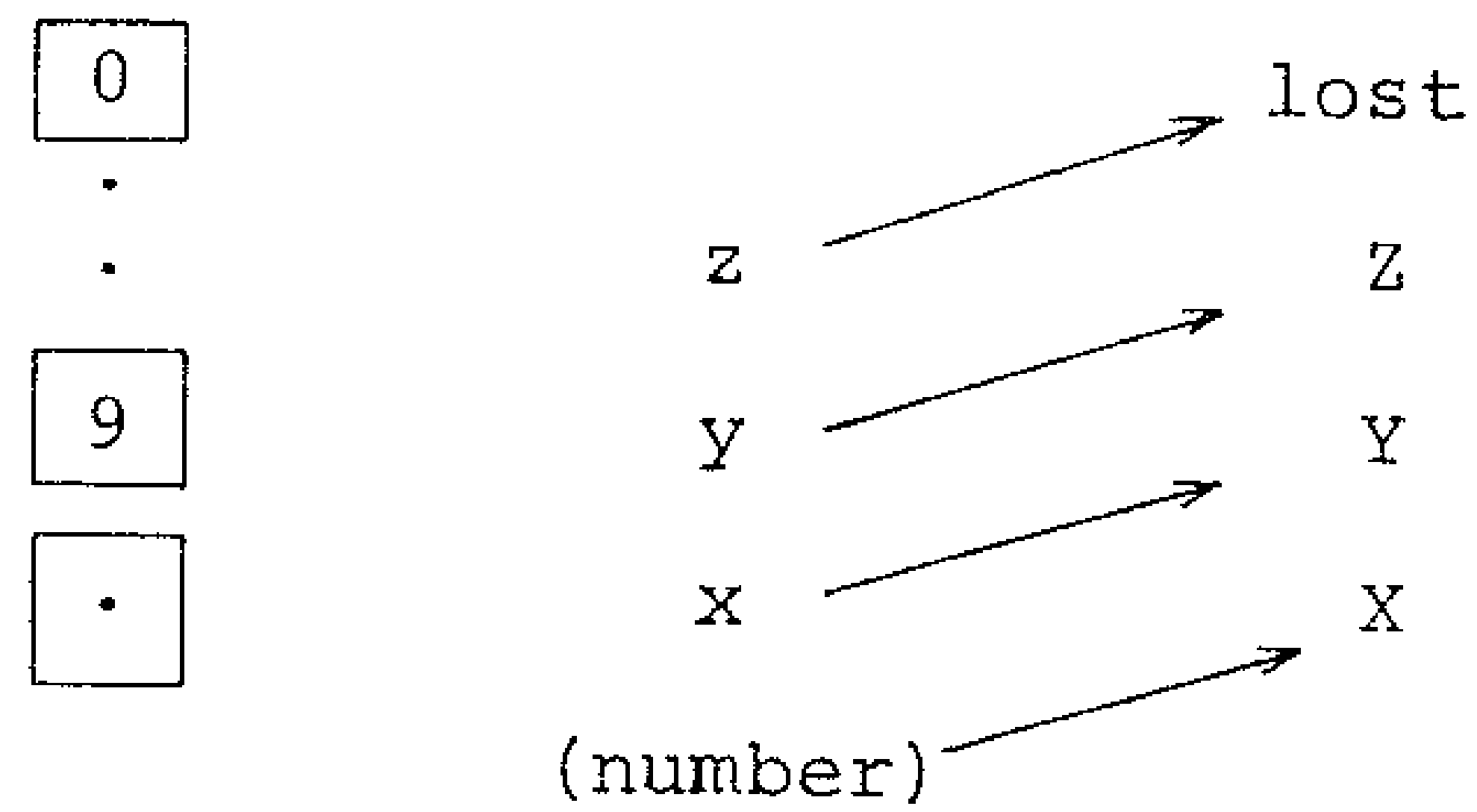
Summary of Stack Operations



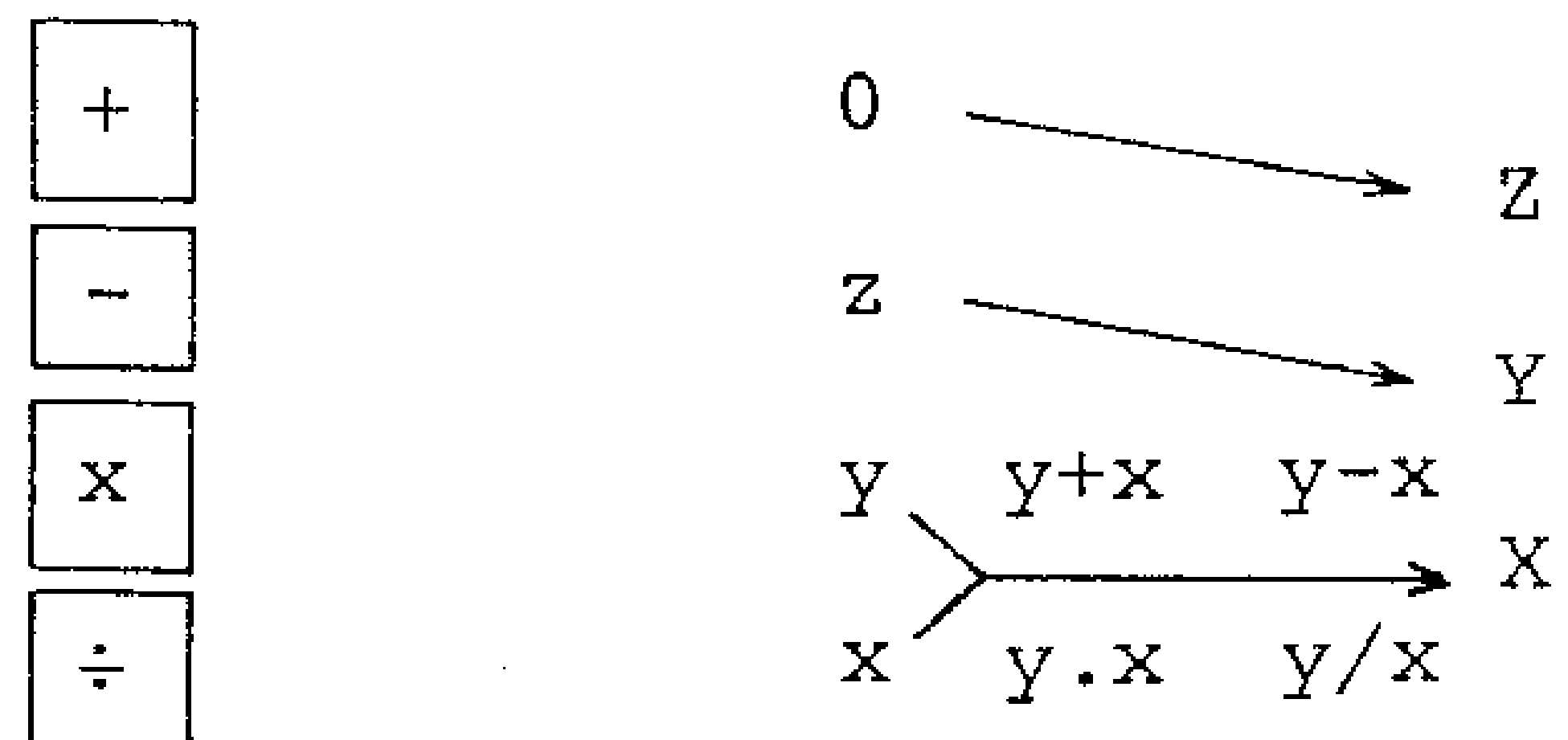
Operation    Contents    Registers



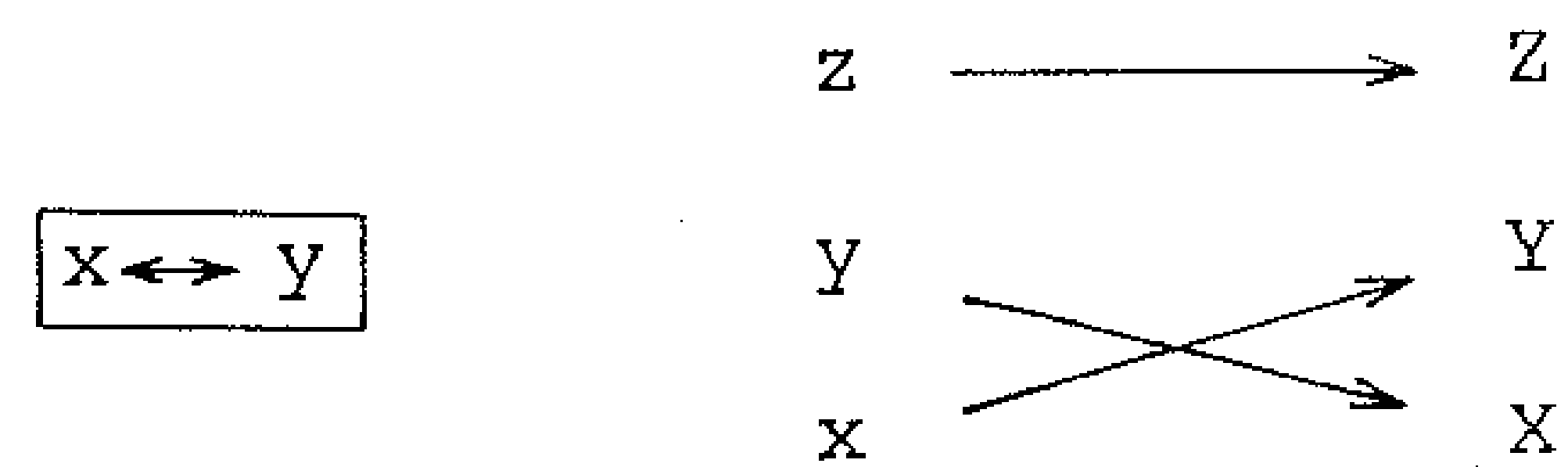
Operation    Contents    Registers



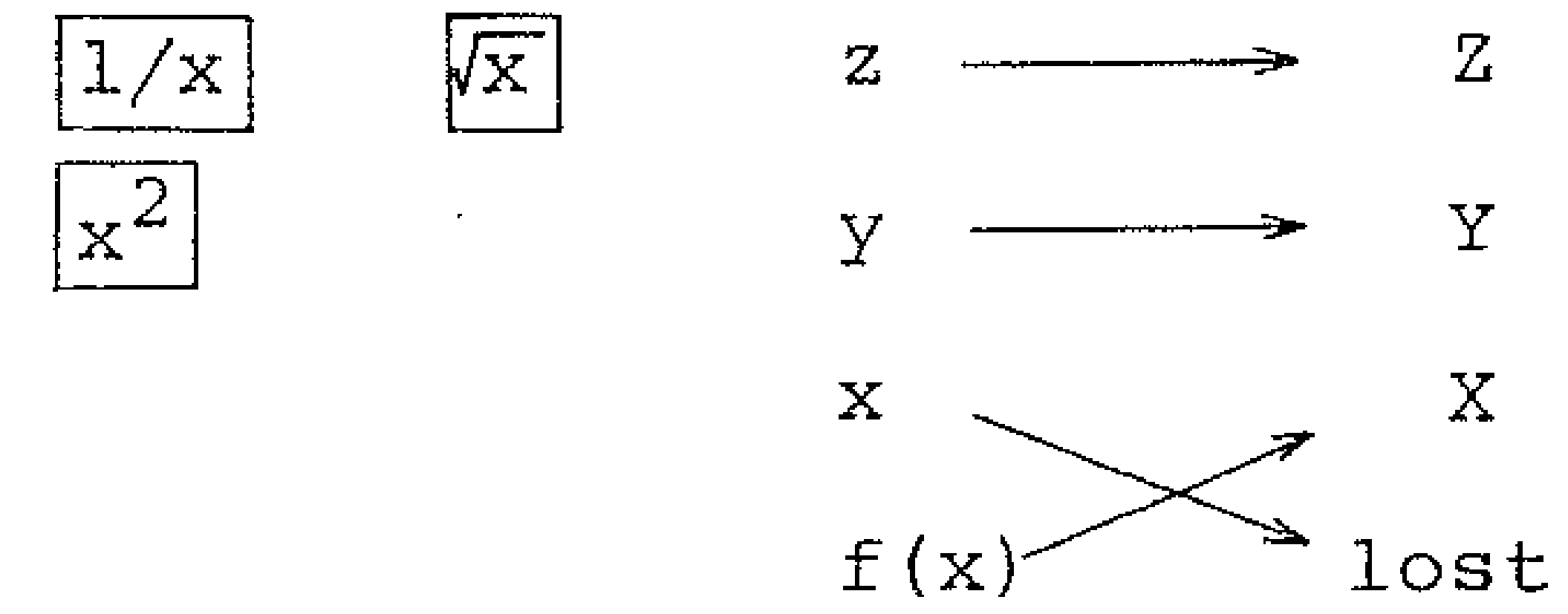
Operation    Contents    Registers



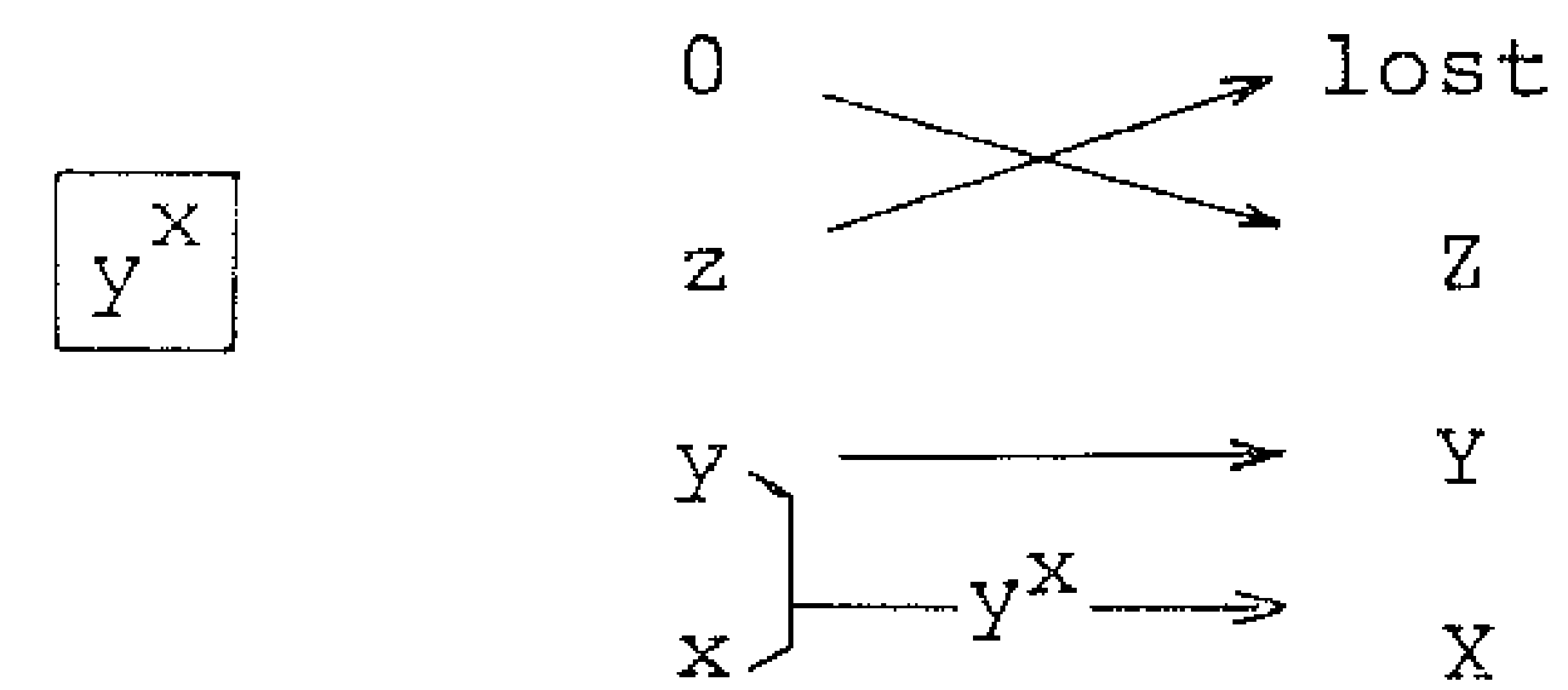
Operation    Contents    Registers



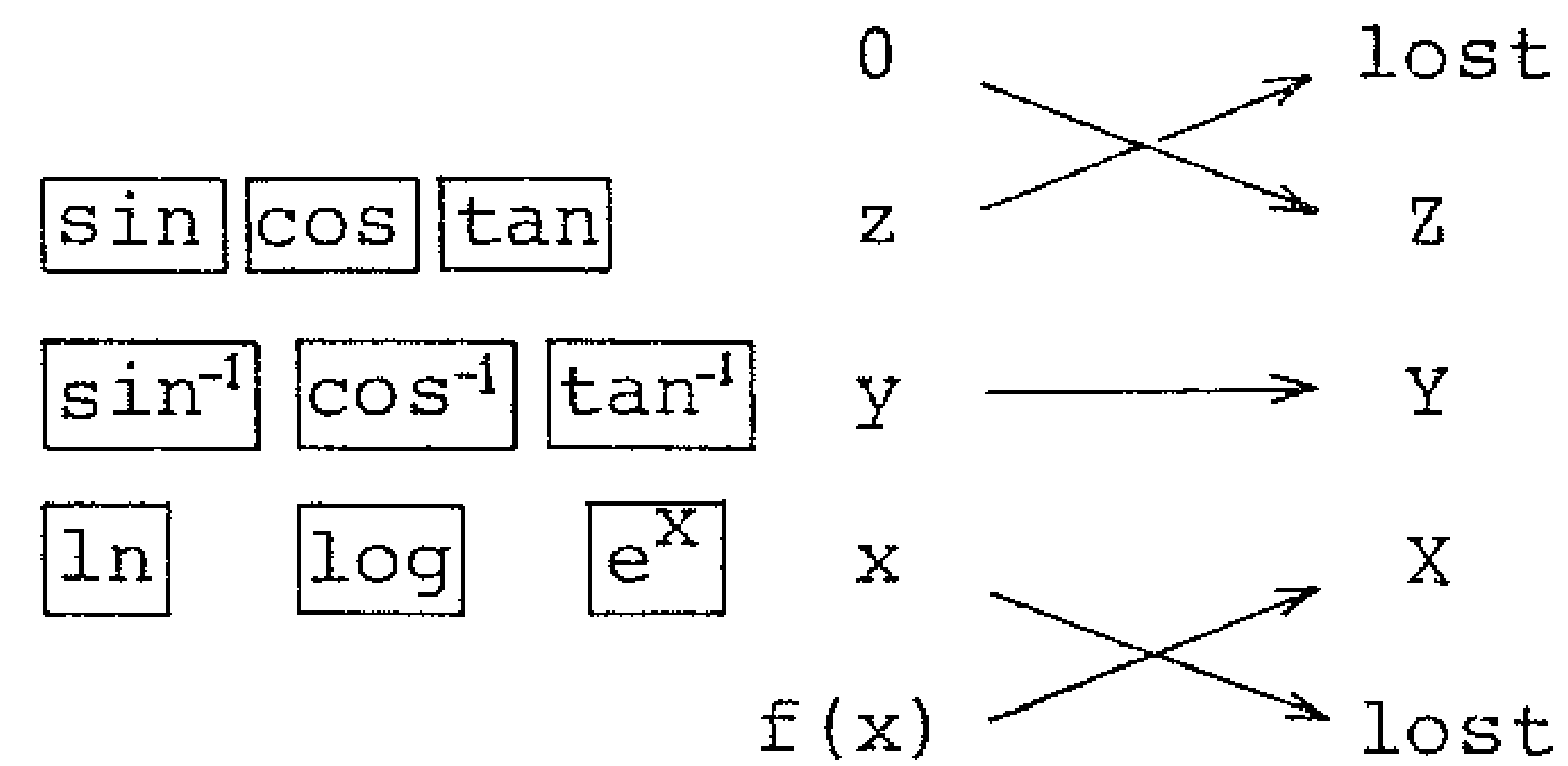
Operation    Contents    Registers



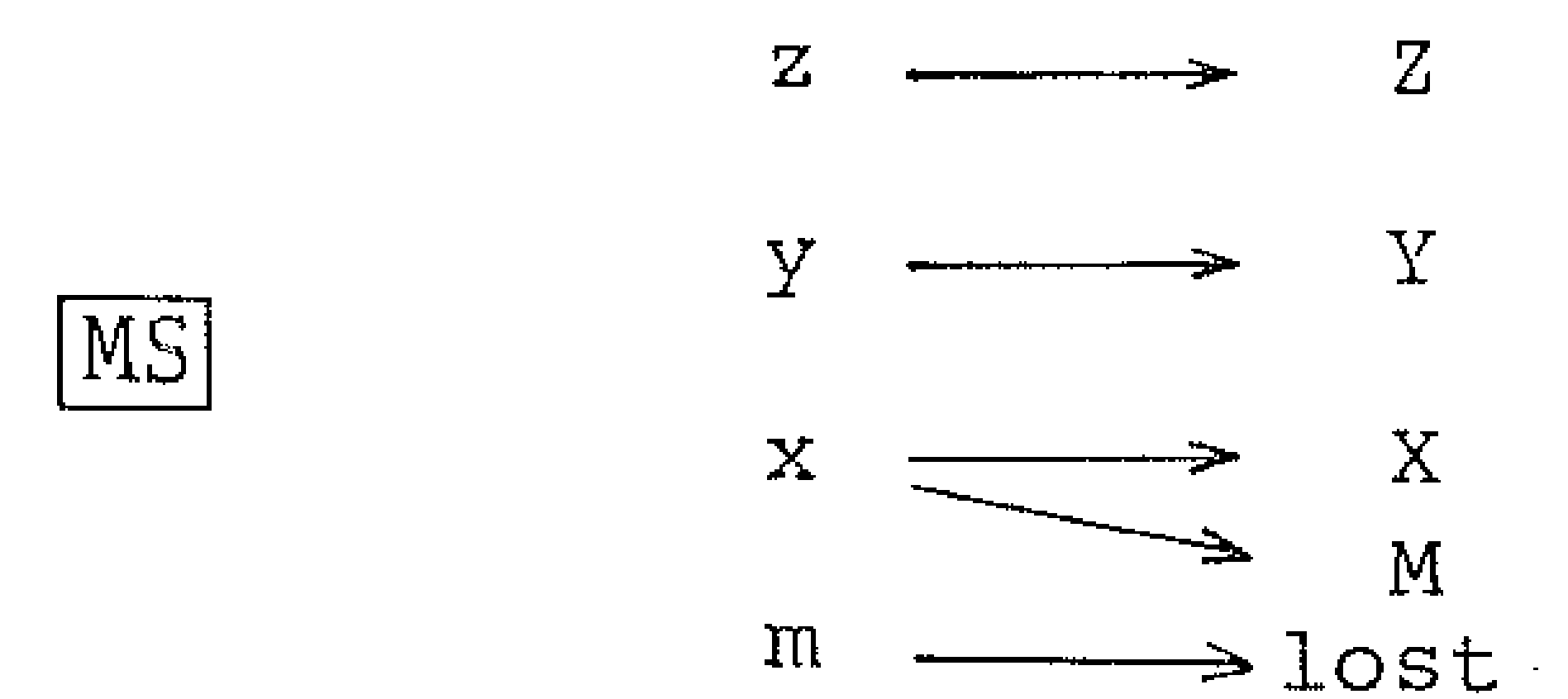
Operation    Contents    Registers



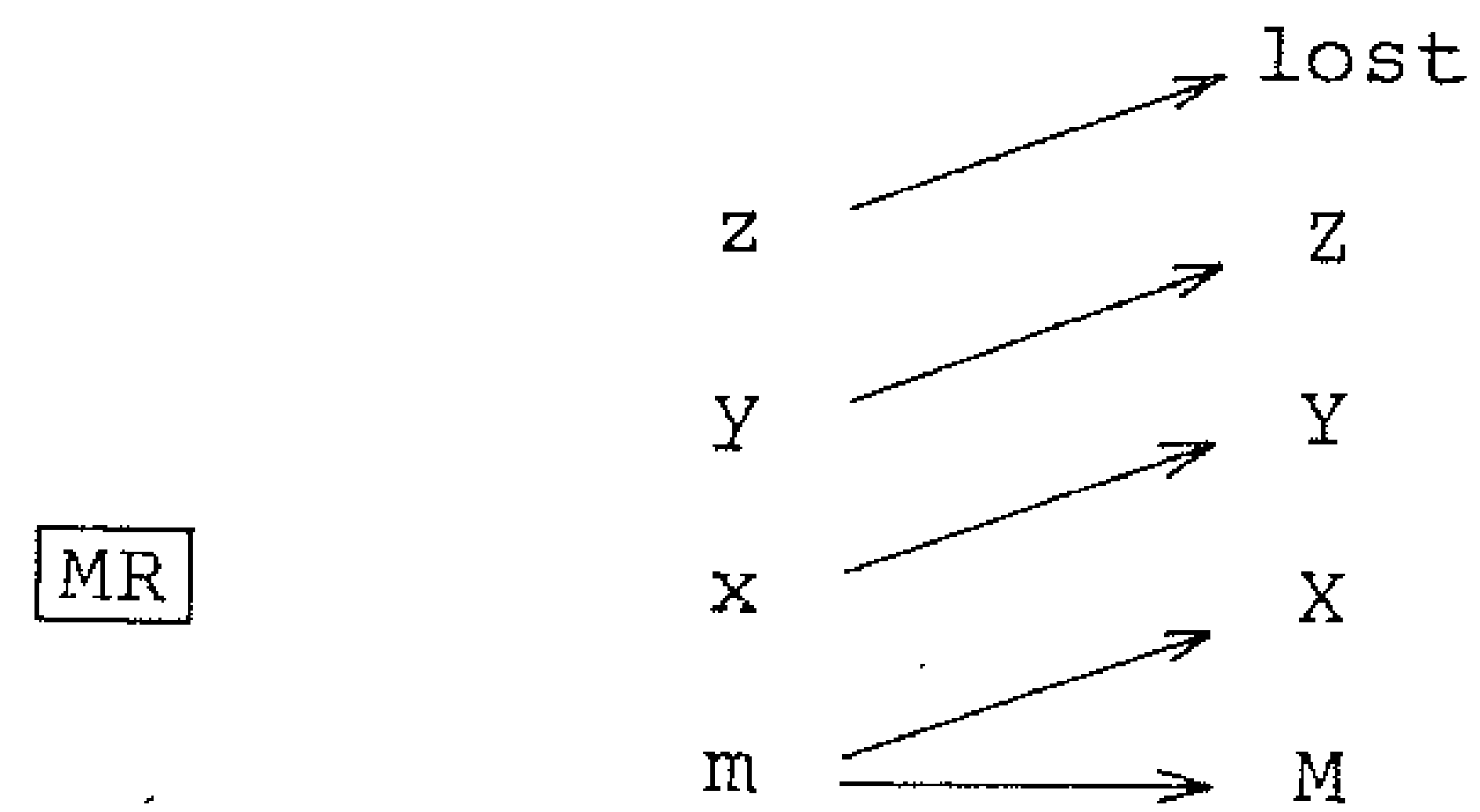
Operation    Contents    Registers



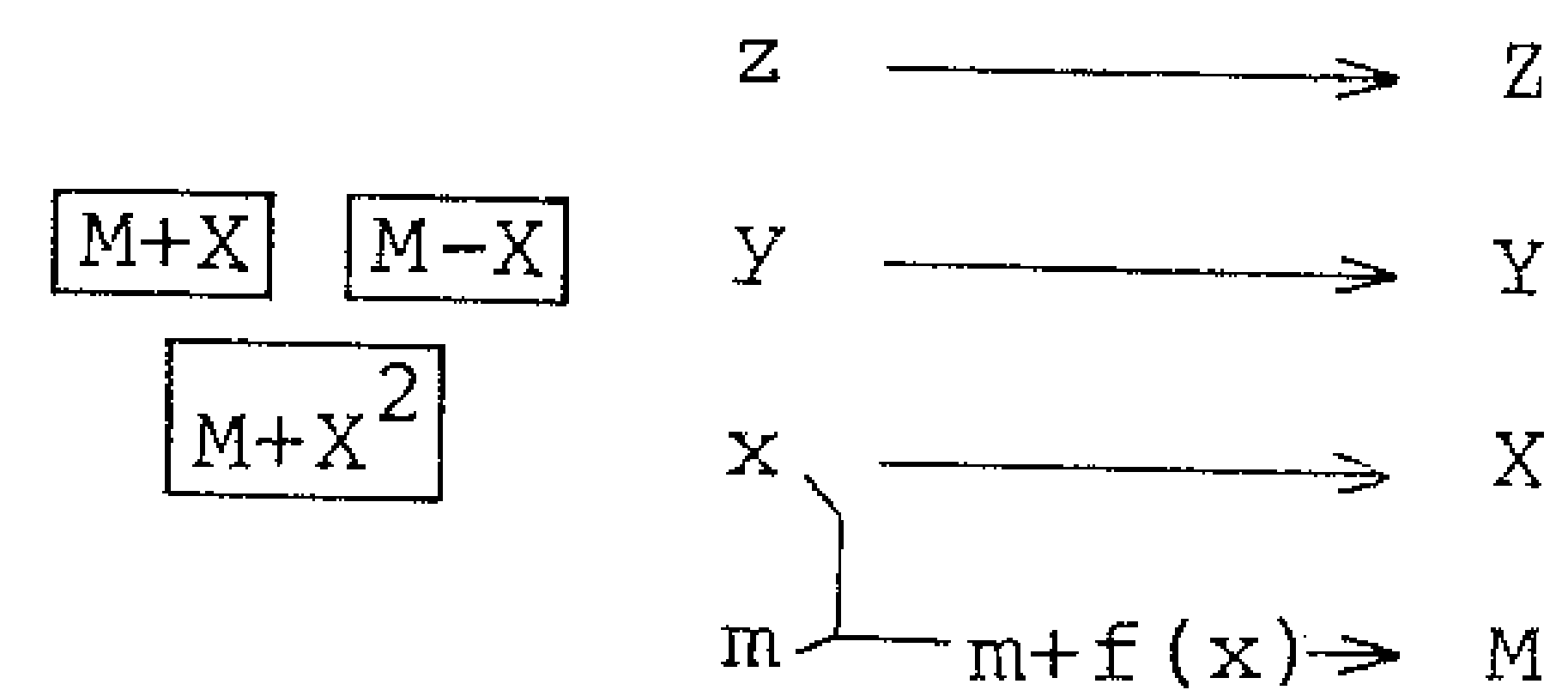
Operation    Contents    Registers



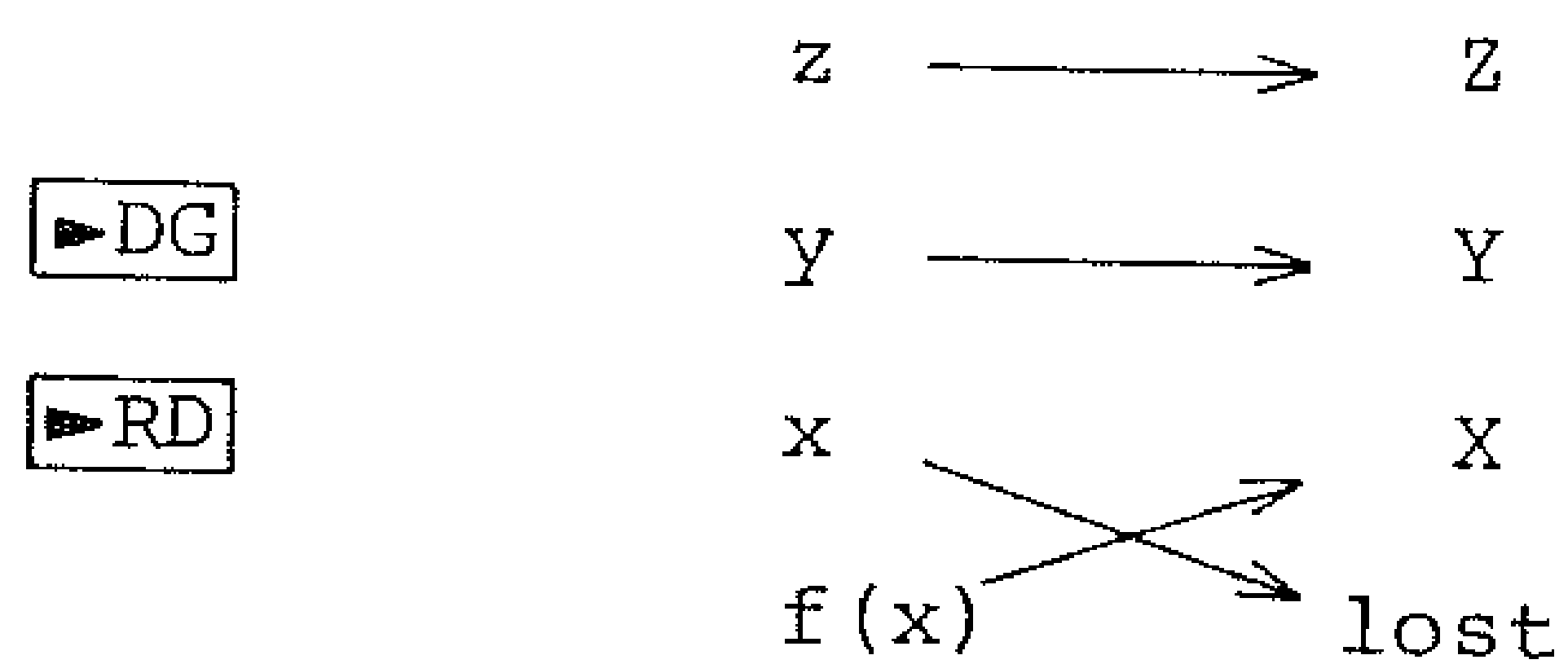
Operation    Contents    Registers



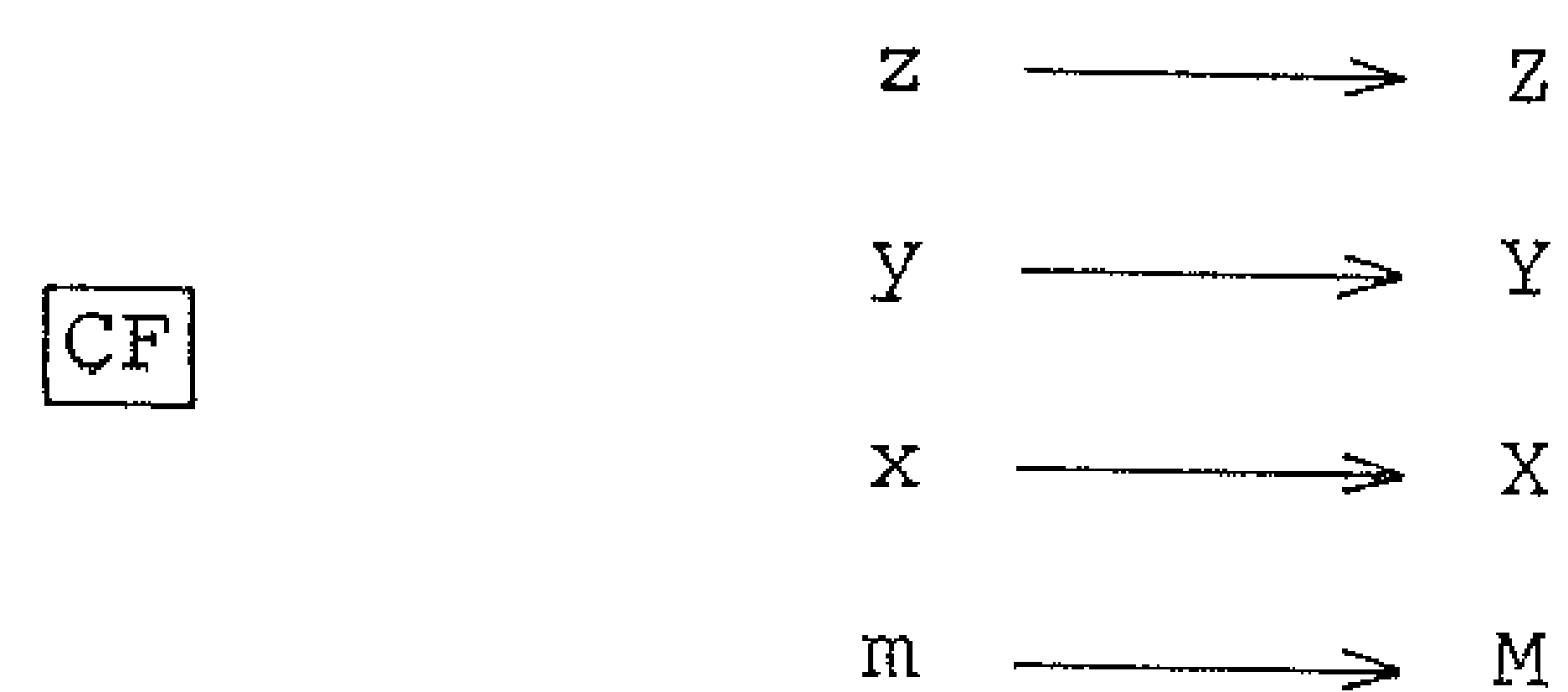
Operation    Contents    Registers



Operation    Contents    Registers

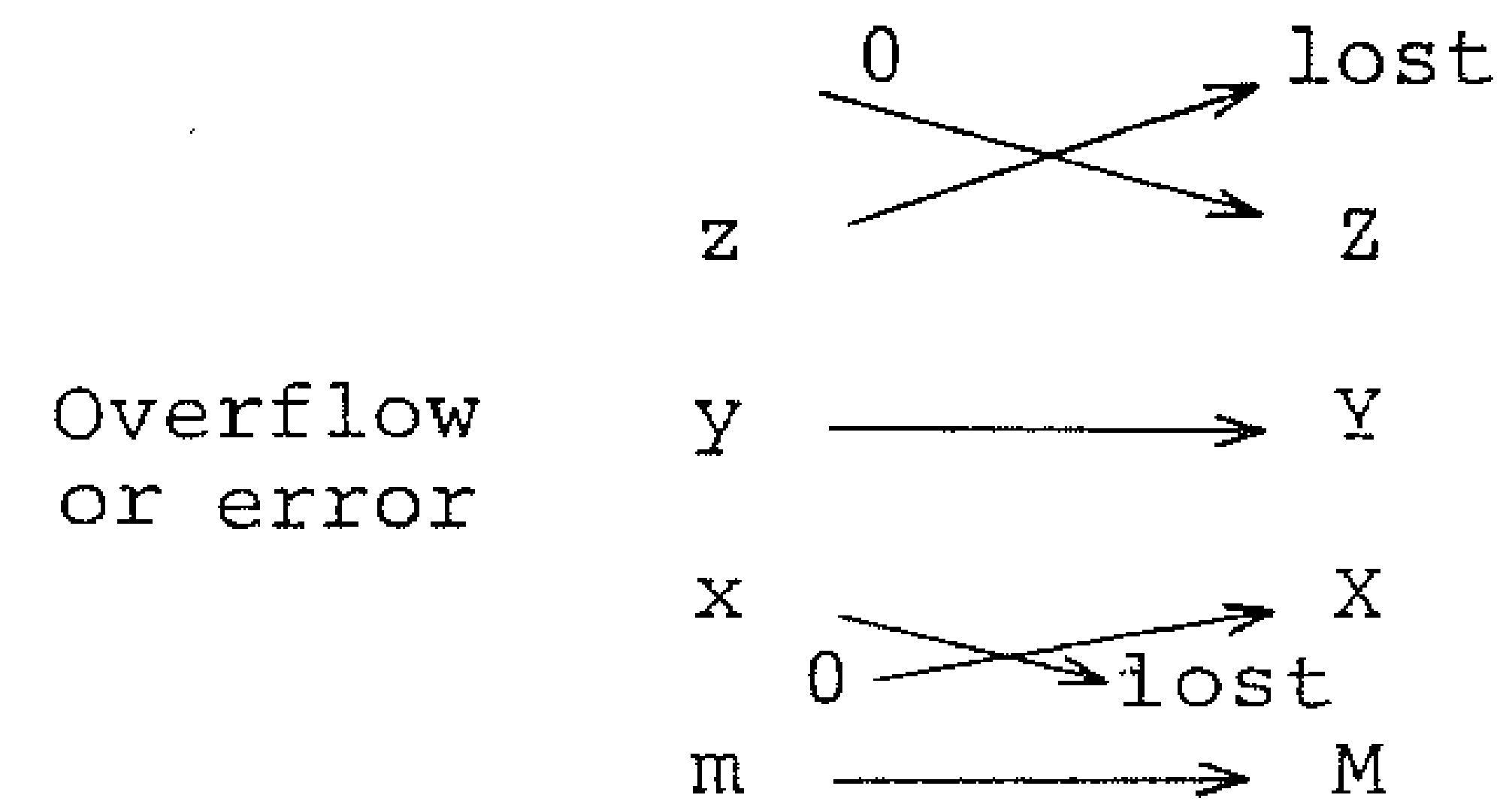


Operation    Contents    Registers



\* **CF** Key reset **F** mode.

Operation    Contents    Registers



### PART TWO

In order to conserve the batteries, after 20 seconds (Appr.) the contents of display disappear and are replaced by a row of 9 decimal points. To recall the previously displayed figure depress the **+/-** key twice.

I) Four Basic Functions

Example:  $[(1 + 2) \times 3 - 4] \div 5$

Operation	Display	Description
1	1	
<b>ENTER</b>	1	
2	2	
<b>+</b>	3	1+2
3	3	
<b>x</b>	9	(1+2)x3
4	4	
<b>-</b>	5	(1+2)x3-4
5	5	
<b>÷</b>	1	

II) Reciprocal

Example:  $\frac{1}{3-1/2}$

Operation	Display	Description
3	3	
ENTER	3.	
2	2	
1/x	.5	1/2
-	2.5	3-0.5
1/x	.4	

III) Square Root

Example:  $81^{1/4}$

Operation	Display	Description
81	81	
$\sqrt{x}$	9.	
$\sqrt{x}$	3.	

IV) Square

Example:  $2.5^2$

Operation	Display	Description
2.5	2.5	
F	2.5	
$x^2$	6.25	

V) Power Function

Example 1)  $2^{10}$

Operation	Display	Description
2	2	
ENTER	2.	
10	10	
$y^x$	1023.998	$\approx 1024$

Example 2)  $10^{1/2.5}$

Operation	Display	Description
10	10	
ENTER	10.	
2.5	2.5	
1/x	.4	
$y^x$	2.511885	

VI) Logarithm

Example 1)  $\ln 5$

Operation	Display	Description
5	5	
ln	1.609438	

Example 2)  $\log 0.03$

Operation	Display	Description
.03	.03	
$\boxed{\log}$	-1.522879	

VII) Anti-logarithm  
Example:  $e^{2.3}$

Operation	Display	Description
2.3	2.3	
$\boxed{e^x}$	9.974177	

VIII)  $\pi$  Constant

Operation	Display	Description
$\pi$	3.1415926	

IX) Radian / Degree exchange  
Example 1)  $\pi \rightarrow ?^\circ$

Operation	Display	Description
$\boxed{\pi}$	3.1415926	
$\boxed{F}$	3.1415926	
$\boxed{\blacktriangleright DG}$	179.99999	$\cong 180^\circ$

Example 2)  $45^\circ \rightarrow ? \text{ rad}$

Operation	Display	Description
45	45	
$\boxed{F}$	F	
$\boxed{\blacktriangleright RD}$	.78539815	

X) Trigonometric Function  
Example 1)  $\sin 30^\circ$

Operation	Display	Description
30	30	
$\boxed{\sin}$	.5	

Note: This model accept Degree as argument, if argument is radian changed to degree fist then go on the problem.

Example 2)  $\cos \frac{\pi}{6}$

Operation	Display	Description
6	6	
$\boxed{1/x}$	0.16666666	
$\boxed{\pi}$	3.1415926	
$\boxed{x}$	0.52359874	
$\boxed{F}$	0.52359874	



Operation	Display	Description
$\blacktriangleright$ DG	29.999998	
cos	0.8660254	

Example 3)  $\tan 15^\circ$

Operation	Display	Description
15	15	
tan	0.2679492	

XI) Inverse-trigonometric  
Example 1)  $\sin^{-1}.3$

Operation	Display	Description
.3	.3	
F	.3	
$\sin^{-1}$	17.4576	Degree

XII) X-register and Y-register exchange  
Example  $6 \div (1 + 2) = 2$

Operation	Display	Description
1	1	
ENTER	1.	
2	2	

Operation	Display	Description
+	3.	1+2=3
6	6	
X $\longleftrightarrow$ Y	3.	
$\div$	2.	

XIII) Memory Operation

A) Store constant or intermediate result

Operation	Display	Memory
10	10	?
MS	10.	10.
C	0.	10.
MR	10.	10.

Note: Depress **MS** Key will overwrite the contents of Memory register. Depress **MR** Key recall the contents of Memory register into X-register push x into Y, y into Z leave Memory unaffected.

B) Clear Memory

Operation	Display	Memory
10	10	?
MS	10.	10
0	0	10

Operation	Display	Memory
MS	0.	0
RM	0.	0.

Note: Zero overwrite the contents of Memory register and let Memory empty.

C) Accumulation

Example:  $4 + 5 \times 6 + 7^2 - 12$

Operation	Display	Memory
0	0	?
MS	0.	0
4	4	0
F	4	0
M+X	4.	4.
5	5	4.
ENTER	5.	4.
6	6	4.
X	30.	4.
F	30.	4.
M+X	30.	34.
7	7	34.

Operation	Display	Memory
F	7	34.
M+X <sup>2</sup>	7.	83.
12	12	83.
F	12	83.
M-X	12.	71.
MR	71.	71

PAER THREE: PROGRAM

(I) General Description

When programming, this model has two working modes, i.e. LOAD and RUN and four control keys, i.e. STRAT, SKIP, HALT and DELETE.

A. Working Modes:

LOAD: Load the program with keys.

RUN: Run the program.

B. Control Keys:

Key	LOAD	RUN
<b>SRART</b>	Clears and initializes program storage area.	Starts first program. Starts program when stropped in HALT step.
<b>SKIP</b>	Terminates current program and initializes a new one.	Skips remainder of current program and begins execution of next one.
<b>HALT</b>	Programs an operator data entry or check point in RUN mode.	
<b>DELETE</b>	Erases the last key entered. Back one step for each depression.	

(II) Rule for programming your calculator

1) Set N STEP switch to "N" (Normal Operation)

2) Set LOAD RUN switch to "LOAD" position

3) Depress **START** key

Note:

When depressing the **START** key, in the LOAD mode, all the programs being previously loaded will be cleared and the **START** command will be loaded as the first step in the program register.

4) Key in the number or function command as you desire.

5) If a variialbe to be used, depress **HALT** key first, set mode switch to "RUN" position key in a number as dummy name then reset mode switch to "LOAD" position and continue your problem

6) If want to name the program, use following key sequence

**NUMBER** **Halt** **C** at the beginning of each program.

7) Use a **HALT** step at the end of each program to terminate each program or to halt at any step to check the intermediate results at will.

8) If there are more than one program to be loaded into the calculator, use a **SKIP** step at the very beginning of each following program for entering each program.

- 9) If there are any wrong key sequence, depress **DELETE** key successively back to the correct ones and reload the program.

(III) Rule to execute your program

- 1) Set mode switch in "RUN" position.
- 2) Depress **START** key to execute first program
- 3) When halting at a variable entry, key in the variable according to the program you have entered.
- 4) When halting at a checking point, depressing **START** key will continue the execution of the program.
- 5) When at a **HALT** step, depressing **SKIP** key will cause the remaining steps of the current program to be skipped. Execution automatically begin at the start of the next program and continue to the first **HALT** step; in absence of a **HALT** step, execution will continue to the end of the program.
- 6) Set the **N STEP** switch to "STEP" position and depress **START** key to check the program step by step.

Example 1) 1+2+3+4+5

a) Programming

Operation	Mode	Display	Description
<b>START</b>	N, LOAD		
1	N, LOAD	1	
<b>ENTER</b>	N, LOAD	1	
2	N, LOAD	2	
<b>+</b>	N, LOAD	3.	

Operation	Mode	isplay	Description
3	N, LOAD	3	
<b>+</b>	N, LOAD	6.	
4	N, LOAD	4	
<b>+</b>	N, LOAD	10.	
5	N, LOAD	5	
<b>+</b>	N, LOAD	15.	

b) Execution

Operation	Mode	Display	Description
<b>START</b>	N, RUN	15.	

Example 2)  $x^2 + x + 1$

a) Programming

Operation	Mode	Display	Description
<b>START</b>	N, LOAD		
<b>HALT</b>	N, LOAD		
2	N, RUN	2	enter 2 as Dummy name
<b>ENTER</b>	N, LOAD	2.	
<b>ENTER</b>	N, LOAD	2.	
<b>X</b>	N, LOAD	4.	$x^2$
<b>+</b>	N, LOAD	6.	$x^2 + 1$

Operation	Mode	Display	Description
1	N, LOAD	1	
$+$	N, LOAD	7.	$x^2 + x + 1$

b) Execution

Operation	Mode	Display	Description
START	N, RUN		
3	N, RUN	3	
START	N, RUN	13	$f(3) = 3^2 + 3 + 1 = 13$

Example 3) Repeat Execution Example 1 using "STEP" operation

Operation	Mode	Display	Description
START	STEP, RUN		
3	STEP, RUN	3	
START	STEP, RUN	3.	
START	STEP, RUN	3	
START	STEP, RUN	9	$x^2$
START	STEP, RUN	12	$x^2 + x$
START	STEP, RUN	13	$x^2 + x + 1$

Example 4) Hyperbolic Function  
1) Programming

Operation	Mode	Display	Description
START	N, LOAD		
HALT	N, LOAD		
2	N, RUN	2	Dummy name for X
$e^x$	N, LOAD	7.389051	$e^x$
ENTER	N, LOAD	7.389051	
$1/x$	N, LOAD	0.13533537	$e^{-x}$
MS	N, LOAD	0.13533537	
$-$	N, LOAD	7.2537157	$e^x - e^{-x}$
2	N, LOAD	2	
$\div$	N, LOAD	3.6268578	$\frac{e^x - e^{-x}}{2}$
HALT	N, LOAD	3.6268578	
SKIP	N, LOAD	3.6268578	
ENTER	N, LOAD	3.6268578	
MR	N, LOAD	0.13533537	
$+$	N, LOAD	3.7621931	
HALT	N, LOAD	3.7621931	
SKIP	N, LOAD	3.7621937	
$\div$	N, LOAD	0.9640295	

2) Execution

Operation	Mode	Display	Description
START	N, RUN		
3	N, RUN	3	
START	N, RUN	10.017866	sinhx
SKIP	N, RUN	10.067653	coshx
SKIP	N, RUN	0.9950475	tanhx

Example 5)  $A = X \cos Wt + Y \sin Wt$   
 $B = X \cos Wt - Y \sin Wt$   
 Where  $X = 3$   
 $Y = 2$   
 $W = \pi$   
 $t = 1/3$

a) Program

Operation	Mode	Display	Description
C	N, LOAD	0	
START	N, LOAD	0	
HALT	N, LOAD	0	
1	N, RUN	1	Dummy name for X
EN	N, LOAD	1	
HALT	N, LOAD	1	
2	N, RUN	2	Dummy name for W

Operation	Mode	Display	Description
ENTER	N, LOAD	2.	
HALT	N, LOAD	2.	
3	N, RUN	3	Dummy name for t
X	N, LOAD	6.	Wt
MS	N, LOAD	6.	
F	N, LOAD	6.	
DG	N, LOAD	343.77468	
COS	N, LOAD	0.9601703	Cos Wt
X	N, LOAD	0.9601703	X cos Wt
RM	N, LOAD	6.	
X↔Y	N, LOAD	0.9601703	
MS	N, LOAD	0.9601703	
C	N, LOAD	6.	
HALT	N, LOAD	6.	
4	N, RUN	4	Dummy name for Y
X↔Y	N, LOAD	6.	
F	n, load	6.	
DG	N, LOAD	343.77468	
SIN	N, LOAD	-0.2794165	sin Wt
X	N, LOAD	-1.117666	Y sin Wt

Operation	Mode	Display	Description
EN	N, LOAD	-1.117666	Y sin Wt
RM	N, LOAD	0.9601703	
+	N, LOAD	-0.1574957	
HALT	N, LOAD	-0.1574957	
SKIP	N, LOAD	-0.1574957	
X↔Y	N, LOAD	-1.117666	
RM	N, LOAD	0.9601703	
X↔Y	N, LOAD	-1.117666	
-	N, LOAD	2.0778363	
HALT	N, LOAD	2.0778363	

b) Execution

Operation	Mode	Display	Description
C	N, RUN		
START	N, RUN		
3	N, RUN	3	x
START	N, RUN	3.	
π	N, RUN		w
START	N, RUN	3.1415926	
3	N, RUN	3	
1/X	N, RUN	0.33333333	t
START	N, RUN	1.0471975	

Operation	Mode	Display	Description
2	N, RUN	2	
START	N, RUN	3.2320514	A
SKIP	N, RUN	-0.2320502	B

Example:6) Borrow \$5,000 at 8% per year for 6 years  
How much the monthly payment is?

a) Program 
$$PMT = \frac{pvi(1+i)^n}{(1+i)^n - 1}$$

Operation	Mode	Display	Description
C	N, LOAD	0.	
START	N, LOAD	0.	
HALT	N, LOAD	0.	
2	N, RUN	2	Dummy name for interest
MS	N, LOAD	2.	
1	N, LOAD	1.	
+	N, LOAD	3.	
HALT	N, LOAD	3.	
3	N, RUN	3	Dummy name for period
Y <sup>X</sup>	N, LOAD	27.	(1+i) <sup>n</sup>
RM	N, LOAD	2.	
X↔Y	N, LOAD	27.	

Operation	Mode	Display	Description
MS	N, LOAD	27.	
X	N, LOAD	54.	$i(1+i)^n$
HALT	N, LOAD	54.	
4	N, LOAD	4	Dummy name for PV
X	N, LOAD	216.	$pvi(1+i)^n$
RM	N, LOAD	27.	
1	N, LOAD	1.	
-	N, LOAD	26.	$(1+i)^n - 1$
$\div$	N, LOAD	8.3076923	$\frac{pvi(1+i)^n}{(1+i)^n - 1}$

b) Execution

Operation	Mode	Display	Description
0.08	N, RUN	0.08	
ENTER	N, RUN	0.08	
12	N, RUN	12.	
$\div$	N, RUN	0.0066666	Change interest rate per year to interest per month
START	N, RUN	1.0066666	$(1+i)$
6	N, RUN	6.	
ENTER	N, RUN	6.	

Operation	Mode	Display	Description
12	N, RUN	12.	
X	N, RUN	72.	
START	N, RUN	.0107566	$i(1+n)^n$
5000	N, RUN	5000	
START	N, RUN	87.666994	PMT

Appendix  
Conditions for Error Indication

Function	Conditions
+, -, X, $\div$	Result > 9999.9999
$\div$ or 1/X	$ x  \leq 0.00000001$
$\sqrt{x}$	$x < 0$
$y^x$	$y \leq 0$ $\ln 99999999 < X \ln Y < -28$
logX or lnX	$x \leq 0.00000001$
$e^x$	$\ln 99999999 < x < -28$
sinX or cosX	$x \geq 7$ radians or $\sim 401^\circ$
$\sin^{-1}x, \cos^{-1}x$	$x > 1$
tanX	$x = \pm 90^\circ$ or $x \geq 7$ radians