free42 Simple Math Functions

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1 Metadata

The home for this HTML file is: https://richmit.github.io/hp42/sfun.html
A PDF version of this file may be found here: https://richmit.github.io/hp42/sfun.pdf
Files related to this document may be found on github: https://github.com/richmit/hp42
Directory contents:

rc - The org-mode file that generated this HTML document rc_42s - Ready to convert source listings for 42s code in this document

docs - This html document

bin - Importable RAW program files

2 Introduction

This org-mode file collects together a handful simple mathematical functions that I find useful.

Menu		Description
L&P:lnYX	lnYX	Base Y Logarithm of X
$L\&P:\Box\Box\Box\Box$		
L&P:ln2	ln2	Base 2 logarithm
L&P:LN		Base 3 logarithm
L&P:LOG		Base 10 logarithm
$L\&P:\Box\Box\Box\Box$		
L&P:Y↑X		Raise Y to the power of X
L&P:□□□□		·
L&P:2↑X	LBL 58	Raise 2 to the power of X
L&P:EXP		Raise e to the power of X
L&P:10↑X		Raise 10 to the power of X
L&P:□□□□		
L&P:Y,X	YROOT	Yth roots prefering real & pure imaginary answers
L&P:	110001	Ten took proteing ten or pure imaginary and ten
L&P:2\X	LBL 57	Square root prefering real & pure imaginary answers
I (-D.2 N		
L&P:3X	LBL 56	Cube root prefering real & pure imaginary answers
L&P:5\X	LBL 55	Fifth root prefering real & pure imaginary answers
L&P:7\(X	LBL 54	Seventh root prefering real & pure imaginary answers
CPLX:RPART		Real Part of anumber or matrix
CPLX:IPART		Imaginary Part of a number or matrix
CPLX:CONJ		Complex conjugate of a number or matrix
CPLX:CABS		Magnitude of a number or matrix (built in ABS fails on a complex matrix)
CPLX:CARG		Complex argument of a number or matrix
TRIG:SIN		
TRIG:COS		
TRIG:TAN		
TRIG:ASIN		
TRIG:ACOS		
TRIG:ATAN		
TRIG:CSC		1/SIN(X)
TRIG:SEC		1/COS(X)
TRIG:COT		1/TAN(X)
TRIG:ACSC		SIN(1/X)
TRIG:ASEC		$\hat{\cos}(1/\hat{X})$
TRIG:ACOT		TAN(1/X)
TRIG:TAN2		
TRIG:HYPOT		
TRIG:HAV		Haversine = 1/2 - cos(X)/2
TRIG:AHAV		Inverse Haversine = $2*asin(sqrt(X))$
TRIG:		
TRIG:		
HYP:SINH		
HYP:COSH		
HYP:TANH		
HYP:ASINH		
HYP:ACOSH		
HYP:ATANH		
HYP:CSCH		1/SINH(X)
HYP:SECH		
		1/COSH(X)
HYP:COTH HYP:ACSCH		1/TANH(X)
11 LE AL 3U D		SINH(1/X)

Menu		Description		
HYP:ASECH		COSH(1/X)		
HYP:ACOTH		TANH(1/X)		
PERC:%T		Percentage of total	Y: TOTAL X: PART	X: % of Total
PERC:%CH		percentage of change from Y to X	Y: OLD X: New	X: % Change
PERC:%		Percentage	Y: Y X: X	Y: Y X: X% of Y
INT:FLOR	FLOOR	Truncate toward negative infinity		
INT:CEIL		Truncate toward positive infinity		
INT:ROND	ROUND	Truncate toward nearest integer (even rule)		
INT:TRUN	IP	Truncate toward zero		
$INT:\Box\Box\Box\Box$				
INT:FP				
INT:GCD		Greatest Common Denominator		
INT:LCM		Least Common Multiple		
$INT:\square\square\square\square$				
$INT:\square\square\square\square$				
INT:DIV	$BASE \div$			
INT:REM	MOD			
BINO:COMB				
BINO:PERM				
BINO:!	N!			
BINO:PSI	DIGAMM			
BINO:GAM	GAMMA			
BINO:BETA		Beta function		
ERR:ERF		Error Function		
ERR:ERFC		Complementary Error Function		
ERR:				
ERR:NPDF		Standard Normal Probablity Density FUnction		
ERR:NCDF		Standard Normal Cumulative Distribution FUnction		
ERR:				
MISC:		Parallel Operator	ΥX	X: 1/(1/X+1/Y)

4 Menu Code

(MJR-generate-42-menu-code "SFUN" 0 tbl 0 1 'stay 'up 'auto #'MJR-custom-gen-lab #'MJR-custom-gen-sub)

@@@@ DSC: Auto-generated menu program

LBL "SFUN"

0000 Page 1 of menu SFUN

LBL 01 CLMENU

"L&P"

KEY 1 GTO 03

"CPLX"

KEY 2 GTO 04

"TRIG"

KEY 3 GTO 05

"HYP"

KEY 4 GTO 06

"PERC"

KEY 5 GTO 07

"INT"

KEY 6 GTO 08

KEY 7 GTO 02

KEY 8 GTO 02

```
KEY 9 GTO 00
MENU
STOP
GTO 01
LBL 02
                  0000 Page 2 of menu SFUN
CLMENU
"BINO"
KEY 1 GTO 09
"ERR"
KEY 2 GTO 10
"MISC"
KEY 3 GTO 11
KEY 7 GTO 01
KEY 8 GTO 01
KEY 9 GTO 00
MENU
STOP
GTO 02
LBL 03
                  @@@@ Page 1 of menu L&P
CLMENU
"lnYX"
KEY 1 XEQ "lnYX"
"ln2"
KEY 3 XEQ "ln2"
"LN"
KEY 4 XEQ 14
"LOG"
KEY 5 XEQ 15
KEY 7 GTO 13
KEY 8 GTO 12
KEY 9 GTO 01
MENU
STOP
GTO 03
LBL 12
                  @@@@ Page 2 of menu L&P
CLMENU
"Y†X"
KEY 1 XEQ 16
"2†X"
KEY 3 XEQ 58
"EXP"
KEY 4 XEQ "EXP"
"10†X"
KEY 5 XEQ 17
KEY 7 GTO 03
KEY 8 GTO 13
KEY 9 GTO 01
MENU
STOP
GTO 12
LBL 13
                  0000 Page 3 of menu L&P
CLMENU
"Y,/X"
KEY 1 XEQ "YROOT"
"2\X"
KEY 3 XEQ 57
"3<sub>√</sub>X"
```

```
KEY 4 XEQ 56
"5\X"
KEY 5 XEQ 55
"7\X"
KEY 6 XEQ 54
KEY 7 GTO 12
KEY 8 GTO 03
KEY 9 GTO 01
MENU
STOP
GTO 13
LBL 04
                  @@@@ Page 1 of menu CPLX
CLMENU
"RPART"
KEY 1 XEQ "RPART"
"IPART"
KEY 2 XEQ "IPART"
"CONJ"
KEY 3 XEQ "CONJ"
"CABS"
KEY 4 XEQ "CABS"
"CARG"
KEY 5 XEQ "CARG"
KEY 9 GTO 01
MENU
STOP
GTO 04
LBL 05
                  0000 Page 1 of menu TRIG
CLMENU
"SIN"
KEY 1 XEQ 20
"COS"
KEY 2 XEQ 21
"TAN"
KEY 3 XEQ 22
"ASIN"
KEY 4 XEQ 23
"ACOS"
KEY 5 XEQ 24
"ATAN"
KEY 6 XEQ 25
KEY 7 GTO 19
KEY 8 GTO 18
KEY 9 GTO 01
MENU
STOP
GTO 05
LBL 18
                  0000 Page 2 of menu TRIG
CLMENU
"CSC"
KEY 1 XEQ "CSC"
"SEC"
KEY 2 XEQ "SEC"
"COT"
KEY 3 XEQ "COT"
"ACSC"
KEY 4 XEQ "ACSC"
```

```
"ASEC"
KEY 5 XEQ "ASEC"
"ACOT"
KEY 6 XEQ "ACOT"
KEY 7 GTO 05
KEY 8 GTO 19
KEY 9 GTO 01
MENU
STOP
GTO 18
LBL 19
                  @@@@ Page 3 of menu TRIG
CLMENU
"TAN2"
KEY 1 XEQ "TAN2"
"HYPOT"
KEY 2 XEQ "HYPOT"
"HAV"
KEY 3 XEQ "HAV"
"AHAV"
KEY 4 XEQ "AHAV"
KEY 7 GTO 18
KEY 8 GTO 05
KEY 9 GTO 01
MENU
STOP
GTO 19
LBL 06
                  @@@@ Page 1 of menu HYP
CLMENU
"SINH"
KEY 1 XEQ 27
"COSH"
KEY 2 XEQ 28
"TANH"
KEY 3 XEQ 29
"ASINH"
KEY 4 XEQ 30
"ACOSH"
KEY 5 XEQ 31
"ATANH"
KEY 6 XEQ 32
KEY 7 GTO 26
KEY 8 GTO 26
KEY 9 GTO 01
MENU
STOP
GTO 06
LBL 26
                  @@@@ Page 2 of menu HYP
CLMENU
"CSCH"
KEY 1 XEQ "CSCH"
"SECH"
KEY 2 XEQ "SECH"
"COTH"
KEY 3 XEQ "COTH"
"ACSCH"
KEY 4 XEQ "ACSCH"
"ASECH"
```

```
KEY 5 XEQ "ASECH"
"ACOTH"
KEY 6 XEQ "ACOTH"
KEY 7 GTO 06
KEY 8 GTO 06
KEY 9 GTO 01
MENU
STOP
GTO 26
LBL 07
                  @@@@ Page 1 of menu PERC
CLMENU
"%T"
KEY 1 XEQ "%T"
"%CH"
KEY 2 XEQ 33
"%"
KEY 3 XEQ 34
KEY 9 GTO 01
MENU
STOP
GTO 07
LBL 08
                  @@@@ Page 1 of menu INT
CLMENU
"FLOR"
KEY 1 XEQ "FLOOR"
"CEIL"
KEY 2 XEQ "CEIL"
"ROND"
KEY 3 XEQ "ROUND"
"TRUN"
KEY 4 XEQ 36
"FP"
KEY 6 XEQ 37
KEY 7 GTO 35
KEY 8 GTO 35
KEY 9 GTO 01
MENU
STOP
GTO 08
LBL 35
                  0000 Page 2 of menu INT
CLMENU
"GCD"
KEY 1 XEQ "GCD"
"LCM"
KEY 2 XEQ "LCM"
"DIV"
KEY 5 XEQ 38
"REM"
KEY 6 XEQ 39
KEY 7 GTO 08
KEY 8 GTO 08
KEY 9 GTO 01
MENU
STOP
GTO 35
LBL 09
                  @@@@ Page 1 of menu BINO
CLMENU
```

```
"COMB"
KEY 1 XEQ 40
"PERM"
KEY 2 XEQ 41
n i n
KEY 3 XEQ 42
"PSI"
KEY 4 XEQ "DIGAMM"
"GAM"
KEY 5 XEQ 43
"BETA"
KEY 6 XEQ "BETA"
KEY 9 GTO 02
MENU
STOP
GTO 09
LBL 10
                  @@@@ Page 1 of menu ERR
CLMENU
"ERF"
KEY 1 XEQ "ERF"
"ERFC"
KEY 2 XEQ "ERFC"
"NPDF"
KEY 4 XEQ "NPDF"
"NCDF"
KEY 5 XEQ "NCDF"
KEY 9 GTO 02
MENU
STOP
GTO 10
LBL 11
                  0000 Page 1 of menu MISC
CLMENU
"||"
KEY 1 XEQ "||"
KEY 9 GTO 02
MENU
STOP
GTO 11
LBL 00 @@@@ Application Exit
EXITALL
RTN
LBL 14
          0000 Action for menu key LN
LN
RTN
LBL 15
          @@@@ Action for menu key LOG
LOG
RTN
LBL 16
          @@@@ Action for menu key YTX
Υ↑X
RTN
LBL 17
          @@@@ Action for menu key 10<sup>†</sup>X
10↑X
RTN
LBL 20
          0000 Action for menu key SIN
SIN
RTN
          @@@@ Action for menu key COS
LBL 21
```

COS						
RTN						
LBL 22	0000	Action	for	menu	key	TAN
TAN						
RTN						
	0000	Action	for	menu	key	ASIN
ASIN						
RTN			_		_	
LBL 24	0000	Action	for	menu	key	ACOS
ACOS						
RTN						
	@@@@	Action	ior	menu	key	ATAN
ATAN						
RTN	0000	A -4	٠		1	CTNII
	0000	Action	ior	menu	кеу	SINH
SINH						
RTN	0000	A -4	٠		1	COCII
LBL 28	0000	Action	ior	menu	кеу	CUSH
COSH RTN						
LBL 29	0000	Action	for	m 0 m 11	1-0	TANU
TANH	0000	Action	101	menu	кеу	IANH
RTN						
	രരരര	Action	for	manıı	kov	АСТИН
ASINH	6666	ACCION	101	menu	ксу	ADIMI
RTN						
LBL 31	രരരര	Action	for	menii	kev	ACOSH
ACOSH					J	
RTN						
LBL 32	0000	Action	for	menu	kev	ATANH
ATANH					,	
RTN						
LBL 33	0000	Action	for	menu	key	%СН
%СН					-	
RTN						
LBL 34	0000	Action	for	menu	key	%
%						
RTN						
LBL 36	0000	Action	for	menu	key	TRUN
IP						
RTN						
LBL 37	0000	Action	for	menu	key	FP
FP						
RTN			_		_	
	0000	Action	for	menu	key	DIV
BASE÷						
RTN	2222					DEM
	0000	Action	ior	menu	кеу	REM
MOD						
RTN	2222	A	c		1	COMP
	0000	Action	ior	menu	кеу	COMB
COMB						
RTN	0000	1 at i a-	for	mo===	le co-	DEDM
LBL 41 PERM	@@@@	Action	TOL	menu	кеу	renii
RTN						
LBL 42	രരരര	Action	for	menii	kev	
-DU 42			101	omu	11-0 у	•

```
N!
RTN
LBL 43
        0000 Action for menu key GAM
GAMMA
0000 Free labels start at: 44
5 Functions
5.1 Complex Numbers
(RPART)
0000 DSC: Real part
@@@@ IN: X: Number or numeric matrix (element-wise)
0000 OUT: X: rpart(x)
@@@@ LBL: 69-72
0000 TST: free42_3.0.2
@@@@ UPD: 2021-04-22
LBL "RPART"
FUNC 11
             @@## REQ:free42>=2.5.24
L4STK
             @@## REQ:free42>=3.0
ENTER
XEQ 89
             0000 ATYP
X=0?
RTNERR 4
             @@## REQ:free42>=2.5.24
1/X
             @@## REQ:free42<2.5.24
68
GTO IND ST X
LBL 69
             0000 Real Number
LBL 70
             0000 Real Matrix
R↓
RTN
LBL 71
             @@@@ Complex Number
LBL 72
             @@@@ Complex Matrix
R↓
XEQ 98
             @@@@ C-R&I
X<>Y
RTN
(IPART)
0000 DSC: Imaginary Part
@@@@ IN: X: Number or numeric matrix (element-wise)
0000 OUT: X: ipart(x)
@@@@ LBL: 73-76
@@@@ TST: free42_3.0.2
@@@@ UPD: 2021-04-22
LBL "IPART"
FUNC 11
             @@## REQ:free42>=2.5.24
L4STK
             @@## REQ:free42>=3.0
ENTER
XEQ 89
             0000 ATYP
X=0?
             @@## REQ:free42>=2.5.24
RTNERR 4
1/X
             @@## REQ:free42<2.5.24
72
```

+

10

```
GTO IND ST X
LBL 73
             0000 Real Number
0
RTN
LBL 74
             0000 Real Matrix
R↓
DIM?
NEWMAT
RTN
LBL 75
             0000 Complex Number
LBL 76
             0000 Complex Matrix
XEQ 98
              @@@@ C→R&I
RTN
(CONJ)
@@@@ DSC: Complex Conjugate
@@@@ IN: X: Number or numeric matrix (element-wise)
0000 OUT: X: conj(x)
0000 TST: free42_3.0.2
0000 LBL: 77-80
0000 BUG: Fails on alpha string matrix
0000 UPD: 2021-04-22
LBL "CONJ"
FUNC 11
             @@## REO:free42>=2.5.24
             @@## REQ:free42>=3.0
L4STK
ENTER
XEQ 89
             0000 ATYP
X=0?
RTNERR 4
             @@## REQ:free42>=2.5.24
             @@## REQ:free42<2.5.24
1/X
76
GTO IND ST X
LBL 77
             0000 Real Number
LBL 78
             0000 Real Matrix
R.↓
RTN
LBL 79
             0000 Complex Number
LBL 80
             @@@@ Complex Matrix
COMPLEX
+/-
COMPLEX
RTN
(CABS)
0000 DSC: Magnitude/absolute value
@@@@ IN: X: Number or numeric matrix (element-wise) -- built in ABS won't work with a complex matrix
@@@@ OUT: X: |x|
@@@@ TST: CPXRES free42_3.0
0000 LBL: 81-84
0000 BUG: Returns 0 for real 0 input
@@@@ UPD: 2021-04-22
LBL "CABS"
FUNC 11
             @@## REO:free42>=2.5.24
L4STK
             @@## REQ:free42>=3.0
```

```
ENTER
XEQ 89
             @@@@ ATYP
X=0?
RTNERR 4
             @@## REQ:free42>=2.5.24
1/X
             @@## REQ:free42<2.5.24
80
GTO IND ST X
LBL 81
             0000 Real Number
LBL 82
             0000 Real Matrix
R↓
ABS
RTN
LBL 83
             @@@@ Complex Number
LBL 84
             @@@@ Complex Matrix
R↓
XEQ 98
             @@@@ C→M&A
X<>Y
RTN
(CARG)
@@@@ DSC: Complex Argument
0000 IN: X: Number or numeric matrix (element-wise)
0000 OUT: X: arg(x)
@@@@ TST: CPXRES free42_3.0
@@@@ LBL: 85-88
@@@@ BUG: Returns 0 for real 0 input
0000 UPD: 2021-04-22
LBL "CARG"
FUNC 11
             @@## REQ:free42>=2.5.24
             @@## REQ:free42>=3.0
L4STK
ENTER
XEQ 89
             @@@@ ATYP
X=0?
RTNERR 4
             @@## REQ:free42>=2.5.24
             @@## REQ:free42<2.5.24
1/X
84
GTO IND ST X
LBL 85
             0000 Real Number
RTN
LBL 86
             0000 Real Matrix
DIM?
NEWMAT
RTN
LBL 87
             @@@@ Complex Number
LBL 88
             @@@@ Complex Matrix
R↓
XEQ 98
             @@@@ C→M&A
RTN
0000 DSC: Complex Number -> Real Part & Imaginary Part
@@@@ NAM: C→R&I 98
```

@@@@ IN: X: Complex Number or Complex Matrix

12

```
@@@@ OUT: Y: Real Part of X
0000
        X: Imaginary Part of X
@@@@ LBL: 97
@@@@ TST: free42_3.0.2
@@@@ UPD: 2021-04-22
LBL 98
FUNC 12
             @@## REQ:free42>=2.5.24
L4STK
             @@## REQ:free42>=3.0
ENTER
FS? 73
GTO 97
@@@@ RECT MODE
COMPLEX
RTN
LBL 97
@@@@ POLAR MODE
RECT
COMPLEX
POT.AR.
RTN
0000 DSC: Complex Number -> Magnitude & Argument (angle)
@@@@ NAM: C→M&A 98
@@@@ IN: X: Complex Number or Complex Matrix
@@@@ OUT: Y: Magnitude of X
0000
        X: Complex Argument (angle) of X
0000 LBL: 99
0000 TST: free42_3.0.2
@@@@ UPD: 2021-04-22
LBL 98
FUNC 12
             @@## REO:free42>=2.5.24
I.4STK
             @@## REQ:free42>=3.0
ENTER
FS? 73
GTO 99
@@@@ RECT MODE
POLAR
COMPLEX
RECT
R.TN
LBL 99
@@@@ POLAR MODE
COMPLEX
RTN
@@@@ DSC: Arithmetic Type
0000 NAM: ATYP 89
0000 IN: X: an object
0000 OUT: X: 1 if input X was a real number
0000
           2 if input X was a real matrix
0000
           3 if input X was a complex number
0000
           4 if input X was a complex matrix
0000
           O if none of the above are true
@@@@ TST: free42 3.0.2
@@@@ FAQ: Even on free42<2.5.24 or a real 42s, X, Y, & Z are preserved. T & Last X not so much.
```

```
0000 BUG: A 2 will be returned for a real matrix containing strings
@@@@ BUG: In infinite stack mode with an empty stack 2 will be returned as X=O when we do L4STK
@@@@ LBL: 90-97
@@@@ UPD: 2021-02-23
LBL 89
FUNC 11
              @@## REQ:free42>=2.5.24
L4STK
              @@## REQ:free42>=3.0
MAT?
GTO 90
GTO 91
LBL 90
              0000 Matrix
CLA
ARCL ST X
67
POSA
X>0?
GTO 96
GTO 97
I.BI. 96
              @@@@ Complex Matrix
4
RTN
LBL 97
              0000 Real/String Matrix
2
RTN
LBL 91
              @@@@ Not matrix
REAL?
GTO 92
GTO 93
LBL 92
              0000 Real number
1
RTN
              @@@@ Not matrix or real
LBL 93
CPX?
GTO 94
GTO 95
LBL 94
              0000 Complex number
3
RTN
LBL 95
              0000 Not matrix, real, or complex
0
RTN
5.2 Percentages
(PTOT)
@@@@ DSC: Percentage of total (just like hp-12c button)
@@@@ IN: Y: Real Number -- Total
0000 IN: X: Real Number -- Part
@@@@ OUT: X: 100*X/Y
0000 UPD: 2021-03-12
LBL "%T"
FUNC 21
              @@## REQ:free42>=2.5.24
L4STK
              @@## REQ:free42>=3.0
X<>Y
÷
100
```

5.3 Integers

```
(ROUND)
@@@@ DSC: Properly round to integer. N.5 rounded to nearest even number.
0000 IN: X: real number
0000 OUT: X: floor(X)
0000 UPD: 2021-02-23
@@@@ TST: free42 3.0.2
@@@@ TC: -2.0 -2 →Int
0000 TC: -1.6 -2 →Nearest
@@@@ TC: -1.5 -2 →Even
0000 TC: -1.4 -1 →Nearest
0000 TC: -1.0 -1 →Int
0000 TC: -1.6 -1 →Nearest
0000 TC: -0.5 0 Even Rule
0000 TC: -0.4 0 →Nearest
@@@@ TC: 0.0 0 →Int
@@@@ TC: 0.4 0 →Nearest
@@@@ TC: 0.5 0 Even Rule
@@@@ TC: 1.6 1 →Nearest
@@@@ TC: 1.0 1 →Int
0000 TC: 1.4 1 →Nearest
@@@@ TC: 1.5 2 →Even
@@@@ TC: 1.6 2 →Nearest
0000 TC: 2.0 2 →Int
LBL "ROUND"
FUNC 11
             @@## REQ:free42>=2.5.24
L4STK
             @@## REQ:free42>=3.0
ENTER
             @@@@ X
                         Х
FP
             0000 FP
                         Х
ABS
             @@@@ |FP|
                         Х
0.5
             0000 1/2
                         |FP|
                                Х
             0000 |FP|-1/2 X
X<>Y
             @@@@ X
                         |FP|-1/2 X
SIGN
             0000 SGN
                         |FP|-1/2 X
             0000 X
                         SGN
                                |FP|-1/2 X
LASTX
ΙP
             @@@@ IP(X)
                         SGN
                                |FP|-1/2 X
O=? ST Z @@## TODO: Memory leak in free42 < 3.0.3
GTO 67
0<? ST Z @@## TODO: Memory leak in free42 < 3.0.3</pre>
+
RTN
LBL 67
0000 FP=1/2
XEQ 68
             @@@@ ODD?
+
RTN
@@@@ DSC: RETYES if X is odd, RTNNO otherwise
LBL 68
             @@@@ ODD?
FUNC 00
L4STK
2
÷
```

```
FP
X=0?
RTNNO
RTNYES
(FLOOR)
0000 DSC: Floor -- Round toward negative infinity
0000 IN: X: real number
@@@@ OUT: X: floor(X)
0000 UPD: 2021-02-23
@@@@ TST: free42_3.0.2
LBL "FLOOR"
FUNC 11
            @@## REQ:free42>=2.5.24
L4STK
            @@## REQ:free42>=3.0
FP
I.ASTX
ΙP
0 \le? ST Y @@## TODO: Memory leak in free42 < 3.0.3
RTN
1
RTN
(CEIL)
@@@@ DSC: Ceiling -- Round toward positive infinity
0000 IN: X: real number
@@@@ OUT: X: ceil(X)
0000 UPD: 2021-02-23
0000 TST: free42_3.0.2
LBL "CEIL"
            @@## REQ:free42>=2.5.24
FUNC 11
L4STK
            @@## REQ:free42>=3.0
FP
LASTX
ΤP
0 \ge? ST Y @@## TODO: Memory leak in free42 < 3.0.3
RTN
1
RTN
(GCD)
@@@@ DSC: GCD
0000 IN: Y: real number
0000
       X: real number
@@@@ OUT: X: GCD(|IP(X)|, |IP(X)|)
0000 LBL: 66
@@@@ UPD: 2021-04-22
@@@@ TST: free42_3.0.2
LBL "GCD"
FUNC 21
            @@## REQ:free42>=2.5.24
L4STK
            @@## REQ:free42>=3.0
ABS
ΙP
X<>Y
ABS
ΙP
```

```
X>Y?
X<>Y
LBL 66
STO ST Z
MOD
X>0?
GTO 66
R↓
RTN
                                                                           (LCM)
@@@@ DSC: LCM
0000 IN: Y: real number
0000
        X: real number
@@@@ OUT: X: LCM(|IP(X)|, |IP(X)|)
@@@@ USE: GCD
@@@@ UPD: 2021-04-22
@@@@ TST: free42_3.0.2
LBL "LCM"
FUNC 21
              @@## REQ:free42>=2.5.24
L4STK
              @@## REQ:free42>=3.0
ABS
              0000 IXI
ΙP
              0000 IP(|X|)
                                Y
X=0?
RTN
X<>Y
              0000 Y
                                IP(|X|)
ABS
              @@@@ |Y|
                                IP(|X|)
ΙP
              0000 IP(|Y|)
                                IP(|X|)
X=0?
RTN
RCL ST Y
              0000 IP(|X|)
                                IP(|Y|)
                                              IP(|X|)
RCL ST Y
              0000 IP(|Y|)
                                IP(|X|)
                                              IP(|Y|)
                                                            IP(|X|)
              @@@@ IP(|Y|)*IP(|X|) IP(|Y|)
                                              IP(|X|)
RCL ST Z
              0000 IP(|X|)
                                IP(|Y|)*IP(|X|) IP(|Y|)
                                                            IP(|X|)
RCL ST Z
              0000 IP(|Y|)
                                IP(|X|)
                                              IP(|Y|)*IP(|X|) IP(|Y|)
XEQ "GCD"
              @@@@ GCD
                                IP(|Y|)*IP(|X|) IP(|Y|)
                                                            IP(|Y|)
              @@@@ LCM
                                IP(|Y|)
                                              IP(|Y|)
                                                            IP(|Y|)
RTN
    Binomials, Factorals, Beta, etc...
(BETA)
QQQQ DSC: beta function
@@@@ IN: Y: Number
0000 IN: X: Number
0000 OUT: X: beta(x, y) = beta(y, x)
@@@@ TST: free42_3.0.2
0000 UPD: 2021-02-23
LBL "BETA"
FUNC 21
              @@## REQ:free42>=2.5.24
L4STK
              @@## REQ:free42>=3.0
RCL ST Y
GAMMA
RCL ST Y
GAMMA
RCL ST Z
```

```
GAMMA
÷
RTN
0000 DSC: digamma function
0000 IN: X: Number
@@@@ OUT: X: psi(X)
@@@@ FAQ: Good to about 1e-5 for real X>0.1
0000 TST: free42 3.0.2
0000 UPD: 2021-05-02
LBL "DIGAMM"
FUNC 11
              @@## REQ:free42>=2.5.24
L4STK
              @@## REQ:free42>=3.0
LSTO "_X"
              @@@@ X
              0000 2 X
              @@@@ 2+X
LSTO "_S"
              0000 S
LN
              0000 SUM
                                 ln(s)
2
              0000 2 S SUM
RCL× "_S"
              0000 2*S SUM
              0000 TRM SUM
1/X
              @@@@ SUM
                                 ln(s) -1/(2*s)
RCL "_S"
              0000 S SUM
              0000 S^2 SUM
X↑2
LSTO "_SS"
              0000 SS SUM
12
              0000 12 S^2 SUM
              0000 12*S^2 SUM
1/X
              0000 TRM SUM
              @@@@ SUM
                                  ln(s) -1/(2*s) -1/(12*s^2)
RCL "_SS"
              0000 S^2 SUM
RCL× "_SS"
              0000 S^4 SUM
STO ST Z
              0000 S^4 SUM S^4
120
1/X
                                  ln(s) -1/(2*s) -1/(12*s^2) +1/(120*s^4)
              0000 SUM S^4
X<>Y
RCL× "_SS"
              0000 S^6 SUM
STO ST Z
              0000 S^6 SUM S^6
252
1/X
              0000 SUM S^6
                                  ln(s) -1/(2*s) -1/(12*s^2) +1/(120*s^4) -1/(252*s^6)
X<>Y
RCL× "_SS"
              0000 S^8 SUM
STO ST Z
              0000 S^8 SUM S^8
240
1/X
              0000 SUM S^8
                                  \ln(s) - 1/(2*s) - 1/(12*s^2) + 1/(120*s^4) - 1/(252*s^6) + 1/(240*s^8)
X<>Y
RCL× "_SS"
              0000 S^10 SUM
STO ST Z
              @@@@ S^10 SUM S^10
660
```

(DIGAMM)

RCL ST Z

```
×
1/X
                0000 SUM S^10
                                      ln(s) -1/(2*s) -1/(12*s^2) +1/(120*s^4) -1/(252*s^6) +1/(240*s^8) -5/(660*s^10)
X<>Y
RCL× "_SS"
                @@@@ S^12 SUM
STO ST Z
                0000 S^12 SUM S^12
32760
1/X
691
                 0000 SUM S^12
                                      ln(s) -1/(2*s) -1/(12*s^2) +1/(120*s^4) -1/(252*s^6) +1/(240*s^8) -5/(660*s^10) +691/(32760*s^12)
X<>Y
RCL× "_SS"
                0000 S^14 SUM
12
×
1/X
                                      \ln(s) - 1/(2*s) - 1/(12*s^2) + 1/(120*s^4) - 1/(252*s^6) + 1/(240*s^8) - 5/(660*s^10) + 691/(32760*s^12) - 1/(12*s^14)
                 0000 SUM
RCL "_X"
1/X
                 0000 SUM
                                      \ln(s) - 1/(2*s) - 1/(12*s^2) + 1/(120*s^4) - 1/(252*s^6) + 1/(240*s^8) - 5/(660*s^{10}) + 691/(32760*s^{12}) - 1/(12*s^{14}) - 1/x
RCL "_X"
1
1/X
                 0000 SUM
                                      \ln(s) - 1/(2*s) - 1/(12*s^2) + 1/(120*s^4) - 1/(252*s^6) + 1/(240*s^8) - 5/(660*s^10) + 691/(32760*s^12) - 1/(12*s^14) - 1/x - 1/(x+1)
RTN
5.5 Error & Standard Normal Functions
                                                                                            (NPDF)
```

```
0000 DSC: Standard Normal PDF
0000 IN: X: real number
@@@@ OUT: X: Standard Normal PDF value at X
0000 UPD: 2021-04-22
@@@@ TST: free42_3.0.2
@@@@ TC: -2 0.05399096651318805195056
@@@@ TC: -1 0.2419707245191433497978
@@@@ TC: 0 0.3989422804014326779399
@@@@ TC: 1 0.2419707245191433497978
@@@@ TC:
         2 0.05399096651318805195056
LBL "NPDF"
FUNC 11
              @@## REQ:free42>=2.5.24
              @@## REQ:free42>=3.0
L4STK
X↑2
              0000 X^2
-2
              @@@@ -2
                                       X^2
              @@@@ -X^2/2
E↑X
              0000 \text{ EXP}(-X^2/2)
2
              @@@@ 2
                                       EXP(-X^2/2)
ΡI
              0000 PI
                                                   EXP(-X^2/2)
              0000 PI*2
                                       EXP(-X^2/2)
SQRT
              @@@@ SQRT(PI*2)
                                       EXP(-X^2/2)
              @@@@ EXP(-X^2/2)/SQRT(PI*2)
RTN
```

000000000000000000000000000000000000000					
0000 DSC: Stand	ard Normal CDF				
0000 IN: X: re	0000 IN: X: real number				
0000 OUT: X: St	@@@@ OUT: X: Standard Normal CDF value at X				
	0000 BUG: Only good to 7 decimal places				
0000 FAQ: No de	0000 FAQ: No dependancies, variables, loops, or branches				
0000 REF: Zelen	& Severo (1964)				
0000 UPD: 2021-	04-22				
0000 TST: free4	2_3.0.2				
0000 TC: -2 0.	02275013194817920720028				
0000 TC: -1 0.	1586552539314570514148				
0000 TC: 0 0.	5				
	8413447460685429485852				
	9772498680518207927997				
LBL "NCDF"					
FUNC 11	@@## REQ:free42>=2.5.24				
L4STK	@@## REQ:free42>=3.0				
0.2316419	@@@@ b0	Χ ?	?		
RCL× ST Y	@@@@ b0*X	Χ ?	?		
1	0000 1	b0*X X	?		
+	@@@@ 1+b0*X	Χ ?	?		
1/X	@@@@ 1/(1+b0*X)	Χ ?	?		
	0000 T	Χ ?	?		
Х<>Х	0000 X	T ?	?		
X12	0000 X^2	T ?	?		
-2	0000 -2	X^2 ?	?		
÷	@@@@ -X^2/2	T ?	?		
E↑X	0000 EXP(-X^2/2)	T ?	?		
2	0000 2	$EXP(-X^2/2)$ T	?		
PI	0000 PI	2 EXP	(-X^2/2) T		
×	@@@@ PI*2	$EXP(-X^2/2)$ T	T		
SQRT	@@@@ SQRT(PI*2)	$EXP(-X^2/2)$ T	T		
÷	@@@@ EXP(-X^2/2)/SQRT(PI*2		T		
	0000 N	T T	T		
RCL ST Y	0000 T	N T	T		
×	0000 NT	T T	T		
0.319381530	0000 b1	NT T	T		
RCL× ST Y	0000 PR	NT T	T		
RCL ST Z	0000 T	PR NT	T		
STO× ST Z	0000 T	PR NT^			
R↓	0000 PR	NT^2 T	T		
-0.356563782		PR NT^			
RCL× ST Z	0000 NT	PR NT^			
+	0000 PR	NT^2 T	T		
RCL ST Z	0000 T	PR NT^			
STO× ST Z	0000 T	PR NT^			
R↓	0000 PR	NT^3 T	T		
1.781477937	0000 b3	PR NT^			
RCL× ST Z	0000 NT	PR NT^			
+	0000 PR	NT^3 T	T		
RCL ST Z	0000 T	PR NT^			
STO× ST Z	0000 T	PR NT^			
R↓	0000 PR	NT^4 T	T T		
-1.821255978	0000 b4	PR NT^			
RCL× ST Z	0000 NT	PR NT^			
+	0000 PR	NT^4 T	T		

(NCDF)

```
RCL ST Z
             0000 T
                                      PR
                                                  NT^4
                                                            Т
STO× ST Z
             0000 T
                                      PR
                                                  NT^5
                                                            Т
R↓
             0000 PR
                                      NT^5
                                                  Т
                                                            Т
1.330274429
             @@@@ ъ5
                                      PR
                                                  NT^5
                                                            Т
RCL× ST Z
             0000 NT
                                      PR
                                                  NT<sup>5</sup>
                                                            Т
             0000 PR
                                      NT^5
                                                  Т
                                                            Т
1
             0000 1
                                      PR
                                                  NT<sup>5</sup>
                                                            Т
X<>Y
             @@@@ PR.
                                      1
                                                  NT<sup>5</sup>
                                                            Т
                                      NT<sup>5</sup>
                                                  Т
                                                            Т
             0000 1-PR
RTN
(ERF)
0000 DSC: erf (error) function
0000 IN: X: real number
@@@@ OUT: X: erf(X)
@@@@ USE: NCDF
@@@@ LBL: Use: 64-65
@@@@ UPD: 2021-03-30
@@@@ TST: free42_3.0.2
@@@@ TC: -1 -0.8427007929497148693412
0000 TC: 0 0.0
@@@@ TC: 1 0.8427007929497148693412
@@@@ TC: 2 0.9953222650189527341621
LBL "ERF"
FUNC 11
             @@## REO:free42>=2.5.24
L4STK
             @@## REQ:free42>=3.0
ENTER
ENTER
2
SQRT
ABS
XEQ "NCDF"
2
1
X<>Y
X<0?
GTO 64
GTO 65
LBL 64
R↓
+/-
RTN
LBL 65
R↓
RTN
(ERFC)
@@@@ DSC: erfc (complementary error) function
0000 IN: X: real number
@@@@ OUT: X: erfc(X)
0000 USE: ERF
0000 UPD: 2021-03-30
0000 TST: free42 3.0.2
@@@@ TC: -1 1.842700792949714869341
```

```
@@@@ TC: 0 1.0
@@@@ TC: 1 0.1572992070502851306588
@@@@ TC: 2 0.004677734981047265837931
LBL "ERFC"
FUNC 11
          @@## REQ:free42>=2.5.24
L4STK
          @@## REQ:free42>=3.0
XEQ "ERF"
1
X<>Y
RTN
  Hyperbolic Trigonometric Functions
(CSCH)
0000 DSC: 1/SINH(X)
LBL "CSCH"
          @@## REQ:free42>=2.5.24
FUNC 11
L4STK
          @@## REQ:free42>=3.0
SINH
1/X
RTN
(SECH)
@@@@ DSC: 1/COSH(X)
LBL "SECH"
FUNC 11
          @@## REO:free42>=2.5.24
L4STK
          @@## REQ:free42>=3.0
COSH
1/X
RTN
(COTH)
0000 DSC: 1/TANH(X)
LBL "COTH"
FUNC 11
          @@## REQ:free42>=2.5.24
L4STK
          @@## REQ:free42>=3.0
TANH
1/X
RTN
(ACSCH)
@@@@ DSC: SINH(1/X)
LBL "ACSCH"
          @@## REO:free42>=2.5.24
FUNC 11
L4STK
          @@## REQ:free42>=3.0
1/X
ASINH
RTN
(ASECH)
0000 DSC: COSH(1/X)
LBL "ASECH"
FUNC 11
          @@## REQ:free42>=2.5.24
L4STK
          @@## REQ:free42>=3.0
1/X
```

```
ACOSH
RTN
(ACOTH)
0000 DSC: TANH(1/X)
LBL "ACOTH"
FUNC 11
           @@## REQ:free42>=2.5.24
L4STK
           @@## REQ:free42>=3.0
1/X
ATANH
RTN
5.7 Trigonometric Functions
(AHAV)
0000 DSC: Inverse Haversine
0000 IN: X: number
@@@@ OUT: X: ahav(X)=2*asin(sqrt(X))
0000 UPD: 2021-04-18
@@@@ TST: free42_3.0.2
LBL "AHAV"
FUNC 11
           @@## REQ:free42>=2.5.24
L4STK
           @@## REQ:free42>=3.0
SQRT
ASIN
2
RTN
(HAV)
@@@@ DSC: Haversine
0000 IN: X: number
0000 OUT: X: hav(X)=1/2-cos(X)/2
@@@@ UPD: 2021-04-18
0000 TST: free42_3.0.2
LBL "HAV"
FUNC 11
           @@## REQ:free42>=2.5.24
L4STK
           @@## REQ:free42>=3.0
COS
-2
0.5
+
RTN
(HYPOT)
@@@@ DSC: Hypot
0000 IN: Y: number
0000 IN: X: number
@@@@ OUT: X: sqrt(abs(x)^2+abs(y)^2)
0000 UPD: 2021-02-23
@@@@ TST: free42_3.0.2
LBL "HYPOT"
FUNC 21
           @@## REO:free42>=2.5.24
L4STK
           @@## REQ:free42>=3.0
ABS
X<>Y
```

ABS COMPLEX ABS RTN (CSC) @@@@ DSC: 1/SIN(X) LBL "CSC" FUNC 11 @@## REO:free42>=2.5.24 @@## REQ:free42>=3.0 L4STK SIN 1/X RTN (SEC) @@@@ DSC: 1/COS(X) LBL "SEC" FUNC 11 @@## REQ:free42>=2.5.24 I.4STK @@## REQ:free42>=3.0 COS 1/X RTN (COT) @@@@ DSC: 1/TAN(X) LBL "COT" FUNC 11 @@## REO:free42>=2.5.24 @@## REQ:free42>=3.0 L4STK TAN 1/X RTN (ACSC) 0000 DSC: SIN(1/X) LBL "ACSC" @@## REQ:free42>=2.5.24 FUNC 11 @@## REQ:free42>=3.0 L4STK 1/X ASIN RTN (ASEC) @@@@ DSC: COS(1/X) LBL "ASEC" @@## REQ:free42>=2.5.24 FUNC 11 L4STK @@## REQ:free42>=3.0 1/X ACOS RTN (ACOT) @@@@ DSC: TAN(1/X) LBL "ACOT" FUNC 11 @@## REQ:free42>=2.5.24 L4STK @@## REQ:free42>=3.0 1/X

ATAN

```
@@@@ DSC: ATAN2
0000 IN: Y: number
0000 IN: X: number
@@@@ OUT: X: atan2(y, x)
@@@@ BUG: Only works in RAD mode
@@@@ UPD: 2021-02-23
@@@@ TST: free42_3.0.2
                                 = 45°
0000 TC: atan(1, 1) => pi/4
0000 TC: atan(-1, 1) = -pi/4
                                 = -45°
0000 TC: atan(1,-1) \Rightarrow 3*pi/4 = 135°
0000 TC: atan(-1,-1) = -3*pi/4 = -135°
@@@@ TC: atan( 0, 1) => 0
                                 = 0°
@@@@ TC: atan( 1, 0) => pi
                                 = 90°
0000 TC: atan(-1, 0) => -pi
                                 = -90°
@@@@ TC: atan( 0, 0) => ERROR
0000 LBL: Used 59-63
LBL "TAN2"
FUNC 21
               @@## REQ:free42>=2.5.24
L4STK
               @@## REQ:free42>=3.0
X>0?
GTO 59
X=0?
GTO 60
0000 X<0
X<>Y
X<0?
GTO 61
@@@@ X<O & Y>=O
X<>Y
ATAN
PΤ
+
RTN
LBL 61
0000 X<0 & Y<0
X<>Y
ATAN
РΤ
RTN
LBL 60
X<>Y
X=0?
GTO 62
X>0?
GTO 63
@@@@ X=O & Y<O
ΡI
-2
RTN
LBL 63
```

(ATAN2)

```
@@@@ X=O & Y>O
ΡI
2
RTN
LBL 62
@@@@ X=O & Y=O ERROR O/O
RTN
LBL 59
@@@@ X>O
ATAN
RTN
   Logs, Powers & Roots
(lnYX)
@@@@ DSC: Base Y Logarithm of X
0000 IN: Y: logarithm base
0000
       X: number or matrix (element-wise)
@@@@ OUT: X: log_y(x)
@@@@ UPD: 2021-04-14
0000 TST: free42_3.0.2
LBL "lnYX"
FUNC 21
            @@## REO:free42>=2.5.24
            @@## REQ:free42>=3.0
L4STK
LN
X<>Y
LN
RTN
(ln2)
0000 DSC: Base 2 Logarithm
0000 IN: X: number or matrix (element-wise)
0000 OUT: X: log_2(x)
@@@@ UPD: 2021-02-23
@@@@ TST: free42_3.0.2
LBL "ln2"
FUNC 11
            @@## REQ:free42>=2.5.24
L4STK
            @@## REQ:free42>=3.0
LN
2
LN
RTN
0000 DSC: Raise 2 to the power of X
0000 NAM: 21X 58
@@@@ IN: X: number or matrix (element-wise)
0000 OUT: X: 2^X
@@@@ UPD: 2021-02-23
@@@@ TST: free42_3.0.2
LBL 58
FUNC 11
            @@## REQ:free42>=2.5.24
```

```
L4STK
            @@## REQ:free42>=3.0
X<>Y
Y^X
R.TN
0000 DSC: Square root prefering real & pure imaginary answers
@@@@ NAM: ROOT2 57
0000 IN: X: Number or numeric matrix (element-wise)
@@@@ OUT: X: root of X
@@@@ FAQ: See XYROOT for details
0000 TST: free42_3.0.2
@@@@ UPD: 2021-04-14
LBL 57
FUNC 11
            @@## REO:free42>=2.5.24
2
X<>Y
XEQ "YROOT"
RTN
0000 DSC: Cube root prefering real & pure imaginary answers
0000 NAM: ROOT3 56
@@@@ IN: X: Number or numeric matrix (element-wise)
@@@@ OUT: X: root of X
@@@@ FAQ: See XYROOT for details
@@@@ TST: free42_3.0.2
0000 UPD: 2021-04-14
I.BI. 56
FUNC 11
            @@## REQ:free42>=2.5.24
X<>Y
XEQ "YROOT"
RTN
0000 DSC: Fifth root prefering real & pure imaginary answers
@@@@ NAM: ROOT5 55
@@@@ IN: X: Number or numeric matrix (element-wise)
@@@@ OUT: X: root of X
@@@@ FAQ: See XYROOT for details
@@@@ TST: free42 3.0.2
0000 UPD: 2021-04-14
LBL 55
FUNC 11
            @@## REQ:free42>=2.5.24
5
X<>Y
XEQ "YROOT"
RTN
0000 DSC: Seventh root prefering real & pure imaginary answers
@@@@ NAM: ROOT7 54
0000 IN: X: Number or numeric matrix (element-wise)
@@@@ OUT: X: root of X
@@@@ FAQ: See XYROOT for details
```

```
@@@@ TST: free42_3.0.2
0000 UPD: 2021-04-14
LBL 54
FUNC 11
              @@## REQ:free42>=2.5.24
X<>Y
XEQ "YROOT"
RTN
(YROOT)
0000 DSC: Nth roots prefering real & pure imaginary answers
@@@@ IN: Y: Number
@@@@ IN: X: Number or numeric matrix (element-wise)
@@@@ OUT: X: Yth root of X
0000 BUG: The principal value is not always returned (by design)
0000 BUG: Real integers are not recognized in complex form. i.e. 0+2i \neq 2
0000 FAQ: Return is pure imaginary when Y is an odd integer and X<0
0000 FAQ: Return is real when Y is an even integer and X<0
@@@@ TST: free42 3.0.2
0000 UPD: 2021-02-23
LBL "YROOT"
FUNC 21
              @@## REQ:free42>=2.5.24
L4STK
              @@## REQ:free42>=3.0
REAL?
GTO 48
GTO 51
LBL 48
0000 X is real
X≥0?
GTO 51
0000 X is negative, real
RCL ST Y
REAL?
GTO 49
GTO 50
0000 X is negative, real; Y is real
FP
X≠0?
GTO 50
0000 X is negative, real; Y is real integer
ABS
RCL ST Y
X<>Y
XEQ 51
+/-
X<>Y
2
FP
X=0?
GTO 53
GTO 52
0000 X is negative, real; Y is real integer even
R↓
```

```
-1
SQRT
RTN
LBL 52
0000 X is negative, real; Y is real integer odd
R↓
RTN
LBL 50
@@@@ Not special case. Stack: Y X Y
LBL 51
0000 Not special case. Stack: X Y
X<>Y
1/X
Y↑X
RTN
5.9 Everything Else
\tt coordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordoocoordooco
@@@@ DSC: Parallel Operator
0000 IN: Y: A Number
0000 IN: X: A Number
@@@@ OUT: X: 1/(1/X+1/Y)
@@@@ UPD: 2021-04-28
LBL "||"
                                                                  @@## REQ:free42>=2.5.24
FUNC 21
                                                                 @@## REQ:free42>=3.0
L4STK
1/X
X<>Y
1/X
1/X
RTN
6 END
END
```

7 EOF