

FAKULTA INFORMAČNÍCH TECHNOLOÍÍ  
VYSOKÉ UČENÍ TECHNIOCKÉ V BRNĚ

CALCULATOR  
MANUAL

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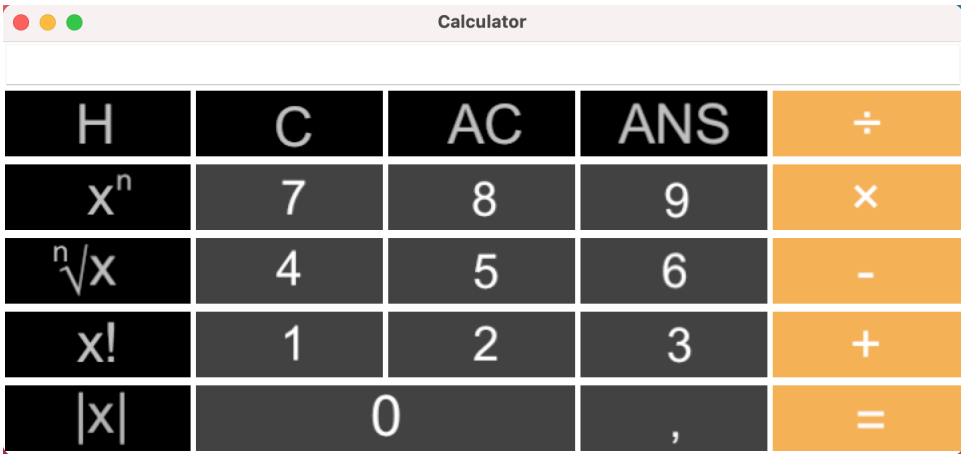
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1 Usage

Usage of buttons with mathematical and logical functions. For more detailed description, open [refman.pdf](#).

1.1 Introduction

Our calculator app is split to parts. Buttons with: numbers, math operations, memory operations and display. Usage is simple and is described in subsection of each operation.



## 1.2 Math operations

Now, the usage depends on whether you want to use binary or unary operations. For more detailed description open [refman.pdf](#).

### 1.2.1 Unary operations

First you need to enter a number then some mathematical operation. If no number is entered as the first, SYNTAX ERROR will be printed on the display.

#### 1.2.2 Factorial

Button Image 1: Factorial



This button will calculate factorial of a number.

#### 1.2.3 Absolute value

Button Image 2: Absolute value



This button will return absolute value of a number.

### 1.2.4 Binary operations

First you need to enter a number, then some mathematical operation and then again press enter number (otherwise it will print SYNTAX ERROR on the display).

#### 1.2.5 Plus

Button Image 3: Plus



This button will add two numbers.

#### 1.2.6 Minus

Button Image 4: Minus



This button will subtract two numbers.

#### 1.2.7 Times

Button Image 5: Multiply



This button will multiply two numbers.

### 1.2.8 Divide

Button Image 6: divide



This button will divide two numbers.

### 1.2.9 Power

Button Image 7: Power



This button will calculate nth power of a number. First number is a base and second number is exponent.

### 1.2.10 Nth root

Button Image 8: Nth root



This button will calculate nth root of a number. First number is root and second number is base.

### 1.3 Memory oprations

Usage of buttons with memory operations. For more detailed description, open [refman.pdf](#).

#### 1.3.1 Clear Display

Button Image 9: Clear display



This button will clear the display. Last saved answer will remain unchanged

#### 1.3.2 Clear Memory

Button Image 10: Clear memory



This button will reset last saved answer to zero and will also clear the display

#### 1.3.3 Hint

Button Image 11: Hint button



This button will open up this manual.

### 1.4 Print result

Button Image 12: Print result



This button has some predefined behaviour

#### 1. Pressing '=' without entering first number

ANS will be set on 0 and calculator will work with 0 as ANS.

#### 2. Pressing '=' without previously entered math operation

Last saved answer (ANS) will be printed on the display.

#### 3. Pressing '=' without entering second number of binary operations

SYNTAX ERROR will be printed on screen.