SFX-Calc Support and User Guide

# Introduction

SFX-Calc is a calculator app designed for academic, scientific and engineering purpose. The calculator features:

1. Basic arithmetic calculation: Plus, Minus, Multiply, Divide
2. Calculation with one operand fixed as constant
3. Calculation with an non-volatile memory storage
4. Calculation with 10 volatile memory storage
5. Fraction and percentage calculation
6. Binary / Octal / Decimal / Hexadecimal calculation
7. Various functions like Trigonometric, Hyperbolic, Logarithm, Exponential, Power, Root, etc.
8. UI/UX similar to Casio scientific calculator
9. Formula calculation including Quadratic formula, Standard Normal Distribution Probability, etc.

# Support

If you find any issues or have any suggestions, please feel free to contact me ([eefelix@yahoo.com.hk](mailto:eefelix@yahoo.com.hk)) or post your message on the support forum <https://github.com/eefelix/SFX-Calc-Public/issues>

# Usage

### Display

The calculator can display up to 10 main digits + 2 exponential digits. Various numeric formats can be displayed in different states of operation:

|  |  |
| --- | --- |
| Numeric format | The display will show ... |
| Integral |  |
| Decimal |  |
| Exponential |  |
| Fractional |  |
| Hexadecimal |  |
| Error |  |

The display has a top bar to indicate the current state of operation:

|  |  |
| --- | --- |
| When ... | The display will show ... |
| A non-zero value is stored in the non-volatile memory |  |
| The calculation has one operand fixed as constant |  |
| Performing Binary / Octal / Decimal / Hexadecimal calculation |  |
| Performing Trigonometric calculation with different angle unit (DEG / RAD / GRA) |  |
| Performing Formula calculation |  |

### Key

1. **All Cancel**

Clear the current operation

Clear the fixed constant operand

Clear the display result

Release the error state

Alterative function is to clear the 10 volatile memory spaces in additional to the all cancel functions

1. **Clear**

Clear the current entry for correction

1. **Alternative Function**

Enable alternative function from other function keys

1. **Mode Set**

: Normal computation mode

: Base-n mode for Binary / Octal / Decimal / Hexadecimal calculation

: Trigonometric calculation will be conducted with Degree unit

: Trigonometric calculation will be conducted with Radian unit

: Trigonometric calculation will be conducted with Gradian unit

Alterative function is to show the formula menu. After choosing the formula from the menu, the formula calculation will be executed

1. **to and Digits and dot**

Input numerals for integral and decimal value

1. **Exponent entry**

Input exponent of base 10

The value will be displayed in exponential format

1. **Plus**

Perform addition of the 1st (X) and 2nd (Y) operand:

Tapping twice will store the 1st (X) operand as constant (C) for subsequent addition:

Alternative function is to find the remainder of the 1st (X) operand divided by the 2nd (Y) operand:

1. **Minus**

Perform subtraction of the 1st (X) and 2nd (Y) operand:

Tapping twice will store the 1st (X) operand as constant (C) for subsequent subtraction:

1. **Multiply**

Perform multiplication of the 1st (X) and 2nd (Y) operand:

Tapping twice will store the 1st (X) operand as constant (C) for subsequent multiplication:

Alternative function is to raise the 1st (X) operand to the power of 2nd (Y) operand:

1. **Divide**

Perform division of the 1st (X) and 2nd (Y) operand:

Tapping twice will store the 1st (X) operand as constant (C) for subsequent multiplication:

Alternative function is to take 2nd (Y) operant root of 1st (X) operand:

1. **Equal**

Conduct the 2 operands calculation and display the result

Alternative function is to conduct percentage, premium, discount calculation

1. **Pi**

Recall the constant value pi (3.14 ...)

When the formula calculation is being executed, it is used to enter the input variables and to show the output results. The input variables and the output results will be stored into the volatile memory spaces (from (K0) to (K9)), so that when the formula is invoked next time, then the same calculation can be executed by just pressing this key without entering new values.

1. **Open bracket**

Open a new bracket to start prioritized calculation. Nesting of up to 99 pairs of brackets are allowed

1. **Close bracket**

Close the nearest bracket to finish prioritized calculation

1. **Store volatile memory**

Store the currently displayed value into one of the 10 volatile memory spaces

The volatile memory space can be selected from (K0) to (K9)

1. **Recall volatile memory**

Recall the value from one of the 10 volatile memory spaces

The volatile memory space can be selected from (K0) to (K9)

1. **Display value in engineering exponential format (forward direction)**

Display value with decimal point shifted and in the form of

Tapping subsequently will display the value in the form of so on

Alternative function is to conduct permutation of the 1st (X) and 2nd (Y) operand:

When the calculation mode is base-n, tapping can switch to Decimal and (Alternative function) Binary calculation

1. **Display value in engineering exponential format (reverse direction)**

Display value with decimal point shifted and in the form of

Tapping subsequently will display the value in the form of so on

Alternative function is to conduct combination of the 1st (X) and 2nd (Y) operand:

When the calculation mode is base-n, tapping can switch to Hexadecimal and (Alternative function) Octal calculation

1. **Factorial**

Calculate the factorial of the 1st (X) operand

Alternative function is to swap the 1st (X) and 2nd (Y) operand in the current calculation

When the calculation mode is base-n, then perform bitwise NOT operation of the 1st (X) operand

1. **Reciprocal**

Calculate the reciprocal of the 1st (X) operand

Alternative function is to swap the 1st (X) and selected volatile memory (K0 to K9)

When the calculation mode is base-n, then perform bitwise AND operation of the 1st (X) and 2nd (Y) operand

1. **Square root**

Calculate the square root of the 1st (X) operand

When the calculation mode is base-n, then perform bitwise OR operation of the 1st (X) and 2nd (Y) operand

1. **Square**

Calculate the square of the 1st (X) operand

When the calculation mode is base-n, then perform bitwise XOR operation of the 1st (X) and 2nd (Y) operand

1. **Common logarithm**

Calculate the common logarithm (base 10) of the 1st (X) operand

Alternative function is to calculate the value of 10 to the power of the 1st (X) operand

When the calculation mode is base-n, then perform bitwise XNOR operation of the 1st (X) and 2nd (Y) operand

1. **Natural logarithm**

Calculate the natural logarithm (base e=2.718...) of the 1st (X) operand

Alternative function is to calculate the value of e to the power of the 1st (X) operand

1. **Fraction**

Input the operand value in fractional format

The value will be displayed in fractional format. E.g. represents the fraction value

Alternative function is to calculate the improper fraction of the current fraction

When the calculation mode is base-n, then input numeral A for hexadecimal value

1. **Degree**

Input the degree value in sexagesimal scale. The value will be displayed in decimal format.

Alternative function is to display the value in degree format

When the calculation mode is base-n, then input numeral B for hexadecimal value

1. **Hyperbolic calculation**

Enable hyperbolic calculation with the subsequent key:

: Calculate the sinh (Alternative function is to calculate the inverse sinh) of the 1st (X) operand

: Calculate the cosh (Alternative function is to calculate the inverse cosh) of the 1st (X) operand

: Calculate the tanh (Alternative function is to calculate the inverse tanh) of the 1st (X) operand

When the calculation mode is base-n, then input numeral C for hexadecimal value

1. **Sine**

Calculate the sine value of the angle given in the 1st (X) operand in the current angle unit

Alternative function is to return the angle in the current angle unit from the arc-sine calculation of the 1st (X) operand

When the calculation mode is base-n, then input numeral D for hexadecimal value

1. **Cosine**

Calculate the cosine value of the angle given in the 1st (X) operand in the current angle unit

Alternative function is to return the angle in the current angle unit from the arc-cosine calculation of the 1st (X) operand

When the calculation mode is base-n, then input numeral E for hexadecimal value

1. **Tangent**

Calculate the tangent value of the angle given in the 1st (X) operand in the current angle unit

Alternative function is to return the angle in the current angle unit from the arc-tangent calculation of the 1st (X) operand

When the calculation mode is base-n, then input numeral F for hexadecimal value

1. **Sign**

Change the sign of the 1st (X) operand

When the calculation mode is base-n, then perform 2s complement operation of the 1st (X) operand for binary / octal / hexadecimal value

1. **Delete**

Delete the previous step(s) of entry

1. **Non-volatile memory recall**

Recall the value from the non-volatile memory (M)

Alterative function is to store the current displayed value into the non-volatile memory (M)

1. **Non-volatile memory plus**

Perform addition of the non-volatile memory (M) and 1st (X) operand:

Alterative function is to perform subtraction of the non-volatile memory (M) and 1st (X) operand:

### Limitation

The calculator has the following limitations:

1. If the calculation result is larger than , or smaller than , then error will be displayed
2. If the calculation result has absolute value smaller than , then error will be displayed
3. Nested-bracket can go up-to 99 level
4. In base-n mode, the binary value may range from -512 (1000000000b) to 511 (0111111111b); the decimal value may range from -9999999999 to 9999999999; the octal value may range from -536870912 (4000000000o) to 536870911 (3777777777o); the hexadecimal value may range from -2147483648 (80000000h) to 2147483647 (7FFFFFFFh)