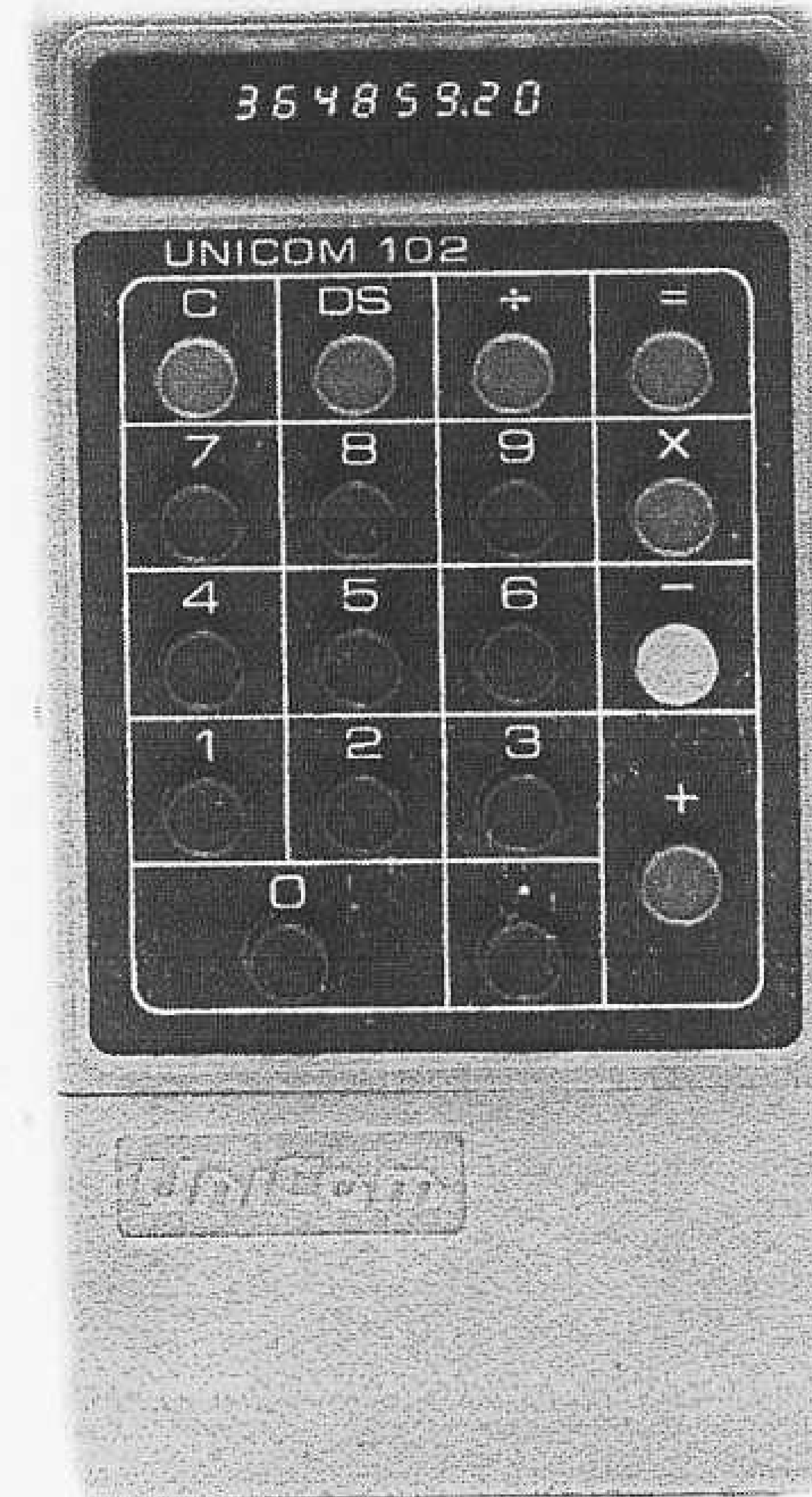


UNICOM 102 INSTRUCTION MANUAL

We at Unicom hope you will enjoy using your 102. As you work with your calculator, you may have questions that aren't answered in this instruction book. If so, please write to us and we will be glad to try and help you. Please mail any requests to:

Unicom Systems, Inc.
10670 N. Tantau Avenue
Cupertino, California 95014
Attn: Director of Calculator Training



FOREWORD

Your Unicom 102 Electronic Calculator has been designed to perform the four basic functions of arithmetic. It also has a roundoff, constants and many other fine features.

This instruction manual will assist you in understanding the various function keys and the operation of the calculator.

Some practice examples have been included to enable you to gain confidence and proficiency in the use of your new calculator.

When you turn the machine on, all answers will float to the highest decimal accuracy.

You may wish to touch  . This will set the decimal at two in all answers.

Do not place the 102 in intense direct sunlight or near heating devices. When turned off, all figures are cleared.

The 102 operates on either 9-volt transistor radio batteries or rechargeable batteries. If you are using rechargeables, do not leave the calculator switch on when they are low as this might damage them. However, you may use your machine while the batteries are recharging.

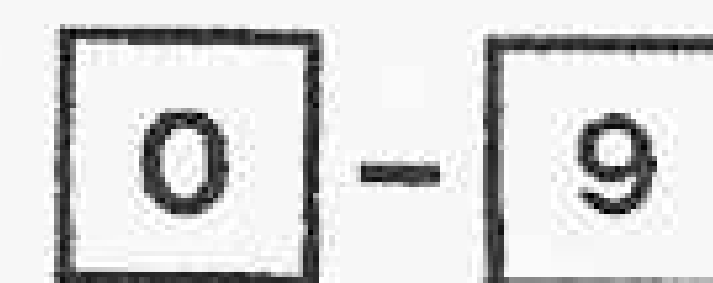
If you should ever need further assistance in computing your figurework, please feel free to get in touch with your local Unicom branch office or dealer.

EXPLANATION OF KEYS, CONTROLS AND INDICATORS

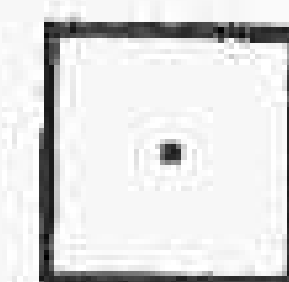


Clear
Key

To clear an incorrect entry before an operating key is touched. To clear an incomplete multiplication or division problem, or overflow.

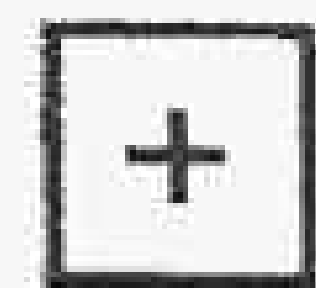


Numeral
Keys



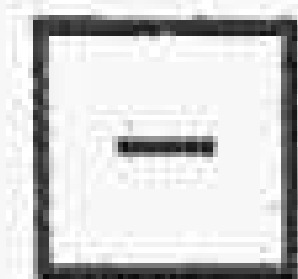
Decimal
Key

Touch this key to enter a decimally correct number. You may make entries with any number of decimals.



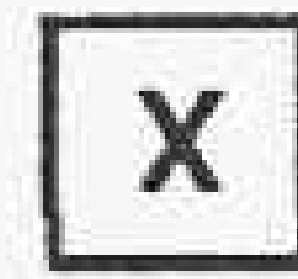
Plus Key

To perform addition.



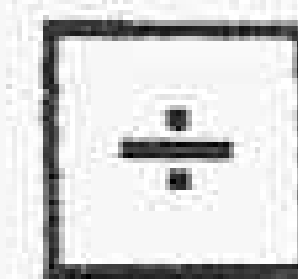
Minus Key

To perform subtraction




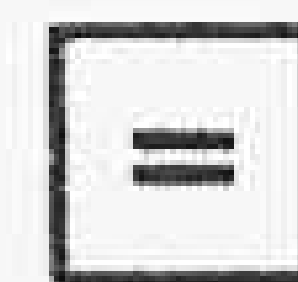
Multiplication Key

To condition the 102 to multiply, to perform chain multiplication, and to establish the first factor as a constant.






Division Key




To condition the 102 to divide, to perform chain division, and to accept the next factor as a constant divisor if  is touched.



Equals Key

To complete a multiplication or division problem, or to condition the machine to begin a new addition or subtraction problem. (Note: It's necessary to touch  or  after entering the last figure before touching ).





To set the decimal in results, touch  and then the number corresponding to the decimal setting desired. For example:   will set the decimal at four places in all products and quotients. (You may use more decimals on entries if you desire).




A minus sign lit in the extreme left of the display indicates a negative number.



A [lit in the extreme left of the display indicates an overflow (a result beyond the capacity of the machine). The numbers displayed are the eight most significant digits in the answer. To set the decimal, multiply the answer shown by 10^8 (100,000,000). Touching  once will allow you to use the result shown in further calculations. Touching  twice will clear the display.



An E lit in the extreme left of the display indicates an overflow with a negative result. Touch  and continue.

ADDITION AND SUBTRACTION

DS 2

Problem	Entry	Result
	<input type="button" value="C"/>	0
1.23	1.23 <input type="button" value="+"/>	1.23
+ 4.56	4.56 <input type="button" value="+"/>	5.79
- .12	.12 <input type="button" value="-"/>	5.67
+ 7.89	7.89 <input type="button" value="+"/>	13.56

Remember, before adding a new column of numbers, touch .

AUTOMATIC REPEAT ADDITION AND CREDIT BALANCE

DS 2

Problem	Entry	Result
	<input type="button" value="C"/>	0.
12.34	12.34 <input type="button" value="+"/>	12.34
- 34.56	34.56 <input type="button" value="-"/>	- 22.22
+ 6.25	6.25 <input type="button" value="+"/>	- 15.97
+ 6.25	<input type="button" value="+"/>	- 9.72
+ 6.25	<input type="button" value="+"/>	- 3.47
- 3.47		

Remember to touch before adding a new column of figures. To repeat add or subtract, touch or without re-entering the figure on the keyboard. To automatically correct an error, simply touch without re-entering the figure on the keyboard.

MULTIPLICATION

DS 2

Problem	Entry	Result
	\boxed{C}	0
$15 \times 3 = 45$	15 $\boxed{\times}$	15.
	3 $\boxed{=}$	45.
2.369 $\times 4.8021$ $= 11.38$	2.369 $\boxed{\times}$	2.369
	4.8021 $\boxed{=}$	11.38
99999 $\times 8888$ $= 888791112$	99999 $\boxed{\times}$	99999.
	8888 $\boxed{=}$	[88879111.*

*A [lit in the extreme left of the display indicates an overflow (a result beyond the capacity of the machine). The numbers displayed are the eight most significant digits in the answer. To set the decimal, multiply the answer shown by 10^8 (100,000,000). Touching \boxed{C} once will allow you to use the result shown in further calculations. Touching \boxed{C} twice will clear the display.

CONSTANT MULTIPLIER

DS 2

Problem	Entry	Result
	\boxed{C}	0
$12 \times 8 = 96$	12 $\boxed{\times}$	12.
$12 \times 6 = 72$	8 $\boxed{=}$	96.
$12 \times 25 = 300$	6 $\boxed{=}$	72.
	25 $\boxed{=}$	300.

In multiplication, the first factor is automatically retained as a constant. It will be replaced with a new constant the next time $\boxed{\times}$ or $\boxed{\div}$ is touched.

DIVISION

DS 2

Problem	Entry	Result
	\boxed{C}	0
$12 \div 3 = 4$	12 $\boxed{\div}$	12.
$12.3456 \div 7 = 1.76$	3 $\boxed{=}$	4.
	12.3456 $\boxed{\div}$	12.3456
	7 $\boxed{=}$	1.76

You may enter numbers with any decimal accuracy. All answers are rounded off.

CONSTANT DIVISOR

DS 2

Problem	Entry	Result
	\boxed{C}	0
$25 \div 2 = 12.5$	25 $\boxed{\div}$	25.
$8 \div 2 = 4$	2 $\boxed{=}$	12.5
$60.5 \div 2 = 30.25$	8 $\boxed{=}$	4.
	60.5 $\boxed{=}$	30.25

In division, the second factor is automatically retained as a constant. It will be replaced with a new constant the next time $\boxed{\times}$ or $\boxed{\div}$ is touched.

PRODUCT OF SUMS AND DIFFERENCES

DS 4

Problem	Entry	Result
$\begin{aligned} &(2 + 3) \\ &\times (4 + 2) \\ &\div (11 - 4) \\ &= 4.2857 \end{aligned}$	C	0.
	DS 4	0.
	2 +	2.0000
	3 +	5.0000
	x	5.0000
	4 +	4.0000
	2 +	6.0000
	+	30.0000
	11 +	11.0000
	4 -	7.0000
	=	4.2857

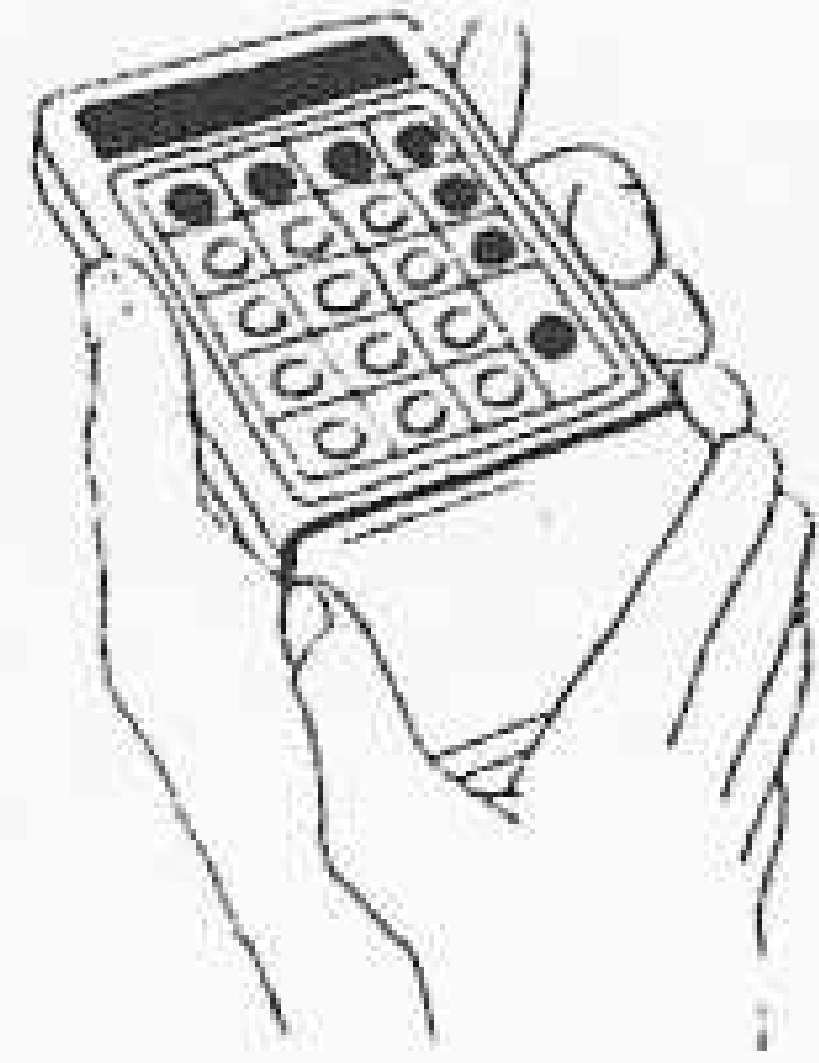
CHAIN MULTIPLICATION AND DIVISION

DS 2

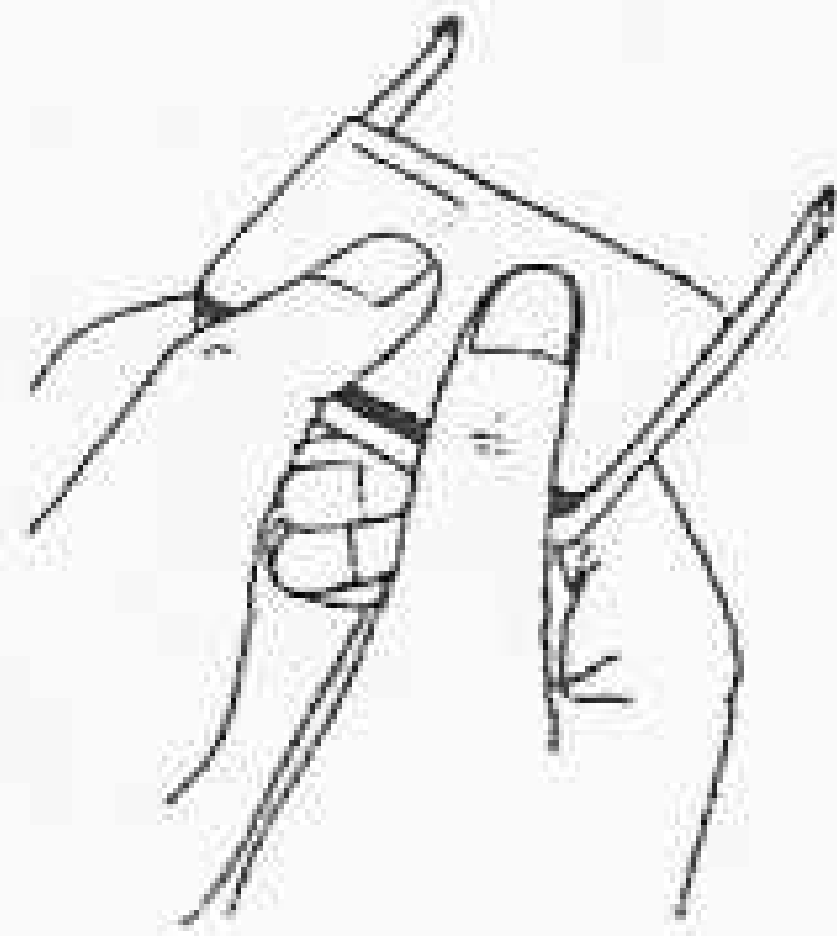
Problem	Entry	Result
$\begin{aligned} &2 \div 3 \times \\ &4 \div 5 \times \\ &7 = 3.73 \end{aligned}$	C	0
	2 +	2.
	3 x	0.6666666
	4 +	2.6666664
	5 x	0.5333332
	7 =	3.73

When chaining, intermediate results float to the largest possible decimal place to give you the most accurate possible final answer.

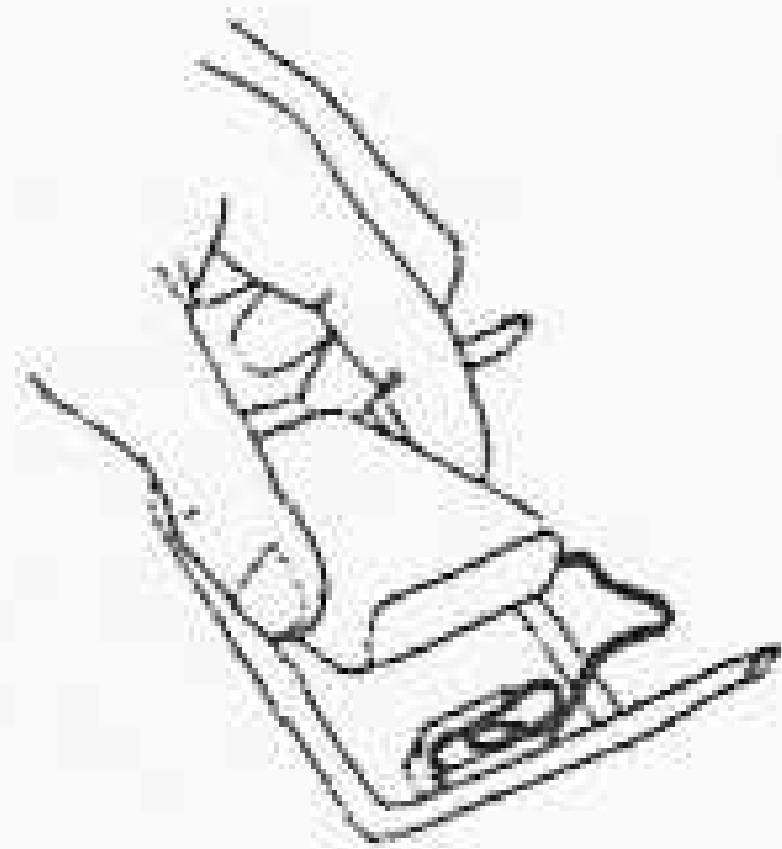
HOW TO CHANGE THE BATTERY



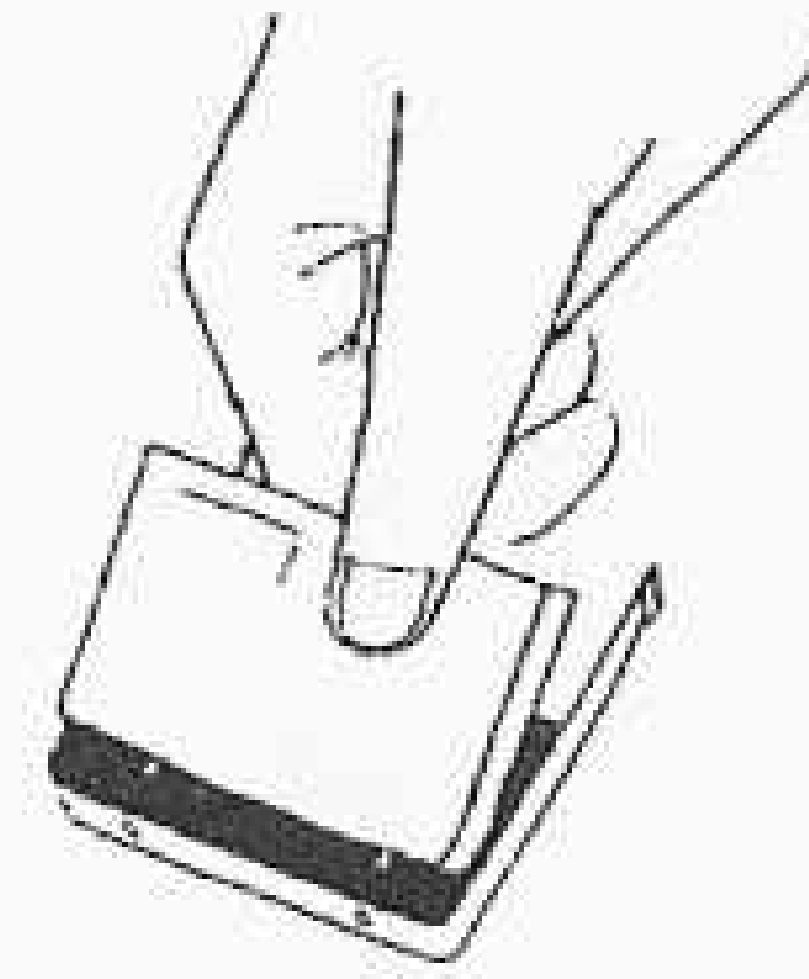
1. Grasp main body of machine firmly at indicated position and slide battery pack out.



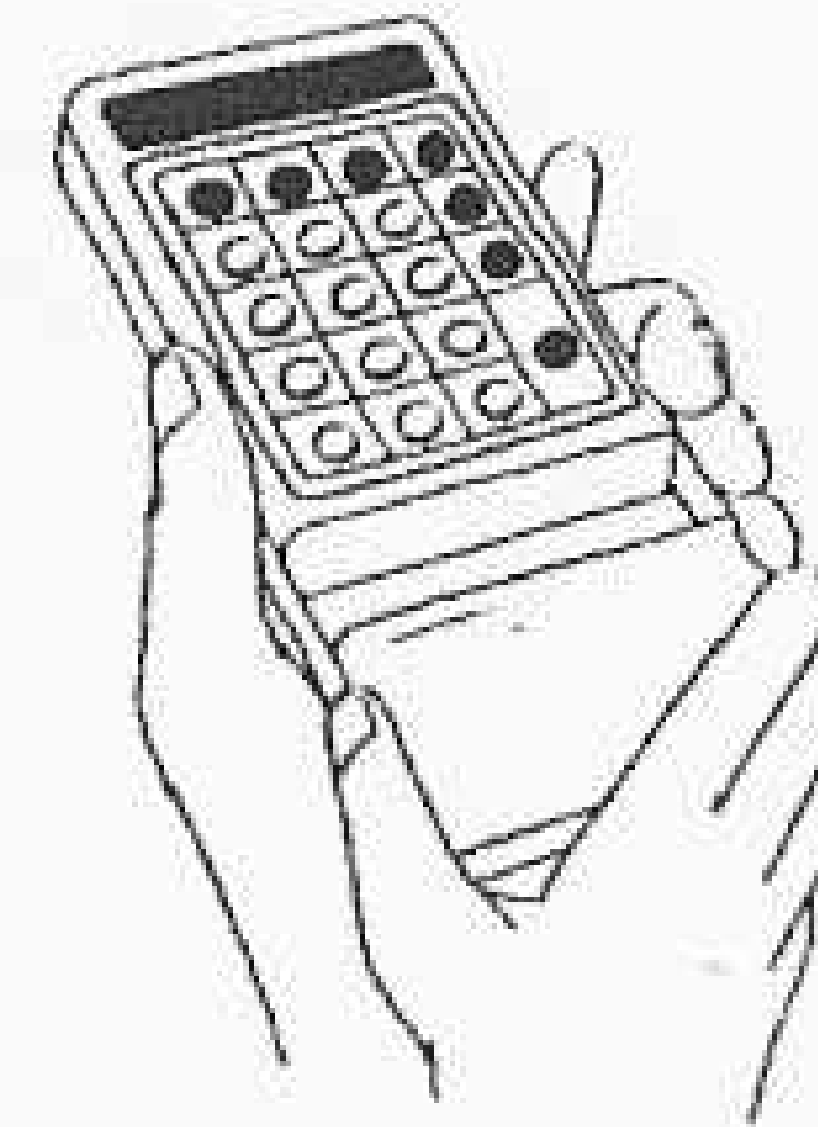
2. Remove battery pack cover by pushing cover down and away.



3. Remove old battery and place new one in same position.



4. To replace cover, first guide the two plastic hooks into the holes on the bottom of the pack, then snap cover shut.



5. Insert two long prongs into guides on sides of main body and slide closed.

Use any 9-volt transistor radio battery. For longer battery life, we recommend using alkaline-type battery.