

## 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 precedence 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
2^3^2 = 64.0 = 64.0
-2^-2 = -0.25 = -0.25
2^2! = 24.0 = 24.0
-3! = -6.0 = -6.0
2 * - 2 * 3! = -24.0 = -24.0

```