# Eqalc

## Convert math equations to functions.

v0.1.3 Tijme MIT

## **About**

I created this package, because I thought it was very annoying to have to write down the equation in both math notation and code. This package allows you to write down the equation in math notation and convert it to a function.

## Usage

You can use this package in two ways:

• You can set the equation equal to a variable, and then use it in one of the functions like this:

```
#let eq = $ y = 2x + 3 $
#eq // To show the equation
#math-to-table(eq)
```

• You can use a label to access the equation like this:

```
$ y = 2x + 3 $ <eq>
#context math-to-table(<eq>)
```

## Warning

Beware the you must use a unique label for each equation. And that you use a #context block to use a label.

- math-to-data()
- math-to-func()
- math-to-table()

#### math-to-data

Math to any data you might need.

Example:  $\#math-to-data(f(x)=x^2)$  will output:

```
#(
  func: #(x => calc.pow(x,2)),
  var: "x",
  var-math: $x$,
  x: "calc.pow(x,2)",
  x-math: $x^2$,
  fx: "f(x)",
  fx-math: $f(x)$,
  full-math: $f(x)=x^2$
)
```

#### **Parameters**

#### math-to-func

Creates a function from a math expression.

```
Example: \#math-to-func(x^2) will output \#(x \Rightarrow calc.pow(x,2)).
```

#### **Parameters**

```
math-to-func(math: content label) -> function

math      content or label
The math expression.
```

#### math-to-table

Creates a table of function values.

Example: #math-to-table(\$x^2\$, min: 1, max: 5, step: 1) will output:

But in an actual table.

#### **Parameters**

```
math-to-table(
  math: content label,
  min: integer,
  max: integer,
  step: integer,
  round: integer,
  name: content
) -> content
```

```
math content or label
```

The function to evaluate.

## min integer

The minimum value of the domain.

Default: 0

## max integer

The maximum value of the domain.

Default: 5

## step integer

The step size.

Default: 1

## round integer

The integer of decimal places to round to.

Default: 2

## name content

The name of the function. Defaults to the first part of the math expression.

Default: none

## **Utility functions**

- get-variable()
- label-to-math()
- math-to-str()
- split-equation()

## get-variable

Gets the main variable from a math expression.

#### **Parameters**

```
get-variable(math-str: string) -> string
```

## math-str string

The math expression.

#### label-to-math

Converts a label to a math expression.

## **Parameters**

```
label-to-math(label: label) -> content
```

```
label label
A label representing a math expression.
```

#### math-to-str

Converts math equations to strings.

## **Parameters**

```
math-to-str(
  eq: content label,
  get-first-part: boolean,
  depth: integer
) -> string
```

```
eq content or label

The math expression.
```

```
get-first-part boolean
```

Get the part before the equals sign. This is used to get the function name.

Default: false

```
depth integer
```

The depth of the recursion. Don't manually set this.

Default: 0

## split-equation

Split an equation into its left and right sides.

## **Parameters**

```
eq content or label
The equation to split.
```