Scientific Calculator v1.3.4 Documentation

By Sam Gleske

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1. Introduction

1.1. Welcome

1.2. Calculator Info

What is the Scientific Calculator v1.3.4?

Why is the version 1.x.x?

Other Fun Facts:

- File > Exit
- Edit > Copy
- Edit > Paste
- Conv > Bin > Dec
- Conv > Bin > Hex
- Conv > Dec > Bin
- Conv > Dec > Hex
- Conv > Hex > Bin
- Conv > Hex > Dec
- View > Standard • View > Scientific
- Help > Help
- *Help > About Calculator*

What changes have there been?

Future Plans?		
1.3. Compatible Browsers	S	
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Compatibility Tests Successfully tested browsers

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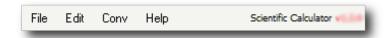
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Untested browsers (planned for testing)
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Test results
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Compatibility Alert!
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2. enu !el"

2.1. ! "er "iew

What is the menu?



What is a submenu?

File

Reload Close

What are submenu notations?

File Reload

File > *Reload*

2.2. #ile \$enu

What is the File Menu?



Functions of the File Menu:

- File > Reload
- File > Exit

2.3. %dit \$enu

What is the Edit Menu?



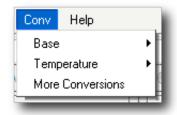
Functions of the Edit Menu:

- Edit > Copy
- Edit > Paste
- Edit > Group Equation
- *Edit* > *Round Answer*
- Edit > Float

____ Copy Paste

2.4. Con" \$enu

What is the Conv Menu?



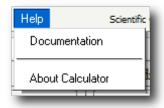
What does Conv mean?

Functions of the Conv Menu:

- Conv > Base
- Conv > Temperature
- Conv > Other Conversions

2.**&**. 'elp \$enu

What is the Help Menu?



Functions of the Help Menu:

- Help > Documentation
- Help > About

3. Button !el"

3.1. ! "er "iew

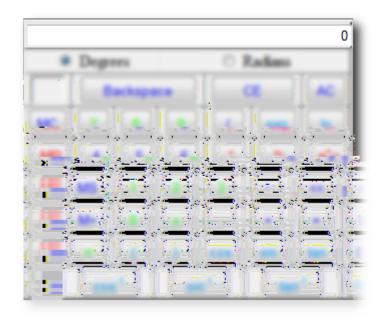
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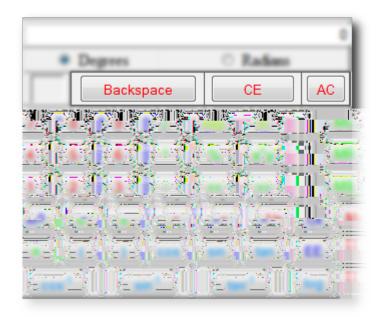
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Quick note before you proceed:



3.2. (eletion Buttons



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3.3. Basic	%)uations
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Rules:

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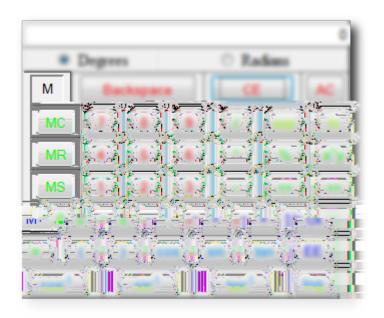
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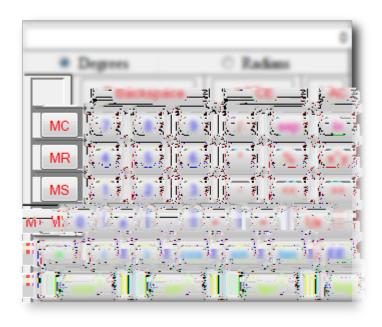
Example 1 (Storing in Memory):



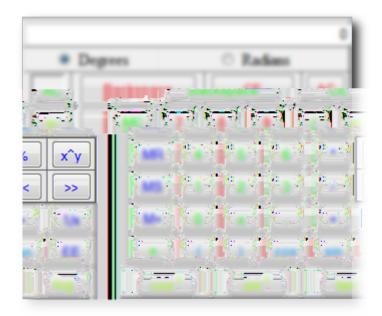
Exampe 2 (Recalling Memory):

Note: If you did not type in the + symbol then you would have gotten 4545. So don't for get to put an

Example 3 (Adding to Memory and then Clearing it):



3.&. *ower #unctions



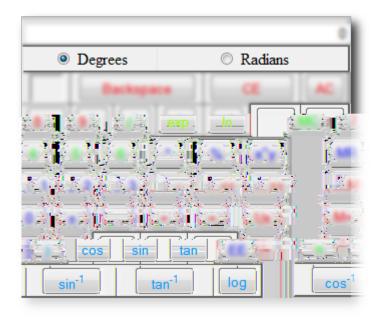
Modulo Operator

Examples of "x^y" functions:

Don't forget the a symbol goes between 2 algebraic functions like (8)*(8) Also all parenthesis have to be closed in order for any function to work

Bitwise Operations

3.+. Tri, onometric #unctions

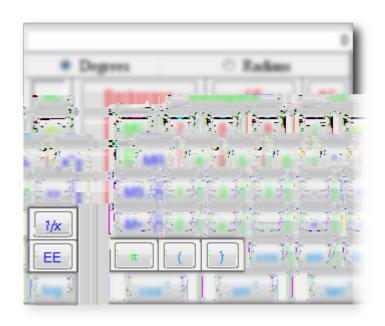


- At the top you can select a mode for the trig functions to be calculated in, Degrees or Radians. Depending on what you need to calculate is how you decide what mode you need to be in. Most commonly it's Degrees unless you're calculating angular kinematics or simple harmonic motion.
- \exp e^x
 - •
- · ln
- · log
- · cos
- · sin
- tan
- · cos⁻¹
- sin⁻¹
- tan⁻¹

Common Math rules

$$e^x$$
 $ln(x)$ $e^{ln(x)}=x$ $ln(e^x)=x$

3. -. \$iscellaneous



()
1/x
EE

4. \$icense Information

4.1. (isclaimer

%arnin&'

Do not assume Do not use

Rounding Errors:

Rounding errors are cause by different:

Example Equation:

The above warnings were modified from the <u>onlineconversion.com</u> license.

4.2. .icense

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