Appendix A Using input forms

This example of setting time and date illustrates the use of input forms in the calculator. Some general rules:

- Use the arrow keys (•) to move from one field to the next in the input form.
- Use any the Soft menu key to see the options available for any given field in the input form.
- Use the arrow keys (•) to select the preferred option for a given field, and press the) soft menu key to make the selection.
- Press the stack display. You can also press the ENTER key or the ON key to close the input form.

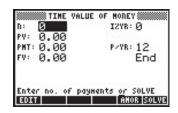
Example - Using input forms in the NUM.SLV menu

Before discussing these items in detail we will present some of the characteristics of the input forms by using input forms from the financial calculation application in the numerical solver. Launch the numerical solver by using

mussy (associated with the 7 key). This produces a choose box that includes the following options:



To get started with financial calculations use the down arrow key () to select item 5. Solve finance. Press (, to launch the application. The resulting screen is an input form with input fields for a number of variables (n, 1%YR, PV, PMT, FV).



In this particular case we can give values to all but one of the variables, say, n = 10, 1%YR = 8.5, PV = 10000, FV = 1000, and solve for variable PMT (the meaning of these variables will be presented later). Try the following:

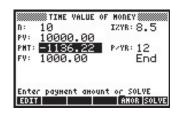
10 ■ Enter n = 10

8.5 ■ Enter l%YR = 8.5

10000 ■ Enter PV = 10000

Enter FV = 1000

The resulting screen is:



Select and solve for PMT

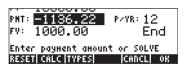
In this input form you will notice the following soft menu key labels:

Press to edit highlighted field

Amortization menu - option specific to this application

Press to solve for highlighted field

Pressing NXT we see the following soft menu key labels:



Reset fields to default values

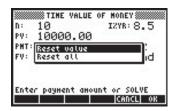
Press to access the stack for calculations

Press to determine the type of object in highlighted field

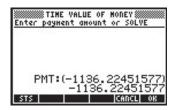
Cancel operation

Accept entry

If you press IIII you will be asked to select between the two options:

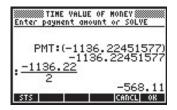


If you select *Reset value* only the highlighted value will be reset to the default value. If, instead, you select *Rest all*, all the fields will be reset to their default values (typically, 0). At this point you can accept your choice (press), or cancel the operation (press). Press in this instance. Press it to access the stack. The resulting screen is the following:



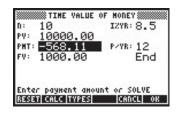
At this point, you have access to the stack, and the value last highlighted in the input form is provided for you. Suppose that you want to halve this value. The following screen follows in ALG mode after entering

1136.22/2:

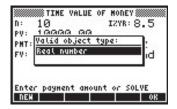


(In RPN mode, we would have used 1136.22 [NTER 2 [NTER \div).

Press [12] to enter this new value. The input form will now look like this:



Press to see the type of data in the PMT field (the highlighted field). As a result, you get the following specification:



This indicates that the value in the PMT field must be a real number. Press to return to the input form, and press L to recover the first menu. Next, press the key or the key to return to the stack. In this instance, the following values will be shown:

The top result is the value that was solved for PMT in the first part of the exercise. The second value is the calculation we made to redefine the value of PMT.