1 94.1.1 Commands

```
2pt+3.5pt = 5.5 = 5.5
   sin(.5*pi r)*60 = 59.99908 = 59.99908
   1.234e+4 = 12340.0 = 12340.0
   010 = 010 = 8
   0xA = 10 = 10
   0XB = 11 = 11
   0b10 = 2 = 2
   0B101 = 5 = 5
```

2 92.2 Operators

```
1+2 = 3.0 = 3.0
   1-2 = -1.0 = -1.0
   -2 = -2.0 = -2.0
   1*2 = 2.0 = 2.0
   1/2 = 0.5 = 0.5
   2^3 = 8.0 = 8.0
   4!  = 24.0 = 24.0
   1r = 57.29578 = 57.29578
   pi r = 179.99962 = 179.99962
   1 ?  2 :   3 = 2 = 2
   2 == 2 = 1 = 1
   2 == 1 = 0 = 0
   (1+2)*3 = 9.0 = 9.0
   sin(30*10) = -0.86603 = -0.86603
   mod(72,3) = 0.0 = 0.0
   sin 30 = 0.5 = 0.5
   sin(30) = 0.5 = 0.5
   sin 30*10 = 5.0 = 5.0
   sin(30)*10 = 5.0 = 5.0
```
5 is smaller than 7.

5 is smaller than 7.

7 is Bigger than 5.

7 is Bigger than 5

3 92.3 Functions

3.1 92.3.1 Basic arithmetic functions

```
add(75,6) = 81.0 = 81.0
   subtract(75,6) = 69.0 = 69.0
   neg(50) = -50.0 = -50.0
   multiply(75,6) = 450.0 = 450.0
```

```
divide(75,6) = 12.5 = 12.5
div(75,9) = 8 = 8
factorial(5) = 120.0 = 120.0
sqrt(10) = 3.16227 = 3.16227
sqrt(8765.432) = 93.62388 = 93.62388
pow(2,7) = 128.0 = 128.0
e^2 - e^-2 = 3.62685 = 3.62685
exp(1) = 2.71825 = 2.71825
exp(2.34) = 10.38083 = 10.38083
ln(10) = 2.30257 = 2.30257
ln(exp(5)) = 4.99997 = 4.99997
log10(100) = 1.99997 = 1.99997
log2(128) = 6.99994 = 6.99994
abs(-5) = 5.0 = 5.0
-abs(4*3) = -12.0 = -12.0
mod(20,6) = 2.0 = 2.0
mod(-100,30) = -10.0 = -10.0
Mod(-100,30) = 20.0 = 20.0
sign(-5) = -1 = -1
sign(0) = 0 = 0
sign(5) = 1 = 1
```

3.2   94.3.2 Rounding functions

```
round(32.5/17) = 2.0 = 2.0
round(398/12) = 33.0 = 33.0
floor(32.5/17) = 1.0 = 1.0
floor(398/12) = 33.0 = 33.0
floor(-398/12) = -34.0 = -34.0
ceil(32.5/17) = 2.0 = 2.0
ceil(398/12) = 34.0 = 34.0
ceil(-398/12) = -33.0 = -33.0
int(32.5/17) = 1 = 1
frac(32.5/17) = 0.91176 = 0.91176
int(-32.5/17) = -1 = -1
frac(-32.5/17) = 0.91176 = 0.91176
real(4) = 4.0 = 4.0
```

3.3   94.3.3 Integer arithmetic functions

```
gcd(42,56) = 14 = 14
gcd(24,34) = 2 = 2
gcd(42.1,56.1) = 0 = 0
gcd(-42,-56) = 14 = 14
gcd(-42,0) = 42 = 42
isodd(2) = 0 = 0
```

```
isodd(3) = 1 = 1
iseven(2) = 1 = 1
iseven(3) = 0 = 0
isprime(1) = 0 = 0
isprime(2) = 1 = 1
isprime(31) = 1 = 1
isprime(64) = 0 = 0
```

3.4   94.3.4 Trigonometric functions

```
pi = 3.141592654 = 3.141592654
  pi r = 179.99962 = 179.99962
  rad(90) = 1.57079 = 1.57079
  deg(3*pi/2) = 269.999 = 269.999
  sin(60) = 0.86603 = 0.86603
  sin(pi/3 r) = 0.86601 = 0.86601
  cos(60) = 0.5 = 0.5
  cos(pi/3 r) = 0.49998 = 0.49998
  tan(45) = 1.00005 = 1.00005
  tan(2*pi/8 r) = 1.0 = 1.0
  sec(45) = 1.41429 = 1.41429
  cosec(30) = 2.0 = 2.0
  cot(15) = 3.73215 = 3.73215
```

3.5   94.3.5 Comparison and logical functions

```
equal(20,20) = 1 = 1
  20 == 20 = 1 = 1
  greater(20,25) = 0 = 0
  20 > 25 = 0 = 0
  less(20,25) = 1 = 1
  20 < 25 = 1 = 1
  notequal(20,25) = 1 = 1
  20 != 25 = 1 = 1
  notgreater(20,25) = 1 = 1
  20 <= 25 = 1 = 1
  notless(20,25) = 0 = 0
  20 >= 25 = 0 = 0
  and(5>4,6>7) = 0 = 0
  5>4 && 6>7 = 0 = 0
  or(5>4,6>7) = 1 = 1
  5>4 || 6>7 = 1 = 1
  not(true) = 0 = 0
  !  true = 0 = 0
  not(false) = 1 = 1
  !  false = 1 = 1
```

```
ifthenelse(5==4,"yes","no") = no = no
5==4 ?  "yes" :  "no" = no = no
true ?  "yes" :  "no" = yes = yes
false ?  "yes" :  "no" = no = no
```

3.6   94.3.6 Pseudo-random functions

3.7   94.3.7 Base conversion functions

```
hex(65535) = ffff = ffff
   Hex(65535) = FFFF = FFFF
   oct(63) = 77 = 77
```

3.8   94.3.8 Miscellaneous functions

```
min(3,4,-2,250,-8,100) = -8.0 = -8.0
   max(3,4,-2,250,-8,100) = 250.0 = 250.0
   veclen(12,5) = 12.99976 = 12.99976
   sinh(0.5) = 0.52103 = 0.52103
   cosh(0.5) = 1.12767 = 1.12767
   tanh(0.5) = 0.462 = 0.462
   width("Some Lovely Text") = 83.99927 = 83.99927
   height("Some Lovely Text") = 6.11111 = 6.11111
   depth("Some Lovely Text") = 2.22223 = 2.22223
```

3.9   Additional predecence tests

```
2^2!  = 24.0 = 24.0
   2^(2!)  = 4.0 = 4.0
   2*2!  = 4.0 = 4.0
   3!!  = 720.0 = 720.0
   2^2^3 = 64.0 = 64.0
   2^3 r * 2 = 916.73242 = 916.73242
   2 + !1 + 2 = 4.0 = 4.0
```