

OPERATION MANUAL

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INTRODUCTION

Thank you for purchasing the SHARP Scientific Calculator Model EL-W531G/EL-W531H/EL-W531HA/EL-W535. About the calculator examples (including some formulas and tables), refer to the reverse side of this English manual. Refer to the number on the right of each title in the manual for use.

After reading this manual, store it in a convenient location for future reference. Notes: • Some of the models described in this manual may not be available in some countries. • This product uses a period as a decimal point.

Operational Notes

- Do not carry the calculator around in your back pocket, as it may break when you sit down. The display is made of glass and is particularly fragile. • Keep the calculator away from extreme heat such as on a car dashboard or near a heater, and avoid exposing it to excessively humid or dusty environments. • Since this product is not waterproof, do not use it or store it where fluids, for example water, can splash onto it. Raindrops, water spray, juice, coffee, steam, perspiration, etc. will also cause malfunction. • Clean with a soft, dry cloth. Do not use solvents or a wet cloth. • Do not drop it or apply excessive force. • Never dispose of batteries in a fire. • Keep batteries out of the reach of children. • This product, including accessories, may change due to upgrading without prior notice.

NOTICE

- SHARP strongly recommends that separate permanent written records be kept of all important data. Data may be lost or altered in virtually any electronic memory product under certain circumstances. Therefore, SHARP assumes no responsibility for data lost or otherwise rendered unusable whether as a result of improper use, repairs, defects, battery replacement, use after the specified battery life has expired, or any other cause. • SHARP will not be liable nor responsible for any incidental or consequential economic or property damage caused by misuse and/or malfunctions of this product and its peripherals, unless such liability is acknowledged by law.

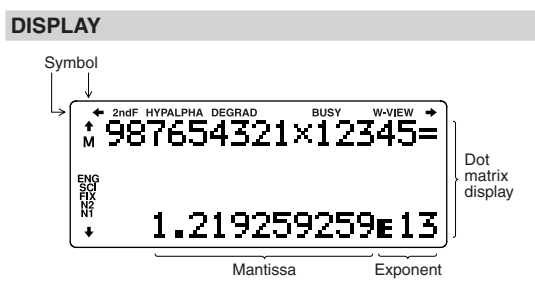
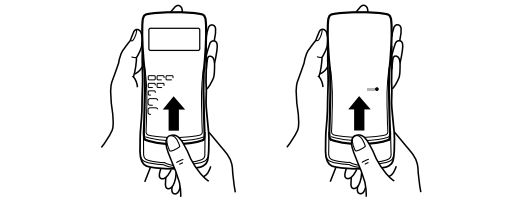
- Press the RESET switch (on the back), with the tip of a ball-point pen or similar object, only in the following cases. Do not use an object with a breakable or sharp tip. Note that pressing the RESET switch erases all data stored in memory. • When using for the first time • After replacing the battery • To clear all memory contents • When an abnormal condition occurs and all keys are inoperative

If service should be required on this calculator, use only a SHARP servicing dealer, SHARP approved service facility, or SHARP repair service where available.

Hard Case



Remove the hard case, holding it with your fingers in the positions shown below.



During actual use, not all symbols are displayed at the same time. Only the symbols required for the usage under instruction are shown in the display and calculation examples of this manual.

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Indicates that some contents are hidden in the directions shown. 2ndF: Appears when 2ndF is pressed, indicating that the functions shown in orange are enabled.

HYP: Indicates that (HYP) has been pressed and the hyperbolic functions are enabled. If 2ndF (HYP) is pressed, the symbol "2ndF HYP" appears, indicating that inverse hyperbolic functions are enabled.

ALPHA: Indicates that (ALPHA), (STD) or (RCI) has been pressed, and entry (recall) of memory contents and recall of statistics can be performed.

DEG/RAD/GRAD: Indicates angular units. BUSY: Appears during the execution of a calculation. W-VIEW: Indicates that the WriteView editor is selected. M: Indicates that a numerical value is stored in the independent memory (M).

ENG/SCI/FIX/N2/N1: Indicates the notation used to display a value and changes by SET UP menu. N1 is displayed on-screen as "NORM1", and N2 as "NORM2".

BEFORE USING THE CALCULATOR

When using for the first time, press the RESET switch (on the back), with the tip of a ball-point pen or similar object.

Adjusting the Display Contrast Press (SETUP) (3), then (+) or (-) to adjust the contrast. Press (ON/C) to exit.

Power On and Off Press (ON/C) to turn the calculator on. The data that was on-screen when the power was turned off will appear on the display. Press (2ndF) (OFF) to turn it off.

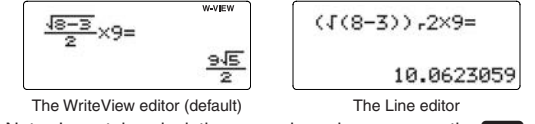
Key Notations Used in This Manual

In this manual, key operations are described as follows: To specify e^x: (2ndF) (e^x) To specify ln: (ln) To specify E: (ALPHA) (E)

- Functions that are printed in orange above the key require (2ndF) to be pressed first before the key. When you specify the memory, press (ALPHA) first. Numbers for input values are not shown as keys, but as ordinary numbers. • Functions that are printed in gray adjacent to the keys are effective in specific modes.

The WriteView and Line Editors

This calculator has the following two editors in NORMAL mode: WriteView and Line. You can select between them in the SET UP menu.



Note: In certain calculation examples, where you see the LINE symbol, the key operations and calculation results are shown as they would appear in the Line editor.

Clearing the Entry and Memories

Table with columns: Operation, Entry, A-F, D1-D4, ANS, STAT, 3. Rows include ON/C, 2ndF CA, Mode selection (MODE), 2ndF (M.CLR) (0) (0) M, 2ndF (M.CLR) (1) (0) M, 2ndF (M.CLR) (2) (0) M, and RESET switch.

- *1 Press (ON/C) (STO) and then choose a memory to clear one variable memory. *2 Definable memory. See "Memory Calculations". *3 Statistical data (entered data) *4 See "Memory clear key" *5 Cleared when changing between sub-modes in STAT mode.

Binary, Pentad, Octal, Decimal, and Hexadecimal Operations (N-base)

Conversions can be performed between N-base numbers in NORMAL mode. The four basic arithmetic operations, calculations with parentheses, and memory calculations can also be performed, along with the logical operations AND, OR, NOT, NEG, XOR, and XNOR on binary, pentad, octal, and hexadecimal numbers.

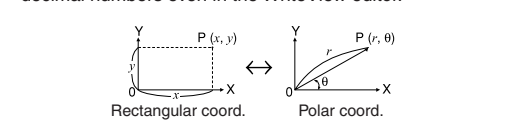
Conversion to each system is performed with the following keys: (2ndF) (BIN) ("BIN" appears), (2ndF) (PEN) ("PEN" appears), (2ndF) (OCT) ("OCT" appears), (2ndF) (HEX) ("HEX" appears), (2ndF) (DEC) ("BIN", "PEN", "OCT", and "HEX" disappear). Note: The hexadecimal numbers A-F are entered by pressing (y^x), (sqrt), (x^2), (log), (ln), and (inv).

In the binary, pentad, octal, and hexadecimal systems, fractional parts cannot be entered. When a decimal number having a fractional part is converted into a binary, pentad, octal, or hexadecimal number, the fractional part will be truncated. Likewise, when the result of a binary, pentad, octal, or hexadecimal calculation includes a fractional part, the fractional part will be truncated. In the binary, pentad, octal, and hexadecimal systems, negative numbers are displayed as a complement.

Time, Decimal, and Sexagesimal Calculations Conversion between decimal and sexagesimal numbers can be performed. In addition, the four basic arithmetic operations and memory calculations can be performed using the sexagesimal system. Notation for sexagesimal is as follows:

12° 34' 56.78" Degree Minute Second

Coordinate Conversions • Before performing a calculation, select the angular unit. • The calculation result is automatically stored in the X and Y memories (r or x in X memory, and theta or y in Y memory). • The results of coordinate conversions will be displayed as decimal numbers even in the WriteView editor.



Modify Function Decimal calculation results are internally obtained in scientific notation, with up to 14 digits in the mantissa. However, since calculation results are displayed in the form designated by the display notation and the number of decimal places indicated, the internal calculation result may differ from that shown in the display. By using the modify function ((2ndF) (MDF)), the internal value is converted to match that of the display, so that the displayed value can be used without change in subsequent operations.

When using the WriteView editor, if the calculation result is displayed using fractions or irrational numbers, press (ON/C) to convert it to decimal form first.

STATISTICAL CALCULATIONS

Statistical calculations can be performed in STAT mode. There are eight sub-modes within STAT mode. Press (MODE) (1), then press the number key that corresponds to your choice: 0 (Stat 0 (SD)): Single-variable statistics 1 (Stat 1 (LINE)): Linear regression 2 (Stat 2 (QUAD)): Quadratic regression 3 (Stat 3 (E-EXP)): Euler exponential regression 4 (Stat 4 (LOG)): Logarithmic regression 5 (Stat 5 (POWER)): Power regression 6 (Stat 6 (INVT)): Inverse regression 7 (Stat 7 (G-EXP)): General exponential regression

Statistical Calculations and Variables The following statistics can be obtained for each statistical calculation (refer to the table below):

Table with columns: Statistics of 0, Linear regression calculation, Quadratic regression calculation, Euler exponential regression, Logarithmic regression, Power, Inverse, General exponential regression.

An error will occur when: • The absolute value of the intermediate result or calculation result is equal to or greater than 1 x 10^100. • The denominator is zero. • An attempt is made to take the square root of a negative number. • No solution exists in the quadratic regression calculation.

Memory clear key

Press (2ndF) (M.CLR) to display the menu. To initialize the display settings, press (0). The parameters set are as follows: • Angular unit: DEG • Display notation: NORM1 • N-base: DEC

To clear all variables and memories (A-F, M, X, Y, D1-D4, ANS, and STAT) at once, press (0). To RESET the calculator, press (0). The RESET operation will erase all data stored in memory and restore the calculator's default settings.

ENTERING, DISPLAYING, AND EDITING THE EQUATION

The WriteView Editor Entry and display In the WriteView editor, you can enter and display fractions or certain functions as you would write them.

Notes: • The WriteView editor can only be used in NORMAL mode. • If the equation grows too large, it may extend off the edge of the display after you obtain the result. If you want to see the entire equation, press (left) or (right) to return to the editing screen.

Displaying calculation results When possible, calculation results will be displayed using fractions, sqrt, and pi. When you press (ON/C), the display will cycle through the following display styles: • Mixed fractions (with or without pi) -> improper fractions (with or without pi) -> decimal numbers • Proper fractions (with or without pi) -> decimal numbers • Irrational numbers (square roots, fractions made using square roots) -> decimal numbers

Notes: • In the following cases, calculation results may be displayed using sqrt: • Arithmetic operations and memory calculations • Trigonometric calculations • In trigonometric calculations, when entering values such as those in the table to the right, results may be shown using sqrt.

Table with columns: Entry value, DEG, RAD, GRAD. Rows show multiples of 15, 1/12 pi, and multiples of pi/10.

Calculation results may extend off the edges of the screen. You can see those parts by pressing (left) or (right) (depending on whether the left or right portion is hidden).

Improper/proper fractions will be converted to and displayed as decimal numbers if the number of digits used in their expression is greater than nine. In the case of mixed fractions, the maximum number of displayable digits (including integers) is eight. If the number of digits in the denominator of a fractional result that uses pi is greater than three, the result is converted to and displayed as a decimal number.

The Line Editor

Entry and display In the Line editor, you can enter and display equations line by line.

Notes: • Up to three lines of text may be viewed on the screen at one time. • If the length of the equation exceeds three lines, parts of it may be hidden from view after calculation. If you want to see the rest of the equation, press (left) or (right) to return to the editing screen. • In the Line editor, calculation results are displayed in decimal form.

Editing the Equation

Just after obtaining an answer, pressing (left) brings you to the end of the equation and pressing (right) brings you to the beginning. Press (left), (right), (up), or (down) to move the cursor. Press (2ndF) (left) or (2ndF) (right) to jump the cursor to the beginning or the end of the equation.

The multi-line memory will be cleared by using (up) and (down) to move the cursor up and down—between the numerator and denominator, for example.

Back space and delete key To delete a number and function, move the cursor to the right of it, then press (BS). You can also delete a number or function that the cursor is directly over by pressing (2ndF) (DEL).

Multi-line Playback Function

This calculator is equipped with a function to recall previous equations and answers in NORMAL mode. A maximum of 340 characters can be stored in memory. When the memory is full, stored equations will be deleted to make room, starting with the oldest. Pressing (up) will display the previous equation. Further pressing (up) will display preceding equations (after returning to the previous equation, press (down) to view equations in order). In addition, (2ndF) (up) can be used to jump to the oldest equation, and (2ndF) (down) to jump to the newest one.

To edit an equation after recalling it, press (left) or (right). The multi-line memory will be cleared by using (up) and (down) to move the cursor up and down—between the numerator and denominator, for example.

Back space and delete key To delete a number and function, move the cursor to the right of it, then press (BS). You can also delete a number or function that the cursor is directly over by pressing (2ndF) (DEL).

DRILL MODE

Math Drill: (MODE) (2) (0) Math operation questions with positive integers and 0 are displayed randomly. It is possible to select the number of questions and operator type.

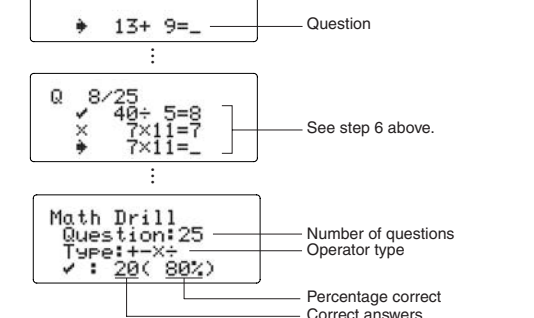
Multiplication Table (X Table): (MODE) (2) (1) Questions from each row of the multiplication table (1 to 12) are displayed serially or randomly.

To exit DRILL mode, press (MODE) and select another mode.

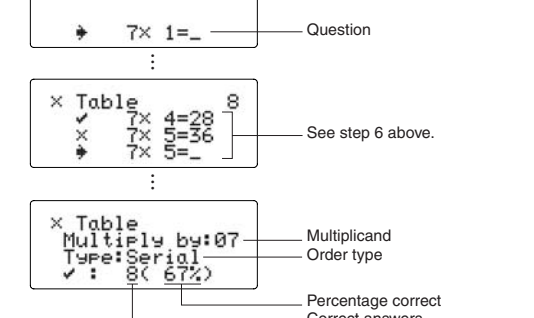
Using Math Drill and X Table

- 1. Press (MODE) (2) (0) for Math Drill or (MODE) (2) (1) for X Table. 2. Math Drill: Use (up) and (down) to select the number of questions (25, 50, or 100). X Table: Use (up) and (down) to select a row in the multiplication table (1 to 12). 3. Math Drill: Use (left) and (right) to select the operator type for questions (+, -, x, /, or +--x+). X Table: Use (left) and (right) to select the order type ("Serial" or "Random"). 4. Press (ENTER) to start. When using Math Drill or X Table (random order only), questions are randomly selected and will not repeat except by chance. 5. Enter your answer. Press (ON/C) or (BS) to clear the entered number and then enter the correct answer. 6. Press (ENTER). • If the answer is correct, "✓" appears and the next question is displayed. • If the answer is wrong, "X" appears and the same question is displayed. This will be regarded as an incorrect answer. • If you press (ENTER) without entering an answer, the correct answer is displayed and then the next question is displayed. This will be regarded as an incorrect answer. 7. Continue answering the series of questions by entering the answer and pressing (ENTER). 8. After you finish, press (ENTER) and the number and percentage of correct answers are displayed. 9. Press (ENTER) to return to the initial screen for your current drill.

Math Drill sample



X Table sample



Ranges of Math Drill Questions

The range of questions for each operator type is as follows: + Addition operator: "0 + 0" to "20 + 20" - Subtraction operator: "0 - 0" to "20 - 20"; answers are positive integers and 0. x Multiplication operator: "1 x 0" or "0 x 1" to "12 x 12" / Division operator: "0 + 1" to "144 + 12"; answers are positive integers from 1 to 12 and 0, dividends up to 144, and divisors of up to 12. +--x+ Mixed operators: Questions within all the above ranges are displayed.

ERRORS AND CALCULATION RANGES

Errors An error will occur if an operation exceeds the calculation ranges, or if a mathematically illegal operation is attempted. When an error occurs, pressing (left) or (right) automatically moves the cursor back to the place in the equation where the error occurred. Edit the equation or press (ON/C) to clear the equation.

- Equations that have one result require an additional eleven characters' worth of memory to store in order to hold the result. In addition to the amount of memory needed to store an equation, the WriteView editor will require a certain amount for the sake of display. • Equations also include calculation ending instructions, such as "=".

Priority Levels in Calculation

This calculator performs operations according to the following priority: 1 Fractions (1 r 4, etc.) 2 Functions preceded by their argument (x^-, x^2, nl, etc.) 3 y^x, x^y 4 Implied multiplication of a memory value (2Y, etc.) 5 Functions followed by their argument (sin, cos, etc.) 6 Implied multiplication of a function (2sin 30, A +, etc.) 7 nCr, nPr, nPr @ x, @ y, @ z 8 AND @ OR, XOR, XNOR @ =, M, M -> M, @ DEG, @ RAD, @ GRAD, DATA, CD, ->r0, ->x-y, and other calculation ending instructions • If parentheses are used, parenthesized calculations have precedence over any other calculations.

INITIAL SET UP

Mode Selection NORMAL mode: (MODE) (0) (default) Used to perform arithmetic operations and function calculations.

STAT mode: (MODE) (1) Used to perform statistical operations. DRILL mode: (MODE) (2) Used to practice math and multiplication table drills.

SET UP Menu Press (SETUP) to display the SET UP menu. Press (ON/C) to exit the SET UP menu.

Determination of the angular unit The following three angular units (degrees, radians, and grads) can be specified.

DEG (°): (SETUP) (0) (0) (default) RAD (rad): (SETUP) (0) (1) GRAD (g): (SETUP) (0) (2)

Selecting the display notation and decimal places

Five display notation systems are used to display calculation results: Two settings of Floating point (NORM1 and NORM2), Fixed decimal point (FIX), Scientific notation (SCI), and Engineering notation (ENG). • When (SETUP) (1) (0) (FIX) or (SETUP) (1) (2) (ENG) is pressed, "TAB(0-9)?" will be displayed and the number of decimal places (TAB) can be set to any value between 0 and 9. • When (SETUP) (1) (1) (SCI) is pressed, "SIG(0-9)?" will be displayed and the number of significant digits can be set to any value between 0 and 9. Entering 0 will set a 10-digit display.

Setting the floating point number system in scientific notation Two settings are used to display a floating-point number: NORM1 (the default) and NORM2. A number is automatically displayed in scientific notation under a preset range: • NORM1 (SETUP) (1) (3): 0.00000001 <= |x| <= 9,999,999,999 • NORM2 (SETUP) (1) (4): 0.01 <= |x| <= 9,999,999,999

Selecting the editor Two editors are available in NORMAL mode: • The WriteView editor (W-VIEW): (SETUP) (2) (0) (default) • The Line editor (LINE): (SETUP) (2) (1)

Adjusting the display contrast Press (SETUP) (3), then (+) or (-) to adjust the contrast. Press (ON/C) to exit.

Insert and overwrite entry methods When using the Line editor, you can change the entry method from "INSERT" (the default) to "OVERWRITE". After you switch to the overwrite method (by pressing (SETUP) (4) (1)), the triangular cursor will change to a rectangular one, and the number or function underneath it will be overwritten as you make entries.

SCIENTIFIC CALCULATIONS

Press (MODE) (0) to select NORMAL mode. In each example, press (ON/C) to clear the display first. Unless otherwise specified, calculation examples are performed in the WriteView editor with the default display settings ((2ndF) (M.CLR) (0)).

Arithmetic Operations • The closing parenthesis (right) just before = or (M+) may be omitted.

Constant Calculations • In constant calculations, the addend becomes a constant. Subtraction and division are performed in the same manner. For multiplication, the multiplicand becomes a constant. • In constant calculations, constants will be displayed as K.

Cannot delete! • The selected item cannot be deleted by pressing (BS) or (2ndF) (DEL) in the WriteView editor. Ex. (5) (5) (x^2) (left) (BS) In this example, delete the exponent before attempting to delete the parentheses.

Cannot call! • The function or operation stored in definable memory (D1 to D4) cannot be called. Ex. An attempt was made to recall a statistical variable from within NORMAL mode.

Buffer full! • The equation (including any calculation ending instructions) exceeded its maximum input buffer (159 characters in the WriteView editor or 161 characters in the Line editor). An equation may not exceed its maximum input buffer.

Calculation Ranges • Within the ranges specified, this calculator is accurate to +/- 1 of the 10th digit of the mantissa. However, a calculation error increases in continuous calculations due to accumulation of each calculation error. (This is the same for y^x, x^y, nl, e^x, ln, etc., where continuous calculations are performed internally.) Additionally, a calculation error will accumulate and become larger in the vicinity of inflection points and singular points of functions.

Calculation ranges +/- 10^-99 to +/- 9,999,999,999 x 10^99 and 0. If the absolute value of an entry or a final or intermediate result of a calculation is less than 10^-99, the value is considered to be 0 in calculations and in the display.

Display of results using sqrt Calculation results may be displayed using sqrt when all of the following conditions are met: • When intermediate and final calculation results are displayed in the following form: sqrt(a/b + c/d) • When each coefficient falls into the following ranges: 1 <= a < 100; 1 <= b < 1,000; 0 <= c < 100; 1 <= d < 1,000; 1 <= e < 100; 1 <= f < 100

When the number of terms in the intermediate and final calculation results is one or two. Note: The result of two fractional terms that include sqrt will be reduced to a common denominator.

ERROR 01: Syntax error • An attempt was made to perform an invalid operation. Ex. (2) (+) (-) (=) (=) ERROR 02: Calculation error • The absolute value of an intermediate or final calculation result equals or exceeds 10^100. • An attempt was made to divide by zero (or an intermediate calculation resulted in zero). • The calculation ranges were exceeded while performing calculations.

ERROR 03: Nesting error • The available number of buffers was exceeded. (There are 10 buffers for numeric values and 64 buffers for calculation instructions).

ERROR 04: Data over • Data items exceeded 100 in STAT mode.

Alert Messages Cannot delete! • The selected item cannot be deleted by pressing (BS) or (2ndF) (DEL) in the WriteView editor. Ex. (5) (5) (x^2) (left) (BS) In this example, delete the exponent before attempting to delete the parentheses.

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BATTERY REPLACEMENT

Notes on Battery Replacement Improper handling of batteries can cause electrolyte leakage or explosion. Be sure to observe the following handling rules: • Make sure the new battery is the correct type. • When installing, orient the battery properly as indicated in the calculator. • The battery is factory-installed before shipment, and may be exhausted before it reaches the service life stated in the specifications.

Notes on erasure of memory contents When the battery is replaced, the memory contents are erased. Erasure can also occur if the calculator is defective or when it is repaired. Make a note of all important memory contents in case accidental erasure occurs.

When to Replace the Battery EL-W531H/W531HA/W535: If the display has poor contrast even after adjusting the display contrast, the battery requires replacement.

EL-W531G: If the display has poor contrast or nothing appears on the display when (ON/C) is pressed in dim lighting, even after adjusting the display contrast, it is time to replace the battery.

Cautions • Fluid from a leaking battery accidentally entering an eye could result in serious injury. Should this occur, wash with clean water and immediately consult a doctor. • Should fluid from a leaking battery come in contact with your skin or clothes, immediately wash with clean water.

Functions

- Refer to the calculation examples for each function. • In the Line editor, the following symbols are used: • ^x: to indicate an expression's power. ((y^x), (2ndF) (e^x), (2ndF) (10^x)) • /: to separate integers, numerators, and denominators. ((AB), (2ndF) (ABC))

When using (2ndF) (log) or (2ndF) (abs) in the Line editor, values are entered in the following way: • logn (base, value) • abs value

Random Function

The random function has four settings. (This function cannot be selected while using the N-base function.) To generate further random numbers in succession, press (ENTER). Press (ON/C) to exit.

Random numbers A pseudo-random number, with three significant digits from 0 up to 0.999, can be generated by pressing (2ndF) (RAND) (0) (ENTER). Note: In the WriteView editor, the result will be a fraction or 0.

Random dice To simulate a die-rolling, a random integer between 1 and 6 can be generated by pressing (2ndF) (RAND) (1) (ENTER).

Random coin To simulate a coin flip, 0 (heads) or 1 (tails) can be randomly generated by pressing (2ndF) (RAND) (2) (ENTER).

Random integer An integer between 0 and 99 can be generated randomly by pressing (2ndF) (RAND) (3) (ENTER).

Angular Unit Conversions Each time (2ndF) (DRG) is pressed, the angular unit changes in sequence.

Memory Calculations Memory calculations can be performed in NORMAL and STAT modes.

Temporary memories (A-F, X and Y) Press (STD) and a variable key to store a value in memory. Press (RCI) and a variable key to recall the value from that memory. To place a variable in an equation, press (ALPHA) and a variable key.

Independent memory (M) In addition to all the features of temporary memories, a value can be added to or subtracted from an existing memory value. Press (ON/C) (STO) (M) to clear the independent memory (M).

Last answer memory (ANS) The calculation result obtained by pressing (ON/C) or any other calculation ending instruction is automatically stored in the last answer memory.

Notes: • Calculation results from the functions indicated below are automatically stored in the X or Y memories replacing any existing values. • ->r0, ->x-y: X memory (r or x), Y memory (theta or y) • Two x values from a quadratic regression calculation in STAT mode: X memory (1), Y memory (2)

Use of (RCI) or (ALPHA) will recall the value stored in memory using up to 14 digits.

Definable memories (D1-D4) You can store functions or operations in definable memories (D1-D4).

To store a function or operation, press (STO) followed by a definable memory key (D1, D2, D3, or D4), followed by the operation you want to store. Menu-related operations, such as (SETUP), cannot be stored. Press (ON/C) to return to the previous display.

To call a stored function or operation, press the corresponding memory key. Calling a stored function will do nothing if the function that is called would be unusable in the current context.

Any functions or operations that are stored in a definable memory will be replaced when you save a new one into that memory.

When displaying and correcting a data

