

**The Pocket Professional™**

# **Calculus**

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## **Owner's Manual**

**SPARCOM®**

Edition 1  
Manual Reorder No. 10111-1M

August 1992  
Software Reorder No. 10111-1A

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## Printing History

Edition 1

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# Calculus Pac Changes

The following changes were made to the Calculus Pac for version 2.5:

- ✓ Browser: Cursor movement and scrolling speed have been increased.
- ✓ Sparcom Graphics Environments: The Sparcom Plotting Keys have been upgraded to complement new graphics functionality in the HP 48GX.

**HP 48GX USERS ONLY:** You should install the application card in Port 1 for two reasons:

1. Application cards installed in Port 1 will execute ~ 20% faster than those installed in Port 2.
2. Application cards installed in Port 2 may experience long pauses (~ 5-10 seconds or more) intermittently during operation. This is not a software defect. It is caused by the new memory architecture of the extended HP 48GX Port 2, which is different from the HP 48SX Port 2. Such pauses will not occur if the application card is operated from Port 1 of the HP 48GX or if it is operated from either port of the HP 48SX.

# Calculus Pac Manual Changes

These changes apply to the Calculus Pac Manual, Edition 1, August 1992.

## Changes for the HP 48GX

General: To display all libraries on the HP 48GX, press **[→] [LIBRY]** instead of **[←] [LIBRY]**.

General: On the HP 48GX, the **[ATTN]** key has been replaced by CANCEL.

General: To perform a screen dump on the HP 48GX, press **[ON] - [I/O]** instead of **[ON] - [MTH]**.

General: To display an item too wide for the display on the HP 48GX, press **[→] [C/C]** instead of **[→] [MST]**.

General: On the HP 48GX, **[PWS]** has been renamed to PICTURE.

Page 22: How to Load Data from the Stack: To access the Interactive Stack from an input screen on the HP 48GX, press **[←] [EDIT] [↑] [STK]** instead of **[↑]**.

Pages 45, 46: Storing User-Defined Integrals: On the HP 48GX, press **[PRG] [TYPE] - [TAG]** instead of **[PRG] [OBJ] - [TAG]** to tag an object.

Page 78: PINTR: Polynomial Interpolation: Note(s): On the HP 48GX, press **[←] [SYMBOLIC] [NXT] - [O]** instead of **[←] [Q]**.

Pages 90, 91: On the HP 48GX, press **[PRG] [TYPE] - [TAG]** instead of **[PRG] [OBJ] - [TAG]** to tag an object.

Pages 95, 96: PKEY: Sparcom Plotting Keys: The user-key assignment for **[→] [PLOT]** is not supported on the HP 48GX because it would prevent access to the HP 48GX Plot input form. This key is installed only on the HP 48SX.









Page 97: The Enhanced Plot Menu: Both pictures are correct for the HP 48SX, but for the HP 48GX, they should be:

HP 48GX Plot Menu	Enhanced Plot Menu
<pre> { HOME } Eq: Ptype: FUNCTION  [TYPE] [PRG] [EQ] [ERASE] [DATA] [DRAW] </pre>	<pre> { HOME } 4: 3: 2: 1: [PLOT] [PLOT2] [PLOT3] [DIFEQ] </pre>

Page 102: Using the Sparcom PLOT2 Menu: On the HP 48GX, there are only two ways to access the Sparcom PLOT2 menu from the stack, because the first method is not supported.

Pages 163, 168, 169: Example(s): Item ①: On the HP 48GX, press **[←] [PLOT] [PLOT2]** instead of **[→] [PLOT]**. Also, press **[→] [NEW] [DIFEQ]** to return to the Sparcom DIFEQ menu.



Pages 174, 175: VKEY: Sparcom Vector Keys: The user-key assignments for  ,  ,  , and   are not supported on the HP 48GX because the keyboard is different from the HP 48SX. These keys are installed only on the HP 48SX.

Page 181: GRD: Gradient: Note(s): On the HP 48GX, XYZ is RECT mode, R4Z is CYLIN mode, and R44 is SPHERE mode.

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




## Changes for Version 2.5

Page 20: Using the Search Mode: The search mode is now case-insensitive.

Page 55: Using the Constant Library: Picture should contain “ $\pi$ ” instead of “pi.”

Page 60: SI Prefixes: Picture should indicate prefixes as 1E18, 1E15, ....

Page 64: Vector Formulas: Picture has several errors.

Page 184: LAPL: Laplacian: Note(s): Enter  $\phi$  by    9 instead of   9.

Page 195:  $\rightarrow$ SV3: Stack to 3-Element Vector: Example(s):   should be  .



# Contents

---

**Getting Started ..... 9**

- How to Use This Manual and Pac ..... 9
- Manual Conventions ..... 10
- Installing and Removing an Application Card ..... 10
- Using the Library Menu ..... 12
- Stack and Flags..... 13
- Memory Requirements ..... 13
- The 'SPARCOM' Directory ..... 13

## Part 1: Interactive Menus

**1 Main Menu ..... 17**

- Using the Main Menu..... 17
- Moving Around the Screen ..... 19
- Changing the Font Size ..... 19
- Viewing Items Too Wide for the Display ..... 20
- Using the Search Mode ..... 20
- Text Editing ..... 21
- Alpha Lock ..... 21
- How to Load Data from the Stack ..... 22

## **2      Function Library ..... 23**

Using the Function Library .....	23
Fitting to One Point and One Slope .....	25
Fitting to Two Points and Two Slopes .....	26
Fitting to Many Points .....	27
Entering a Piecewise Function .....	28
Building a Polynomial from the Roots .....	29
Finding the Roots of a Polynomial .....	30
Calculating a Taylor Expansion .....	31
Result Screen Operations .....	32

## **3      Integration Analysis ..... 33**

Using Integration Analysis .....	33
Parameter Screen Tips .....	35
Integration Analysis .....	36
Result Screen Operations .....	38

## **4      Integral Tables ..... 39**

Using the Integral Tables .....	39
Choosing a Section .....	41
Solving an Integral .....	42
Storing User-Defined Integrals .....	45

## **5      Limit Analysis ..... 47**

Using Limit Analysis .....	47
Parameter Screen Tips .....	49
Functions .....	50
Sequences .....	51
Series (Partial Sums) .....	52
Recursion Relations .....	53

## **6      Constant Library ..... 55**

Using the Constant Library .....	55
Viewing a Constant .....	56

## 7 Reference Data.....57

Using Reference Data .....	57
Greek Alphabet .....	59
SI Prefixes .....	60
Trig/Hyp Definitions .....	61
Trig/Hyp Pictures .....	62
Relations .....	63
Vector Formulas .....	64

## Part 2: Stack-Based Toolkits

## 8 Function Toolkit .....67

Using the Function Toolkit .....	67
SIMPL: Symbolic Simplification .....	69
TYLRA: Taylor Expansion .....	70
PROOT: Polynomial Root-Finder .....	71
ROOTP: Roots to Polynomial .....	72
PWISE: Piecewise Functions .....	73
QPWR: Rational Power of Function .....	74
DELTA: Delta Function .....	75
LOGA: Logarithm, Any Base .....	76
NROOT: Nth Roots of a Number .....	77
PINTR: Polynomial Interpolation .....	78
PTSLP: Point-Slope Fit .....	79
SPLIN: Cubic Spline Fit .....	80
Trigonometric Functions .....	81
Hyperbolic Functions .....	82

## 9 Integration Toolkit.....83

Using the Integration Toolkit .....	83
LEFT: Left Rectangles .....	85
RIGHT: Right Rectangles .....	86
MIDPT: Midpoint Rectangles .....	87
TRAPZ: Trapezoidal Method .....	88
SIMPS: Simpson's Rule .....	89
INDEF: Store Indefinite Integral .....	90
DEFIN: Store Definite Integral .....	91

## 10 Plotting Toolkit ..... 93

Using the Plotting Toolkit .....	93
PLOT2: Sparcom PLOT2 Menu .....	94
PLOT3: Sparcom PLOT3 Menu .....	94
DIFEQ: Sparcom DIFEQ Menu .....	94
GRF2: Sparcom 2D Graphics Environment .....	94
GRF3: Sparcom 3D Graphics Environment .....	94
PKEY: Sparcom Plotting Keys .....	95
The Enhanced Plot Menu .....	97
HP 48SX Plotting vs. Sparcom 2D & 3D Plotting .....	99

## 11 2D Plotting ..... 101

Using 2D Plotting .....	101
PLOT2: Sparcom PLOT2 Menu .....	102
GRF2: Sparcom 2D Graphics Environment .....	104

## 12 3D Plotting ..... 111

Using 3D Plotting .....	112
3D Plotting Demonstrations .....	113
More About 3D Plotting .....	116
PLOT3: Sparcom PLOT3 Menu .....	119
GRF3: Sparcom 3D Graphics Environment .....	126
DRAW3: Draw Plot (3D) .....	130
ERASE: Erase PICT .....	131
EYE3: Eye Point (3D) .....	132
FUNC3: Function Plot Type (3D) .....	133
PCURV3: Parametric Curve Plot Type (3D) .....	134
PDIM: PICT Dimension .....	135
PSURF3: Parametric Surface Plot Type (3D) .....	136
STEQ: Store in EQ .....	137
STOX: Store x-Component in EQ .....	138
STOY: Store y-Component in EQ .....	139
STOZ: Store z-Component in EQ .....	140
TDOM: t-Variable Domain .....	141
TRES: t-Variable Resolution .....	142
TVAR: t-Variable Name .....	143
UDOM: u-Variable Domain .....	144
URES: u-Variable Resolution .....	145
UVAR: u-Variable Name .....	146
VBOX: Draw Viewing Box .....	147
VDOM: v-Variable Domain .....	148
VRES: v-Variable Resolution .....	149

VVAR: v-Variable Name .....	150
XDOM: x-Variable Domain .....	151
XRES: x-Variable Resolution .....	152
XRNG3: x-Axis Display Range (3D) .....	153
XVAR: x-Variable Name .....	154
XYPRJ: Draw xy-Plane Projection .....	155
YDOM: y-Variable Domain .....	156
YRES: y-Variable Resolution .....	157
YRNG3: y-Axis Display Range (3D) .....	158
YVAR: y-Variable Name .....	159
ZRNG3: z-Axis Display Range (3D) .....	160

## 13 Differential Equations Plotting ..... 161

Using Differential Equations Plotting .....	161
DIFEQ: Sparcom DIFEQ Menu .....	162
EULER: Euler's Method .....	163
EMID: Euler's Method (Midpoint) .....	165
EMOD: Modified Euler's Method .....	166
RK4: Runge-Kutta Method (4th-Order) .....	167
SLPFD: Slope Field .....	168

## 14 Vector Toolkit ..... 171

Using the Vector Toolkit .....	172
What is a Symbolic Vector? .....	173
VKEY: Sparcom Vector Keys .....	174
SIMPL: Symbolic Simplification .....	176
VUNIT: Unit Vector .....	177
VCROS: Cross Product .....	178
VDOT: Dot Product .....	179
VABS: Vector Length (Norm) .....	180
GRD: Gradient .....	181
DIV: Divergence .....	182
CURL: Curl .....	183
LAPL: Laplacian .....	184
V1OP: Unary Vector Operation .....	185
V2OP: Binary Vector Operation .....	186
V+: Vector Addition .....	187
V-: Vector Subtraction .....	188
V*: Vector Multiplication .....	189
V/: Vector Division .....	190
VDER: Vector Derivative .....	191
VINT: Vector Integral .....	192
SV→: Vector to Stack .....	193

→SV2: Stack to 2-Element Vector .....	194
→SV3: Stack to 3-Element Vector .....	195
VEVAL: Vector Evaluate .....	196
V→Q: Vector to Quotient .....	197
V→NUM: Vector Evaluate to Number.....	198
VNEG: Vector Negate .....	199

## Appendices and Index

### A Warranty and Service ..... 203

Pocket Professional™ Support .....	203
Limited One-Year Warranty .....	204
If the Application Card Requires Service .....	204
Environmental Limits .....	205

### B Piecewise Functions ..... 207

What is a Piecewise Function? .....	207
Entry Rules .....	208
Examples .....	209

### Index ..... 215



# Getting Started

Sparcom's Pocket Professional™ software is the first of its kind, developed to provide speed, efficiency and portability to students and professionals in the technical fields. When you slide the Pocket Professional™ Calculus Pac into your HP 48SX, your calculator is instantly transformed into an “electronic textbook,” ready to efficiently solve your Calculus problems.

This section covers:

- ☐ How to Use This Manual and Pac
- ☐ Manual Conventions
- ☐ Installing and Removing an Application Card
- ☐ Using the Library Menu
- ☐ Stack and Flags
- ☐ Memory Requirements
- ☐ The 'SPARCOM' Directory

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## How to Use This Manual and Pac

This manual is designed to be used with your Sparcom Pocket Professional™ Calculus Pac in the following sequence:

- ❶ Read this section, “Getting Started,” to learn how to install and operate the Calculus Pac and to get an overview of the structure of the Calculus Pac.
- ❷ Read the chapters in “Part 1: Interactive Menus,” to learn how to use the interactive menus of the Calculus Pac, which provide easy-to-use, intuitive access to many of the functions in the Calculus Pac. The interactive menus introduce you to a “recognition” approach to problem-solving, of which the central feature is the *browser menu*—a vertical list of choices in full English words or standard abbreviations. A choice is selected by moving the arrow pointer up and down the menu with the cursor keys and pressing **ENTER**. (For more information, see Chapters 1 through 7.)
- ❸ Read the chapters in “Part 2: Stack-Based Toolkits,” to learn how to use the various Toolkits of the Calculus Pac, which provide advanced functions and

custom environments. The stack-based Toolkits introduce you to a “recall” approach to problem-solving, of which the central feature is the *Toolkit menu*—a horizontal list of commands on HP 48SX softkeys (menukeys). Each command requires a specific number of arguments to be placed on the stack before pressing the softkey. (For more information, see Chapters 8 through 14.)

- ④ Use the table of contents and index to locate further topics of interest.

---

## Manual Conventions

There are a few simple conventions used throughout this and other Pocket Professional™ manuals:

- ☐ Keys on the HP 48SX keyboard are shown in a boxed typeface, such as **ENTER** or **ATN**.
- ☐ Menukeys (softkeys), which are located at the bottom of the HP 48SX screen and correspond directly to the top row of keys on the HP 48SX keyboard, are shown in an inverse typeface, such as **CALCU** or **QUIT**.
- ☐ Programmable commands are always shown in uppercase letters, such as SIN or SIMPL.

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## Installing and Removing an Application Card

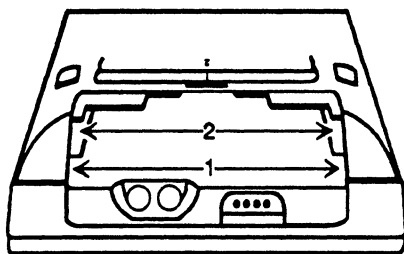
The HP 48SX has two ports for installing plug-in application cards. You can install your Calculus Pac in either port.

**WARNING:** Turn off the HP 48SX while installing or removing an application card! Otherwise, user memory may be erased.

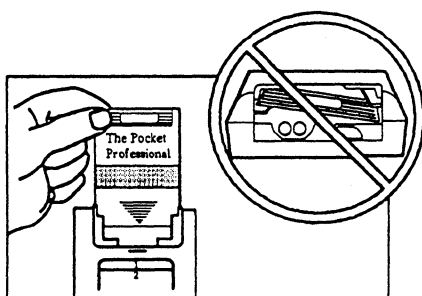
### Installing an Application Card

To install an application card, follow these steps:

- ① Turn the HP 48SX off. Do not press **ON** until you have completed the installation procedure.
- ② Remove the port cover. Press against the grip lines and push forward. Lift the cover to expose the two plug-in ports, as shown below:



- ③ Select either empty port for the Pocket Professional™ card, and position the card just outside the slot. Point the triangular arrow on the card toward the HP 48SX port opening, as shown below:

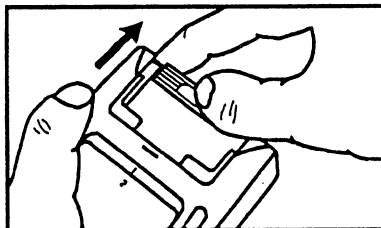


- ④ Slide the card firmly into the slot. After you first feel resistance, push the card about 1/4 inch further, until it is fully seated.
- ⑤ Replace the port cover.

## Removing an Application Card

To remove an application card, follow these steps:

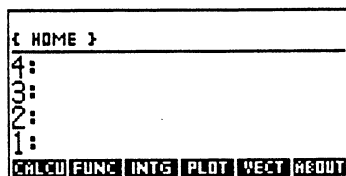
- ① Turn the HP 48SX off. Do not press **ON** until you have completed the removal procedure.
- ② Remove the port cover. Press against the grip lines and push forward. Lift the cover to expose the two plug-in ports, as shown above.
- ③ Press against the card's grip and slide the card out of the port, as shown below:



- ④ Replace the port cover.

## Using the Library Menu

After you turn on your HP 48SX, press **LIBRARY** to display available libraries. Find and press **CALCU** to display the Calculus Pac Library menu. The screen displays new menukeys (softkeys) along the bottom, as shown:



The first six Library menu softkeys provide access to the interactive menus, the four Toolkit menus, and product information about the Calculus Pac. (The other 92 softkeys in the Library menu are all of the programmable commands in the Calculus Pac. They are organized into the four Toolkit menus so that you only need to use the first six softkeys in the Library menu.)

### Library Menu Operations

Key	Description	See
<b>CALCU</b>	Provides access to the interactive menus.	Chapters 1–7
<b>FUNC</b>	Displays the Function Toolkit menu.	Chapter 8
<b>INTG</b>	Displays the Integration Toolkit menu.	Chapter 9
<b>PLOT</b>	Displays the Plotting Toolkit menu.	Chapters 10–13
<b>VECT</b>	Displays the Vector Toolkit menu.	Chapter 14
<b>ABOUT</b>	Shows product information about the Calculus Pac.	—

---

## Stack and Flags

The flag settings of your HP 48SX will never be modified by the Calculus Pac unless you specifically change them from inside an interactive prompt, and the stack will only be changed as a direct result of a command or if you push **STK** from the interactive menus to leave results on the stack. However, pressing **ATTN** multiple times in rapid succession may abort a command or the interactive menus prematurely, in which case your stack and flag settings may be modified.

The display font size for the interactive menus is controlled by the setting of user flag 57. If flag 57 is clear, the smaller display font will be used; if flag 57 is set, the larger display font will be used. Hidden line removal for 3D function graphs is controlled by the setting of user flag 58. If flag 58 is clear, hidden line removal will be active for 3D function graphs; if flag 58 is set, hidden line removal will not be active for 3D function graphs. The state of units for the interactive menus (on or off) is controlled by the setting of user flag 61. If flag 61 is clear, units are on; if flag 61 is set, units are off. These three user flags will be modified by the Calculus Pac if you press **FONT**, **HLINE**, or **UNITS** during operation.

---

## Memory Requirements

A minimum of about 1.7K free memory is required to access the interactive menus of the Calculus Pac. To use the various Toolkit commands may require more memory for complicated operations, such as a high order Taylor expansion. If the Calculus Pac appears to be functioning incorrectly, it is possible that there is not enough free memory in your HP 48SX to complete the operation. (For more information, see Chapter 5 of the HP 48SX Owner's Manual, "Calculator Memory.")

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## The 'SPARCOM' Directory

Sparcom Pocket Professional™ Pacs create the directory 'SPARCOM' in the HOME directory of your HP 48SX. Inside the 'SPARCOM' directory, each Pac creates a subdirectory—for the Calculus Pac, that subdirectory is 'CALCUD'. When using the interactive menus, all variables for the Calculus Pac are stored inside 'CALCUD', so as not to conflict with your variables in other directories. If you are extremely low on free memory, you can purge the 'CALCUD' directory, using the command PGDIR. The next time you access the interactive menus, the 'CALCUD' directory will automatically be re-created. (For more information, see Chapter 7 of the HP 48SX Owner's Manual, "Directories.")



# Interactive Menus





## Chapter 1

# Main Menu

The Main menu lists the interactive modules of the Calculus Pac. From the Main menu you can solve functions, numerically integrate expressions, perform limit analyses, access the Sparcom Graphics Environments, work with symbolic vectors, look up constants, solve integrals, or view reference data.


This chapter covers:

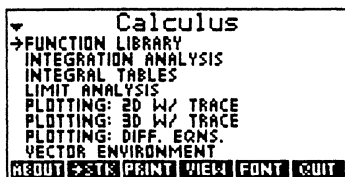
- ☐ Using the Main Menu
- ☐ Moving Around the Screen
- ☐ Changing the Font Size
- ☐ Viewing Items Too Wide for the Display
- ☐ Using the Search Mode
- ☐ Text Editing
- ☐ Alpha Lock
- ☐ How to Load Data from the Stack


---

## Using the Main Menu

To get to the Main menu, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the first softkey, **CALCU**, to start the Calculus Pac interactive menus:



The Main menu lists the interactive modules of the Calculus Pac. A module is selected by moving the pointer to it and pressing .

## Items in the Main Menu

Each item in the Main menu is briefly described below and is discussed in detail in the various chapters of this manual.

### Main Menu Items

Item	Description	See
Function Library	Interactive prompts for 7 functions.	Chapter 2
Integration Analysis	Interactive methods to perform numerical approximation of integrals.	Chapter 3
Integral Tables	Nearly 100 integrals in six sections.	Chapter 4
Limit Analysis	Interactive analysis of functions, sequences, series, and recursions.	Chapter 5
Plotting: 2D w/ Trace	Information about and direct access to the Sparcom PLOT2 menu.*	Chapter 11
Plotting: 3D w/ Trace	Information about and direct access to the Sparcom PLOT3 menu.*	Chapter 12
Plotting: Diff. Eqns.	Information about and direct access to the Sparcom DIFEQ menu.*	Chapter 13
Vector Environment	Information about and direct access to the Vector Toolkit menu.†	Chapter 14
Constant Library	Includes 43 universal constants.	Chapter 6
Reference Data	Includes Greek alphabet, SI prefixes, trigonometric/hyperbolic definitions and relations, and vector formulas.	Chapter 7

### Main Menu Operations

Screen	Softkeys
Main Menu	<b>ABOUT</b> <b>-STK</b> <b>PRINT</b> <b>VIEW</b> <b>FONT</b> <b>QUIT</b>











\* Accessing the Sparcom PLOT2, PLOT3, or DIFEQ menus in this manner automatically installs the Sparcom Plotting Keys and turns on User mode. (For more information, see "PKEY: Sparcom Plotting Keys" in Chapter 10.)

† Accessing the Vector Toolkit menu in this manner automatically installs the Sparcom Vector Keys and turns on User mode. (For more information, see "VKEY: Sparcom Vector Keys" in Chapter 14.)

Key	Action
<b>ABOUT</b>	Displays a screen containing the revision number and product information about the Calculus Pac.
<b>FONT</b>	Toggles between the small and large fonts.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then sends those items to an IR printer.
<b>QUIT</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>-STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack.
<b>VIEW</b>	Displays entire text of an item too wide to fit on the screen.
<b>ATTN</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>ENTER</b>	Moves down one level in the menu structure, entering the module selected by the pointer.
<b>ON-MTH</b>	Dumps the current screen to an IR printer.

---

## Moving Around the Screen

Use the  and  keys to move the pointer up and down in a menu screen. Press  to move the pointer to the bottom of the screen, or to page down one screen at a time if the pointer is already at the bottom of the screen. Press  to move the pointer to the top of the screen, or to page up one screen at a time. Press  to move the pointer to the very end of the menu or press  to move the pointer to the very beginning of the menu.

---

## Changing the Font Size

The default font for the Calculus Pac displays information in condensed, upper-case letters only. Pressing **FONT** will toggle the information to a larger font, which is case-sensitive:

```

      Calculus
    →Function Library
      Integration Analysis
      Integral Tables
      Limit Analysis
      Plotting: 2D w/ Trace
      Plotting: 3D w/ Trace
  ABOUT -STK PRINT VIEW FONT QUIT

```

The font size will remain the same until **FONT** is pressed again.

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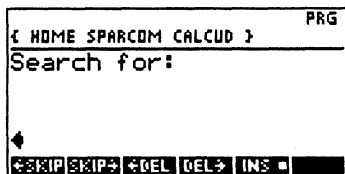
## Viewing Items Too Wide for the Display

If the text of a menu item is too wide to fit within the display, an ellipsis (...) appears at the end of the line. On some screens, the **VIEW** softkey will be present—press **VIEW** to display the entire text of an item, up to one entire screen size. Once the full text has been displayed, press **ENTER** or **ATTN** to return to the menu. At *all* screens, including those screens where **VIEW** is not present, pressing **VIEW** will perform the same function. If an item does fit entirely on the screen, **VIEW** or **VIEW** will beep and do nothing.

---

## Using the Search Mode

When menu lists are long, it is faster to locate an item using the search mode. To initiate a search, press **SEARCH** to display the following screen:



The HP 48SX is now locked in alpha-entry mode, as indicated by the alpha annunciator at the top of the screen (not shown). Alpha entry mode activates the white capital letters printed to the lower right of many keys. (For more information, see “Alpha Lock” below and Chapter 2 of the HP 48SX Owner’s Manual, “The Keyboard and Display.”)

To perform a search, enter the first letter or letters of the desired string and press **ENTER**. The search function is case-sensitive, and will scan through all information in the current menu. To enter a lowercase letter in the alpha entry mode, precede the letter with **SHIFT**. To abort the search, press **ATTN**.




---

## Text Editing

The softkeys present at the search screen and at many data input screens are command line editing keys. They allow you to edit the search string or input data. Their functions are summarized below. (For more information, see Chapter 3 of the HP 48SX Owner's Manual, "The Stack and Command Line.")






### Text Editing Operations

Screen	Softkeys
Text Editing	<b>←SKIP</b> <b>SKIP→</b> <b>←DEL</b> <b>DEL→</b> <b>INS</b> <b>↑STK</b>

Key	Action
<b>←DEL</b>	Deletes all characters in the current word prior to the cursor.
<b>DEL→</b>	Deletes all characters between the cursor's current position and the first character of the next word.
<b>INS</b>	Toggles between insert and type-over modes.
<b>←SKIP</b>	Moves the cursor to the beginning of the current word.
<b>SKIP→</b>	Moves the cursor to the beginning of the next word.
<b>↑STK</b>	Activates a limited version of the Interactive Stack, allowing arguments to be copied from the stack to the command line for editing by pressing <b>ECHO</b> .
	
	Clears the command line if there is text present, or aborts text entry if the command line is already blank.
	Accepts the current command line as the entry and returns to the previous menu or list.





---

## Alpha Lock

Flag -60 controls whether or not Alpha Lock mode is set. The default setting for flag -60 is clear, which means that pressing  places the HP 48SX in alpha-entry mode for only one character, and you must press  to lock alpha-entry mode. If flag -60 is set, then pressing  only once locks alpha-entry mode. The examples in this manual assume that flag -60 is clear. (For more information, see Chapter 2 of the HP 48SX Owner's Manual, "The Keyboard and Display.")

---

## How to Load Data from the Stack

At all data input prompts, it is possible to copy values from the HP 48SX stack to the command line, even though the Calculus Pac is executing. This is achieved through a limited version of the Interactive Stack. To activate the Interactive Stack at a data input prompt, press , or if that does not work, press  **EDIT** to display the EDIT menu and then press **STK**. At this point, unless the stack is empty, the screen will display the contents of the stack. Move the pointer up and down the stack by pressing  and , and when you reach the desired value, press **ECHO** to copy it to the command line for editing. To exit the Interactive Stack and return to the command line, press **ENTER** or **ATTN**. After returning to the command line, you can edit the value with the editing softkeys described above. (For more information, see Chapter 3 of the HP 48SX Owner's Manual, "The Stack and Command Line.")

## Chapter 2

# Function Library

The Function Library provides interactive prompts for seven functions, including point-slope, polynomial, and cubic spline fitting, piecewise function entry, polynomial building and root-finding, and arbitrary point Taylor expansions.




This chapter covers:

- ☐ Using the Function Library
- ☐ Fitting to One Point and One Slope
- ☐ Fitting to Two Points and Two Slopes
- ☐ Fitting to Many Points
- ☐ Entering a Piecewise Function
- ☐ Building a Polynomial from the Roots
- ☐ Finding the Roots of a Polynomial
- ☐ Calculating a Taylor Expansion
- ☐ Result Screen Operations

---

## Using the Function Library

To get to the Function Library, follow these steps:

- ❶ Press   to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the first softkey, **CALCU**, to start the Calculus Pac interactive menus.
- ❹ At Main menu, make sure pointer is at “Function Library” and press .



The Function Library menu lists the seven interactive functions of the Calculus Pac. A function is selected by moving the pointer to it and pressing **ENTER**.

## Items in the Function Library Menu

Each item in the Function Library menu is briefly described below and is discussed in detail in the various sections of this chapter.

### Function Library Menu Items

Item	Description
Fitting (1 Pt/Slope)	Produces a linear function whose graph passes through a given point with a given slope.
Fitting (2 Pt/Slopes)	Produces the cubic function (spline) whose graph passes through two given points with given slopes.
Fitting (Many Points)	Finds the interpolating polynomial of many points.
Piecewise Functions	A series of prompts to define a piecewise function.
Polynomial Builder	Finds the polynomial with a given series of roots.
Polynomial Solver	Returns the real or complex roots of a polynomial.
Taylor Expansion	Finds the Taylor expansion about any point.

### Function Library Menu Operations

Screen	Softkeys
Function Lib.	<b>MAIN</b> <b>-STK</b> <b>PRINT</b> <b>VIEW</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items to print.
<b>-STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack.
<b>UP</b>	Returns to the Main menu.
<b>VIEW</b>	Displays entire text of an item too wide to fit on the screen.
<b>ATTN</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>ENTER</b>	Moves down one level in the menu structure, executing the function selected by the pointer.



## Fitting to One Point and One Slope

Make sure the pointer is at “Fitting (1 Pt/Slope)” and press **ENTER**:

PRG  
{ HOME SPARCOM CALCUD }  
Enter point and slope:  
→ (X,Y) slope  
( cplx real )  
↓  
( . )

The input required is a point and slope.

The result obtained will be an equation describing the line passing through the point with the specified slope.

**Example:** Calculate the equation of the line passing through the point (3,5) with a slope of 2. Type in **←** **3** **←** **5** **→** **2** as your input (use the softkeys to aid entry if desired):

PRG  
{ HOME SPARCOM CALCUD }  
Enter point and slope:  
→ (X,Y) slope  
( cplx real )  
(3,5) 2  
( . )

Press **ENTER** to calculate the equation, and it will appear:

Point-Slope Fit  
→ '2x-1'  
  
MAIN → STE PRINT VIEW FONT UP

The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac. For a complete summary of operations, see “Result Screen Operations.”

## Fitting to Two Points and Two Slopes

Make sure the pointer is at "Fitting (2 Pt/Slopes)" and press **ENTER**:

```

PRG
{ HOME SPARCOM CALCUD }
Enter 2 points/slopes:
→ (X1,Y1) slope1 ...
( cmplx real ... )

```

The input required is a point and slope and another point and slope.

The result obtained will be an equation describing the cubic polynomial passing through the two point with the specified slopes. (This is called a *cubic spline*.)

**Example:** Calculate the equation of the cubic polynomial passing through the point (2,2) with a slope of 7 and through the point (3,14) with a slope of 18.

Type in **←** **( )** 2 **←** **( )** 2 **→** **[SPC]** 7 **[SPC]** **←** **( )** 3 **←** **( )** 14 **→** **[SPC]** 18 as your input (use the softkeys to aid entry if desired):

```

PRG
{ HOME SPARCOM CALCUD }
Enter 2 points/slopes:
→ (X1,Y1) slope1 ...
( cmplx real ... )
(2,2) 7 (3,14) 18

```

Press **ENTER** to calculate the equation, and it will appear:

```

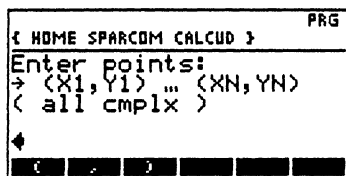
Spline Fit
→ '4X^3-2X^2+3X-4'
MAIN >TR PRINT VIEW FONT UP

```

The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac. For a complete summary of operations, see "Result Screen Operations."

# Fitting to Many Points

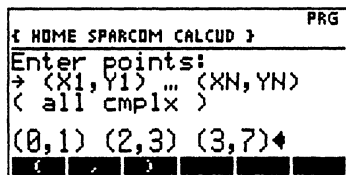
Make sure the pointer is at “Fitting (Many Points)” and press **ENTER**:



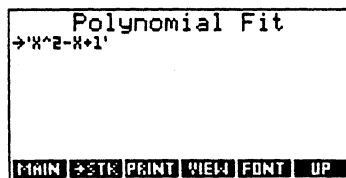
The input required is a series of points.

The result obtained will be an equation describing the polynomial passing through the specified points. (This is called the *interpolating polynomial*.)

**Example:** Calculate the equation of the polynomial passing through the points (0,1), (2,3), and (3,7). Type in **0** **,** **1** **SPC** **2** **,** **3** **SPC** **3** **,** **7** as your input (use the softkeys to aid entry if desired):



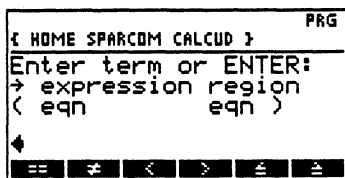
Press **ENTER** to calculate the equation, and it will appear:



The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac. For a complete summary of operations, see “Result Screen Operations.”

## Entering a Piecewise Function

Make sure the pointer is at "Piecewise Functions" and press **ENTER**:



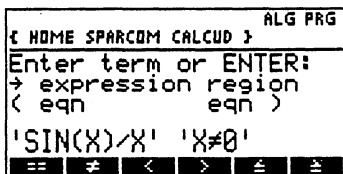
The input required is one or more terms, each consisting of an expression and a region.

The result obtained will be an equation describing the piecewise function.

(For more information and examples, see Appendix B, "Piecewise Functions.")

**Example:** Define the piecewise function  $f(x) = \begin{cases} \sin(x)/x & x \neq 0 \\ \text{undefined} & x = 0 \end{cases}$ . Type in

**SIN** **/** **X** **→** **/** **X** **→** **SC** **/** **X** **≠** **0** as your input:



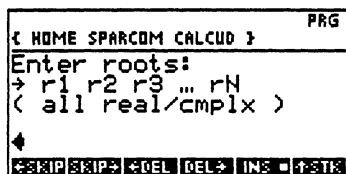
Press **ENTER** to accept this function term, and then press **ENTER** in response to the second prompt, to terminate entry and calculate the piecewise function:



The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac. For a complete summary of operations, see "Result Screen Operations."

# Building a Polynomial from the Roots

Make sure the pointer is at “Polynomial Builder” and press **ENTER**:

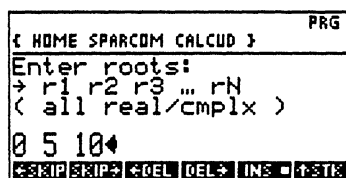


The input required is a series of real or complex roots of a polynomial.

The result obtained will be the polynomial with the specified roots.

**Example:** Calculate the polynomial whose roots are 0, 5, and 10. Type in 0

**SPC** 5 **SPC** 10 as your input:



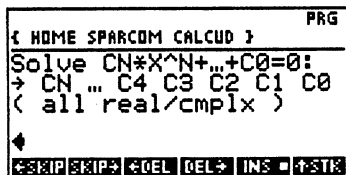
Press **ENTER** to calculate the polynomial, and it will appear:



The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac. For a complete summary of operations, see “Result Screen Operations.”

## Finding the Roots of a Polynomial

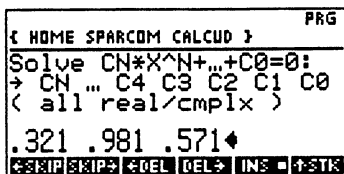
Make sure the pointer is at “Polynomial Solver” and press **ENTER**:



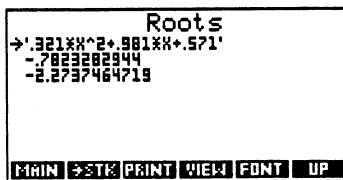
The input required is a series of real or complex coefficients of a polynomial.

The result obtained will be a series of real and complex roots of the polynomial.

**Example:** Calculate the roots of  $0.321x^2 + 0.981x + 0.571$ . Type in .321 **SPC** .981 **SPC** .571 as your input:



Press **ENTER** to calculate the roots, and they will appear:



The first item is the polynomial that was solved, and the remaining items are the roots of that polynomial. The polynomial can be viewed in the EquationWriter by selecting it with the pointer and pressing **ENTER**, and all of the items can be copied to the stack or printed on an IR printer. When you have finished viewing the results, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac. For a complete summary of operations, see “Result Screen Operations.”

# Calculating a Taylor Expansion

Make sure the pointer is at “Taylor Expansion” and press **ENTER**:

```

PRG
{ HOME SPARCOM CALCUD }
Expand F(V) about A:
→ F V Order A
( eqn var int>0 real )
↓
←SKIP←SKIP←DEL DEL←INS←↑TK

```

The input required is a function, an independent variable, an integer order to which to expand, and a real point about which to expand.

The result obtained will be an equation which is the desired Taylor expansion.

**Example:** Find the Taylor series of the function  $\sin(\ln(x))$  about the point  $x = e$  to the 3rd order. To do this, type in **SIN** **→** **LN** **↵** **X** **→** **→** **→** **SPC** **↵** **X** **SPC** **3** **SPC** **↵** **↵** **E** as your input (if necessary, press **↵** **RAD** to enter Radians mode):

```

ALG PRG
{ HOME SPARCOM CALCUD }
Expand F(V) about A:
→ F V Order A
( eqn var int>0 real )
'SIN(LN(X))' X 3 e↓
←SKIP←SKIP←DEL DEL←INS←↑TK

```

Press **ENTER** to calculate the specified Taylor expansion, which will appear:

```

Taylor Expansion
→'.841470984808+.198766110346X-X^3...'
MAIN←TKPRINTVIEWFONTUP

```

The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac. For a complete summary of operations, see “Result Screen Operations.”

For information about simplifying the result, see “SIMPL: Symbolic Simplification” in Chapter 8.

## Result Screen Operations

These are the operations available at all result screens.

### Result Screen Operations

Screen	Softkeys
Result Screen	<b>MAIN</b> <b>-STK</b> <b>PRINT</b> <b>VIEW</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then sends those items to an IR printer.
<b>-STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack. The items are placed in a list if <b>ALL</b> was chosen.
<b>UP</b>	Returns to the Function Library menu.
<b>VIEW</b>	Displays the entire text of an item too wide to fit on the screen, up to one entire screen size.
<b>ATTN</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>ENTER</b>	Either views the result in the EquationWriter (equation) or displays the result expanded to a full screen (not equation).



## Chapter 3

# Integration Analysis

Integration Analysis includes interactive methods to numerically approximate integrals, including left, right, midpoint, trapezoids, and Simpson's Rule.




This chapter covers:

- ☐ Using Integration Analysis
- ☐ Parameter Screen Tips
- ☐ Integration Analysis
- ☐ Result Screen Operations

---

## Using Integration Analysis

To get to Integration Analysis, follow these steps:

- ❶ Press   to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the first softkey, **CALCU**, to start the Calculus Pac interactive menus.
- ❹ At the menu, make sure pointer is at "Integration Analysis" and press :



The image shows a screen titled "Integration" with the following text: "→START: PRESS ENTER", "END: PRESS ENTER", "F(X): PRESS ENTER", "PARTITIONS: 10", and "TECHNIQUE: LEFT". At the bottom, there is a row of softkeys: "MAIN", "→STEP", "PRINT", "CALC", "FONT", and "UP".

The Integration Analysis parameter screen lists the various parameters necessary to perform an integration analysis, including the ability to select one of the five integration techniques supported by the Calculus Pac.

## Integration Analysis Techniques

Each technique available from the Integration Analysis parameter screen is briefly described below and is discussed in detail in the various sections of this chapter.

### Integration Analysis Techniques

Item	Description
Left Rectangles (LEFT)	Calculates the Riemann lower sum of the definite integral of a function.
Right Rectangles (RIGHT)	Calculates the Riemann upper sum of the definite integral of a function.
Midpoint Rectangles (MIDPT)	Calculates the Riemann midpoint sum of the definite integral of a function.
Trapezoidal Method (TRAPZ)	Approximates the definite integral of a function, using the trapezoidal method.
Simpson's Rule (SIMPS)	Approximates the definite integral of a function, using Simpson's Rule.

### Integration Analysis Parameter Screen Operations

Screen	Softkeys
Integration	<b>MAIN</b> <b>-STK</b> <b>PRINT</b> <b>CALC</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>CALC</b>	Performs the actual analysis with the specified parameters.
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items to print.
<b>-STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack.
<b>UP</b>	Returns to the Main menu.
<b>ATN</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>ENTER</b>	Prompts for value of the parameter selected by the pointer.

---

## Parameter Screen Tips

The Integration Analysis parameter screen controls the integration interval starting and ending points, the integrand (a function of  $X$ ), the number of partitions for the approximation, and the integration technique to be used.

### Entry Tips

Here are some useful things to know about entering or editing parameters:

- ☐ To enter or edit the value of a parameter, move the pointer to it and press **ENTER**. After entering or editing the value of a parameter, press **ENTER** to accept the new value and return to the element parameter screen.
- ☐ Once you have begun entering or editing a parameter value, to abort the change, press **ATTN** to clear the command line (if necessary) and then press **ENTER** or **ATTN** to return to the analysis parameter screen without changing the parameter value.
- ☐ You only need to enter values for those parameters that initially display, "Press ENTER." Other parameters (e.g., the number of partitions) will be given default values (e.g., 10) which you may modify if you wish.
- ☐ Make sure to place tic marks (') around symbolic arguments for the integrand.
- ☐ Some HP 48SX modes can be changed at the prompts where parameter values are entered (e.g., pressing **◀** **RAD** will toggle Radians mode).
- ☐ After entering all parameters, press **CALC** to begin the actual analysis.

## Integration Analysis

After selecting "Integration Analysis" from the Main menu, this screen appears:

Integration	
→START:	PRESS ENTER
END:	PRESS ENTER
F(X):	PRESS ENTER
PARTITIONS:	10
TECHNIQUE:	LEFT
MAIN →EXIT PRINT CALC FONT UP	

You should now enter or edit the parameter values. When you have finished, press **CALC** to run the analysis, or at any time press **UP** or **MAIN** to return to the Main menu or **ATTN** to quit the Calculus Pac.

Here are specific descriptions of these parameters:

- ☐ **Start:** Starting point of the interval. Must be a real number, or a symbolic expression such as ' $\pi/2$ ' (which resolves to a real number).
- ☐ **End:** Ending point of the interval. Must be a real number, or a symbolic expression such as ' $\pi/2$ ' (which resolves to a real number).
- ☐ **F(X):** Must be an equation which is either constant or a function of one variable, X.
- ☐ **Partitions:** Number of partitions for the approximation. Must be a positive integer.
- ☐ **Technique:** LEFT, RIGHT, MIDPT, TRAPZ, or SIMPS. Change the technique by pressing **ENTER**, moving the pointer to the desired technique, and pressing **ENTER**.

**Example:** Approximate  $\int_0^{\pi/2} \sin(x) dx$  according to the trapezoidal method, using 20 partitions. To do this, enter 0 as the interval start, ' $\pi/2$ ' as the interval end, 'SIN(X)' as F(X), 20 as the number of partitions, and TRAPZ as the integration technique. (If necessary, press **↵** **RAD** while entering F(X) to enter Radians mode.) When finished, the screen should appear as follows:

```

Integration
→START: 0
END: 1.5707963268
FCN: 'SIN(X)'
PARTITIONS: 20
TECHNIQUE: TRAPZ

MAIN →STK PRINT CALC FONT UP

```

Once the parameters have been specified, press **CALC** to run the analysis, and the result will appear:

```

Integral Value
→.99948590526

MAIN →STK PRINT VIEW FONT UP

```



The result can be copied to the stack or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Integration Analysis parameter screen, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac. For a complete summary of operations, see “Result Screen Operations.”

## Result Screen Operations

These are the operations available at all result screens.

### Result Screen Operations

Screen	Softkeys
Result Screen	<b>MAIN</b> <b>→STK</b> <b>PRINT</b> <b>VIEW</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then sends those items to an IR printer.
<b>→STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack. The items are placed in a list if <b>ALL</b> was chosen.
<b>UP</b>	Returns to the Integration Analysis parameter screen.
<b>VIEW</b>	Displays the entire text of an item too wide to fit on the screen, up to one entire screen size.
	Quits the Calculus Pac to the HP 48SX stack.
	Displays the result expanded to a full screen.

## Chapter 4

# Integral Tables

The Integral Tables include nearly 100 integrals organized in six sections for quick reference: user-defined, rational, irrational, trigonometric/hyperbolic, exponential/logarithmic, and definite. You can add as many integrals as you wish to the user-defined section.




This chapter covers:

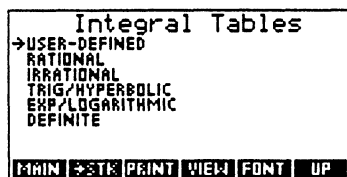
- ☐ Using the Integral Tables
- ☐ Choosing a Section
- ☐ Solving an Integral
- ☐ Storing User-Defined Integrals


---

## Using the Integral Tables

To get to the Integral Tables, follow these steps:

- ❶ Press   to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the first softkey, **CALCU**, to start the Calculus Pac interactive menus.
- ❹ At the Main menu, make sure the pointer is at “Integral Tables” and press .



The Integration Tables menu lists the six sections of integrals stored in the Calculus Pac. A section is selected by moving the pointer to it and pressing .

## Items in the Integral Tables Menu

Each item in the Integral Tables menu is briefly described below and is discussed in detail in the various sections of this chapter.

### Integral Tables Menu Items

Item	Description
User-Defined	User-defined indefinite and definite integrals.
Rational	Indefinite integrals involving rational arguments.
Irrational	Indefinite integrals involving irrational arguments.
Trig/Hyperbolic	Indefinite integrals involving trig/hyp arguments.
Exp/Logarithmic	Indefinite integrals involving exp/log arguments.
Definite	Definite integrals.

### Integral Tables Menu Operations

Screen	Softkeys
Integral Table	<b>MAIN</b> <b>-STK</b> <b>PRINT</b> <b>VIEW</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then sends those items to an IR printer.
<b>-STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack.
<b>UP</b>	Returns to the Main menu.
<b>VIEW</b>	Displays the entire text of an item too wide to fit on the screen, up to one entire screen size. If the item fits on the screen, this key is non-functional.
<b>ATN</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>ENTER</b>	Moves down one level in the menu structure, entering the selected integral section.



## Choosing a Section

Each of the six sections of integrals contains a group of related integrals. Each integral can be displayed in EquationWriter or text format, copied to the stack, or solved, indefinitely or definitely. You can also search for a specific integral using the search mode. (For more information, see “Using the Search Mode” in Chapter 1.) The user-defined integral section behaves identically to all other sections, once you have entered your own integrals.

**Example:** Investigate the section of integrals with forms containing exponentials. To do this, make sure the pointer is at “Exp/Logarithmic” and press **ENTER**:



This particular section contains thirteen integrals.

## Viewing an Integral

**Example (cont.):** View the third integral in this section in EquationWriter format. To do this, make sure the pointer is at the third equation and press **ENTER**. After a brief delay, the integral will be displayed in EquationWriter format:




EXP/LOGARITHMIC  
$$\int \exp(A \cdot X) dX = \frac{\exp(A \cdot X)}{A}$$
  
PRESS [ENTER] TO RETURN TO LIST...

When you have finished viewing the integral, press **ENTER** or **ATTN** to return to the integration section menu. Many integrals are too large for the screen, and will be displayed with the cursor keys activated for scrolling purposes.

**WARNING:** While the HP 48SX is building the EquationWriter format of an integral, key presses will cause strange behavior, resulting in no display of the equation. Therefore, do not press any keys until the integral has been drawn, erased, and re-drawn with the accompanying messages. If you change your mind during a long integral build, press **ATTN** to abort the build process and return to the integral screen.

## Integral Section Menu Operations

Screen	Softkeys
Integral Sect.	<b>MAIN</b> <b>-STK</b> <b>PRINT</b> <b>SOLVE</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then sends those items to an IR printer.
<b>SOLVE</b>	Solves the integral selected by the pointer.
<b>-STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack. The items are placed in a list if <b>ALL</b> was chosen.
<b>UP</b>	Returns to the Integral Tables menu.
	Quits the Calculus Pac to the HP 48SX stack.
	Displays the integral selected by the pointer in the EquationWriter.
	Displays the entire text of an item too wide to fit on the screen, up to one entire screen size. If the item fits on the screen, this key is non-functional.

## Solving an Integral

The integral solving process is one of substitution and algebraic simplification.

**Example (cont.):** To solve the third integral, make sure the pointer is at it and press **SOLVE**.


## Selecting Indefinite or Definite

The first step in solving an integral is choosing the type of integration to perform. You can perform either definite or indefinite integrations. If you choose to perform an indefinite integration, then a constant of integration will be added to the final result.


**Example (cont.):** Perform a definite integration by pressing **DEFIN**.

## Entering Limits of Integration

If you choose to perform a definite integration, you will be prompted to enter the limits of integration. Limits can be real numbers, variables, or expressions. This means you can integrate from 0 to 1, or from A to B, or even from  $\sin(t)$  to  $\cos(t+u)$ , provided that none of the variables used in the limits are identical to the variable of integration, which is always X.

**Example (cont.):** Integrate from 0 to 10. Type 0  10:




```
RAD          PRG
{ HOME SPARCOM CALCUD }
Enter limits:
→ Lower Upper
( real/cmplx/var/eqn )
0 10
←SKIP←SKIP←DEL DEL←INS←↑STX
```

Press  to accept those limits of integration.


**NOTE:** Be sure to enclose *symbolic* limits within tic marks (') and to set Radians mode for correct trigonometric results.

## Entering Values of Constants

When solving an integral (either indefinitely or definitely), you must specify values for all the unknown constants in the integral. This does *not* include the variable of integration, for which you do not enter a value. These constants must be constant with respect to the variable of integration, X. Like the limits of integration, the constants can be real numbers, variables, or expressions.

**Example (cont.):** Set the value of A to  $\tan(T)$ , where T is a constant. Type    T:

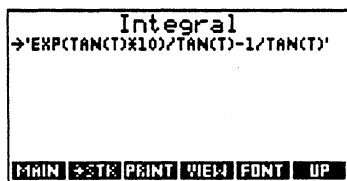
```
RAD          ALG PRG
{ HOME SPARCOM CALCUD }
Enter constants:
→ A
( real/cmplx/var/eqn )
'TAN(T)'
←SKIP←SKIP←DEL DEL←INS←↑STX
```

Press  to accept that constant value.

**NOTE:** If you wish to enter a variable as a limit or a constant, the surrounding tic marks are optional. For example, T can be entered as 'T' or T.

## Viewing the Result

After the limits and constants have been specified, the integration will be performed and the desired result displayed:



The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the integral section menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

(For information about simplifying the result, see "SIMPL: Symbolic Simplification" in Chapter 8.)

### Result Screen Operations

Screen	Softkeys
Result Screen	<b>MAIN</b> <b>-STK</b> <b>PRINT</b> <b>VIEW</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then sends those items to an IR printer.
<b>-STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack. The items are placed in a list if <b>ALL</b> was chosen.
<b>UP</b>	Moves up one level in the menu structure, returning to the integral section.
<b>VIEW</b>	Displays the entire text of an item too wide to fit on the screen, up to one entire screen size. If the item fits on the screen, this key is non-functional.
<b>ATTN</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>ENTER</b>	Displays the result in the EquationWriter.

# Storing User-Defined Integrals





To add an integral to the user-defined section of the Integral Tables, follow these steps:
























































- ❶ Go to the HP 48SX stack. (If necessary, press **ATTN** to quit the interactive menus.)
- ❷ Enter or recall the integral you wish to store to level 1 of the stack. The syntax of the integral must satisfy the following conditions:
  - ❶ The integral must be entered as an equation. It can be entered with the HP 48SX EquationWriter and copied to the stack. (For more information, see Chapter 16 of the HP 48SX Owner's Manual, "The Equation Writer Application.") The equation must include an equal sign with an integral on the left side and an expression on the right side representing the solution of the integral.

**NOTE:** The Calculus Pac does not solve arbitrary integrals—it merely stores them for reference and provides substitution and evaluation help. When entering a new user-defined integral, you must derive or look up the solution to the integral and specify it as a part of the equation to be stored.

- ❷ The variable of integration should be an uppercase X. If the variable of integration is *not* X, **INDEF** or **DEFIN** will automatically convert it to X during the storage process, but an error will occur if X appears elsewhere in the integral.
  - ❸ Valid integrals always require limits of integration, but the limits will be ignored if you store the integral in an indefinite form with **INDEF** (see below).
  - ❹ To store a constraint label with the integral (such as  $a \neq 1$ ), enter the integral as an equation and the constraint label as a string and then press **PRG** **OBJ** **→TAG** to tag the integral with the string.
- ❸ To store the integral in an indefinite form (ignoring the limits of integration), press **INDEF**; to store the integral in a definite form (preserving the limits of integration), press **DEFIN**.

(For more information, see "INDEF: Store Indefinite Integral" and "DEFIN: Store Definite Integral" in Chapter 9.)

**Example:** To store the indefinite integral  $\int \cos(x)dx = \sin(x)$ , press    

  0  0       X                                      to place the integral on level 1. (Note that the HP-48SX requires limits on the integral, but since the integral will be stored indefinitely, the limits will be ignored.) To place the constraint label "TEST" on this integral, type     TEST    . Then press  to store the integral in an indefinite form in the user-defined section of the integral tables.

## Chapter 5

# Limit Analysis

Limit Analysis includes interactive methods to examine limit behavior of functions, sequences, series, and recursion relations.


This chapter covers:

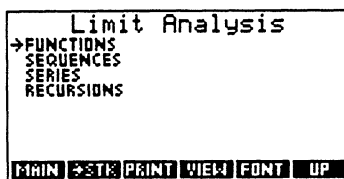
- ☐ Using Limit Analysis
- ☐ Parameter Screen Tips
- ☐ Functions
- ☐ Sequences
- ☐ Series (Partial Sums)
- ☐ Recursion Relations

---

## Using Limit Analysis

To get to Limit Analysis, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCUL** to display the Calculus Pac Library menu.
- ❸ Press the first softkey, **CALCUL**, to start the Calculus Pac interactive menus.
- ❹ At the Main menu, make sure the pointer is at “Limit Analysis” and press **ENTER**:



The Limit Analysis menu lists the four types of limit analysis performed by the Calculus Pac. A type is selected by moving the pointer to it and pressing **ENTER**.

## Items in the Limit Analysis Menu



Each item in the Limit Analysis menu is briefly described below and is discussed in detail in the various sections of this chapter.

### Limit Analysis Menu Items

Item	Description
Functions	Displays the parameter screen for functions, which controls analysis of 1–3 functions approaching a target point from the left or right.
Sequences	Displays the parameter screen for sequences, which controls analysis of 1–3 sequences, sweeping from a start index to a stop index.
Series	Displays the parameter screen for series, which controls analysis of the partial sums of 1–3 series, sweeping from a start index to a stop index.
Recursions	Displays the parameter screen for recursion relations, which controls analysis of 1–3 recursion relations, starting from an initial point.

### Limit Analysis Menu Operations

Screen	Softkeys
Limit Anal.	<b>MAIN</b> <b>→STK</b> <b>PRINT</b> <b>VIEW</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items to print.
<b>→STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack.
<b>UP</b>	Returns to the Main menu.
<b>VIEW</b>	Displays the entire text of an item too wide to fit on the screen, up to one entire screen size. If the item fits on the screen, this key is non-functional.
	Quits the Calculus Pac to the HP 48SX stack.
	Moves down one level in the menu structure, displaying the parameter screen for the analysis selected by the pointer.



---

## Parameter Screen Tips

Each of the four types of limit analysis starts at a parameter screen, where the specific functions/sequences/series/recursion relations are entered, along with other information about the particular analysis to be performed, including starting or ending points and approach sides.

### Entry Tips

Here are some useful things to know about entering or editing parameters:

- ☐ To enter or edit the value of a parameter, move the pointer to it and press **ENTER**. After entering or editing the value of a parameter, press **ENTER** to accept the new value and return to the element parameter screen.
- ☐ Once you have begun entering or editing a parameter value, to abort the change, press **ATTN** to clear the command line (if necessary) and then press **ENTER** or **ATTN** to return to the analysis parameter screen without changing the parameter value.
- ☐ You only need to enter values for those parameters that initially display, "Press ENTER." Other parameters (e.g., the initial index) will be given default values (e.g., 1) which you may modify if you wish.
- ☐ Make sure to place tic marks (') around symbolic arguments.
- ☐ Some HP 48SX modes can be changed at the prompts where parameter values are entered (e.g., pressing **←** **IRAD** will toggle Radians mode).
- ☐ After entering all parameters, press **CALC** to begin the actual analysis.

### Run-Time Modes

Each type of analysis can be run in one of two modes:

- ☐ **Single-Step Mode:** This mode of analysis is single-stepped by pressing any key except **ATTN**, which terminates the analysis. Pressing **STO** at any step copies the current values to the stack and continues to the next step. This is the default run-time mode for function analysis.
- ☐ **Continuous Mode:** This mode of analysis will continue to run until either the stop condition is satisfied or **ATTN** is pressed. At the final values screen, pressing **STO** copies the final values to the stack.

To toggle between the two modes, move the pointer to "Mode" and press **ENTER**.

# Functions

From one to three functions of  $X$  are specified, with a target point and approach side. The value of  $X$  is then swept toward the target point\*, while the values of  $X$  and the functions are displayed on-screen.

**NOTE:** Although the function limit analysis examines a number of points *close* to the target point, the results do not guarantee anything about the actual limit at the target point.

Make sure the pointer is at "Functions" and press **ENTER**:

```

      Functions
→TARGET POINT: PRESS ENTER
F(X): PRESS ENTER
G(X): 0
H(X): 0
APPROACH SIDE: LEFT
MODE: SINGLE-STEP

MAIN →STE PRINT CALC FONT UP

```

You should now enter or edit the parameter values. When you have finished, press **CALC** to run the analysis, or at any time press **UP** to return to the Limit Analysis menu or **ATN** to quit the Calculus Pac.

Here are specific descriptions of these parameters:

- ☐ **Target Point:** Must be a real number.
- ☐ **F(X), G(X), H(X):** Must be equations which are either constant or functions of one variable,  $X$ .
- ☐ **Approach Side:** LEFT or RIGHT. Toggle by pressing **ENTER**.
- ☐ **Mode:** Continuous or Single-Step. Toggle by pressing **ENTER**.

**Example:** Find  $\lim_{x \rightarrow 0^+} \frac{\sin(x)}{x}$ . To do this, enter 0 as the target point and

'SIN(X)/X' as F(X). (If necessary, press **◀** **RAD** while entering F(X) to enter Radians mode.) Once the parameters have been specified, press **CALC** to run the analysis. At each step, press **ENTER** to continue, **STO** to copy the values to the stack and continue, or **ATN** to terminate the analysis. This analysis appears to indicate that the limit is 1.

---

\*  $X$  is swept from  $target - 1$  up to  $target - 1 \times 10^{-10}$  or from  $target + 1$  down to  $target + 1 \times 10^{-10}$  in 10 steps, depending on the approach side.

# Sequences

From one to three sequence coefficients (functions of N) are specified, with a start index and stop index. The value of N is then swept from the start index to the stop index, while the values of N and the sequences are displayed on-screen.

Make sure the pointer is at "Sequences" and press **ENTER**:

```
Sequences
→START INDEX: 1
STOP INDEX: PRESS ENTER
AN: PRESS ENTER
BN: 0
CN: 0
MODE: CONTINUOUS

MAIN →STK PRINT CALC FONT UP
```

You should now enter or edit the parameter values. When you have finished, press **CALC** to run the analysis, or at any time press **UP** to return to the Limit Analysis menu or **ATTN** to quit the Calculus Pac.

Here are specific descriptions of these parameters:

- ☐ **Start Index, Stop Index:** Must be positive integers, and the stop index must be greater than or equal to the start index.
- ☐ **AN, BN, CN:** Must be equations which are either constant or functions of one variable, N.
- ☐ **Mode:** Continuous or Single-Step. Toggle by pressing **ENTER**.

**Example:** Examine the sequence  $\left\{ \left( 1 + \frac{1}{n} \right)^n \right\}_{n=1}^{100}$  for convergence or divergence. To do this, enter 100 as the stop index and  $(1+1/N)^N$  as AN. When finished, the screen should appear as follows:

```
Sequences
START INDEX: 1
STOP INDEX: 100
AN: '(1+1/N)^N'
→BN: 0
CN: 0
MODE: CONTINUOUS

MAIN →STK PRINT CALC FONT UP
```

Once the parameters have been specified, press **CALC** to run the analysis. The value of N will be swept from 1 to 100, and the value of AN will be shown at each point. Although it is slightly ambiguous for such small values of N, the sequence does in fact converge to a limit of e, or 2.7182.... This can be checked by setting the start and stop indices to much larger values, such as 10000 or so.

## Series (Partial Sums)

From one to three series (functions of  $N$ ) are specified, with a start index and stop index. The value of  $N$  is then swept from the start index to the stop index, while the values of  $N$  and the series partial sums are displayed on-screen.

Make sure the pointer is at "Series" and press **ENTER**:

```
Series
→START INDEX: 1
STOP INDEX: PRESS ENTER
AN: PRESS ENTER
BN: 0
CN: 0
MODE: CONTINUOUS

MAIN →STE PRINT CALC FONT UP
```

You should now enter or edit the parameter values. When you have finished, press **CALC** to run the analysis, or at any time press **UP** to return to the Limit Analysis menu or **ATTN** to quit the Calculus Pac.

Here are specific descriptions of these parameters:

- ☐ **Start Index, Stop Index:** Must be positive integers, and the stop index must be greater than or equal to the start index.
- ☐ **AN, BN, CN:** Must be equations which are either constant or functions of one variable,  $N$ .
- ☐ **Mode:** Continuous or Single-Step. Toggle by pressing **ENTER**.

**Example:** Compare the series  $\sum_{n=1}^{100} \frac{1}{n}$ ,  $\sum_{n=1}^{100} \frac{1}{n^2}$ , and  $\sum_{n=1}^{100} \frac{1}{n^3}$ . To do this, enter 100 as the stop index, '1/N' as AN, '1/N^2' as BN, and '1/N^3' as CN. When finished, the screen should appear as follows:

```
Series
START INDEX: 1
STOP INDEX: 100
AN: '1/N'
BN: '1/N^2'
CN: '1/N^3'
→MODE: CONTINUOUS

MAIN →STE PRINT CALC FONT UP
```

Once the parameters have been specified, press **CALC** to run the analysis. The value of  $N$  will be swept from 1 to 100, and the partial sums of AN, BN, and CN will be shown at each point. From this analysis, it appears that AN diverges and that BN and CN converge, with CN converging much more quickly than BN.

## Recursion Relations

From one to three recursion relations (functions of  $X$ ) are specified, with an initial point. The initial point is used as the initial value of  $X$ , from which values of  $F(X)$ ,  $G(X)$ , and  $H(X)$  are calculated. Then, at each successive step, a new value of  $F(X)$ ,  $G(X)$ , and  $H(X)$  is calculated, using the prior value of  $F(X)$ ,  $G(X)$ , or  $H(X)$ , respectively, as the value of  $X$ . For example,  $f_1 = f(x_0)$ , while  $f_2 = f(f_1)$ . At each step, the values of  $N$  (the iteration) and the recursion relations are displayed on-screen.

Make sure the pointer is at "Recursions" and press **ENTER**:

**Recursions**

→ INITIAL POINT: PRESS ENTER

F(X): PRESS ENTER

G(X): 0

H(X): 0

MODE: CONTINUOUS

**MAIN** **→** **STE** **PRINT** **CALC** **FONT** **UP**

You should now enter or edit the parameter values. When you have finished, press **CALC** to run the analysis, or at any time press **UP** to return to the Limit Analysis menu or **ATTN** to quit the Calculus Pac.

Here are specific descriptions of these parameters:

- ☐ **Initial Point:** Must be a real number.
- ☐ **F(X), G(X), H(X):** Must be equations which are either constant or functions of one variable,  $X$ .
- ☐ **Mode:** Continuous or Single-Step. Toggle by pressing **ENTER**.



## Chapter 6

# Constant Library

The Constant Library lists 43 universal constants for quick reference. Constant values can be displayed on the screen, copied to the stack, or printed on an IR printer, either one at a time or all at once.


This chapter covers:

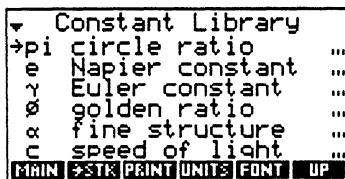
- ☐ Using the Constant Library
- ☐ Viewing a Constant

---

## Using the Constant Library



To get to the Constant Library, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the first softkey, **CALCU**, to start the Calculus Pac interactive menus.
- ❹ At the Main menu, make sure the pointer is at “Constant Library” and press **ENTER**:



## Viewing a Constant

Browse through the list to find a constant, or use the search mode. When you have found the desired constant, press **ENTER** to display the value on a full screen, **⇐STK** to copy the value to the stack, or **PRINT** to print the value.

**Example:** Look up the value of the Stefan-Boltzmann constant. Type   S **ENTER** to search for the letter  $\sigma$ . Then press **ENTER** to view the value:


```
Constant Library
σ Stefan-Boltzmann
5.67051E-8

PRESS [ENTER] TO RETURN TO LIST ...
```

When you have finished viewing the value, press **ENTER** or **ATTN** to return to the Constant Library. When you have finished with the Constant Library, press **⇐UP** or **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

### Constant Library Operations

Screen	Softkeys
Constant Lib.	<b>MAIN</b> <b>⇐STK</b> <b>PRINT</b> <b>UNITS</b> <b>FONT</b> <b>⇐UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items to print.
<b>⇐STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack.
<b>UNITS</b>	Pressing this key toggles units, stripping units from or appending units to all values.
<b>⇐UP</b>	Returns to the Main menu.
<b>ATTN</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>ENTER</b>	Displays the constant label and value, expanded to a screen.
 <b>VIST</b>	Displays entire text of an item too wide to fit on the screen.



## Chapter 7

# Reference Data

Reference Data includes tables of the Greek alphabet, standard SI prefixes, trigonometric and hyperbolic functions, pictures, and relations, and vector formulas.



This chapter covers:

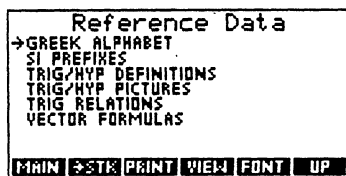
- ☐ Using Reference Data
- ☐ Greek Alphabet
- ☐ SI Prefixes
- ☐ Trig/Hyp Definitions
- ☐ Trig/Hyp Pictures
- ☐ Trig Relations
- ☐ Vector Formulas


---

## Using Reference Data

To get to Reference Data, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the first softkey, **CALCU**, to start the Calculus Pac interactive menus.
- ❹ At the menu, make sure the pointer is at “Reference Data” and press  **ENTER**:



The Reference Data menu lists the six areas of reference data included in the Calculus Pac. An area is selected by moving the pointer to it and pressing  **ENTER**.

## Items in the Reference Data Menu

Each item in the Reference Data menu is briefly described below and is discussed in detail in the various sections of this chapter.

### Reference Data Menu Items

Item	Description
Greek Alphabet	Uppercase and lowercase Greek letters.
SI Prefixes	Commonly used SI prefixes.
Trig/Hyp Definitions	Definitions of the basic trigonometric and hyperbolic functions.
Trig/Hyp Pictures	Graphs of basic trigonometric and hyperbolic functions.
Trig Relations	Common trigonometric relations.
Vector Formulas	Common vector formulas involving dot products, cross products, divergence, curl, and gradient.

### Reference Data Menu Operations

Screen	Softkeys
Refer. Data	<b>MAIN</b> <b>-STK</b> <b>PRINT</b> <b>VIEW</b> <b>FONT</b> <b>UP</b>

Key	Action
<b>FONT</b>	Toggles between the small and large fonts.
<b>MAIN</b>	Returns to the Main menu.
<b>PRINT</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items to print.
<b>-STK</b>	Prompts for <b>ONE</b> or <b>ALL</b> to select items, and then copies those items to the stack.
<b>UP</b>	Returns to the Main menu.
<b>VIEW</b>	Displays the entire text of an item too wide to fit on the screen, up to one entire screen size. If the item fits on the screen, this key is non-functional.
<b>ATTN</b>	Quits the Calculus Pac to the HP 48SX stack.
<b>ENTER</b>	Moves down one level in the menu structure, displaying the data section selected by the pointer.

# Greek Alphabet

Make sure the pointer is at "Greek Alphabet" and press **ENTER**:

ALPHA	A α	IOTA	I ι	RHO	ρ ϱ
BETA	B β	KAPPA	κ κ	SIGMA	σ Σ
GAMMA	Γ γ	LAMBDA	λ λ	TAU	τ τ
DELTA	Δ δ	MU	μ μ	UPSILON	υ υ
EPSILON	Ε ε	NU	ν ν	PHI	φ φ
ZETA	Ζ ζ	XI	ξ ξ	CHI	χ χ
ETA	Η η	OMICRON	ο ο	PSI	ψ ψ
THETA	θ θ	PI	π π	OMEGA	ω ω
PRESS [ENTER] TO RETURN TO LIST...					

This screen is a picture displaying representations of all of the uppercase and lowercase Greek letters. Many of these characters are available from the HP 48SX keyboard, but not all of them. To get a printed copy of this screen, press **ON**—**MTH**. Press **ENTER** or **ATTN** to return to the Reference Data menu.

## SI Prefixes

Make sure the pointer is at "SI Prefixes" and press **ENTER**:

SI Prefixes		
→ENA	(E):	10E18
PETA	(P):	10E15
TERA	(T):	10E12
GIGA	(G):	10E9
MEGA	(M):	10E6
KILO	(K):	10E3
HECTO	(H):	10E2
DEKA	(DA):	10
MAIN ←STK PRINT VIEW FONT UP		

Press **ENTER** to display a prefix and value on a full screen, **←STK** to copy a prefix to the stack, or **PRINT** to print a prefix on an IR printer.

When you have finished browsing the list, press **UP** to return to the Reference Data menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

---

## Trig/Hyp Definitions

Make sure the pointer is at “Trig/Hyp Definitions” and press **ENTER**:



Browse through the list to find the desired definition. Press **ENTER** to display the definition in the EquationWriter, **STK** to copy the definition to the stack, or **PRINT** to print the definition on an IR printer. Press **PICT** to view an illustrative diagram.

When you have finished viewing the definitions, press **UP** to return to the Reference Data menu, **MAIN** to return to the Main menu, or **ATN** to quit the Calculus Pac.

### Using COT, SEC, CSC, etc.

The HP 48SX does not include COT, SEC, CSC, ACOT, ASEC, ACSC, COTH, SECH, CSCH, ACOTH, ASECH, or ACSCH functions, but the Calculus Pac defines them as commands so they will work correctly when used in algebraics or programs. For more information, see “Trigonometric Commands” and “Hyperbolic Commands” in Chapter 8.)

---

## Trig/Hyp Pictures

Make sure the pointer is at "Trig/Hyp Pictures" and press **ENTER**:



Browse through the list to find the desired picture and press **ENTER** to view it. When you have finished viewing the picture, press **ATTN** or **ENTER** to return to the Trig/Hyp Pictures menu, and then press **UP** to return to the Reference Data menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

## Relations

Make sure the pointer is at "Trig Relations" and press **ENTER**:



Browse through the list to find the desired relation. Press **ENTER** to display the relation in the EquationWriter, **STK** to copy the relation to the stack, or **PRINT** to print the relation on an IR printer. Press **PICT** to view an illustrative diagram.

When you have finished viewing the relations, press **UP** to return to the Reference Data menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

---

## Vector Formulas

Make sure the pointer is at "Vector Formulas" and press **ENTER**:



Browse through the list to find the desired formula. Press **ENTER** to display the formula in the EquationWriter, **STK** to copy the formula to the stack, or **PRINT** to print the formula on an IR printer.

When you have finished viewing the formulas, press **UP** to return to the Reference Data menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.



# **Stack-Based Toolkits**



## Chapter 8

# Function Toolkit

The Function Toolkit organizes 24 of the programmable commands in the Calculus Pac into one menu for easy access from the stack. All of the commands are designed to manipulate functions.



This chapter covers:

- ☐ Using the Function Toolkit
- ☐ SIMPL: Symbolic Simplification
- ☐ TYLRA: Taylor Expansion
- ☐ PROOT: Polynomial Root-Finder
- ☐ ROOTP: Roots to Polynomial
- ☐ PWISE: Piecewise Function
- ☐ QPWR: Rational Power of Function
- ☐ DELTA: Delta Function
- ☐ LOGA: Logarithm, Any Base
- ☐ NROOT: Nth Roots of a Number
- ☐ PINTR: Polynomial Interpolation
- ☐ PTSPL: Point-Slope Fit
- ☐ SPLIN: Cubic Spline Fit
- ☐ Trigonometric Functions
- ☐ Hyperbolic Functions

---

## Using the Function Toolkit

To get to the Function Toolkit, follow these steps:

- ❶ Press   to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the second softkey, **FUNC**, to display the Function Toolkit menu:

{ HOME }					
4:					
3:					
2:					
1:					
SIMPL TYLER PROOT ROOTP PWISE QPWR					

The Function Toolkit menu lists the 24 programmable commands designed to manipulate functions.

### Function Toolkit Operations

Screen	Softkeys					
Function Toolkit	SIMPL	TYLRA	PROOT	ROOTP	PWISE	QPWR
	DELTA	LOGA	NROOT	PINTR	PTSLP	SPLIN
	COT	SEC	CSC	ACOT	ASEC	ACSC
	COTH	SECH	CSCH	ACOTH	ASECH	ACSCH

## SIMPL: Symbolic Simplification

This command simplifies the input object, if appropriate. Simplification only occurs for algebraics, which may occur arbitrarily deep within nested lists. All other objects are returned unchanged. Algebraic objects are simplified by performing EXPAN twice and COLCT as many times as necessary until the algebraic stops changing between repeated COLCTs.

To simplify the result of a calculation performed while using the interactive menus, follow these steps:

- 1 Press **→STK** and then **ONE** to copy the result to the stack. Then press **ATTN** to quit the Calculus Pac.
- 2 Press **←** **LIBRARY** to display all libraries available to your HP 48SX.
- 3 Find and press **CALCU** to display the Calculus Pac Library menu.
- 4 Press the second softkey, **FUNC**, to display the Function Toolkit menu.
- 5 Press the first softkey, **SIMPL**, to simplify the expression.

### Entry Method(s)

Input	Output
1: any object	1: simplified object
'SIMPL(object)'	

### Example(s)

Input	Output
{ 1 'x+x' { [ 1 2 ] } } <b>SIMPL</b>	{ 1 '2*x' { [ 1 2 ] } }
'SIMPL(x+x)' <b>EVAL</b>	'2*x'

---

## TYLRA: Taylor Expansion

This command computes a Taylor polynomial of a given function of a given variable to a specified degree about a specified point.

### Entry Method(s)

Input	Output
4: function	4:
3: variable (name)	3:
2: degree (integer)	2:
1: point (real)	1: Taylor expansion

### Example(s)

Input	Output
'SIN(X)' 'X' 2 2 <b>TYLRA</b>	'.909297426826- .416146836547*(X-2)- .454648713413*(X-2)^2'

### Note(s)

Example uses Radians mode.

---

## PROOT: Polynomial Root-Finder

This command returns the real or complex roots of a polynomial with real or complex coefficients. Polynomials can be entered either as symbolic expressions (up to 16th order) or as a vector of coefficients (no limit on order). If entered as a symbolic expression, the independent variable must be X. The roots are automatically rounded to 10 digit accuracy. PROOT is the inverse of ROOTP.

### Entry Method(s)

Input	Output
1: coefficients (real/complex vector) or 1: polynomial of X	1: roots (real/complex vector)

### Example(s)

Input	Output
{ 1 -12 35 -24 } <b>PROOT</b>	[ 8 1 3 ]
[ 1 -12 35 -24 ] <b>PROOT</b>	[ 8 1 3 ]
'X^3-12*X^2+35*X-24' <b>PROOT</b>	[ 8 1 3 ]

### Note(s)

A polynomial such as 'A\*X^2+B\*X+C' is acceptable as input if A, B, and C are defined as real or complex numbers.

Due to round-off error, the roots returned by PROOT may not be exactly correct. To increase the accuracy of a particular root, use the built-in HP 48SX solver to solve the original polynomial algebraic expression for 'X', using the value of the desired root returned by PROOT as a guess. (For more information, see Chapter 17 in the HP 48SX Owner's Manual, "The HP Solve Application.")

---

## ROOTP: Roots to Polynomial

This command returns the polynomial corresponding to the input vector of real or complex roots. ROOTP is the inverse of PROOT. The coefficients are automatically rounded to 8 digit accuracy.

### Entry Method(s)

Input	Output
1: roots (real/complex vector)	1: polynomial of X

### Example(s)

Input	Output
[ 8 1 3 ] <b>ROOTP</b>	'X^3-12*X^2+35*X-24'



---

# PWISE: Piecewise Functions

This command executes a series of interactive prompts to define a piecewise function and returns an expression that will be interpreted correctly by the HP 48SX, using the IFTE command. (For more information, see Appendix B, “Piecewise Functions” and “Entering a Piecewise Function” in Chapter 3.)

## Entry Method(s)

Input	Output
1:	1: piecewise function

## Example(s)

See Appendix B, “Piecewise Functions.”

## QPWR: Rational Power of Function

This command produces the rational power of a function  $F^{\frac{p}{q}}$ , in a way that will be interpreted correctly by the HP 48SX, using the XROOT command.

### Entry Method(s)

Input	Output
3: function, F	3:
2: numerator, p (integer)	2:
1: denominator, q (integer)	1: rational power of function
'QPWR(F, p, q)'	

### Example(s)

Input	Output
125 5 3 QPWR	3125
'QPWR(X,5,2)' EVAL	'XROOT(2,X)^5'

### Note(s)

First example is  $125^{\frac{5}{3}}$ .

Second example is  $X^{\frac{5}{2}}$  and assumes 'X' is undefined.

---

# DELTA: Delta Function

This command produces the delta function  $\delta(F,G)$ , in a way that will be interpreted correctly by the HP 48SX, using the == command.

## Entry Method(s)

Input	Output
2: function, F	2:
1: function, G	1: delta function
'DELTA(F, G)'	

## Example(s)

Input	Output
10 8 DELTA	0
'DELTA(X,8)' EVAL	'X==8'

## Note(s)

Second example assumes 'X' is undefined.

---


# LOGA: Logarithm, Any Base

This command produces the logarithm of a function to the specified base a.

## Entry Method(s)

Input	Output
2: function, F	2:
1: base, a (integer)	1: logarithm, base a
'LOGA(F, a)'	

## Example(s)

Input	Output
8 2 LOGA	3
'LOGA(X,2)' 	'LN(X)/.69314718056'

## Note(s)

Second example assumes 'X' is undefined.

---

# NROOT: Nth Roots of a Number

This command produces the  $n$   $n$ th roots of a real or complex number. The  $n$ th roots will be returned as a real or complex vector. The  $n$ th roots are automatically rounded to 10 digit accuracy.

## Entry Method(s)

Input	Output
2: number (real/complex)	2:
1: n (integer)	1: roots (real/complex vector)

## Example(s)

Input	Output
(2,5) 3 <b>NROOT</b>	[ (1.6166388851,.6773444774) (-1.394916967,1.0613781045) (-.221721918,-1.7387225819) ]
4 2 <b>NROOT</b>	[ 2 -2 ]

---

# PINTR: Polynomial Interpolation

This command determines the coefficients of the interpolating polynomial of an arbitrarily large number of data points. The order of the polynomial produced is equal to one less than the total number of points, because a precise interpolation is performed. There must be at least two input points, but there is no upper limit on the number of points. The points are input as a complex vector. The coefficients are automatically rounded to 10 digit accuracy.



### Entry Method(s)

Input	Output
1: points (complex vector)	1: polynomial of X

### Example(s)

Input	Output
{ (0,1) (2,3) } <b>PINTR</b>	'X+1'
{ (0,1) (2,3) (3,7) } <b>PINTR</b>	'X^2-X+1'
[ (0,1) (2,3) (3,7) (5,10) ] <b>PINTR</b>	'-(11/30*X^3)+17/6*X^2-16/5*X+1'

### Note(s)

Third example uses FIX 8 mode. Apply   to result.

Due to round-off error and numerical instabilities in the algorithm, the coefficients returned by PINTR may not be exactly correct.

---

## PTSLP: Point-Slope Fit

This command produces a linear function whose graph passes through a given point with a given slope at that point.

### Entry Method(s)

Input	Output
2: point (complex)	2:
1: slope (real)	1: linear polynomial of X

### Example(s)

Input	Output
(3,5) 2 <b>PTSLP</b>	'2*X-1'

---

# SPLIN: Cubic Spline Fit

This command produces the cubic function (spline) whose graph passes through two given points with given slopes at those points.

## Entry Method(s)

Input	Output
4: point 1 (complex)	4:
3: slope at point 1 (real)	3:
2: point 2 (complex)	2:
1: slope at point 2 (real)	1: cubic polynomial of X

## Example(s)

Input	Output
(3,5) 2 (6,2) 4 <b>SPLIN</b>	'8/9*X^3-35/3*X^2+48*X-58'

## Note(s)

Apply   to result.



---



# Trigonometric Functions

This section covers the functions COT, SEC, CSC, ACOT, ASEC, ACSC, and ACSC, which are the standard trigonometric functions and their inverses. They all have the same types of input and output arguments, so the entry methods and examples are shown only for COT.

## Entry Method(s)

Input	Output
1: function, F	1: cotangent
'COT(F)'	

## Example(s)

Input	Output
45 	1
'COT(X)' 	'INV(TAN(X))'

## Note(s)

First example uses Degrees mode.

Second example assumes 'X' undefined.

---

# Hyperbolic Functions

This section covers the functions COTH, SECH, CSCH, ACOTH, ASECH, and ACSCH, which are the standard hyperbolic functions and their inverses. They all have the same types of input and output arguments, so the entry methods and examples are shown only for COTH.

## Entry Method(s)

Input	Output
1: function, F	1: hyperbolic cotangent
'COTH(F)'	

## Example(s)

Input	Output
45 <b>COTH</b>	1
'COTH(X)' <b>EVAL</b>	'INV(TANH(X))'

## Note(s)

First example uses Degrees mode.

Second example assumes 'X' undefined.

## Chapter 9

# Integration Toolkit

The Integration Toolkit organizes seven of the programmable commands in the Calculus Pac into one menu for easy access from the stack. All of the commands are designed to numerically approximate integrands and store user-defined integrals.


This chapter covers:

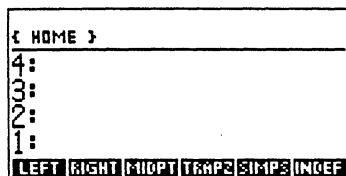
- ☐ Using the Function Toolkit
- ☐ LEFT: Left Rectangles
- ☐ RIGHT: Right Rectangles
- ☐ MIDPT: Midpoint Rectangles
- ☐ TRAPZ: Trapezoidal Method
- ☐ SIMPS: Simpson's Rule
- ☐ INDEF: Store Indefinite Integral
- ☐ DEFIN: Store Definite Integral

---

## Using the Integration Toolkit

To get to the Integration Toolkit, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the third softkey, **INTG**, to display the Integration Toolkit menu:



The Integration Toolkit menu lists the seven programmable commands designed to numerically approximate integrands and store user-defined integrals.

## Integration Toolkit Operations

Screen	Softkeys					
Integration Toolkit	LEFT	RIGHT	MIDPT	TRAPZ	SIMPS	INDEF
	DEFIN	_____	_____	_____	_____	_____

---

## LEFT: Left Rectangles

This command calculates the Riemann lower sum of the definite integral of a function over a specified closed interval  $[x,y]$  and number of partitions  $n$ . The partition endpoints  $x$  and  $y$  should resolve to real numbers upon the application of  $\rightarrow\text{NUM}$ , so symbolic values like ' $\pi$ ' are acceptable.

### Entry Method(s)

Input	Output
4: interval start, $x$ (real)	4:
3: interval end, $y$ (real)	3:
2: function of $X$ , $F$	2:
1: partitions, $n$ (integer)	1: Riemann lower sum
'LEFT( $x$ , $y$ , $F$ , $n$ )'	

### Example(s)

Input	Output
0 ' $\pi/2$ ' 'SIN( $X$ )' 10 LEFT	.91940317002
'LEFT(0, $\pi/2$ ,SIN( $X$ ),10)' EVAL	.91940317002

### Note(s)

Examples use Radians mode.

---


## RIGHT: Right Rectangles

This command calculates the Riemann upper sum of the definite integral of a function over a specified closed interval  $[x,y]$  and number of partitions  $n$ . The partition endpoints  $x$  and  $y$  should resolve to real numbers upon the application of  $\rightarrow\text{NUM}$ , so symbolic values like ' $\pi$ ' are acceptable.

### Entry Method(s)

Input	Output
4: interval start, $x$ (real)	4:
3: interval end, $y$ (real)	3:
2: function of $X$ , $F$	2:
1: partitions, $n$ (integer)	1: Riemann upper sum
'RIGHT( $x$ , $y$ , $F$ , $n$ )'	

### Example(s)

Input	Output
0 ' $\pi/2$ ' 'SIN( $X$ )' 10 <b>RIGHT</b>	1.0764828027
'RIGHT(0, $\pi/2$ ,SIN( $X$ ),10)' 	1.0764828027

### Note(s)

Examples use Radians mode.


# MIDPT: Midpoint Rectangles

This command calculates the Riemann midpoint sum of the definite integral of a function over a specified closed interval  $[x,y]$  and number of partitions  $n$ . The partition endpoints  $x$  and  $y$  should resolve to real numbers upon the application of  $\rightarrow\text{NUM}$ , so symbolic values like ' $\pi$ ' are acceptable.

## Entry Method(s)

Input	Output
4: interval start, $x$ (real)	4:
3: interval end, $y$ (real)	3:
2: function of $X$ , $F$	2:
1: partitions, $n$ (integer)	1: Riemann midpoint sum
'MIDPT( $x$ , $y$ , $F$ , $n$ )'	

## Example(s)

Input	Output
0 ' $\pi/2$ ' 'SIN( $X$ )' 10 MIDPT	1.00102882415
'MIDPT(0, $\pi/2$ ,SIN( $X$ ),10)' 	1.00102882415

## Note(s)

Examples use Radians mode.

---

## TRAPZ: Trapezoidal Method

This command approximates the value of the definite integral of a function over a specified closed interval  $[x,y]$  and number of partitions  $n$ , using the trapezoidal method. The partition endpoints  $x$  and  $y$  should resolve to real numbers upon the application of  $\rightarrow\text{NUM}$ , so symbolic values like ' $\pi$ ' are acceptable.

### Entry Method(s)

Input	Output
4: interval start, $x$ (real)	4:
3: interval end, $y$ (real)	3:
2: function of $X$ , $F$	2:
1: partitions, $n$ (integer)	1: Trapezoidal method sum
'TRAPZ( $x$ , $y$ , $F$ , $n$ )'	

### Example(s)

Input	Output
0 ' $\pi/2$ ' 'SIN( $X$ )' 10 <b>TRAPZ</b>	.99794298636
'TRAPZ(0, $\pi/2$ ,SIN( $X$ ),10)' <b>EVAL</b>	.99794298636

### Note(s)

Examples use Radians mode.



# SIMPS: Simpson's Rule

This command approximates the value of the definite integral of a function over a specified closed interval  $[x,y]$  and number of partitions  $n$ , using Simpson's Rule. The partition endpoints  $x$  and  $y$  should resolve to real numbers upon the application of  $\rightarrow\text{NUM}$ , so symbolic values like ' $\pi$ ' are acceptable.

## Entry Method(s)

Input	Output
4: interval start, $x$ (real)	4:
3: interval end, $y$ (real)	3:
2: function of $X$ , $F$	2:
1: partitions, $n$ (integer)	1: Simpson's Rule sum
'SIMPS( $x$ , $y$ , $F$ , $n$ )'	

## Example(s)

Input	Output
0 ' $\pi/2$ ' 'SIN( $X$ )' 10 <b>SIMPS</b>	1.00000339223
'SIMPS(0, $\pi/2$ ,SIN( $X$ ),10)' <b>EVAL</b>	1.00000339223

## Note(s)

Examples use Radians mode.

---

## INDEF: Store Indefinite Integral

This command stores indefinite integrals into the user-defined integrals section of the Integral Tables in the Calculus Pac. The integrals can optionally be tagged with a string, to store variable constraint information. The integrals are stored in the global variable 'USRINTEG' in the 'SPARCOM' directory, and are accessible to the Physics Pac, the Calculus Pac, and future revisions of the Mathematics Pac. (For more information, see "User-Defined Integrals" in Chapter 5.)

### Entry Method(s)

Input	Output
1: 'integral=answer' (equation)	1:
1: :constraint: 'integral=answer' (tagged equation)	1:

### Example(s)

Input	Output
' $\int (L, U, \tan(A * X)^2, X) = 1/A * \tan(A * X) - X$ ' <b>INDEF</b>	1:
B>0: ' $\int (L, U, B^(A * X), X) = B^(A * X)/(A * \log(B))$ ' <b>INDEF</b>	1:

### Note(s)

To tag an integral with a string, place the integral in level 2, the string in level 1, and press **PRG** **OBJ** **-TAG**.

---

## DEFIN: Store Definite Integral

This command stores definite integrals into the user-defined integrals section of the Integral Tables in the Calculus Pac. The integrals can optionally be tagged with a string, to store variable constraint information. The integrals are stored in the global variable 'USRINTEG' in the 'SPARCOM' directory, and are accessible to the Physics Pac, the Calculus Pac, and future revisions of the Mathematics Pac. (For more information, see "User-Defined Integrals" in Chapter 5.)

### Entry Method(s)

Input	Output
1: 'integral=answer' (equation)	1:
1: :constraint: 'integral=answer' (tagged equation)	1:

### Example(s)

Input	Output
' $\int(0,1,\text{LOG}(X)/(1+X),X)=-\pi^2/12$ ' <b>DEFIN</b>	1:

### Note(s)

To tag an integral with a string, place the integral in level 2, the string in level 1, and press **PRG** **OBJ** **-TAG**.



## Chapter 10

# Plotting Toolkit

The Plotting Toolkit contains commands from the Calculus Pac oriented at enhancing the graphics capabilities of your HP 48SX. The commands are organized into the Plotting Toolkit and the PLOT2, PLOT3, and DIFEQ menus.

This chapter covers:

- ☐ Using the Plotting Toolkit
- ☐ PLOT2: Sparcom PLOT2 Menu
- ☐ PLOT3: Sparcom PLOT3 Menu
- ☐ DIFEQ: Sparcom DIFEQ Menu
- ☐ GRF2: Sparcom 2D Graphics Environment
- ☐ GRF3: Sparcom 3D Graphics Environment
- ☐ PKEY: Sparcom Plotting Keys


Also included are sections on the enhanced Plot menu and a comparison chart:

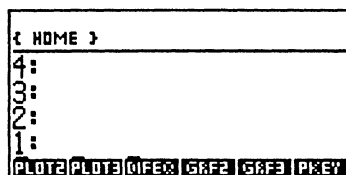
- ☐ The Enhanced Plot Menu
- ☐ HP 48SX Plotting vs. Sparcom 2D & 3D Plotting

---

## Using the Plotting Toolkit

To get to the Plotting Toolkit, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the fourth softkey, **PLOT**, to display the Plotting Toolkit menu:



The Plotting Toolkit menu accesses the Sparcom PLOT2, PLOT3, and DIFEQ menus, the Sparcom 2D and 3D Graphics Environments, and the Sparcom Plotting Keys.

**Plotting Toolkit Operations**

Screen	Softkeys
Plotting Toolkit	PLOT2 PLOT3 DIFEQ GRF2 GRF3 PKEY

---

**PLOT2: Sparcom PLOT2 Menu**

See “PLOT2: Sparcom PLOT2 Menu” in Chapter 11.

---

**PLOT3: Sparcom PLOT3 Menu**

See “PLOT3: Sparcom PLOT3 Menu” in Chapter 12.

---

**DIFEQ: Sparcom DIFEQ Menu**

See “DIFEQ: Sparcom DIFEQ Menu” in Chapter 13.

---

**GRF2: Sparcom 2D Graphics Environment**









See “GRF2: Sparcom 2D Graphics Environment” in Chapter 11.

---









**GRF3: Sparcom 3D Graphics Environment**

See “GRF3: Sparcom 3D Graphics Environment” in Chapter 12.

## PKEY: Sparcom Plotting Keys









This command installs or removes the Sparcom Plotting Keys. The Sparcom Plotting Keys redefine  ,  ,  , and   with user-key assignments to support the Sparcom 2D and 3D Graphics Environments in a transparent fashion, without inhibiting normal use of your HP 48SX. (For more information, see Chapter 11, "2D Plotting," Chapter 12, "3D Plotting," and Chapter 15 of the HP 48SX Owner's Manual, "Customizing the Calculator.")

There are two ways to install the Sparcom Plotting Keys:

- ☐ Press   **CALCU**  **CALCU** to access the Main menu, move the pointer to one of the three Plotting items, press  to display the information screen about the Plotting item, and press  to display the Sparcom PLOT2, PLOT3, or DIFEQ menus. This will automatically install the Sparcom Plotting Keys and turn on User mode. (For more information, see Chapter 1, "Main Menu.")
- ☐ Press   **CALCU**  **PLOT** **PKEY** to install (or remove) the Sparcom Plotting Keys. If the Sparcom Plotting Keys are *not* installed, **PKEY** will install them and turn on User mode. If the Sparcom Plotting Keys *are* installed, **PKEY** will remove them and turn off User mode.

When the Sparcom Plotting Keys are installed and User mode is turned on, the following keys are redefined:





### Sparcom Plotting Keys





Key	Action
 	Executes GRF2 to enter the Sparcom 2D Graphics Environment. (Normally executes GRAPH to enter the HP 48SX Graphics Environment.)
 	Executes GRF3 to enter the Sparcom 3D Graphics Environment. (Normally does nothing.)
 	Displays the enhanced Plot menu. (Normally displays the HP 48SX Plot menu.)
 	Displays the Sparcom PLOT2 menu. (Normally displays the HP 48SX PLOTR menu.)



## Entry Method(s)

Input	Output
1:	1:

### Note(s)

In immediate-entry mode,  will access the Sparcom 2D Graphics Environment,  will jump the cursor to the left edge of the command line,  will display the enhanced Plot menu, and  will display the Sparcom PLOT2 menu.

In algebraic and program entry modes,  will echo GRF2,  will jump the cursor to the left edge of the command line,  will display the enhanced Plot menu, and  will display the Sparcom PLOT2 menu.

When the Sparcom Plotting Keys are installed, you will not be able to interactively edit the list of user-key assignments returned by RCLKEYS. This is because the objects assigned to keys 34.2, 34.3, 63.2, and 63.3 are system RPL objects and your HP 48SX cannot edit them directly. If you wish to edit the list of user-key assignments, you must either first remove the Sparcom Plotting Keys or you must use commands such as REPL or the Interactive Stack to *indirectly* edit the list without placing it on the command line. If you accidentally attempt to interactively edit the list of user-key assignments when the Sparcom Plotting Keys are installed, you will have to press -C to abort the editing operation and return to the stack. (Pressing -C will *not* damage user memory, but it *will* clear the stack and return to the HOME directory.)

The Calculus Pac must be installed in your HP 48SX for the Sparcom Plotting Keys to work correctly. If you remove the Calculus Pac while the Sparcom Plotting Keys are installed and your HP 48SX is in User mode, the re-defined keys will behave as if the Sparcom Plotting Keys were not installed. Upon re-installing the Calculus Pac and re-entering User mode, the re-defined keys will resume their customized functions.



## The Enhanced Plot Menu

The built-in HP 48SX Plot menu—accessed by pressing —includes the commands necessary to access the HP 48SX PLOTR menu, set the plot type, store an equation into 'EQ', and access the Equation Catalog. The Calculus Pac enables you to *enhance* the Plot menu to include new commands to access the Sparcom PLOT2, PLOT3, and DIFEQ menus.

To enhance the Plot menu, follow these steps:

- ❶ Install the Sparcom Plotting Keys. (For more information, see “PKEY: Sparcom Plotting Keys.”)
- ❷ Make sure User mode is turned on. (For more information, see Chapter 15 of the HP 48SX Owner's Manual, “Customizing the Calculator.”)
- ❸ Press to display the enhanced Plot menu.

When the enhanced Plot menu is displayed, a status message will appear, describing the current plot type and equation (displays assume 'EQ' does not exist):

HP 48SX Plot Menu	Enhanced Plot Menu
<pre> No current equation. Enter eqn, press NEW 4: 3: 2: 1: PLOT PTYPE NEW EDEQ STEQ CAT </pre>	<pre> No current equation. Enter eqn, press NEW 4: 3: 2: 1: PLOT2 PLOT3 DIFEQ PLOTR PTYPE NEW </pre>

Because of the similarity between the Plot menu and the enhanced Plot menu, only the *differences* between them are summarized below. For a complete summary, see Chapter 18 of the HP 48SX Owner's Manual, “Basic Plotting and Function Analysis.”

### Enhanced Plot Menu Operations

Screen	Softkeys
Plot Menu	PLOTR PTYPE NEW EDEQ STEQ CAT
Plot Menu (Enhanced)	PLOT2 PLOT3 DIFEQ PLOTR PTYPE NEW EDEQ STEQ CAT

Key	Description
<b>PLOT2</b>	Displays the Sparcom PLOT2 menu for specifying the 2D plot parameters in 'PPAR' and accessing the Sparcom 2D Graphics Environment.
<b>PLOT3</b>	Displays the Sparcom PLOT3 menu for specifying the 3D plot parameters in 'PPAR3' and accessing the Sparcom 3D Graphics Environment.
<b>DIFEQ</b>	Displays the Sparcom DIFEQ menu for plotting differential equations.

## HP 48SX Plotting vs. Sparcom 2D & 3D Plotting

Here is a comparison of the HP 48SX Plot application and the Sparcom 2D and 3D plotting routines.

**Comparison of HP 48SX and Sparcom 2D & 3D Plotting**

Feature	HP	2D	3D
Automatic plotting demonstrations	No	No	Yes
Plot parameters specified through menu(s) with status message(s)	Yes	Yes	Yes
Supported plot types:			
FUNCTION	Yes	Yes	—
CONIC	Yes	—	—
POLAR	Yes	Yes	—
PARAMETRIC	Yes	Yes	—
TRUTH	Yes	—	—
BAR	Yes	—	—
HISTOGRAM	Yes	—	—
SCATTER	Yes	—	—
FUNC3	—	—	Yes
PCURV3	—	—	Yes
PSURF3	—	—	Yes
Hidden line removal, viewing box, and xy-plane projection	—	—	Yes
Supports graphs larger than 131 x 64	Yes	Yes	Yes
Zoom operations:			
XAUTO, X, Y, XAUTO	Yes	Yes	—
Zoom box	Yes	—	—
Jump to any x-value	—	Yes	—
Center graph at cursor location	Yes	Yes	—
Display cursor coordinates	Yes	Yes	Yes
Trace mode	—	Yes	Yes

Function analysis operations:			
ROOT	Yes	Yes	—
ISECT	Yes	—	—
SLOPE	Yes	Yes	—
AREA	Yes	—	—
EXTR	Yes	Yes	—
F(X)	Yes	—	—
F'	Yes	Yes	—
NXEQ	Yes	Yes	—
Graph labeling	Yes	Yes	—
Graph tagging	—	Yes	—
Graphical editing commands:			
DOT+, DOT-, LINE	Yes	—	—
TLINE, BOX, CIRCL	Yes	—	—
MARK, REPL, SUB, DEL	Yes	—	—

## Chapter 11

# 2D Plotting

2D plotting utilizes the Sparcom 2D Graphics Environment, which provides a powerful way to analyze and trace functions, polar plots, and parametric plots, and the Sparcom PLOT2 menu, which provides a flexible way to specify the 2D plot parameters.


This chapter covers:

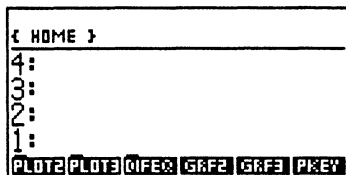
- ☐ Using 2D Plotting
- ☐ PLOT2: Sparcom PLOT2 Menu
- ☐ GRF2: Sparcom 2D Graphics Environment

---

## Using 2D Plotting

Both the Sparcom 2D Graphics Environment and PLOT2 menu are accessible from the Plotting Toolkit. To get to the Plotting Toolkit, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the fourth softkey, **PLOT**, to display the Plotting Toolkit menu:



At this point, press **PLOT2** to display the Sparcom PLOT2 menu or press **GRF2** to enter the Sparcom 2D Graphics Environment.

---











## PLOT2: Sparcom PLOT2 Menu

The Sparcom PLOT2 menu provides a flexible way to specify the 2D plot parameters. (Plot types other than FUNCTION, POLAR, and PARAMETRIC are not supported by the Sparcom PLOT2 menu—for other plot types, use the HP 48SX PLOTR menu.)







The Sparcom PLOT2 menu is nearly identical to the HP 48SX PLOTR menu, so you should familiarize yourself with Chapter 18 of the HP 48SX Owner's Manual, "Basic Plotting and Function Analysis," and Chapter 19, "More About Plotting and Graphics Objects."

### Using the Sparcom PLOT2 Menu

There are three ways to access the Sparcom PLOT2 menu from the stack:

- ☐ Press   to display the Sparcom PLOT2 menu. (The Sparcom Plotting Keys must be installed and User mode must be turned on. For more information, see "PKEY: Sparcom Plotting Keys" in Chapter 10.)
- ☐ Press   to display the enhanced Plot menu and press  to display the Sparcom PLOT2 menu. (The Sparcom Plotting Keys must be installed and User mode must be turned on. For more information, see "PKEY: Sparcom Plotting Keys" in Chapter 10.)
- ☐ Press      to display the Sparcom PLOT2 menu.

There is one way to access the Sparcom PLOT2 menu from the interactive menus:

- ☐ Press     to access the Main menu, move the pointer to "Plotting: 2D w/ Trace," press  to display the information screen about 2D plotting, and press  to display the Sparcom PLOT2 menu. (This will automatically install the Sparcom Plotting Keys and turn on User mode. For more information, see "PKEY: Sparcom Plotting Keys" in Chapter 10.)

When the Sparcom PLOT2 menu is displayed, if the plot type is FUNCTION, POLAR, or PARAMETRIC, a status message will also appear, describing the plot type, current equation(s), independent variable (with plotting range, if specified), and display ranges in the x- and y-axis directions:

```

Plot type: FUNCTION
No current equation.
Indep: 'X'
x:      -6.5      6.5
y:      -3.1      3.2
ERASE DRAW AUTO XRNG YRNG INDEP

```

However, if the plot type is *not* FUNCTION, POLAR, or PARAMETRIC, an error message will be displayed, because only those three plot types are supported by the Sparcom PLOT2 menu and 2D Graphics Environment:

```

Error:
Invalid PPAR for PLOT2
4:
3:
2:
1:
ERASE DRAW AUTO XRNG YRNG INDEP

```

If the plot type is not FUNCTION, POLAR, or PARAMETRIC, you should press **[NXT]** **PTYPE** and set the plot type to FUNCTION, POLAR, or PARAMETRIC. Then the status message will appear.

Because of the similarity between the Sparcom PLOT2 menu and the HP 48SX PLOTR menu, only the *differences* between them are summarized below. For a complete summary, see Chapter 18 of the HP 48SX Owner's Manual, "Basic Plotting and Function Analysis."

### Sparcom PLOT2 Menu Operations

Screen	Softkeys
Sparcom PLOT2 Menu	ERASE DRAW AUTO XRNG YRNG INDEP
	DEPN PTYPE RES CENT SCALE RESET
	AXES DRAX LABEL *H *W PDIM

Key	Description
<b>AUTO</b>	After autoscaling, drawing the axes, and plotting the equation(s), enters the Sparcom 2D Graphics Environment. (Normally enters the HP 48SX Graphics Environment.)
<b>DRAW</b>	After drawing the axes and plotting the equation(s), enters the Sparcom 2D Graphics Environment. (Normally enters the HP 48SX Graphics Environment.)
<b>PTYPE</b>	Displays a plot type menu with only FUNCTION, POLAR, and PARAMETRIC available. (Normally all plot types are available.)

---

## GRF2: Sparcom 2D Graphics Environment

This command invokes the Sparcom 2D Graphics Environment, which provides a powerful way to analyze and trace functions, polar plots, and parametric plots. (Plot types other than FUNCTION, POLAR, and PARAMETRIC are not supported by the Sparcom 2D Graphics Environment—for other plot types, use the HP 48SX Graphics Environment.)





The Sparcom 2D Graphics Environment is very similar to the HP 48SX Graphics Environment, so you should familiarize yourself with Chapter 18 of the HP 48SX Owner's Manual, "Basic Plotting and Function Analysis," and Chapter 19, "More About Plotting and Graphics Objects."

This section covers:

- ☐ Using the Sparcom 2D Graphics Environment
- ☐ Zoom Operations
- ☐ Jumping to Any Value of the Independent Variable
- ☐ Centering the Graph at the Cursor Coordinates
- ☐ Displaying the Cursor Coordinates
- ☐ Tracing an Equation
- ☐ Function Analysis Operations
- ☐ Tagging the Graph
- ☐ The Contents of 'PPAR'

### Using the Sparcom 2D Graphics Environment

There are three ways to access the Sparcom 2D Graphics Environment:














- ☐ Plot an equation from the Sparcom PLOT2 menu with **DRAW** or **AUTO**.
- ☐ Press   from the stack. (The Sparcom Plotting Keys must be installed and User mode must be turned on. For more information, see "PKEY: Sparcom Plotting Keys" in Chapter 10.)
- ☐ Press   **CALC PLOT GRF2**.

The Sparcom 2D Graphics Environment is summarized below. (For more information, because of the similarity to the HP 48SX Graphics Environment, see Chapter 18 of the HP 48SX Owner's Manual, "Basic Plotting and Function Analysis.")



## Sparcom 2D Graphics Environment Operations

Screen	Softkeys					
Sparcom 2D Graphics Env.	<b>ZOOM</b>	<b>JUMP</b>	<b>CENT</b>	<b>COORD</b>	<b>TRACE</b>	<b>FCN</b>
	<b>TAG</b>	<b>LABEL</b>	<b>+ -</b>	<b>KEYS</b>		

Key	Action
<b>CENT</b>	Redraws the graph with the current cursor position at the center of the display, even if cursor is off-screen. If in Trace mode, the exact equation value is used.
<b>COORD</b>	Turns on coordinate display in the menu area. Press  or any softkey to restore the menu. The coordinates can be copied to the stack by pressing  or   .
<b>FCN</b>	Displays the Sparcom 2D Function Analysis Menu (subset of the HP 48SX GRAPHICS FCN menu).
<b>JUMP</b>	Prompts for a new value for the independent variable ( $x$ , $\theta$ , or $t$ , depending on the plot type) and moves the cursor to that value on the current equation, redrawing the graph if necessary.
<b>KEYS</b>	Turns off menu to show more of the graph. Press  or any softkey to restore the menu.
<b>LABEL</b>	Adds axis labels to the graph.
<b>TAG</b>	Adds a circular tag to the graph at the cursor position.
<b>TRACE</b>	Toggles Trace mode on and off. In Trace mode, the cursor hugs the current equation,  and  decrease and increase the independent variable, and  and  switch between equations if 'EQ' contains more than one equation.
<b>ZOOM</b>	Displays the Sparcom 2D Zoom menu (identical to HP 48SX GRAPHICS ZOOM menu).
<b>+ -</b>	Toggles cursor type between dark and inverted.
	Quits to the HP 48SX stack.
	Copies the x- and y-coordinates of the cursor to the stack as a complex number. If in Trace mode, the exact equation value is used.
 	Copies a list of tagged real numbers to the stack—for functions: $x$ and $y$ ; for polar plots: $\theta$ and $r$ ; and for parametric plots: $t$ , $x$ , and $y$ . In Trace mode, the exact equation value is used.

	Toggles scrolling mode on and off. In scrolling mode, cursor keys scroll oversized graphs in the indicated direction.
	(Trace mode off) Move the cursor in the indicated direction.
	When prefixed with  , move the cursor to the edge of the screen in the indicated direction, or to the edge of PICT if already at the edge of the screen.
	(Trace mode on)  and  decrease and increase the independent variable, and  and  switch between equations (see <b>TRACE</b> ).   and   move the cursor to the minimum and maximum value of the independent variable.   and   are non-functional.
	Toggles coordinate display on and off (see <b>COORD</b> ).
	Toggles menu on and off (see <b>KEYS</b> ).
	Toggles Trace mode on and off (same as <b>TRACE</b> ).
	Toggles cursor type (same as ).
	Temporarily displays the PLOT2 status message, including the plot type, current equation(s), and independent variable.
	Copies PICT to the stack as a graphics object (GROB).
	Dumps the current screen to an IR printer.

## Zoom Operations

From the Sparcom 2D Graphics Environment menu, press **ZOOM** to access the Sparcom 2D Zoom menu.

The zoom operations in the Sparcom 2D Zoom menu manipulate the viewing window by zooming in on a region for more detail or by zooming out for more information. You can zoom along the x-axis, the y-axis, or both axes.

### Sparcom 2D Zoom Menu Operations

Screen	Softkeys
Zoom Menu	<b>XAUTO</b> <b>XY</b> <b>EXIT</b>

Key	Action
<b>EXIT</b>	Exits the Sparcom 2D Zoom menu back to the Sparcom 2D Graphics Environment menu.
	Prompts for x-axis zoom factor.

<b>X</b> <b>AUTO</b>	Prompts for x-axis zoom factor and autoscales y-axis.
<b>X</b> <b>Y</b>	Prompts for x- and y-axis zoom factor.
<b>Y</b>	Prompts for y-axis zoom factor.

## Jumping to Any Value of the Independent Variable

From the Sparcom 2D Graphics Environment menu, press **JUMP** to jump to any value of the independent variable. You will be prompted for a new value for the independent variable (X,  $\theta$ , or T, depending on the plot type) and the cursor will be moved to the current equation at that value. If the current equation is undefined at that value, **JUMP** will do nothing. If that value is off-screen, the graph will be redrawn with the new cursor position at the center of the display.

## Centering the Graph at the Cursor Coordinates

From the Sparcom 2D Graphics Environment menu, press **CENT** to redraw the graph with the cursor position at the center of the display. If Trace mode is on, the graph will be redrawn with the exact function value at the center of the display. If Trace mode is off, the graph will be redrawn with the pixel coordinates at the center of the display.

## Displaying the Cursor Coordinates

From the Sparcom 2D Graphics Environment menu, press **COORD** or **[+]** to toggle coordinate display on and off. When on, the coordinates will be displayed in the menu area. The coordinates can be copied to the stack by pressing **ENTER** or **[←] ENTER**.

### Trace Mode Off

The coordinates displayed will be the x- and y-coordinates of the center of the pixel on which the cursor is located. The coordinate labels will always be X and Y, regardless of the names of the independent and dependent variables.

Pressing **ENTER** will return a complex number representing the x- and y-coordinates of the center of the pixel on which the cursor is located. Pressing **[←] ENTER** will return the same coordinates as a list of two tagged real numbers.

### Trace Mode On

The coordinates displayed will depend on the plot type:

- ☐ **FUNCTION:** The coordinates displayed will be the x-value of the cursor and F(x), the function y-value for that x-value. The coordinate

labels will be X and Y, regardless of the names of the independent and dependent variables.

- ❑ **POLAR:** The coordinates displayed will be the  $\theta$ -value of the cursor and  $R(\theta)$ , the function r-value for that  $\theta$ -value. The coordinate labels will be  $\theta$  and R, regardless of the names of the independent and dependent variables.
- ❑ **PARAMETRIC:** The coordinates displayed will be the t-value of the independent variable and  $F(t)$ , the function x- and y-values for that t-value. The coordinate labels will be T, X, and Y, regardless of the names of the independent and dependent variables.

Pressing **ENTER** will return a complex number representing the exact x- and y-coordinates of the cursor's location on the function. Pressing **↩ ENTER** will return a list of tagged real numbers—for functions: x and y; for polar plots:  $\theta$  and r; and for parametric plots: t, x, and y.

**NOTE:** For a function plot, toggling Trace mode on and off may change the displayed y-coordinate. This is because Trace mode always displays the *exact function value*, which may not be identical to the y-value of the closest pixel.

## Tracing an Equation

From the Sparcom 2D Graphics Environment menu, press **TRACE** or **⏮** to toggle Trace mode on and off. When on, the softkey will appear with a box.

In Trace mode, the cursor hugs the current equation, **⏮** and **⏭** decrease and increase the independent variable, and **⏴** and **⏵** switch between equations if 'EQ' contains more than one equation. **⏴⏮** and **⏴⏭** move the cursor to the minimum and maximum value of the independent variable.

**NOTE:** Tracing an undrawn interval of an equation will cause the equation to be filled in pixel by pixel, except in regions where the equation is undefined.

## Function Analysis Operations

From the Sparcom 2D Graphics Environment menu, press **FCN** to access the Sparcom 2D Function Analysis menu.

The function analysis operations in the Sparcom 2D Function Analysis menu allow you to analyze the behavior and characteristics of the plotted equations.

You can find roots, extremums, slopes, and derivatives. You can also switch among multiple plotted equations. All function analysis operations work correctly whether Trace mode is on or off.

The Sparcom 2D Function Analysis menu is summarized below. (For more information, because of the similarity to the HP 48SX GRAPHICS FCN menu, see Chapter 18 of the HP 48SX Owner's Manual, "Basic Plotting and Function Analysis.")

### Sparcom 2D Function Analysis Menu Operations

Screen	Softkeys					
Function	ROOT	EXTR	SLOPE	F'	NXEQ	EXIT

Key	Action
<b>EXIT</b>	Exits the Sparcom 2D Function Analysis menu back to the Sparcom 2D Graphics Environment menu.
<b>EXTR</b>	Moves the cursor to the nearest extremum or inflection point and displays the coordinates. The extremum is automatically copied to the stack.
<b>F'</b>	Calculates and plots first derivative of current equation. Prepends derivative to 'EQ', converting 'EQ' to a list if necessary. If in Trace mode, cursor switches to the derivative.
<b>NXEQ</b>	If 'EQ' is an equation, swaps the sides of the equation. If 'EQ' is a list, rotates the list, moving the second equation to the beginning and the first equation to the end.
<b>ROOT</b>	Moves the cursor to the nearest root and displays the coordinates. The root is automatically copied to the stack.
<b>SLOPE</b>	Calculates and displays the slope of the equation at the x-value of the cursor. If not in Trace mode, also moves the cursor to the point on the equation where the slope was calculated. The slope is automatically copied to the stack.

### Tagging the Graph

From the Sparcom 2D Graphics Environment menu, press **TAG** to tag the graph at the current cursor location. The tag is a circular mark which can be used to circle points of interest on the graph. Unlike **MARK** in the HP 48SX Graphics Environment, **TAG** does *not* toggle the tag on and off: the tag is permanent.

# The Contents of 'PPAR'

The HP 48SX Plot application and the Calculus Pac use the reserved variable 'PPAR' to store the plotting parameters for 2D plots. 'PPAR' should contain the following list of objects:

{ (x<sub>min</sub>, y<sub>min</sub>) (x<sub>max</sub>, y<sub>max</sub>) indep res axes ptype depend }

## 'PPAR' Contents

Item	Description	Default
(x <sub>min</sub> , y <sub>min</sub> )	A complex number containing the coordinates of the lower left corner of the display region.	(-6.5,-3.1)
(x <sub>max</sub> , y <sub>max</sub> )	A complex number containing the coordinates of the upper right corner of the display region.	(6.5,3.1)
indep	Independent variable. Can be a name or a list containing a name and two real numbers (the x-axis plotting range).	'X'
res	Resolution along the x-axis. A binary integer specifies the number of pixels, while a real number specifies the number of user units between points.	0
axes	A complex number containing the coordinates of the axes intersection, or a list containing the intersection and axes labels.	(0,0)
ptype	Command name specifying the plot type. Only FUNCTION, POLAR, and PARAMETRIC are supported by the Sparcom 2D Graphics Environment.	FUNCTION
depend	Dependent variable. Can be a name or a list containing the name and two real numbers (the y-axis plotting range).	'Y'

## Chapter 12

# 3D Plotting

3D plotting utilizes the Sparcom 3D Graphics Environment, which provides a powerful way to specify, plot, and trace 3D functions, parametric curves, and parametric surfaces, and the Sparcom PLOT3 menu, which provides a flexible way to specify the 3D plot parameters.

This chapter covers:

- ☐ Using 3D Plotting
- ☐ 3D Plotting Demonstrations
- ☐ More About 3D Plotting
- ☐ PLOT3: Sparcom PLOT3 Menu
- ☐ GRF3: Sparcom 3D Graphics Environment

The programmable commands in the Sparcom PLOT3 menu and submenus are described in both “PLOT3: Sparcom PLOT3 Menu” *and* the following sections:


- ☐ DRAW3: Draw Plot (3D)
- ☐ ERASE: Erase PICT
- ☐ EYE3: Eye Point (3D)
- ☐ FUNC3: Function Plot Type (3D)
- ☐ PCURV3: Parametric Curve Plot Type (3D)
- ☐ PDIM: PICT Dimension
- ☐ PSURF3: Parametric Surface Plot Type (3D)
- ☐ STEQ: Store in EQ
- ☐ STOX: Store x-Component in EQ
- ☐ STOY: Store y-Component in EQ
- ☐ STOZ: Store z-Component in EQ
- ☐ TDOM: t-Variable Domain
- ☐ TRES: t-Variable Resolution
- ☐ TVAR: t-Variable Name
- ☐ UDOM: u-Variable Domain
- ☐ URES: u-Variable Resolution
- ☐ UVAR: u-Variable Name
- ☐ VBOX: Draw Viewing Box
- ☐ VDOM: v-Variable Domain
- ☐ VRES: v-Variable Resolution
- ☐ VVAR: v-Variable Name

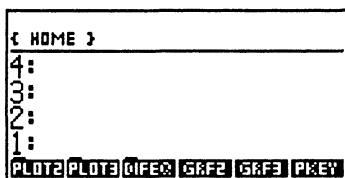
- ☐ XDOM: x-Variable Domain
- ☐ XRES: x-Variable Resolution
- ☐ XRNG3: x-Axis Display Range (3D)
- ☐ XVAR: x-Variable Name
- ☐ XYPRJ: Draw xy-Plane Projection
- ☐ YDOM: y-Variable Domain
- ☐ YRES: y-Variable Resolution
- ☐ YRNG3: y-Axis Display Range (3D)
- ☐ YVAR: y-Variable Name
- ☐ ZRNG3: z-Axis Display Range (3D)

---

## Using 3D Plotting

Both the Sparcom 3D Graphics Environment and PLOT3 menu are accessible from the Plotting Toolkit. To get to the Plotting Toolkit, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCU** to display the Calculus Pac Library menu.
- ❸ Press the fourth softkey, **PLOT**, to display the Plotting Toolkit menu:



At this point, press **PLOT3** to display the Sparcom PLOT3 menu or press **GRF3** to enter the Sparcom 3D Graphics Environment.



## 3D Plotting Demonstrations


This section demonstrates the capabilities of the 3D plotting routines in the Calculus Pac for each of the supported plot types: 3D functions (FUNC3), parametric curves (PCURV3), and parametric surfaces (PSURF3).

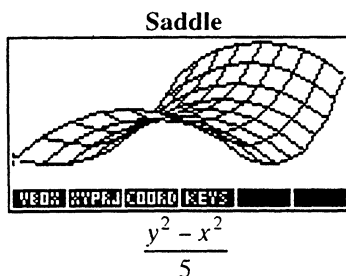
This section covers:

- ☐ 3D Function Demonstration
- ☐ 3D Parametric Curve Demonstration
- ☐ 3D Parametric Surface Demonstration

### 3D Function Demonstration

To execute the 3D function demonstration, follow these steps:


- ❶ (If necessary) Press  **CALCU PLOT** to view Plotting Toolkit menu.
- ❷ (If necessary) Press **PLOT3** to display the Sparcom PLOT3 menu.
- ❸ (If necessary) Press **PTYPE** to display the Sparcom PLOT3 PTYPE menu.
- ❹ (If necessary) Press **FUNC** to set the plot type to FUNC3.
- ❺ Press **DEMO** to plot the demonstration equation:



EQ: '(Y^2-X^2)/5'


**PPAR3:** { [ -5 -5 -5 ] [ 5 5 5 ] [ 20 -30 30 ] 'X' 'Y' # 8d # 8d FUNC3 }

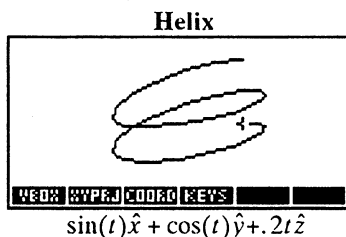
The 3D plot parameters for this plot include a modified eye point location of [ 20 -30 30 ]. All other parameters have default values.

- ❻ Press  when you have finished examining the plot in the Sparcom 3D Graphics Environment. The Sparcom PLOT3 PTYPE menu will reappear.

### 3D Parametric Curve Demonstration

To execute the 3D parametric curve demonstration, follow these steps:


- ❶ (If necessary) Press  **LIBRARY** **CALC** **U** **PLOT** to view Plotting Toolkit menu.
- ❷ (If necessary) Press **PLOT3** to display the Sparcom PLOT3 menu.
- ❸ (If necessary) Press **PTYPE** to display the Sparcom PLOT3 PTYPE menu.
- ❹ (If necessary) Press **PCURV** to set the plot type to PCURV3.
- ❺ Press **DEMO** to plot the demonstration equation:



$$\text{EQ: } \{ ' \text{SIN}(\text{T}) ' \text{'COS}(\text{T}) ' .2 * \text{T} ' \}$$



**PPAR3:** { [ -1.5 -1.5 -1.5 ] [ 1.5 1.5 1.5 ] [ 20 -20 20 ] { T -6.28318530718  
6.28318530718 } 'Y' # 30d # 8d PCURV3 }

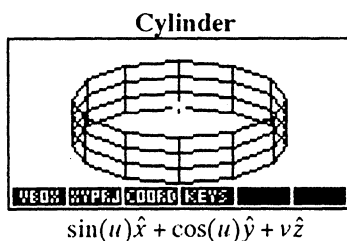
The 3D plot parameters for this plot include x-, y-, and z-axis display ranges of -1.5 to 1.5, a t-variable domain of  $-2\pi$  to  $+2\pi$  to control values of the parametric variable, and a t-variable resolution of # 30d to plot the helix in finer detail. All other parameters have default values.

- ❻ Press  when you have finished examining the plot in the Sparcom 3D Graphics Environment. The Sparcom PLOT3 PTYPE menu will reappear.

## 3D Parametric Surface Demonstration


To execute the 3D parametric surface demonstration, follow these steps:

- ❶ (If necessary) Press   **CALC PLOT** to display the Plotting Toolkit menu.
- ❷ (If necessary) Press **PLOT3** to display the Sparcom PLOT3 menu.
- ❸ (If necessary) Press **PTYPE** to display the Sparcom PLOT3 PTYPE menu.
- ❹ (If necessary) Press **PSURF** to set the plot type to PSURF3.
- ❺ Press **DEMO** to plot the demonstration equation:



EQ: { 'SIN(U)' 'COS(U)' 'V' }  
 PPAR3: { [ -1.5 -1.5 -1.5 ] [ 1.5 1.5 1.5 ] [ 0 -50 125 ]  
 { U 0 360 } 'V' # 12d # 3d PSURF3 }

The 3D plot parameters for this plot include x-, y-, and z-axis display ranges of -1.5 to 1.5, an eye point of [ 0 -50 125 ], a u-variable domain of 0 to 360 (degrees) to control the rotation of the u-variable around the z-axis, a u-variable resolution of # 12d, and a v-variable resolution of # 3d. All other parameters have default values.

- ❻ Press  when you have finished examining the plot in the Sparcom 3D Graphics Environment. The Sparcom PLOT3 PTYPE menu will reappear.

---

## More About 3D Plotting

3D functions, parametric curves, and parametric surfaces are plotted in an oblique single-point perspective view with the vanishing point located along the y-axis. A fast divide-by-depth method is used to calculate the perspective, avoiding the time-consuming matrix transformations normally required for 3D plotting. The resolution of a 3D graph can be finely controlled, either as an absolute number of grid squares or line segments, or as a user unit spacing.

This section covers:

- ☐ Contents of 'EQ'
- ☐ Divide-by-Depth, Display Volume, and Eye Point
- ☐ Variable Domains vs. Display Ranges
- ☐ Controlling the Resolution
- ☐ Hidden Line Removal
- ☐ Overlaying Multiple 3D Graphs

### Contents of 'EQ'

The Calculus Pac plots the equation stored in the reserved variable 'EQ'. For 3D functions, 'EQ' should contain a single expression, equation, or program, while for 3D parametric curves and surfaces, 'EQ' should contain a list of three expressions, equations, or programs, one each to represent the x-, y-, and z-components. A valid equation (or component) can be any of the following:

- ☐ **Expression:** A symbolic such as  $12$ ,  $X^2+5$ , or  $\text{'SIN(X)*SIN(Y)'}$ .
- ☐ **Equation:** Two expressions separated by  $=$ , such as  $Z=12$ ,  $Z=X^2+5$ , or  $Z=\text{'SIN(X)*SIN(Y)'}$ . The left side is *always* ignored, regardless of the setting of flag -30 (Function Plotting).
- ☐ **Program:** A program that takes no values from the stack and returns exactly one value to the stack, such as `« IF 'X<0' THEN '2*X' ELSE '2*Y' END »`. The program should use the variables names specified by XVAR, YVAR, TVAR, UVAR, and/or VVAR.
- ☐ **Global Name:** A global name containing any of the above objects.

Throughout this chapter, the term *equation* refers to one of the above objects (for 3D functions) or to a list of three of the above objects (for 3D parametric curves and surfaces).

## Divide-by-Depth, Display Volume, and Eye Point

All 3D graphs are plotted in a parallelepiped display volume, specified by x-axis, y-axis, and z-axis minimum and maximum values. The display volume is projected onto PICT (the viewing plane) with the eye point as the center of projection and a single vanishing point along the y-axis. The viewing plane is assumed to be one unit from the eye point and is always parallel to the xz-plane.

**NOTE:** This method prevents the eye point from being located such that  $y_{\min} \leq y_{\text{eye}} \leq y_{\max}$ , but this inability to “look” directly along the x-axis toward the graph can be circumvented by increasing the value of  $x_{\text{eye}}$  or  $z_{\text{eye}}$  sufficiently.

The default display volume is a 10 x 10 x 10 cube centered on the origin, and the default eye point is located at [ 20 -20 20 ]. Locating the eye point closer to the graph will increase the perspective distortion (causing lines parallel to the y-axis to noticeably converge to the vanishing point), while locating the eye point farther from the graph will decrease the perspective distortion. Increasing or decreasing  $x_{\text{eye}}$  or  $y_{\text{eye}}$  sufficiently will effectively rotate the graph about the z-axis, despite the restriction on the location of the eye point. (For more information, see “EYE3: Eye Point (3D).”)

## Variable Domains vs. Display Ranges

The display ranges control the dimensions of the display volume, which is always entirely contained in PICT (the viewing plane). The variable domains (which default to the display ranges) control the actual extent of the graph plotted inside the viewing volume. Therefore, while the viewing volume for a 3D function graph might be a 10 x 10 x 10 cube, the graph could be restricted to the inner 5 x 5 vertical column by specifying separate variable domains for x and y. (For more information, see “XDOM: x-Variable Domain,” “YDOM: y-Variable Domain,” and other related sections.)

## Controlling the Resolution

The resolution along both axes of a 3D graph can be specified independently as either binary integers or real numbers. Depending on the plot type, a binary integer specifies the number of grid squares, parametric curve segments, or values of one of the parametric variables for a parametric surface, while a real number specifies the number of user units between grid lines, parametric curve points, or values of one of the parametric variables for a parametric surface. (For more information, see “XRES: x-Variable Resolution,” “YRES: y-Variable Resolution,” and other related sections.)

**NOTE:** For fastest results, plot with a coarse resolution and experiment to find the best eye point location. When you are satisfied with the view, increase the resolution for finer detail.

## Hidden Line Removal

Hidden line removal is an optional setting for 3D functions and is controlled by the state of user flag 58. (Flag 58 clear means hidden line removal is active, while Flag 58 set means it is not.) By default, hidden line removal is active. To toggle hidden line removal, press **HLINE** at the Sparcom PLOT3 menu. (For more information, see "PLOT3: Sparcom PLOT3 Menu.")

**WARNING:** Hidden line removal applies *only* to 3D functions and not to 3D parametric curves or 3D parametric surfaces. Also, because the algorithm used to perform hidden line removal depends on the contents of PICT, before drawing a 3D function with hidden line removal, you *must* erase PICT. If you do not, the graph may be drawn incorrectly.

## Overlaying Multiple 3D Graphs

Although the Sparcom PLOT2 menu and 2D Graphics Environment support multiple equations, the Sparcom PLOT3 menu and 3D Graphics Environment do not. The only way to overlay multiple 3D graphs is to store and draw one equation and then store and draw another equation, without erasing PICT between drawing operations. However, you should be aware of the following:

- ❶ Only the equation currently stored in 'EQ' will be traced inside the Sparcom 3D Graphics Environment—any previously drawn equation(s) will no longer be available for tracing.
- ❷ Hidden line removal will *not* work correctly for all 3D functions graphed subsequent to the first one, because a non-empty PICT will mislead the algorithm. Therefore, all 3D functions graphed subsequently to the first one should be drawn with hidden line removal turned off.\*

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\* There is a way to display multiple 3D function graphs with hidden line removal, but it requires that you erase PICT, draw the first graph, store the first graph as a graphics object, erase PICT, draw another graph, store that graph as a graphics object, merge the two graphics objects with the command GOR, and store the resulting graphics object into PICT for display. For more information, see Chapter 19 of the HP 48SX Owner's Manual, "More About Plotting and Graphics Objects."

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## PLOT3: Sparcom PLOT3 Menu





The Sparcom PLOT3 menu and submenus provide a flexible way to specify the 3D plot parameters.

This section covers:





- ☐ Using the Sparcom PLOT3 Menu
- ☐ The Sparcom PLOT3 PTYPE Menu
- ☐ The Sparcom PLOT3 EQN Menu
- ☐ The Sparcom PLOT3 RNG Menu
- ☐ The Sparcom PLOT3 VAR Menu

### Using the Sparcom PLOT3 Menu

There are two ways to access the Sparcom PLOT3 menu:

- ☐ Press   to display the enhanced Plot menu and press **PLOT3** to display the Sparcom PLOT3 menu. (The Sparcom Plotting Keys must be installed and User mode must be turned on. For more information, see “PKEY: Sparcom Plotting Keys” in Chapter 10.)
- ☐ Press   **CALCU PLOT PLOT3** to display the Sparcom PLOT3 menu.

There is one way to access the Sparcom PLOT3 menu from the interactive menu:

- ☐ Press   **CALCU CALCU** to access the Main menu, move the pointer to “Plotting: 3D w/ Trace,” press  to display the information screen about 3D plotting, and press  to display the Sparcom PLOT3 menu. (This will automatically install the Sparcom Plotting Keys and turn on User mode. For more information, see “PKEY: Sparcom Plotting Keys” in Chapter 10.)

When the Sparcom PLOT3 menu is displayed, a status message will appear, describing the plot type, current equation, and information about the various PLOT3 submenus (display assumes default plot type and that 'EQ' does not exist):

```

Plot type: FUNC3
No current equation.





PTYPE sets plot type
EQN sets equation
RNG sets ranges
VAR sets vars/domains
ERASE DRAW PTYPE EQN RNG VAR

```

The Sparcom PLOT3 menu is summarized below.

### Sparcom PLOT3 Menu Operations

Screen	Softkeys					
Sparcom PLOT3 Menu	ERASE	DRAW3	PTYPE	EQN	RNG	VAR
	VBOX	XYPRJ	HLINE	PDIM	RESET	

Key	Description
<b>DRAW</b>	Plots the equation in the reserved variable 'EQ' in PICT (without erasing PICT), using the x-, y-, and z-axis display ranges. Automatically enters the Sparcom 3D Graphics Environment if executed from the Sparcom PLOT3 menu.  <b>DRAW3</b> executes STEQ.  <b>DRAW3</b> recalls the current equation.
<b>ERASE</b>	Erases PICT, leaving a blank PICT of the same size.
<b>EQN</b>	Displays the Sparcom PLOT3 EQN menu.
<b>HLINE</b>	Toggles hidden line removal for 3D functions. A box appears in the key label to indicate when hidden line removal is active.
<b>PDIM</b>	Changes the size of PICT.  <b>PDIM</b> recalls the size of PICT.
<b>PTYPE</b>	Displays the Sparcom PLOT3 PTYPE menu.
<b>RESET</b>	Resets all plot parameters except the plot type, to their default values and erases PICT, restoring it to 131 x 64.
<b>RNG</b>	Displays the Sparcom PLOT3 RNG menu.
<b>VAR</b>	Displays the Sparcom PLOT3 VAR menu.
<b>VBOX</b>	Draws the viewing box in PICT, using the x-, y-, and z-axis display ranges.
<b>XYPRJ</b>	Draws the xy-plane projection in PICT, using the x- and y-axis display ranges.
 <b>REVIEW</b>	Redisplays the status message.



# The Sparcom PLOT3 PTYPE Menu

Press **PTYPE** to display the Sparcom PLOT3 PTYPE menu. A status message will appear, describing the available plot types (display assumes default plot type):


```
Plot type: FUNC3
Select plot type

FUNC3 : functions
PCURV3: space curves
PSURF3: parametric
        surfaces
FUNC PCURV PSURF DEMO EXIT
```

The Sparcom PLOT3 PTYPE menu is summarized below.

## Sparcom PLOT3 PTYPE Menu Operations

Screen	Softkeys
PTYPE Menu	<b>FUNC</b> <b>PCURV</b> <b>PSURF</b> <b>DEMO</b> <b>EXIT</b>

Key	Description
<b>DEMO</b>	Executes the demo for the current plot type.
<b>EXIT</b>	Exits to the Sparcom PLOT3 menu.
<b>FUNC</b>	Sets plot type to FUNC3 and resets variables to 'X' and 'Y'.
<b>PCURV</b>	Sets plot type to PCURV3 and resets first variable to 'T'.
<b>PSURF</b>	Sets plot type to PSURF3 and resets variables to 'U' and 'V'.
	Redisplays the status message.

# The Sparcom PLOT3 EQN Menu

Press **EQN** to display the Sparcom PLOT3 EQN menu. A status message will appear (depending on the plot type), describing the current equation (displays assume 'EQ' does not exist):

```
Plot type FUNC3
Set equation:
F(X,Y):

[Blue]-STEQ recalls...
STEQ EXIT
```

```
Plot type PCURV3
Set equation:
X(T):
Y(T):
Z(T):

[Blue]-STOXYZ recalls...
STOX STOY STOZ EXIT
```

```






Plot type PSURF3
Set equation:
X(U,V):
Y(U,V):
Z(U,V):
[Blue]-STOXYZ recalls...
STOX STOY STOZ EXIT

```

The Sparcom PLOT3 EQN menu is summarized below.

### Sparcom PLOT3 EQN Menu Operations

Screen	Softkeys
EQN Menu (FUNC3)	<b>STEQ</b> <b>STOX</b> <b>STOY</b> <b>STOZ</b> <b>EXIT</b>
EQN Menu (PCURV3, PSURF3)	<b>STOX</b> <b>STOY</b> <b>STOZ</b> <b>STEQ</b> <b>EXIT</b>

Key	Description
<b>EXIT</b>	Exits to the Sparcom PLOT3 menu.
<b>STEQ</b>	Stores an equation from the stack into 'EQ'.  <b>STEQ</b> recalls the current equation.
<b>STOX</b>	Stores an equation from the stack as the x-component of the equation in 'EQ' (as the first item in a list of three items).  <b>STOX</b> recalls the current x-component of 'EQ'.
<b>STOY</b>	Stores an equation from the stack as the y-component of the equation in 'EQ' (as the second item in a list of three items).  <b>STOY</b> recalls the current y-component of 'EQ'.
<b>STOZ</b>	Stores an equation from the stack as the z-component of the equation in 'EQ' (as the third item in a list of three items).  <b>STOZ</b> recalls the current z-component of 'EQ'.
 <b>REVIEW</b>	Redisplays the status message.

# The Sparcom PLOT3 RNG Menu






Press **RNG** to display the Sparcom PLOT3 RNG menu. A status message will appear, describing the current display ranges and eye point (display assumes default values):

```
Set plot ranges:
X rng:      -5      5
Y rng:      -5      5
Z rng:      -5      5
eye:      20     -20     20
RNG YRNG ZRNG EYE3 RESET EXIT
```

The Sparcom PLOT3 RNG menu is summarized below.

## Sparcom PLOT3 RNG Menu Operations

Screen	Softkeys
RNG Menu	<b>XRNG</b> <b>YRNG</b> <b>ZRNG</b> <b>EYE3</b> <b>RESET</b> <b>EXIT</b>

Key	Description
<b>EXIT</b>	Exits to the Sparcom PLOT3 menu.
<b>EYE3</b>	Sets the eye point in 'PPAR3' as the vector [ $x_{eye}$ $y_{eye}$ $z_{eye}$ ].  <b>EYE3</b> recalls the current eye point.
<b>RESET</b>	Resets x-, y-, and z-axis display ranges and the eye point to their default values.
<b>XRNG</b>	Sets the x-axis display range in 'PPAR3' as part of the vectors [ $x_{min}$ $y_{min}$ $z_{min}$ ] and [ $x_{max}$ $y_{max}$ $z_{max}$ ].  <b>XRNG3</b> recalls the current x-axis display range.
<b>YRNG</b>	Sets the y-axis display range in 'PPAR3' as part of the vectors [ $x_{min}$ $y_{min}$ $z_{min}$ ] and [ $x_{max}$ $y_{max}$ $z_{max}$ ].  <b>YRNG3</b> recalls the current y-axis display range.
<b>ZRNG</b>	Sets the z-axis display range in 'PPAR3' as part of the vectors [ $x_{min}$ $y_{min}$ $z_{min}$ ] and [ $x_{max}$ $y_{max}$ $z_{max}$ ].  <b>ZRNG3</b> recalls the current z-axis display range.
 <b>REVIEW</b>	Redisplays the status message.

# The Sparcom PLOT3 VAR Menu

Press **VAR** to display the Sparcom PLOT3 VAR menu. A status message will appear (depending on the plot type), describing the current domains, resolutions, and variables (displays assume default values):

Plot type FUNC3

Set variables/domains:  
X dom: -100 100  
Y dom: -100 100  
X res: # 8d  
Y res: # 8d  
X var: 'X'  
Y var: 'Y'  
XDOM YDOM XRES YRES RESET EXIT

Plot type PCURV3

Set variables/domains:  
T dom: -5 5  
T res: # 8d  
T var: 'T'  
TDOM TRES TVAR RESET EXIT



Plot type PSURF3
















Set variables/domains:  
U dom: -100 100  
V dom: -100 100  
U res: # 8d  
V res: # 8d  
U var: 'U'  
V var: 'V'  
UDOM VDOM URES VRES RESET EXIT

The Sparcom PLOT3 VAR menu is summarized below.

## Sparcom PLOT3 VAR Menu Operations

Screen	Softkeys					
VAR Menu (FUNC3)	XDOM	YDOM	XRES	YRES	RESET	EXIT
	XVAR	YVAR				EXIT
VAR Menu (PCURV3)	TDOM	TRES	TVAR		RESET	EXIT
VAR Menu (PSURF3)	UDOM	VDOM	URES	VRES	RESET	EXIT
	UVAR	VVAR				EXIT

Key	Description
<b>EXIT</b>	Exits to the Sparcom PLOT3 menu.
<b>RESET</b>	Resets domains, resolutions, and variables to their default values.
<b>TDOM</b>	Sets t-variable domain in 'PPAR3' as the list { $t_{var} t_{min} t_{max}$ }.  <b>TDOM</b> recalls the current t-variable domain.
<b>TRES</b>	Sets t-variable resolution in 'PPAR3' as the binary integer or real number $t_{res}$ .  <b>TRES</b> recalls the current t-resolution.

<b>TVAR</b>	Sets t-variable name in 'PPAR3' as the name $t_{var}$ .  <b>TVAR</b> recalls the current t-variable name.
<b>UDOM</b>	Sets u-variable domain in 'PPAR3' as the list $\{u_{var} u_{min} u_{max}\}$ .  <b>UDOM</b> recalls the current u-variable domain.
<b>URES</b>	Sets u-variable resolution in 'PPAR3' as the binary integer or real number $u_{res}$ .  <b>URES</b> recalls the current u-resolution.
<b>UVAR</b>	Sets u-variable name in 'PPAR3' as the name $u_{var}$ .  <b>UVAR</b> recalls the current u-variable name.
<b>VDOM</b>	Sets v-variable domain in 'PPAR3' as the list $\{v_{var} v_{min} v_{max}\}$ .  <b>VDOM</b> recalls the current v-variable domain.
<b>VRES</b>	Sets v-variable resolution in 'PPAR3' as the binary integer or real number $v_{res}$ .  <b>VRES</b> recalls the current v-resolution.
<b>VVAR</b>	Sets v-variable name in 'PPAR3' as the name $v_{var}$ .  <b>VVAR</b> recalls the current v-variable name.
<b>XDOM</b>	Sets x-variable domain in 'PPAR3' as the list $\{x_{var} x_{min} x_{max}\}$ .  <b>XDOM</b> recalls the current x-variable domain.
<b>XRES</b>	Sets x-variable resolution in 'PPAR3' as the binary integer or real number $x_{res}$ .  <b>XRES</b> recalls the current x-resolution.
<b>XVAR</b>	Sets x-variable name in 'PPAR3' as the name $x_{var}$ .  <b>XVAR</b> recalls the current x-variable name.
<b>YDOM</b>	Sets y-variable domain in 'PPAR3' as the list $\{y_{var} y_{min} y_{max}\}$ .  <b>YDOM</b> recalls the current y-variable domain.
<b>YRES</b>	Sets y-variable resolution in 'PPAR3' as the binary integer or real number $y_{res}$ .  <b>YRES</b> recalls the current y-resolution.
<b>YVAR</b>	Sets y-variable name in 'PPAR3' as the name $y_{var}$ .  <b>YVAR</b> recalls the current y-variable name.
 	Redisplays the status message.

## GRF3: Sparcom 3D Graphics Environment




This command invokes the Sparcom 3D Graphics Environment, which provides a powerful way to specify, plot, and trace 3D functions, parametric curves, and parametric surfaces.

This section covers:

- ☐ Using the Sparcom 3D Graphics Environment
- ☐ Tracing an Equation
- ☐ Drawing the Viewing Box
- ☐ Drawing the xy-Plane Projection
- ☐ Displaying the Cursor Coordinates
- ☐ The Contents of 'PPAR3'

### Using the Sparcom 3D Graphics Environment




There are three ways to access the Sparcom 3D Graphics Environment:




















- ☐ Plot an equation from the Sparcom PLOT3 menu with **DRAW**.
- ☐ Press   from the stack. (The Sparcom Plotting Keys must be installed and User mode must be turned on. For more information, see "PKEY: Sparcom Plotting Keys" in Chapter 10.)
- ☐ Press  **CALCU PLOT GRF3**.

The Sparcom 3D Graphics Environment is summarized below.






#### Sparcom 3D Graphics Environment Operations

Screen	Softkeys
Sparcom 3D Graphics Env.	<b>VBOX</b> <b>XYPRJ</b> <b>COORD</b> <b>KEYS</b> <b>_____</b> <b>_____</b>

Key	Action
<b>COORD</b>	Turns on coordinate display in the menu area. Press  or any softkey to restore the menu. The coordinates can be copied to the stack by pressing <b>ENTER</b> or  <b>ENTER</b> .
<b>KEYS</b>	Turns off menu to show more of the graph. Press  or any softkey to restore the menu.

<b>VBOX</b>	Draws the viewing box, using the x-, y-, and z-axis display ranges.
<b>XYPRJ</b>	Draws the xy-plane projection, using the x- and y-axis display ranges.
	Decreases the first variable (x, t, or u). When prefixed with  , decreases to the minimum value.
	Increases the first variable (x, t, or u, depending on the plot type). When prefixed with  , increases to the maximum value.
	Increases the second variable (y or v, depending on the plot type). When prefixed with  , increases to the maximum value.
	Decreases the second variable (y or v, depending on the plot type). When prefixed with  , decreases to the minimum value.
	Quits to the HP 48SX stack.
	Copies the x-, y-, and z-coordinates of the cursor to the stack as a 3D vector, using the exact equation value for the z-coordinate.
 	Copies a list of tagged real numbers to the stack—for 3D functions: x, y, and z; for 3D parametric curves: t, x, y, and z; and for 3D parametric surfaces: u, v, x, y, and z.
	Toggles coordinate display in the menu area on and off. The coordinates can be copied to the stack by pressing  or   .
	Copies PICT to the stack as a graphics object (GROB).
 	Dumps the current screen to an IR printer.

## Tracing an Equation

The Sparcom 3D Graphics Environment automatically traces the plotted equation. The cursor keys move between the plotted points of the graph, which may be the intersections of the grid lines (3D functions and parametric surfaces) or the ends of the line segments (3D parametric curves).  and  decrease and increase the first variable, while  and  decrease and increase the second variable (except for 3D parametric curves). In all cases, prefixing a cursor key with  increases or decreases the variable as far as possible in the indicated direction.




## Drawing the Viewing Box



From the Sparcom 3D Graphics Environment menu, press **VBOX** to draw the viewing box, using the x-, y-, and z-axis display ranges.



## Drawing the xy-Plane Projection

From the Sparcom 3D Graphics Environment menu, press **KYPRJ** to draw the xy-plane projection, using the x- and y-axis display ranges.

## Displaying the Cursor Coordinates

From the Sparcom 3D Graphics Environment menu, press **COORD** or  to toggle coordinate display on and off. When on, the coordinates will be displayed in the menu area. The coordinates can be copied to the stack by pressing  or  **ENTER**.

When coordinate display is on, pressing  will toggle between the x-, y-, and z-coordinates and either the t-coordinate for 3D parametric curves or the u- and v-coordinates for 3D parametric surfaces. For 3D functions,  is non-functional.

Pressing  will return a 3D vector representing the exact x-, y-, and z-coordinates of the cursor's location on the function. Pressing  **ENTER** will return a list of tagged real numbers—for 3D functions: x, y, and z; for 3D parametric curves: t, x, y, and z; and for 3D parametric surfaces: u, v, x, y, and z.

## The Contents of 'PPAR3'

The Calculus Pac uses the global variable 'PPAR3' to store the plotting parameters for 3D plots. 'PPAR3' should contain the following list of objects:

$$\{ [x_{\min} \ y_{\min} \ z_{\min}] [x_{\max} \ y_{\max} \ z_{\max}] [x_{\text{eye}} \ y_{\text{eye}} \ z_{\text{eye}}] \\ \text{var1 var2 res1 res2 ptype} \}$$

### 'PPAR3' Contents

Item	Description	Default
$[x_{\min} \ y_{\min} \ z_{\min}]$	A vector containing the coordinates of one corner of the display volume.	$[-5 \ -5 \ -5]$
$[x_{\max} \ y_{\max} \ z_{\max}]$	A vector containing the coordinates of the opposite corner of the display volume.	$[5 \ 5 \ 5]$



[ xeye yeye zeye ]	A vector containing the coordinates of the eye point.	[ 20 -20 20 ]
var1	First variable. Can be a name or a list containing a name and two real numbers to specify a domain.	'X' for FUNC3 'T' for PCURV3 'U' for PSURF3
var2	Second variable. Can be a name or a list containing a name and two real numbers to specify a domain.	'Y' for FUNC3 'V' for PSURF3
res1	First resolution. A real number indicates user unit resolution, while a binary integer indicates total divisions.	# 8d
res2	Second resolution. A real number indicates user unit resolution, while a binary integer indicates total divisions.	# 8d
ptype	Command name specifying the plot type. Only FUNC3, PCURV3, and PSURF3 are supported by the Sparcom 3D Graphics Environment.	FUNC3

---

## DRAW3: Draw Plot (3D)

This command plots the equation in the reserved variable 'EQ' in PICT, using the x-, y-, and z-axis display ranges specified by XRNG3, YRNG3, and ZRNG3 and (if specified) the variable domains specified by XDOM, YDOM, TDOM, UDOM, or VDOM. When executed from the Sparcom PLOT3 menu, DRAW3 plots the equation and then enters the Sparcom 3D Graphics Environment. When executed from a program, DRAW3 plots the equation, but does *not* enter the Sparcom 3D Graphics Environment. DRAW3 does not erase PICT—to do that, execute ERASE.

DRAW3 is located in the Sparcom PLOT3 Menu.

### Entry Method(s)

Input	Output
1:	1:

---

# ERASE: Erase PICT

This command erases PICT, leaving a blank PICT of the same dimensions.

ERASE is located in the Sparcom PLOT3 Menu.

## Entry Method(s)

Input	Output
1:	1:

## Note(s)

This is a built-in HP 48SX command.

---

## EYE3: Eye Point (3D)

This command specifies the eye point for the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as the vector [  $x_{eye}$   $y_{eye}$   $z_{eye}$  ]. The default eye point location is [ 20 -20 20 ]. (For more information, see "More About 3D Plotting.")

EYE3 is located in the Sparcom PLOT3 RNG Menu.

### Entry Method(s)

Input	Output
3: $x_{eye}$	3:
2: $y_{eye}$	2:
1: $z_{eye}$	1:

### Example(s)

Input	Output
50 -50 50 <b>EYE3</b>	

---

# FUNC3: Function Plot Type (3D)

This command sets the plot type to FUNC3 for the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3'. This is the default plot type. (For more information, see "More About 3D Plotting.")

FUNC3 is located in the Sparcom PLOT3 PTYPE menu.

## Entry Method(s)

Input	Output
1:	1:

---

## PCURV3: Parametric Curve Plot Type (3D)

This command sets the plot type to PCURV3 for the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3'. FUNC3 is the default plot type. (For more information, see "More About 3D Plotting.")

PCURV3 is located in the Sparcom PLOT3 PTYPE menu.

### Entry Method(s)

Input	Output
1:	1:

---

# PDIM: PICT Dimension

This command replaces PICT with a blank PICT of the specified dimensions. PICT cannot be smaller than 131 pixels wide by 64 pixels high, nor larger than 2048 pixels wide.

PDIM is located in the Sparcom PLOT3 menu.

## Entry Method(s)

Input	Output
2: width (binary integer)	2:
1: height (binary integer)	1:

## Example(s)

Input	Output
# 262d # 128d <b>PDIM</b>	

## Note(s)

This is a built-in HP 48SX command.

---

## PSURF3: Parametric Surface Plot Type (3D)

This command sets the plot type to PSURF3 for the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3'. FUNC3 is the default plot type. (For more information, see "More About 3D Plotting.")

PSURF3 is located in the Sparcom PLOT3 PTYPE menu.

### Entry Method(s)

Input	Output
1:	1:



---

# STEQ: Store in EQ

This command stores an equation from the stack into the reserved variable 'EQ' in the current directory. (For more information, see "More About 3D Plotting.")

STEQ is located in the Sparcom PLOT3 EQN menu (if the plot type is FUNC3) and the enhanced Plot menu.

## Entry Method(s)

Input	Output
1: expression, equation, or program	1:

## Example(s)

Input	Output
'SIN(X)' STEQ	
'Y=SIN(X)' STEQ	
« X SIN » STEQ	

## Note(s)

This is a built-in HP 48SX command.

---

# STOX: Store x-Component in EQ

This command stores an equation from the stack as the x-component of the equation in 'EQ' (as the first item in a list of three items) for 3D parametric curves or surfaces. If 'EQ' does not exist or is not a list of three items, it is overwritten and the y- and z-components are automatically initialized to 0. (For more information, see “More About 3D Plotting.”)

STOX is located in the Sparcom PLOT3 EQN menu (if the plot type is PCURV3 or PSURF3).

## Entry Method(s)

Input	Output
1: expression, equation, or program	1:

## Example(s)

Input	Output
'SIN(T)' <b>STOX</b>	
'X=SIN(T)' <b>STOX</b>	
« T SIN » <b>STOX</b>	

---

## STOY: Store y-Component in EQ

This command stores an equation from the stack as the y-component of the equation in 'EQ' (as the second item in a list of three items) for 3D parametric curves and surfaces. If 'EQ' does not exist or is not a list of three items, it is overwritten and the x- and z-components are automatically initialized to 0. (For more information, see "More About 3D Plotting.")

STOY is located in the Sparcom PLOT3 EQN menu (if the plot type is PCURV3 or PSURF3).

### Entry Method(s)

Input	Output
1: expression, equation, or program	1:

### Example(s)

Input	Output
'COS(T)' <b>STOY</b>	
'Y=COS(T)' <b>STOY</b>	
« T COS » <b>STOY</b>	

---

## STOZ: Store z-Component in EQ

This command stores an equation from the stack as the z-component of the equation in 'EQ' (as the third item in a list of three items) for 3D parametric curves and surfaces. If 'EQ' does not exist or is not a list of three items, it is overwritten and the x- and y-components are automatically initialized to 0. (For more information, see "More About 3D Plotting.")

STOZ is located in the Sparcom PLOT3 EQN menu (if the plot type is PCURV3 or PSURF3).

### Entry Method(s)

Input	Output
1: expression, equation, or program	1:

### Example(s)

Input	Output
'2*T' <b>STOZ</b>	
'Z=.2*T' <b>STOZ</b>	
« .2 T * » <b>STOZ</b>	

---

## TDOM: t-Variable Domain

This command specifies the t-variable domain for 3D parametric curves in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as  $t_{\min}$  and  $t_{\max}$  in the list  $\{t_{\text{var}} t_{\min} t_{\max}\}$ , which replaces the name  $t_{\text{var}}$  in 'PPAR3' if a t-variable domain is specified. The default t-variable domain is unspecified and defaults to the x-axis display range,  $-5$  to  $5$ . (For more information, see "More About 3D Plotting.")

TDOM is located in the Sparcom PLOT3 VAR menu (if the plot type is PCURV3.)

### Entry Method(s)

Input	Output
2: $t_{\min}$	2:
1: $t_{\max}$	1:

### Example(s)

Input	Output
-6.2831 6.2831 <b>TDOM</b>	

---

## TRES: t-Variable Resolution

This command specifies the resolution of the t-variable for 3D parametric curves in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a binary integer or real number. A binary integer specifies the number of parametric curve segments, while a real number specifies the number of user units between plotted values of the t-variable. The default resolution is # 8d, which represents an 8-segment parametric curve. (For more information, see "More About 3D Plotting.")

TRES is located in the Sparcom PLOT3 VAR menu (if the plot type is PCURV3).

### Entry Method(s)

Input	Output
1: t <sub>res</sub> (binary integer, real number)	1:

### Example(s)

Input	Output
# 15d <b>TRES</b>	
.1 <b>TRES</b>	

---

# TVAR: t-Variable Name

This command specifies the name of the t-variable for 3D parametric curves in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a name. The default t-variable is 'T'. (For more information, see "More About 3D Plotting.")

TVAR is located in the Sparcom PLOT3 VAR menu (if the plot type is PCURV3).

## Entry Method(s)

Input	Output
1: t <sub>var</sub> (name)	1:

## Example(s)

Input	Output
't' <b>TVAR</b>	

---

# UDOM: u-Variable Domain

This command specifies the u-variable domain for 3D parametric surfaces in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as  $u_{min}$  and  $u_{max}$  in the list {  $u_{var}$   $u_{min}$   $u_{max}$  }, which replaces the name  $u_{var}$  in 'PPAR3' if a u-variable domain is specified. The default u-variable domain is unspecified and defaults to the x-axis display range, -5 to 5. (For more information, see "More About 3D Plotting.")

UDOM is located in the Sparcom PLOT3 VAR menu (if the plot type is PSURF3.)

## Entry Method(s)

Input	Output
2: $u_{min}$	2:
1: $u_{max}$	1:

## Example(s)

Input	Output
0 360 UDOM	



---

## URES: u-Variable Resolution

This command specifies the resolution of the u-variable for 3D parametric surfaces in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a binary integer or real number. A binary integer specifies the number of steps of the u-variable, while a real number specifies the number of user units between plotted values of the u-variable. The default resolution is # 8d, which represents a parametric surface with 8 steps of the u-variable. (For more information, see "More About 3D Plotting.")

URES is located in the Sparcom PLOT3 VAR menu (if the plot type is PSURF3).

### Entry Method(s)

Input	Output
1: u <sub>res</sub> (binary integer, real number)	1:

### Example(s)

Input	Output
# 15d URES	
.1 URES	

---

## UVAR: u-Variable Name

This command specifies the name of the u-variable for 3D parametric surfaces in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a name. The default u-variable is 'U'. (For more information, see "More About 3D Plotting.")

UVAR is located in the Sparcom PLOT3 VAR menu (if the plot type is PSURF3).

### Entry Method(s)

Input	Output
1: u <sub>var</sub> (name)	1:

### Example(s)

Input	Output
'u' UVAR	

---

# VBOX: Draw Viewing Box

This command draws the viewing box in PICT, using the x-, y-, and z-axis display ranges specified by XRNG3, YRNG3, and ZRNG3.

VBOX is located in the Sparcom PLOT3 and 3D Graphics Environment menus.

**Entry Method(s)**

Input	Output
1:	1:

---

## VDOM: v-Variable Domain

This command specifies the v-variable domain for 3D parametric surfaces in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as  $v_{\min}$  and  $v_{\max}$  in the list {  $v_{\text{var}}$   $v_{\min}$   $v_{\max}$  }, which replaces the name  $v_{\text{var}}$  in 'PPAR3' if a v-variable domain is specified. The default v-variable domain is unspecified and defaults to the y-axis display range, -5 to 5. (For more information, see "More About 3D Plotting.")

VDOM is located in the Sparcom PLOT3 VAR menu (if the plot type is PSURF3.)

### Entry Method(s)

Input	Output
2: $v_{\min}$	2:
1: $v_{\max}$	1:

### Example(s)

Input	Output
-1.5 1.5 <b>VDOM</b>	

---

## VRES: v-Variable Resolution

This command specifies the resolution of the v-variable for 3D parametric surfaces in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a binary integer or real number. A binary integer specifies the number of steps of the v-variable, while a real number specifies the number of user units between plotted values of the v-variable. The default resolution is # 8d, which represents a parametric surface with 8 steps of the v-variable. (For more information, see "More About 3D Plotting.")

VRES is located in the Sparcom PLOT3 VAR menu (if the plot type is PSURF3).

### Entry Method(s)

Input	Output
1: v <sub>res</sub> (binary integer, real number)	1:

### Example(s)

Input	Output
# 15d <b>VRES</b>	
.1 <b>VRES</b>	

---

# VVAR: v-Variable Name

This command specifies the name of the v-variable for 3D parametric surfaces in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a name. The default v-variable is 'V'. (For more information, see “More About 3D Plotting.”)

VVAR is located in the Sparcom PLOT3 VAR menu (if the plot type is PSURF3).

## Entry Method(s)

Input	Output
1: v <sub>var</sub> (name)	1:

## Example(s)

Input	Output
'V' <b>VVAR</b>	

---

# **XDOM: x-Variable Domain**

This command specifies the x-variable domain for 3D functions in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as  $x_{min}$  and  $x_{max}$  in the list {  $x_{var}$   $x_{min}$   $x_{max}$  }, which replaces the name  $x_{var}$  in 'PPAR3' if a x-variable domain is specified. The default x-variable domain is unspecified and defaults to the x-axis display range, -5 to 5. (For more information, see "More About 3D Plotting.")

XDOM is located in the Sparcom PLOT3 VAR menu (if the plot type is FUNC3.)

## **Entry Method(s)**

<b>Input</b>	<b>Output</b>
2: $x_{min}$	2:
1: $x_{max}$	1:

## **Example(s)**

<b>Input</b>	<b>Output</b>
-3 3 <b>XDOM</b>	

---

## XRES: x-Variable Resolution

This command specifies the resolution of the x-variable for 3D functions in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a binary integer or real number. A binary integer specifies the number of grid lines along the x-axis, while a real number specifies the number of user units between grid lines along the x-axis. The default resolution is # 8d, which represents a function with 8 grid lines along the x-axis. (For more information, see "More About 3D Plotting.")

XRES is located in the Sparcom PLOT3 VAR menu (if the plot type is FUNC3).

### Entry Method(s)

Input	Output
1: x <sub>res</sub> (binary integer, real number)	1:

### Example(s)

Input	Output
# 15d <b>XRES</b>	
.1 <b>XRES</b>	



---

# XRNG3: x-Axis Display Range (3D)

This command specifies the x-axis display range for the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as  $x_{min}$  and  $x_{max}$  in the vectors [  $x_{min}$   $y_{min}$   $z_{min}$  ] and [  $x_{max}$   $y_{max}$   $z_{max}$  ]. These two vectors specify the coordinates of two opposite corners of the display volume. The default x-axis display range is -5 to 5. (For more information, see "More About 3D Plotting.")

XRNG3 is located in the Sparcom PLOT3 RNG menu.

## Entry Method(s)

Input	Output
2: $x_{min}$	2:
1: $x_{max}$	1:

## Example(s)

Input	Output
-5 5 <b>XRNG</b>	

---

## XVAR: x-Variable Name

This command specifies the name of the x-variable for 3D functions in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a name. The default x-variable is 'X'. (For more information, see "More About 3D Plotting.")

XVAR is located in the Sparcom PLOT3 VAR menu (if the plot type is FUNC3).

### Entry Method(s)

Input	Output
1: X <sub>var</sub> (name)	1:

### Example(s)

Input	Output
'x' <b>XVAR</b>	

---

# XYPRJ: Draw xy-Plane Projection

This command draws the xy-plane projection in PICT, using the x-, y-, and z-axis display ranges specified by XRNG3, YRNG3, and ZRNG3.

XYPRJ is located in the Sparcom PLOT3 and 3D Graphics Environment menus.

## Entry Method(s)

Input	Output
1:	1:

---

## YDOM: y-Variable Domain

This command specifies the y-variable domain for 3D functions in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as  $y_{\min}$  and  $y_{\max}$  in the list {  $y_{\text{var}}$   $y_{\min}$   $y_{\max}$  }, which replaces the name  $y_{\text{var}}$  in 'PPAR3' if a y-variable domain is specified. The default y-variable domain is unspecified and defaults to the y-axis display range, -5 to 5. (For more information, see "More About 3D Plotting.")

YDOM is located in the Sparcom PLOT3 VAR menu (if the plot type is FUNC3.)

### Entry Method(s)

Input	Output
2: $y_{\min}$	2:
1: $y_{\max}$	1:

### Example(s)

Input	Output
-3 3 YDOM	

---

# YRES: y-Variable Resolution

This command specifies the resolution of the y-variable for 3D functions in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a binary integer or real number. A binary integer specifies the number of grid lines along the y-axis, while a real number specifies the number of user units between grid lines along the y-axis. The default resolution is # 8d, which represents a function with 8 grid lines along the y-axis. (For more information, see "More About 3D Plotting.")

YRES is located in the Sparcom PLOT3 VAR menu (if the plot type is FUNC3).

## Entry Method(s)

Input	Output
1: y <sub>res</sub> (binary integer, real number)	1:

## Example(s)

Input	Output
# 15d <b>YRES</b>	
.1 <b>YRES</b>	

---

# YRNG3: y-Axis Display Range (3D)

This command specifies the y-axis display range for the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as  $y_{min}$  and  $y_{max}$  in the vectors [  $x_{min}$   $y_{min}$   $z_{min}$  ] and [  $x_{max}$   $y_{max}$   $z_{max}$  ]. These two vectors specify the coordinates of two opposite corners of the display volume. The default y-axis display range is -5 to 5. (For more information, see "More About 3D Plotting.")

YRNG3 is located in the Sparcom PLOT3 RNG menu.

## Entry Method(s)

Input	Output
2: $y_{min}$	2:
1: $y_{max}$	1:

## Example(s)

Input	Output
-5 5 YRNG	

---

# YVAR: y-Variable Name

This command specifies the name of the y-variable for 3D functions in the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as a name. The default y-variable is 'Y'. (For more information, see “More About 3D Plotting.”)

YVAR is located in the Sparcom PLOT3 VAR menu (if the plot type is FUNC3).

## Entry Method(s)

Input	Output
1: y <sub>var</sub> (name)	1:

## Example(s)

Input	Output
'y' <b>YVAR</b>	

---

## ZRNG3: z-Axis Display Range (3D)

This command specifies the z-axis display range for the Sparcom 3D Graphics Environment. This information is stored in the global variable 'PPAR3' as  $z_{\min}$  and  $z_{\max}$  in the vectors [  $x_{\min}$   $y_{\min}$   $z_{\min}$  ] and [  $x_{\max}$   $y_{\max}$   $z_{\max}$  ]. These two vectors specify the coordinates of two opposite corners of the display volume. The default z-axis display range is -5 to 5. (For more information, see "More About 3D Plotting.")

ZRNG3 is located in the Sparcom PLOT3 RNG menu.

### Entry Method(s)

Input	Output
2: $z_{\min}$	2:
1: $z_{\max}$	1:

### Example(s)

Input	Output
-5 5 ZRNG	



## Chapter 13

# Differential Equations Plotting

Differential equations plotting is accomplished with numerical approximation routines utilizing different variations of Euler's Method and the 4th-order Runge-Kutta method. A slope field routine is also included, to help you visualize multiple solution curves.

This chapter covers:

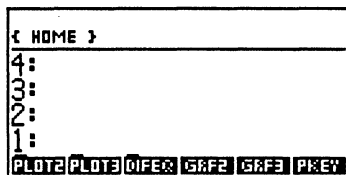
- ☐ Using Differential Equations Plotting
- ☐ DIFEQ: Sparcom DIFEQ Menu
- ☐ EULER: Euler's Method
- ☐ EMID: Euler's Method (Midpoint)
- ☐ EMOD: Modified Euler's Method
- ☐ RK4: Runge-Kutta Method (4th-Order)
- ☐ SLPFD: Slope Field

---

## Using Differential Equations Plotting

The Sparcom DIFEQ menu is accessible from the Plotting Toolkit. To get to the Plotting Toolkit, follow these steps:

- ① Press **LIBRARY** to display all libraries available to your HP 48SX.
- ② Find and press **CALCU** to display the Calculus Pac Library menu.
- ③ Press the fourth softkey, **PLOT**, to display the Plotting Toolkit menu:






At this point, press **DIFEQ** to display the Sparcom DIFEQ menu.

## DIFEQ: Sparcom DIFEQ Menu




The Sparcom DIFEQ menu plots numerical approximations and slope fields for derivatives. The HP 48SX PLOTTR menu or the Sparcom PLOT2 menu are used to specify the 2D plot parameters, so you should familiarize yourself with Chapter 11, “2D Plotting.”

### Using the Sparcom DIFEQ Menu

There are two ways to access the Sparcom DIFEQ menu from the stack:

- ☐ Press   to display the enhanced Plot menu and press **DIFEQ** to display the Sparcom DIFEQ menu. (The Sparcom Plotting Keys must be installed and User mode must be turned on. For more information, see “PKEY: Sparcom Plotting Keys” in Chapter 10.)
- ☐ Press  **CALCU PLOT DIFEQ** to display the DIFEQ menu.

There is one way to access the DIFEQ menu from the interactive menus:

- ☐ Press  **CALCU CALCU** to access the Main menu, move the pointer to “Plotting: Diff. Eqns.,” press  to display the information screen about differential equation plotting, and press  to display the Sparcom DIFEQ menu. (This will automatically install the Sparcom Plotting Keys and turn on User mode. For more information, see “PKEY: Sparcom Plotting Keys” in Chapter 10.)

The Sparcom DIFEQ menu is summarized below.

#### Sparcom DIFEQ Menu Operations

Screen	Softkeys
Sparcom DIFEQ Menu	<b>EULER</b> <b>EMID</b> <b>EMOD</b> <b>RK4</b> <b>SLPFD</b> <b>_____</b>

Key	Description
<b>EULER</b>	Graphs Euler’s method applied to $dy/dx$ .
<b>EMID</b>	Graphs Euler’s method (midpoint) applied to $dy/dx$ .
<b>EMOD</b>	Graphs the modified Euler’s method applied to $dy/dx$ .
<b>RK4</b>	Graphs the 4th-order Runge-Kutta method applied to $dy/dx$ .
<b>SLPFD</b>	Graphs the slope field of $dy/dx$ .

# EULER: Euler's Method

This command graphs the results of Euler's Method as applied to  $dy/dx$  in terms of  $x$ ,  $y$ , or  $x$  and  $y$ . Euler's Method is defined by these equations:

$$\frac{dy}{dx} = f'(x, y), \text{ initial condition } f(x_0) = y_0$$

$$x_n = x_0 + nh, \quad n = 0, 1, 2, \dots, N, \quad h \text{ is stepsize}$$

$$y_{n+1} = y_n + hf'(x_n, y_n)$$

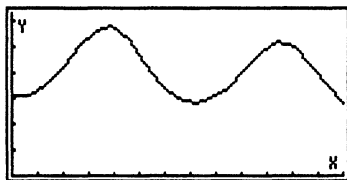
## Entry Method(s)

Input	Output
3: derivative, $dy/dx$	3:
2: initial condition, $(x_0, y_0)$	2:
1: stepsize, $h$ (real)	1:

## Example(s)

Plot the solution curve of the initial value problem  $\frac{dy}{dx} = f'(x, y) = y \sin(3x)$ , initial condition  $f(0) = 1$ , with a stepsize  $h = .2$ . To do this, follow these steps:

- 1 Set the 2D plot parameters. To do this, press to display the PLOTR or PLOT2 menu. Then type 0 4 to set the x-range to 0-4 and type 0 2 to set the y-range to 0-2. Press to erase PICT.
- 2 Enter the derivative 'Y\*SIN(3\*X)' by typing 3 . If necessary, press to set Radians mode.
- 3 Enter the initial condition (0,1) by typing .
- 4 Enter the stepsize .2 by typing .2 .
- 5 If necessary, press to return to the Sparcom DIFEQ menu and press to plot the solution curve:



⑥ Press **ATTN** when you have finished viewing the plot.

---

## EMID: Euler's Method (Midpoint)

This command graphs the results of Euler's Method as applied to  $dy/dx$  in terms of  $x$ ,  $y$ , or  $x$  and  $y$ . Euler's Method (Midpoint) is defined by these equations:

$$\frac{dy}{dx} = f'(x, y), \text{ initial condition } f(x_0) = y_0$$

$$x_n = x_0 + nh, \quad n = 0, 1, 2, \dots, N, \quad h \text{ is stepsize}$$

$$y_{n+1} = y_n + hf'(x_n + \frac{h}{2}, y_n)$$

### Entry Method(s)

Input	Output
3: derivative, $dy/dx$	3:
2: initial condition, $(x_0, y_0)$	2:
1: stepsize, $h$ (real)	1:

### Example(s)

See "EULER: Euler's Method" for an example.

---

# EMOD: Modified Euler's Method

This command graphs the results of Euler's Method as applied to  $dy/dx$  in terms of  $x$ ,  $y$ , or  $x$  and  $y$ . Modified Euler's Method is defined by these equations:

$$\frac{dy}{dx} = f'(x,y), \text{ initial condition } f(x_0) = y_0$$

$$x_n = x_0 + nh, \quad n = 0, 1, 2, \dots, N, \quad h \text{ is stepsize}$$

$$y_{n+1} = y_n + \frac{hf'(x_n, y_n) + hf'(x_n + h, y_n)}{2}$$

## Entry Method(s)

Input	Output
3: derivative, $dy/dx$	3:
2: initial condition, $(x_0, y_0)$	2:
1: stepsize, $h$ (real)	1:

## Example(s)

See "EULER: Euler's Method" for an example.

## RK4: Runge-Kutta Method (4th-Order)

This command graphs the results of the 4th-order Runge-Kutta method as applied to  $dy/dx$  in terms of  $x$ ,  $y$ , or  $x$  and  $y$ . The 4th-order Runge-Kutta method is defined by these equations:

$$\frac{dy}{dx} = f'(x, y), \text{ initial condition } f(x_0) = y_0$$

$$x_n = x_0 + nh, \quad n = 0, 1, 2, \dots, N, \quad h \text{ is stepsize}$$

$$k_1 = hf'(x_n, y_n)$$

$$k_2 = hf'(x_n + \frac{h}{2}, y_n + \frac{k_1}{2})$$

$$k_3 = hf'(x_n + \frac{h}{2}, y_n + \frac{k_2}{2})$$

$$k_4 = hf'(x_n + h, y_n + k_3)$$

$$y_{n+1} = y_n + \frac{k_1}{6} + \frac{k_2}{3} + \frac{k_3}{3} + \frac{k_4}{6} + O(h^5)$$

### Entry Method(s)

Input	Output
3: derivative, $dy/dx$	3:
2: initial condition, $(x_0, y_0)$	2:
1: stepsize, $h$ (real)	1:

### Example(s)

See "EULER: Euler's Method" for an example.

## SLPFD: Slope Field

This command plots a set of small line segments of appropriate slope at specified lattice points, given  $dy/dx$  in terms of  $x$ ,  $y$ , or  $x$  and  $y$ .

### Lattice Dimensions

The default lattice structure is 12 horizontal lattice points, 6 vertical lattice points, and slope field lines 70% of the width of the lattice squares. You can override these default values by storing a list of three values in the global variable 'Lattice'—for example, storing { 12 6 .7 } would be identical to the default, while storing { 10 10 .5 } would create a 10 x 10 lattice grid with slope field lines 50% of the width of the lattice squares. The first two values in 'Lattice' must be positive integers, while the third value should range from .1 (10%) up to 1 (100%) to control the length of the slope field lines. To return to the default lattice structure, simply purge 'Lattice', using the command PURGE.

#### Entry Method(s)




Input	Output
1: derivative, $dy/dx$	1:

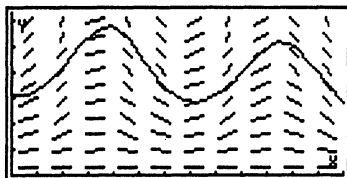
### Example(s)


Overlay a 10 x 10 x .5 lattice slope field on the solution curve plotted in the EULER example for the equation  $\frac{dy}{dx} = f'(x, y) = y \sin(3x)$ . To do this, follow these steps:

- 1 If necessary, set the 2D plot parameters. To do this, press to display the PLOT or PLOT2 menu. Then type 0 4 to set the x-range to 0–4 and type 0 2 to set the y-range to 0–2.
- 2 Specify the custom lattice dimensions by typing 10 10 .5 to put the list { 10 10 .5 } on the stack. Then type to store the list into the global variable 'Lattice' (name is case-sensitive).
- 3 Enter the derivative 'Y\*SIN(3\*X)' by typing 3 . If necessary, press to set Radians mode.



- ④ If necessary, press   to return to the Sparcom DIFEQ menu and press  to draw the slope field:



- ⑤ Press  when you have finished viewing the plot.



## Chapter 14

# Vector Toolkit


The Vector Toolkit organizes 25 of the programmable commands in the Calculus Pac into one menu for easy access from the stack. All of the commands are used to manipulate symbolic vectors.

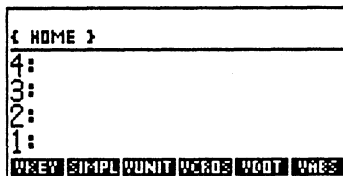
This chapter covers:

- ☐ Using the Vector Toolkit
- ☐ What is a Symbolic Vector?
- ☐ VKEY: Sparcom Vector Keys
- ☐ SIMPL: Simplifying Symbolic Results
- ☐ VUNIT: Unit Vector
- ☐ VCROS: Cross Product
- ☐ VDOT: Dot Product
- ☐ VABS: Vector Length (Norm)
- ☐ GRD: Gradient
- ☐ DIV: Divergence
- ☐ CURL: Curl
- ☐ LAPL: Laplacian
- ☐ V1OP: Unary Vector Operation
- ☐ V2OP: Binary Vector Operation
- ☐ V+: Vector Addition
- ☐ V-: Vector Subtraction
- ☐ V\*: Vector Multiplication
- ☐ V/: Vector Division
- ☐ VDER: Vector Derivative
- ☐ VINT: Vector Integral
- ☐ SV→: Vector to Stack
- ☐ →SV2: Stack to 2-Element Vector
- ☐ →SV3: Stack to 3-Element Vector
- ☐ VEVAL: Vector Evaluate
- ☐ V→Q: Vector to Quotient
- ☐ V→NUM: Vector Evaluate to Number
- ☐ VNEG: Vector Negate

# Using the Vector Toolkit

To get to the Vector Toolkit, follow these steps:

- ❶ Press  **LIBRARY** to display all libraries available to your HP 48SX.
- ❷ Find and press **CALCUL** to display the Calculus Pac Library menu.
- ❸ Press the fifth softkey, **VECT**, to display the Vector Toolkit menu:



The Vector Toolkit menu lists the 25 programmable commands used to manipulate symbolic vectors.

## Vector Toolkit Operations

Screen	Softkeys					
Vector Toolkit	<b>VKEY</b>	<b>SIMPL</b>	<b>VUNIT</b>	<b>VCROS</b>	<b>VDOT</b>	<b>VABS</b>
	<b>GRD</b>	<b>DIV</b>	<b>CURL</b>	<b>LAPL</b>	<b>V1OP</b>	<b>V2OP</b>
	<b>V+</b>	<b>V-</b>	<b>V*</b>	<b>V</b>	<b>VDER</b>	<b>VINT</b>
	<b>SV-</b>	<b>-SV2</b>	<b>-SV3</b>	<b>VEVAL</b>	<b>V-Q</b>	<b>V-NU</b>
	<b>VNEG</b>					

---

## What is a Symbolic Vector?

The HP 48SX supports both real and complex vectors, but not symbolic vectors. An example of a real vector is  $[1\ 2\ 3]$ , while an example of a complex vector is  $[(0,1)\ (1,2)]$ . However, the object  $[X\ Y\ Z]$  is not allowed by the HP 48SX. The Calculus Pac circumvents this by treating lists as symbolic vectors. An example of such a *list vector* is  $\{X\ Y\ Z\}$ . Hereafter, when the term *vector* is used, it refers to either a real vector, a complex vector, or a list vector. To be considered a vector, an object must satisfy the following criteria:

- ❶ A vector can be a real or complex array of one dimension. This eliminates *matrices*, such as  $[[1\ 2]\ [3\ 4]]$ , which has more than one dimension. The term *two-dimensional vector* refers to a vector with two elements, such as  $[1\ 2]$ .
- ❷ A vector can be a list of items without further sub-lists, such as  $\{X\ Y\}$  or  $\{1\ 2\ 3\ 4\}$ , but not  $\{\{X\ Y\}\ \{W\ Z\}\}$ . The latter might be a symbolic matrix, but symbolic matrices are not used or supported by the HP 48SX or the Calculus Pac.
- ❸ A vector must always contain at least one element. Therefore, the empty objects  $[]$  and  $\{\}$  are invalid vectors.
- ❹ A vector is made up of scalar components, where a *scalar* is a real number, complex number, global name, local name, symbolic expression, or unit object. Scalar components can be mixed in a vector, but if any of the components are not real numbers or complex numbers, then the vector must be a list vector, such as  $\{X\ Y\}$  or  $\{1\ (2,3)\ Z\ 'SIN(X)'\ 120\_ft\}$ ; otherwise, if all of the components are real numbers, the vector may be either a real vector or a list vector, such as  $[1\ 2]$  or  $\{1\ 2\}$ ; if all the components of a vector are complex numbers, the vector may be either a complex vector or a list vector, such as  $[(3,4)\ (5,6)]$  or  $\{(3,4)\ (5,6)\}$ .

All commands in the Vector Toolkit accept vectors that satisfy these criteria. Vector Toolkit commands will return results as real or complex vectors if possible, or as list vectors if not possible. For example, adding  $\{1\ 2\ 3\}$  to  $\{4\ 5\ 6\}$  will return  $[5\ 7\ 9]$ , but adding  $\{1\ 2\}$  to  $\{X\ Y\}$  will return  $\{'1+X'\ '2+Y'\}$ .

## VKEY: Sparcom Vector Keys

This command installs or removes the Sparcom Vector Keys. The Sparcom Vector Keys are designed to support symbolic vector operations in a transparent fashion, without inhibiting normal use of your HP 48SX.

If the Sparcom Vector Keys are not installed, executing VKEY will install them, overwriting any user-key assignments for  $\boxed{+}$ ,  $\boxed{-}$ ,  $\boxed{*}$ ,  $\boxed{\div}$ ,  $\boxed{\rightarrow\partial}$ ,  $\boxed{\rightarrow\boxed{\phantom{0}}}$ ,  $\boxed{\text{EVAL}}$ ,  $\boxed{\leftarrow\rightarrow\boxed{\phantom{0}}}$ ,  $\boxed{\rightarrow\text{NUM}}$ ,  $\boxed{\leftarrow\boxed{2D}}$ ,  $\boxed{\rightarrow\boxed{3D}}$ , and  $\boxed{+/-}$ , and set flag -60 (User Mode) to place your HP 48SX into User mode. (For more information, see Chapter 15 of the HP 48SX Owner's Manual, "Customizing the Calculator.") A brief message will be shown to indicate the Sparcom Vector Keys have been installed.

If the Sparcom Vector Keys are installed, executing VKEY will delete the user-key assignments for  $\boxed{+}$ ,  $\boxed{-}$ ,  $\boxed{*}$ ,  $\boxed{\div}$ ,  $\boxed{\rightarrow\partial}$ ,  $\boxed{\rightarrow\boxed{\phantom{0}}}$ ,  $\boxed{\text{EVAL}}$ ,  $\boxed{\leftarrow\rightarrow\boxed{\phantom{0}}}$ ,  $\boxed{\rightarrow\text{NUM}}$ ,  $\boxed{\leftarrow\boxed{2D}}$ ,  $\boxed{\rightarrow\boxed{3D}}$ , and  $\boxed{+/-}$ , and clear flag -60 (User Mode) to remove your HP 48SX from User mode. A brief message will be shown to indicate the Sparcom Vector Keys have been removed.

When the Sparcom Vector Keys are installed and your HP 48SX is in User Mode, certain keys on your HP 48SX keyboard will be re-defined as follows:

### Sparcom Vector Keys



Key	Action
$\boxed{+}$	V+
$\boxed{-}$	V-
$\boxed{*}$	V*
$\boxed{\div}$	V/
$\boxed{\rightarrow\partial}$	VDER
$\boxed{\rightarrow\boxed{\phantom{0}}}$	VINT
$\boxed{\text{EVAL}}$	VEVAL

Key	Action
$\boxed{\leftarrow\rightarrow\boxed{\phantom{0}}}$	V→Q
$\boxed{\rightarrow\text{NUM}}$	V→NUM
$\boxed{+/-}$	VNEG
$\boxed{\leftarrow\boxed{2D}}$	SV→
	→SV2
$\boxed{\rightarrow\boxed{3D}}$	SV→
	→SV3

### Entry Method(s)
















Input	Output
1:	1:

## Note(s)

When the Sparcom Vector Keys are installed, you will not be able to interactively edit the list of user-key assignments returned by RCLKEYS. This is because the objects assigned to keys 95.1, 85.1, 75.1, 65.1, 41.3, 42.3, 33.1, 33.2, 33.3, 53.2, 53.3, and 52.1 are system RPL objects and your HP 48SX cannot edit them directly. If you wish to edit the list of user-key assignments, you must either first remove the Sparcom Vector Keys or you must use commands such as REPL or the Interactive Stack to *indirectly* edit the list without placing it on the command line. If you accidentally attempt to interactively edit the list of user-key assignments when the Sparcom Vector Keys are installed, you will have to press -C to abort the editing operation and return to the stack. (Pressing -C will *not* damage user memory, but it *will* clear the stack and return to the HOME directory.)

The Calculus Pac must be installed in your HP 48SX for the Sparcom Vector Keys to work correctly. If you remove the Calculus Pac while the Sparcom Vector Keys are installed and your HP 48SX is in User mode, the re-defined keys will behave as if the Sparcom Vector Keys were not installed. Upon re-installing the Calculus Pac and re-entering User mode, the re-defined keys will resume their customized functions.

When the Sparcom Vector Keys are installed and your HP 48SX is in User mode, the following keys will behave slightly differently than normal:

- ☐  will not concatenate two lists, but will attempt to add them element-wise. Also,  will not append or prepend an object to a list, but will attempt to add the object to each element of the list. (For more information, see “V+: Vector Addition.”) To concatenate two lists or to append or prepend an object to a list, press     to execute the normal + command.
- ☐   will no longer assemble or disassemble complex numbers when flag -19 (Complex Mode Flag) is set. Instead,   will *always* assemble two real numbers or two complex numbers into a vector. (For more information, see “→SV2: Stack to 2-Element Vector.”)
- ☐  will not disassemble and evaluate a list, but will attempt to evaluate it element-wise. (For more information, see “VEVAL: Vector Evaluate.”) To disassemble and evaluate a list, press     to execute the normal EVAL command.

---

## **SIMPL: Symbolic Simplification**

See “SIMPL: Symbolic Simplification” in Chapter 8.



---

# VUNIT: Unit Vector

This command normalizes a vector to unit length, where unit length is determined by dividing the vector element-wise by its length (norm).

## Entry Method(s)

Input	Output
1: vector	1: unit vector

## Example(s)

Input	Output
[ 4 3 ] <b>VUNIT</b>	[ .8 .6 ]
{ X Y Z } <b>VUNIT</b>	{ 'X/ $\sqrt{X^2+Y^2+Z^2}$ ' 'Y/ $\sqrt{X^2+Y^2+Z^2}$ ' 'Z/ $\sqrt{X^2+Y^2+Z^2}$ ' }

---

# VCROS: Cross Product

This command returns the cross product of two three-dimensional vectors as a three-dimensional vector. VCROS is a superset of CROSS, extended to support symbolic vectors.

## Entry Method(s)

Input	Output
2: three-dimensional vector	2:
1: three-dimensional vector	1: cross product

## Example(s)

Input	Output
{ X Y Z } { X Y Z } <b>VCROS</b>	[ 0 0 0 ]
{ X Y Z } [ 1 2 10 ] <b>VCROS</b>	{ 'Y*10-2*Z' 'Z-10*X' 'X*2-Y' }

---

# VDOT: Dot Product

This command returns the numeric or symbolic dot product of two vectors of equal size. VDOT is a superset of DOT, extended to support symbolic vectors, but not symbolic matrices.

## Entry Method(s)

Input	Output
2: vector 1	2:
1: vector 2 (of same dimension)	1: dot product

## Example(s)

Input	Output
{ 1 2 3 } [ 4 5 6 ] <b>VDOT</b>	32
{ W X Y Z } { 9 8 7 1 } <b>VDOT</b>	'W*9+X*8+Y*7+Z'

---

# VABS: Vector Length (Norm)

This command returns the length of a vector, which is the square root of the sum of the squares of the elements. VABS is a superset of ABS, extended to support symbolic vectors.

## Entry Method(s)

Input	Output
1: vector	1: vector length

## Example(s)

Input	Output
[ 1 2 3 ] <b>VABS</b>	3.74165738677
{ X Y Z } <b>VABS</b>	' $\sqrt{X*X+Y*Y+Z*Z}$ '

---

## GRD: Gradient

This command returns the gradient of a scalar as a three-dimensional vector. The result returned depends on the coordinate mode setting of the HP 48SX—rectangular, cylindrical, or spherical. (For more information about coordinate modes, see Chapter 12 of the HP 48SX Owner's Manual, "Vectors.")

### Coordinate Variables

For the purpose of taking derivatives, the default coordinates are { X Y Z } for rectangular mode, { R T Z } for cylindrical mode, and { R T P } for spherical mode. You can override these default coordinates by storing a list of six names in the global variable 'Coords'—for example, storing { X Y Z R T P } would be identical to the default, while storing { x y z ρ θ φ } might be an alternative. If any of the coordinate variables exist in the current or parent directories, they will be evaluated to numbers in the result, so you may wish to purge the coordinate variables before executing this command. To return to the default coordinate variables, simply purge 'Coords', using the command PURGE.

#### Entry Method(s)

Input	Output
1: scalar	1: gradient (three-dimensional vector)

#### Example(s)

Input	Output
10 <b>GRD</b>	[ 0 0 0 ]
'X*Y' <b>GRD</b>	{ Y X 0 }
'R*T*Z' <b>GRD</b>	{ 'T*Z' 'Z' 'R*T' }

### Note(s)

Second example uses XYZ mode.

Third example uses RZ (cylindrical) mode. Apply **SIMPL** to result.

All examples use default coordinate variables of { X Y Z R T P }.

---

## DIV: Divergence

This command returns the divergence of a three-dimensional vector as a scalar. The result returned depends on the coordinate mode setting of the HP 48SX—rectangular, cylindrical, or spherical. (For more information about coordinate modes, see Chapter 12 of the HP 48SX Owner's Manual, "Vectors.")

### Coordinate Variables

See "GRD: Gradient."

#### Entry Method(s)

Input	Output
1: three-dimensional vector	1: divergence

#### Example(s)

Input	Output
{ X Y Z } <b>DIV</b>	3
{ R T Z } <b>DIV</b>	'3+INV(R)'

### Note(s)

Second example uses XYZ mode.

Third example uses R&Z (cylindrical) mode. Apply **SIMPL** to result.

All examples use default coordinate variables of { X Y Z R T P }.

---

# CURL: Curl

This command returns the curl of a three-dimensional vector as a three-dimensional vector. The result returned depends on the coordinate mode setting of the HP 48SX—rectangular, cylindrical, or spherical. (For more information about coordinate modes, see Chapter 12 of the HP 48SX Owner’s Manual, “Vectors.”)

## Coordinate Variables

See “GRD: Gradient.”

### Entry Method(s)

Input	Output
1: three-dimensional vector	1: curl (three-dimensional vector)

### Example(s)

Input	Output
[ 1 2 3 ] <b>CURL</b>	[ 0 0 0 ]
{ X Y Z } <b>CURL</b>	[ 0 0 0 ]
{ 'R*T' 'T*Z' 'R*Z' } <b>CURL</b>	{ '-T' '-Z' '-1+INV(R)*T*Z' }

## Note(s)

Third example uses R&Z (cylindrical) mode. Apply **SIMPL** to result.

All examples use default coordinate variables of { X Y Z R T P }.

---

## LAPL: Laplacian

This command returns the Laplacian of a scalar. (**LAPL** can be applied to a vector element-wise using **V1OP**.) The result returned depends on the coordinate mode setting of the HP 48SX—rectangular, cylindrical, or spherical. (For more information about coordinate modes, see Chapter 12 of the HP 48SX Owner's Manual, "Vectors.")

### Coordinate Variables

See "GRD: Gradient."





#### Entry Method(s)

Input	Output
1: scalar	1: Laplacian

#### Example(s)

Input	Output
10 <b>LAPL</b>	0
'R^2*θ^2*φ^2' <b>LAPL</b>	'2*COS(θ)/SIN(θ)*0*φ^2+2*SIN(θ)^-2*θ^2+6*θ^2*φ^2+2*φ^2'

### Note(s)

Second example uses Radians mode, R↵↵ (spherical) mode, and custom coordinate variables { X Y Z R θ φ }. (Enter θ by   F and φ by  O  9). Apply **SIMPL** to result.



---

## V1OP: Unary Vector Operation

This command applies a unary operation to a single vector element-wise. The operation should take one argument and return one argument, which will be inserted into the appropriate place in the result vector. Any valid operation is allowed—list, program, command, or other object—provided it takes exactly one argument from the stack and returns exactly one argument to the stack.

### Entry Method(s)

Input	Output
2: vector	2:
1: operation (list,program, command)	1: result vector

### Example(s)

Input	Output
{ 1 2 3 } { SQ } <b>V1OP</b>	[ 1 4 9 ]
{ -1 -4 4 0 3 } « 2 > » <b>V1OP</b>	[ 0 0 1 0 1 ]

---

# V2OP: Binary Vector Operation

This command applies a binary operation to two vectors element-wise. The operation should take two arguments and return one argument, which will be inserted into the appropriate place in the result vector. Any valid operation is allowed—list, program, command, or other object—provided it takes exactly two arguments from the stack and returns exactly one argument to the stack.

### Entry Method(s)

Input	Output
3: vector 1	3:
2: vector 2	2:
1: operation (list,program, command)	1: result vector

### Example(s)

Input	Output
{ 1 2 3 } [ 4 5 6 ] { + } <b>V2OP</b>	[ 5 7 9 ]
{ A B C } { D E F } « * » <b>V2OP</b>	{ 'A*D' 'B*E' 'C*F' }

### Note(s)

First example is equivalent to **V+**.

---

## V+: Vector Addition

This command adds a scalar or vector to another vector element-wise. V+ is a superset of +, extended to support interactions between symbolic vectors and scalars. V+ does not concatenate two lists (as does +), but rather attempts to add them element-wise. V+ does not append or prepend an object to a list (as does +), but rather attempts to add the object to each element of the list. (For more information, see “VKEY: Sparcom Vector Keys.”)

### Entry Method(s)

Input	Output
2: scalar or vector	2:
1: scalar or vector (of same dimension)	1: result vector

### Example(s)

Input	Output
[ 1 2 3 ] { X Y Z } <b>V+</b>	{ '1+X' '2+Y' '3+Z' }
3 { X Y } <b>V+</b>	{ '3+X' '3+Y' }
{ X Y } 3 <b>V+</b>	{ 'X+3' 'Y+3' }
{ 10_ft 1_h } { 12_in 10_s } <b>V+</b>	{ 132_in 3610_s }

---

## V-: Vector Subtraction

This command subtracts a scalar or vector from another vector or scalar element-wise. V- is a superset of -, extended to support interactions between symbolic vectors and scalars.

### Entry Method(s)

Input	Output
2: scalar or vector	2:
1: scalar or vector (of same dimension)	1: result vector

### Example(s)

Input	Output
$[1\ 2\ 3] \{X\ Y\ Z\}$ <b>V-</b>	$\{ '1-X' '2-Y' '3-Z' \}$
$3 \{X\ Y\}$ <b>V-</b>	$\{ '3-X' '3-Y' \}$
$\{X\ Y\} 3$ <b>V-</b>	$\{ 'X-3' 'Y-3' \}$



# V\*: Vector Multiplication

This command multiplies a scalar or vector to another vector element-wise. V\* is a superset of \*, extended to support interactions between symbolic vectors and scalars, except that V\* is meaningless for two vectors.

## Entry Method(s)

Input	Output
2: scalar or vector	2:
1: scalar or vector	1: result vector

## Example(s)

Input	Output
[ 1 2 3 ] 3 	[ 3 6 9 ]
3 { X Y } 	{ '3*X' '3*Y' }

---

# V/: Vector Division

This command divides a scalar or vector into another vector element-wise. V/ is a superset of /, extended to support interactions between symbolic vectors and scalars, except that V/ is meaningless for two vectors.

## Entry Method(s)

Input	Output
2: scalar or vector	2:
1: scalar or vector	1: result vector

## Example(s)

Input	Output
[ 3 6 9 ] 3 <b>V</b>	[ 1 2 3 ]
3 { X Y } <b>V</b>	{ '3/X' '3/Y' }

---

# VDER: Vector Derivative

This command differentiates a vector element-wise with respect to the specified variable. VDER is a superset of  $\partial$ , extended to support symbolic vectors.

## Entry Method(s)

Input	Output
2: vector	2:
1: variable (name)	1: result vector

## Example(s)

Input	Output
[ 1 2 3 ] 'X' <b>VDER</b>	[ 0 0 0 ]
{ '2*X' 'X*Y' } 'X' <b>VDER</b>	{ 2 Y }

---

# VINT: Vector Integral

This command integrates a vector element-wise with respect to the specified variable and over the specified interval. VINT is a superset of  $\int$ , extended to support symbolic vectors.

## Entry Method(s)

Input	Output
4: interval start (scalar)	4:
3: interval end (scalar)	3:
2: vector	2:
1: variable (name)	1: result vector

## Example(s)

Input	Output
0 ' $\pi$ ' { 'SIN(X)' 'COS(X)' } 'X' <b>VINT</b>	[ 2 0 ]

## Note(s)

Example uses Radians mode.



# SV→: Vector to Stack

This command disassembles a vector. SV→ is a superset of V→, extended to support symbolic vectors.

## Entry Method(s)

Input	Output
N:	N: scalar 1
...	...
1: n-dimensional vector	1: scalar N

## Example(s)

Input	Output
[ 1 2 3 ] SV→	1 2 3
{ X Y } SV→	'X' 'Y'

---

## →SV2: Stack to 2-Element Vector

This command assembles a two-dimensional vector. →SV2 is a superset of →V2, extended to support symbolic vectors. →SV2 does not distinguish among XYZ, R4Z, and R44 modes when assembling a symbolic vector. →SV2 does not assemble a complex number when flag -19 (Complex Mode Flag) is set; it always assembles a vector. (For more information, see “VKEY: Sparcom Vector Keys.”)

### Entry Method(s)

Input	Output
2: scalar 1 1: scalar 2	2: 1: two-dimensional vector

### Example(s)

Input	Output
'X' 'Y' -SV2	{ X Y }
1 2 -SV2	[ 1 2 ]

# →SV3: Stack to 3-Element Vector

This command assembles a three-dimensional vector. →SV3 is a superset of →V3, extended to support symbolic vectors. →SV3 does not distinguish among XYZ, R↵Z, and R↵↵ modes when assembling a symbolic vector.

## Entry Method(s)

Input	Output
3: scalar 1	3:
2: scalar 2	2:
1: scalar 3	1: three-dimensional vector

## Example(s)

Input	Output
'X' 'Y' 'Z' →SV2	{ X Y Z }
1 2 3 →SV2	[ 1 2 3 ]

---

## VEVAL: Vector Evaluate

This command evaluates a vector element-wise. VEVAL is a superset of EVAL, extended to support symbolic vectors. VEVAL does not disassemble and evaluate a list (as does EVAL), but rather attempts to evaluate it element-wise.

### Entry Method(s)

Input	Output
1: vector	1: result vector

### Example(s)

Input	Output
{ '1+2' '2+3' } <b>VEVAL</b>	[ 3 5 ]
{ X Y Z } <b>VEVAL</b>	See Note(s)

### Note(s)

The result of the second example will depend on the contents of the global variables X, Y, and Z. If none of them exist, the result will be { X Y Z }; otherwise, the result will vary.

---

## V→Q: Vector to Quotient

This command converts a vector to a rational form element-wise.  $V \rightarrow Q$  is a superset of  $\rightarrow Q$ , extended to support symbolic vectors.

### Entry Method(s)

Input	Output
1: vector	1: result vector

### Example(s)

Input	Output
[ 1.5 4.8 ] <b>V→Q</b>	{ '3/2' '24/5' }

---

## V→NUM: Vector Evaluate to Number

This command evaluates a vector into a numerical result element-wise.  
V→NUM is a superset of →NUM, extended to support symbolic vectors.

### Entry Method(s)

Input	Output
1: vector	1: result vector

### Example(s)

Input	Output
{ '1+2' '2+3' } <b>V→NUM</b>	[ 3 5 ]
{ X Y Z } <b>V→NUM</b>	See Note(s)

### Note(s)

The result of the second example will depend on the contents of the global variables X, Y, and Z. If none of them exist, the result will be { X Y Z }; otherwise, the result will vary.

---

# VNEG: Vector Negate

This command changes the sign of a vector element-wise. VNEG is a superset of NEG, extended to support symbolic vectors.

## Entry Method(s)

Input	Output
1: vector	1: result vector

## Example(s)

Input	Output
[ 1 2 3 ] VNEG	[ -1 -2 -3 ]
{ X Y } VNEG	{ '-X' '-Y' }







# **Appendices and Index**



## Appendix A

# Warranty and Service

---

### Pocket Professional™ Support

You can get answers to your questions about using your Pocket Professional™ Pac from Sparcom. If you don't find the information in this manual or in the HP 48SX Owner's Manual, contact us in one of the following ways:

#### ❶ E-Mail

From Internet: [support@sparcom.com](mailto:support@sparcom.com)  
From Compuserve: >Internet:support@sparcom.com  
From FidoNet: To:support@sparcom.com

#### ❷ Standard Mail

Sparcom Corporation  
897 NW Grant Avenue  
Corvallis, OR 97330  
Attn: Technical Support Department

#### ❸ Telephone

(503) 757-8416  
9 a.m. – 5 p.m. Pacific Standard Time

#### ❹ FAX

(503) 753-7821

---

## Limited One-Year Warranty

### What is Covered

A Pocket Professional™ Pac is warranted by Sparcom Corporation against defects in material and workmanship for one year from the date of original purchase. If you sell your application card or give it as a gift, the warranty is automatically transferred to the new owner and remains in effect for the original one-year period. During the warranty period, we will repair or replace (at no charge) a product that proves to be defective, provided you return the product and proof of purchase, shipping prepaid, to Sparcom.

### What is Not Covered

This warranty does not apply if the product has been damaged by accident or misuse or as the result of service or modification by any entity other than Sparcom Corporation.

No other warranty is given. The repair or replacement of a product is your exclusive remedy. ANY OTHER IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS IS LIMITED TO THE ONE-YEAR DURATION OF THIS WRITTEN WARRANTY. IN NO EVENT SHALL SPARCOM CORPORATION BE LIABLE FOR CONSEQUENTIAL DAMAGES. Products are sold on the basis of specifications applicable at the time of manufacture. Sparcom shall have no obligation to modify or update products, once sold.

---

## If the Application Card Requires Service

Sparcom will repair an application card, or replace it with the same model or one of equal or better functionality, whether it is under warranty or not.

### Service Charge

There is a fixed charge for standard out-of-warranty repairs. This charge is subject to the customer's local sales or value-added tax, wherever applicable. Application cards damaged by accident or misuse are not covered by fixed charges. These charges are individually determined based on time and material.

## Shipping Instructions

If your application card requires service, ship it to the above address and:

- ❶ Include your return address and a description of the problem.
- ❷ Include a proof of purchase date if the warranty has not expired.
- ❸ Include a purchase order, along with a check or credit card number and expiration date (VISA or MasterCard), to cover the standard repair charge.
- ❹ Ship your application card, postage prepaid, in protective packaging adequate to prevent damage. Shipping damage is not covered by the warranty, so insuring the shipment is recommended.

Application cards are usually serviced and re-shipped within five working days.

---

## Environmental Limits

The reliability of an application card depends upon the following temperature and humidity limits:

- ❶ Operating Temperature: 0 to 45° C (32 to 113° F).
- ❷ Storage Temperature: -20 to 60° C (-4 to 140° F).
- ❸ Operating and Storage Humidity: 90% relative humidity at 40° C (104° F) maximum.



## Appendix B

# Piecewise Functions

This appendix describes in detail the entry and syntax of piecewise functions. (For more information, see “Entering a Piecewise Function” in Chapter 2.)

---

### What is a Piecewise Function?

Piecewise functions are functions that take on different functional forms (*expressions*) over different regions of the independent variable (*regions*):

$$f(x) = \begin{cases} \text{expression 1} & \text{region 1} \\ \text{expression 2} & \text{region 2} \end{cases}$$

The HP 48SX supports these types of functions by means of the IFTE command:

$$f(x) = \text{IFTE}(\text{region 1}, \text{expression 1}, \text{expression 2})$$

(For more information about IFTE, see Chapter 26 of the HP 48SX Owner’s Manual, “Tests and Conditional Structures.”)

The Calculus Pac enables you to easily enter piecewise functions by a sequence of interactive prompts.

The input at each prompt defines a single term in the piecewise function and requires two arguments: an expression and a region. The sequence of prompts is terminated by pressing **ENTER** with a blank command line, and the piecewise function is then created.

The result will be an equation describing the piecewise function by means of nested IFTE commands. If PWISE was executed from the interactive menus, the result will be displayed in a result screen; otherwise, if PWISE was executed from the stack, the result will be returned to level 1.

## Entry Rules

There are a few rules that must be followed to correctly specify piecewise functions:

- ❶ Use `==` in place of `=`. The HP 48SX uses the `=` operator only for assigning variables, while the `==` command is used to check for equality. Therefore, the region  $x = 0$  should be entered as `'X==0'`. See **Example 1**.
- ❷ To make a section of a piecewise function undefined, press **[NXT] UNDE** to enter UNDEFINED as the expression for the term, along with the corresponding region. An UNDEFINED term will automatically be appended to complete all one-term piecewise functions. (Note: UNDEFINED is simply a global name that presumably does not exist in user memory and will therefore remain unevaluated when plotting.) See **Example 2**.
- ❸ Always specify terms in the function in order of increasing regions. For example, specify the term for the region  $x < -3$  before the term for the region  $x < 3$ . This is because the HP 48SX will not properly evaluate expressions like `'-3<X<3'`, so this region must be entered as `'X<3'`. However, this would incorrectly imply that the corresponding expression should be used for *all* values of  $X$  less than 3, so you must have first entered a term for the region  $X \leq -3$ . See **Example 3**.
- ❹ For regions like  $x = 2, 3$  the entry must be split into two separate terms because the HP 48SX will not recognize an expression like `'X==2,3'`. Therefore, enter the same expression twice, for two different regions, one `'X==2'` and one `'X==3'`. Also, enter *more* specific terms (such as `'X==2'`) before *less* specific terms (such as `'X≠2'`). See **Example 4**.
- ❺ The region of the final term is *always* ignored, because it is assumed that the expression of the final term governs all remaining values of the independent variable not specified by the regions of all previous terms. (Note in the generalized piecewise function shown at the beginning of this section that the second region is unnecessary and therefore ignored in the IFTE command.) For this reason, the region of the final term does not have to be strictly correct, but it must still be a valid HP 48SX equation. For example, if the first region is `'X==2'` and the second region is `'X==3'`, the third region *should* be `'X≠2,3'`, but since the HP 48SX will not recognize an expression like that, it can be safely entered as `'X≠2'` because it will be ignored. See **Example 4**.



## Examples

**Example 1:** Define the piecewise function  $f(x) = \begin{cases} \sin(x)/x & x \neq 0 \\ 1 & x = 0 \end{cases}$ .

This will require two terms.

The first term consists of the expression 'SIN(X)/X' and the region 'X≠0'. Enter this information until your screen appears as follows:

```

ALG PRG
{ HOME SPARCOM CALCUL }
Enter term or ENTER:
→ expression region
( eqn          eqn )
'SIN(X)/X' 'X≠0'
== < > ≤ ≥

```

Press **ENTER** to accept the first term. You will be prompted for another term.

The second term consists of the expression 1 and the region 'X==0'. Enter this information until your screen appears as follows.

```

ALG PRG
{ HOME SPARCOM CALCUL }
Enter term or ENTER:
→ expression region
( eqn          eqn )
1 'X==0'
== < > ≤ ≥

```

Press **ENTER** to accept the second term. You will be prompted for another term.

At this third prompt, press **ENTER** to terminate the entry, and the result will be calculated (display assumes PWISE was executed from the interactive menus):

```

Piecewise Function
→'IFTE(X≠0,SIN(X)/X,1)'

MAIN < > PRINT VIEW FONT UP

```

The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

**Example 2:** Define the piecewise function  $f(x) = \begin{cases} \sin(x)/x & x \neq 0 \\ \text{undefined} & x = 0 \end{cases}$ .

This will require either one or two terms, because if you enter only a single term, the second, UNDEFINED term will automatically be appended.

The first term consists of the expression 'SIN(X)/X' and the region 'X≠0'. Enter this information until your screen appears as follows:

```

ALG PRG
{ HOME SPARCOM CALCUD }
Enter term or ENTER:
→ expression region
( eqn          eqn )
'SIN(X)/X' 'X≠0'
== ≠ < > ≤ ≥

```

Press **ENTER** to accept the first term. You will be prompted for another term.

At this second prompts, you can either press **ENTER** to terminate the entry, or enter a second term, which will consist of the expression UNDEFINED and the region 'X==0'. If you choose to enter the second term, enter this information until your screen appears as follows:

```

ALG PRG
{ HOME SPARCOM CALCUD }
Enter term or ENTER:
→ expression region
( eqn          eqn )
UNDEFINED 'X==0'
== ≠ < > ≤ ≥

```

Press **ENTER** to accept the second term. You will be prompted for another term.

At this third prompt (or at the second prompt if you choose not to enter the second term), press **ENTER** to terminate the entry, and the result will be calculated (display assumes PWISE was executed from the interactive menus):

```

Pieewise Function
→'IFTE(X≠0,SIN(X)/X,UNDEFINED)'

MAIN →STE PRINT VIEW FONT UP

```

The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

**Example 3:** Define the piecewise function  $f(x) = \begin{cases} 3x+2 & x < -3 \\ 2x+7 & -3 \leq x \leq 2 \\ 7x-2 & x > 2 \end{cases}$ .

This will require three terms.

The first term consists of the expression '3\*X+2' and the region 'X<-3'. Enter this information until your screen appears as follows:

ALG PRG	
{ HOME SPARCOM CALCUD }	
Enter term or ENTER:	
→ expression	region
( eqn	eqn )
'3*X+2'	'X<-3'
=	≠ < > ≤ ≥

Press **ENTER** to accept the first term. You will be prompted for another term.

The second term consists of the expression '2\*X+7' and the region 'X≤2'. Enter this information until your screen appears as follows.

ALG PRG	
{ HOME SPARCOM CALCUD }	
Enter term or ENTER:	
→ expression	region
( eqn	eqn )
'2*X+7'	'X≤2'
=	≠ < > ≤ ≥

Press **ENTER** to accept the second term. You will be prompted for another term.

The third term consists of the expression '7\*X-2' and the region 'X>2'. Enter this information until your screen appears as follows.

ALG PRG	
{ HOME SPARCOM CALCUD }	
Enter term or ENTER:	
→ expression	region
( eqn	eqn )
'7*X-2'	'X>2'
=	≠ < > ≤ ≥

Press **ENTER** to accept the third term. You will be prompted for another term.

At this fourth prompt, press **ENTER** to terminate the entry, and the result will be calculated (display assumes PWISE was executed from the interactive menus):



The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

**Example 4:** Define the piecewise function  $f(x) = \begin{cases} \frac{x}{(x-2)(x-3)} & x \neq 2, 3 \\ 1 & x = 2, 3 \end{cases}$ .

This will require three terms.

The first term consists of the expression 1 and the region 'X==2'. Enter this information until your screen appears as follows:

ALG PRG	
{ HOME SPARCOM CALCUD }	
Enter term or ENTER:	
→ expression	region
( eqn	eqn )
1 'X==2'	
==	≠ < > ≤ ≥

Press **ENTER** to accept the first term. You will be prompted for another term.

The second term consists of the expression 1 and the region 'X==3'. Enter this information until your screen appears as follows.

ALG PRG	
{ HOME SPARCOM CALCUD }	
Enter term or ENTER:	
→ expression	region
( eqn	eqn )
1 'X==3'	
==	≠ < > ≤ ≥

Press **ENTER** to accept the second term. You will be prompted for another term.

The third term consists of the expression 'X/((X-2)\*(X-3))' and the region 'X≠2'. Enter this information until your screen appears as follows.

ALG PRG	
{ HOME SPARCOM CALCUD }	
Enter term or ENTER:	
→ expression	region
( eqn	eqn )
...((X-2)*(X-3))' 'X≠2'	
==	≠ < > ≤ ≥

Press **ENTER** to accept the third term. You will be prompted for another term.

At this fourth prompt, press **ENTER** to terminate the entry, and the result will be calculated (display assumes PWISE was executed from the interactive menus):



The result can be viewed in the EquationWriter, copied to the stack, or printed on an IR printer. When you have finished viewing the result, press **UP** to return to the Function Library menu, **MAIN** to return to the Main menu, or **ATTN** to quit the Calculus Pac.

# Index

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## Special Characters

+ 187

– 188

\* 189

/ 190

$\partial$  191

$\int$  192

2D Graphics Environment 104

accessing 95

centering the graph 107

coordinate display 107, 128

function analysis operations  
108

jumping to any value 107

operations 105

tagging the graph 109

tracing an equation 108

using 104

zoom operations 106

3D Graphics Environment 126

background 116

controlling the resolution 117

demonstrations 113

display ranges 117

display volume 117

divide-by-depth method 117

eye point 117

hidden line removal 118

multiple graphs 118

operations 126

tracing an equation 127

using 126

variable domains 117

viewing box 128

xy-plane projection 128

## A

ABS 180

ACOT 81

ACOTH 82

ACSC 81

ACSCH 82

alpha lock 21

application card

environmental limits 205

installing 10

removing 11

service 204

shipping 205

ASEC 81

ASECH 82

## C

centering the graph 107

changing the font size 19

changing units 56

clearing the command line 35, 49

COLCT 69

Constant Library 55

copying constants to stack 56

operations 56

printing constants 56

using the search mode in 56

viewing a constant 56

- conventions
  - manual 10
- coordinate display 107, 128
- coordinate modes 181
- Coords 181
- copying data from stack 22
- COT 81
- COTH 82
- CROSS 178
- cross product 178
- CSC 81
- CSCH 82
- cubic splines 26, 80
- CURL 183

## D

- DEFIN 91
- definitions
  - hyperbolic 61
  - trigonometric 61
  - vector 64
- DELTA 75
- delta functions 75
- demonstrations (3D) 113
- DIFEQ menu
  - accessing 162
  - operations 162
- differential equations
  - Euler's Method 163, 165, 166
  - Runge-Kutta Method 167
- directory
  - CALCUD 13
  - HOME 13
  - SPARCOM 13, 90, 91
- DIV 182
- divergence 182
- DOT 179
- dot product 179
- DRAW3 130

## E

- editing text 21
- ellipsis, meaning of 20
- EMID 165
- EMOD 166
- enhanced Plot menu 97

- accessing 95
- operations 97

EQ

- contents of 108, 109, 116
- storing equation 137
- storing x-component 138
- storing y-component 139
- storing z-component 140

ERASE 131

erasing PICT 131

EULER 163

Euler's Method

- midpoint 165
- modified 166
- standard 163

EVAL 196

EXPAN 69

eye point (3D) 132

EYE3 132

## F

fitting

- cubic splines 26, 80
- many points 27, 78
- one point/slope 25, 79
- polynomial 27, 78
- two points/slopes 26, 80

flags

- system 13
- user 13

font size

- changing 19
- flag controlling 13

FUNC3 133

function analysis menu

- operations 109

Function Library 23

- menu items 24
- operations 24

Function Toolkit 67

- DELTA 75
- hyperbolic functions 82
- LOGA 76
- operations 68
- PINTR 78
- PROOT 71
- PTSLP 79



- PWISE 73
- QPWR 74
- ROOTP 72
- SIMPL 69
- SPLIN 80
- trigonometric functions 81
- TYLRA 70

## functions

- analysis of 108
- delta 75
- drawing (3D) 130
- hyperbolic 61, 82
- limit analysis 50
- logarithm, any base 76
- piecewise 28, 73, 207, 208
- rational power 74
- slope field 168
- Taylor expansion 31, 70
- trigonometric 61, 81

## G

### global variables

- Coords 181
- Lattice 168
- PICT, see PICT
- PPAR, see PPAR
- PPAR3, see PPAR3
- USRINTEG 90, 91

### gradient 181

### Graphics environments

- 2D see 2D Graphics
- Environment
- 3D 126

### graphs, see pictures

### GRD 181

### Greek alphabet 59

### GRF2, see 2D Graphics

- Environment

### GRF3, see 3D Graphics

- Environment

## H

### hidden line removal 118

### hyperbolics

- definitions 61
- pictures 62

## I

### IFTE 207

### INDEF 90

### input screens 21

- clearing the command line 35, 49

### installing an application card 10

### Integral Tables 39

- choosing a section 41
- menu items 40
- operations 40
- solving an integral 42
  - definite or indefinite 42
  - entering constants 43
  - entering limits 43
  - viewing the result 44
- storing user-defined integrals 45, 90, 91
- using the search mode in 41
- viewing in EquationWriter 41

### integration

- definite 91
- indefinite 90
- lower sum 34, 85
- midpoint sum 34, 87
- Simpson's Rule 34, 89
- trapezoidal method 34, 88
- upper sum 34, 86

### Integration Analysis 33, 36

- operations 34
- techniques 34

### Integration Toolkit 83

- DEFIN 91
- INDEF 90
- LEFT 85
- MIDPT 87
- operations 84
- RIGHT 86
- SIMPS 89
- TRAPZ 88

### Interactive Stack 22

### interpolating polynomial 27, 78

## J

### jumping to any value 107

## L

- LAPL 184
- Laplacian 184
- Lattice 168
- LEFT 85
- left rectangles 34, 85
- Library Menu 12
  - operations 12
- Limit Analysis 47
  - Continuous Mode 49
  - menu items 48
  - of functions 50
  - of recursion relations 53
  - of sequences 51
  - of series 52
  - operations 48
  - Single-Step Mode 49
- loading data from stack 22
- LOGA 76
- logarithm, any base 76
- lower sum 85

## M

- Main Menu 17
  - menu items 18
  - operations 18
- manual conventions 10
- memory
  - free 13
  - requirements 13
- menus
  - DIFEQ, see DIFEQ menu
  - Enhanced Plot 97
  - function analysis 108
  - Function Library 24
  - Integral Tables 40
  - Library 12
  - Limit Analysis 48
  - Main 18
  - PLOT2, see PLOT2 menu
  - PLOT3 EQN 121
  - PLOT3 PTYPE 121
  - PLOT3 RNG 123
  - PLOT3 VAR 124
  - PLOT3, see PLOT3 menu
  - Reference Data 58
  - zoom 106

- midpoint rectangles 34, 87
- midpoint sum 87
- MIDPT 87
- moving around the screen 19
- multiple 3D graphs 118

## N

- names, see global variables
- NEG 199
- norm of a vector 180
- NUM 198

## P

- PCURV3 134
- PDIM 135
- PICT 106
  - as viewing plane 117
  - copying to stack 127
  - dimensioning 135
  - erasing 131
- pictures
  - hyperbolic 62
  - trigonometric 62
- piecewise functions 28, 73
  - definition of 207
  - entry rules 208
  - examples of 209
- PINTR 78
- PKEY 95
- plot type (3D)
  - FUNC3 133
  - PCURV3 134
  - PSURF3 136
- PLOT2 menu
  - accessing 95, 102
  - operations 103
  - status message 102
- PLOT3 menu
  - accessing 119
  - EQN menu 121
  - operations 120
  - PTYPE menu 121
  - RNG menu 123
  - status message 97, 119
  - VAR menu 124
- Plotting Toolkit 93

DRAW3 130  
 EMID 165  
 EMOD 166  
 enhanced Plot menu, see en-  
     hanced Plot menu  
 ERASE 131  
 EULER 163  
 EYE3 132  
 FUNC3 133  
 GRF2, see 2D Graphics  
     Environment  
 GRF3, see 3D Graphics  
     Environment  
 operations 94  
 PCURV3 134  
 PDIM 135  
 PSURF3 136  
 RK4 167  
 SLPFD 168  
 STEQ 137  
 STOX 138  
 STOY 139  
 STOZ 140  
 TDOM 141  
 TRES 142  
 TVAR 143  
 UDOM 144  
 URES 145  
 UVAR 146  
 VBOX 147  
 VDOM 148  
 VRES 149  
 VVAR 150  
 XDOM 151  
 XRES 152  
 XRNG3 153  
 XVAR 154  
 XYPRJ 155  
 YDOM 156  
 YRES 157  
 YRNG3 158  
 YVAR 159  
 ZRNG3 160

point-slope fitting 25, 26, 79, 80

polynomials

    building 29, 72

    interpolating 27, 78

    solving 30, 71

PPAR

    contents of 110

PPAR3 128

    contents of 128

PROOT 71

PSURF3 136

PTSLP 79

PWISE 73

## Q

→Q 197

QPWR 74

## R

RAM, see memory

rational power functions 74

recurrence relations 53

Reference Data 57

    Greek alphabet 59

    menu items 58

    operations 58

    SI prefixes 60

    trig relations 63

    trig/hyp definitions 61

    trig/hyp pictures 62

    vector formulas 64

relations

    trigonometric 63

    vector 64

removing an application card 11

Result Screen

    operations 32, 38, 44

Riemann sums

    lower 34, 85

    midpoint 34, 87

    upper 34, 86

RIGHT 86

right rectangles 34, 86

RK4 167

ROM card, see application card

root-finding 30, 71

ROOTP 72

Runge-Kutta Method 167

## S

Search Mode 20

- SEC 81
- SECH 82
- sequences 51
- series 52
- SI prefixes 60
- SIMPL 69, 176
- SIMPS 89
- Simpson's Rule 34, 89
- slope field 168
  - lattice 168
- SLPFD 168
- Sparcom
  - address 203
  - FAX 203
  - how to contact 203
  - telephone 203
- SPLIN 80
- splines, cubic 26, 80
- stack, loading data from 22
- STEQ 137
- storing an equation 137, 138, 139, 140
- STOX 138
- STOY 139
- STOZ 140
- SV→ 193
- SV2 194
- SV3 195
- symbolic simplification 69, 176
- symbolic vectors 173
- system flags 13

## T

- tagging the graph 109
- Taylor expansion 31, 70
- TDOM 141
- technical support 203
- text editing 21
  - operations 21
- Toolkit
  - Function 67
  - Integration 83
  - Plotting 93
  - Vector 172
- tracing an equation
  - 2D 108
  - 3D 127

- trapezoidal method 34, 88
- TRAPZ 88
- TRES 142
- trigonometry
  - definitions 61
  - pictures 62
  - relations 63
- tutorial (3D) 113
- TVAR 143
- TYLRA 70

## U

- UDOM 144
- unit vectors 177
- units
  - changing 56
  - flag controlling 13
- upper sum 86
- URES 145
- user flags
  - flag 57 (font) 13
  - flag 58 (hidden) 13, 118
  - flag 61 (units) 13
- user-defined integrals
  - storing 45, 90, 91
- user-keys
  - plotting 95
  - vector 174
- USRINTEG 90, 91
- UVAR 146

## V

- V→ 193
- V+ 187
- V- 188
- V\* 189
- V/ 190
- V1OP 185
- V2 194
- V2OP 186
- V3 195
- VABS 180
- variables, see global variables
- VBOX 147
- VCROS 178
- VDER 191

VDOM 148  
VDOT 179  
Vector Toolkit 172

CURL 183  
DIV 182  
GRD 181  
LAPL 184  
operations 172  
SIMPL 176  
SV→ 193  
→SV2 194  
→SV3 195  
V+ 187  
V- 188  
V\* 189  
V/ 190  
V1OP 185  
V2OP 186  
VABS 180  
VCROS 178  
VDER 191  
VDOT 179  
VEVAL 196  
VINT 192  
VNEG 199  
V→NUM 198  
V→Q 197  
VUNIT 177

vectors

addition 187  
assembling 194, 195  
binary operation 186  
coordinate variables 181  
cross product 178  
derivative 191  
disassembling 193  
division 190  
dot product 179  
evaluate to number 198  
evaluating 196  
formulas 64  
integral 192  
multiplication 189  
negating 199  
normalizing 177  
subtraction 188  
symbolic 173  
to quotient 197  
unary operation 185

unit vectors 177  
vector length 180  
vector norm 180

VEVAL 196  
viewing box 128  
viewing items too wide for the display 20  
VINT 192  
VKEY 174  
VNEG 199  
V→NUM 198  
V→Q 197  
VRES 149  
VUNIT 177  
VVAR 150

**W**

warranty 204

**X**

x-axis display range (3D) 153  
XDOM 151  
XRES 152  
XRNG3 153  
XVAR 154  
xy-plane projection 128  
XYPRJ 155

**Y**

y-axis display range (3D) 158  
YDOM 156  
YRES 157  
YRNG3 158  
YVAR 159

**Z**

z-axis display range (3D) 160  
zoom menu  
    operations 106  
zooming 106  
ZRNG3 160



