

### Completing the Square(translated by WKH)

Mode Selection: The program needs to be executed in COMP mode (real numbers), so after selecting the new program location, press 1 to choose COMP mode.

**Program Input Method:** (41 bytes)

?→A: ?→B: ?→C: - B<sup>↓</sup> (2A) →X: C - A Ans<sup>2</sup> →Y:

A $\blacktriangle$  - X $\blacktriangle$  Y $\blacktriangle$  X $\blacktriangle$  Y $\blacktriangle$

**Testing Example Equations:**  $y = -\frac{1}{3}x^2 + 12x - 121$

Press Prog, then press  $-\frac{1}{3}$  EXE -18 EXE -13.

Press EXE (displays  $-\frac{1}{3}$ ) EXE (displays -18) EXE (displays -13).

Therefore,  $y = -\frac{1}{3}(x - 18)^2 - 13$

Press EXE (displays 18) EXE (displays -13).

Therefore, the vertex point is  $x = 18$  and  $y = -13$ .