

Safety Precautions

Be sure to read the following safety precautions before using this calculator. Keep this manual handy for later reference.



This symbol is used to indicate information that can result in personal injury or material damage if ignored.

Batteries

- After removing the battery from the calculator, put it in a safe place where it will not get into the hands of small children and accidentally swallowed.
- Keep batteries out of the reach of small children. If accidentally swallowed, consult with a physician im-
- Never charge batteries, try to take batteries apart, or allow batteries to become shorted. Never expose batteries to direct heat or dispose of them by incineration
- Misuse of batteries can cause them to leak and damage nearby items, and can create the risk of fire and
- Always make sure that the battery's positive + and negative ⊖ ends are facing correctly when you load it into the calculator.
- Remove the battery if you do not plan to use the calculator for a long tim
- Use only the type of battery specified for this calculator in this manual

Disposing of the Calculator

- Never dispose of the calculator by burning it. Doing so can cause certain components to suddenly burst, creating the risk of fire and personal injury.
- The displays and illustrations (such as key markings) shown in this User's Guide are for illustrative purposes only, and may differ somewhat from the actual items they represent.

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· The contents of this manual are subject to change with-

Handling Precautions

- Even if the calculator is operating normally, replace the battery at least once every three years for the.

A dead battery can leak, causing damage to and malfunction of the calculator. Never leave a dead battery in the calculator.

- The battery that comes with this unit discharges slightly during shipment and storage. Because of this, it may require replacement sooner than the normal expected battery life.
- Low battery power can cause memory contents to become corrupted or lost completely. Always keep written records of all important data.
- · Avoid use and storage in areas subjected to temperature extremes.

Very low temperatures can cause slow display response, total failure of the display, and shortening of battery life. Also avoid leaving the calculator in direct sunlight, near a window, near a heater or anywhere else it might be exposed to very high temperatures. Heat can cause discoloration or deformation of the calculator's case, and damage to internal circuitry.

 Avoid use and storage in areas subjected to large amounts of humidity and dust.

Take care never to leave the calculator where it might be splashed by water or exposed to large amounts of humidity or dust. Such conditions can damage internal

- Never drop the calculator or otherwise subject it to strong impact.
- · Never twist or bend the calculator.

Avoid carrying the calculator in the pocket of your trousers or other tight-fitting clothing where it might be subjected to twisting or bending.

· Never try to take the calculator apart.

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· Never press the keys of the calculator with a ballpoint pen or other pointed object.

. Use a soft, dry cloth to clean the exterior of the calculator

If the calculator becomes very dirty, wipe it off with a cloth moistened in a weak solution of water and a mild neutral household detergent. Wring out all excess moisture before wiping the calculator. Never use thinner, benzene or other volatile agents to clean the calculator. Doing so can remove printed markings and can damage the case.

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■ Common and Natural Logarithms/

Two-line Display



The two-line display makes it possible to view both the calculation formula and its result at the same time.

- The upper line shows the calculation formula.
- . The lower line shows the result

A separator symbol is displayed every three digits when the integer part of the mantissa has more than three dig-

Before getting started...

Modes

Before starting a calculation, you must first enter the correct mode as indicated in the table below.

Perform this key operation:	To enter this mode:
MODE 1	COMP
MODE 2	SD
MODE 3	REG
	key operation:

- Pressing the most key more than once displays additional setup screens. Setup screens are described in the sections of this manual where they are actually used to change the calculator setup.
- In this manual, the name of the mode you need to enter in order to perform the calculations being described is indicated in the main title of each section.

Example: Statistical Calculations

Note!

• To return the calculation mode and setup to the initial defaults shown below, press SHIFT (CLR) (Mode)

Calculation Mode: COMP Angle Unit: Exponential Display Format: Norm 1 Fraction Display Format: ab/c Decimal Point Character:

• Mode indicators appear in the upper part of the display. Be sure to check the current calculation mode (SD_REG) COMP) and angle unit setting (Deg, Rad, Gra) before beginning a calculation.

■ Input Capacity

- The memory area used for calculation input can hold 79 "steps." One step is taken up each time vou press a A suff or key operation does not take up a step, so inputting for example, takes up only one step.
- You can input up to 79 steps for a single calculation. Whenever you input the 73rd step of any calculation, the cursor changes from "_" to "■" to let you know memory is running low. If you need to input more than 79 steps, you should divide your calculation into two or more parts.
- Pressing the Ans key recalls the last result obtained, which you can use in a subsequent calculation. See "Answer Memory" for more information about using the Ans key.

■ Making Corrections During Input

- Use and ▶ to move the cursor to the location you want.
- Press to delete the number or function at the current
- cursor position.

 Press [IIIS] to change to an insert cursor [3]. Inputting something while the insert cursor is on the display inserts the input at the insert cursor position.
- Pressing [MS], or lareturns to the normal cursor from the insert cursor.

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■ Replay Function • Every time you perform a calculation, the replay function stores the calculation formula and its result in replay memory. Pressing the key displays the formula and

again back steps sequentially (new-to-old) through past calculations.

result of the calculation you last performed. Pressing

- culation is on the display changes to the editing screen.

 Pressing the ◀ or ▶ key immediately after you finish a calculation displays the editing screen for that calcula-
- Pressing does not clear replay memory, so you can recall the last calculation even after you press Ac.
- Replay memory capacity is 128 bytes for storage of both expressions and results
- Replay memory is cleared by any of the following ac-

When you press the N key

When you initialize modes and settings by pressing [SLR] 2 (or 3)

When you change from one calculation mode to another When you turn off the calculator.

■ Error Locator

• Pressing D or d after an error occurs displays the calculation with the cursor positioned at the location where the error occurred.

■ Multi-statements

A multi-statement is an expression that is made up of two or more smaller expressions, which are joined using a colon

• Example: To add 2 + 3 and then multiply the result by 4



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■ Exponential Display Formats

This calculator can display up to 10 digits. Larger values are automatically displayed using exponential notation. In the case of decimal values, you can select between two formats that determine at what point exponential notation is used.

• To change the exponential display format, press the [MODE] key a number of times until you reach the exponential display format setup screen shown below.

• Press 3. On the format selection screen that appears. press 1 to select Norm 1 or 2 for Norm 2.

• Norm 1

With Norm 1, exponential notation is automatically used for integer values with more than 10 digits and decimal values with more than two decimal places.

Norm 2

With Norm 2, exponential notation is automatically used for integer values with more than 10 digits and decimal values with more than nine decimal places.

· All of the examples in this manual show calculation results using the Norm 1 format.

■ Decimal Point and Separator Symbols

You can use the display setup (Disp) screen to specify the symbols you want for the decimal point and 3-digit sepa-

• To change the decimal point and separator symbol setting, press the week key a number of times until you reach the setup screen shown below.



• Display the selection screen.

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• Press the number key (1 or 2) that corresponds to the setting you want to use.

1 (Dot): Period decimal point, comma separator 2 (Comma): Comma decimal point, period separator

■ Initializing the Calculator

· Perform the following key operation when you want to initialize the calculation mode and setup, and clear replay memory and variables.

SHIFT CLR 3 (AII)

Basic Calculations

COMP

■ Arithmetic Calculations

Use the work key to enter the COMP Mode when you want to perform basic calculations COMP

- Negative values inside of calculations must be enclosed within parentheses. For details, see "Order of Operations."
- It is not necessary to enclose a negative exponent within

 $\sin 2.34 \times 10^{-5} \rightarrow \frac{\sin 2.34}{(-)} = 5$

• Example 1: $3\times(5\times10^{-9}) = 1.5\times10^{-8}$

3 X 5 EXP (-) 9 =

• Example 2: $5 \times (9+7) = 80$ 5 🗶 (9 🛨 7)

You can skip all operations before .

■ Fraction Operations

Fraction Calculations

· Values are displayed in decimal format automatically whenever the total number of digits of a fractional value (integer + numerator + denominator + separator marks)

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Conversion

• Example: $1\frac{2}{3} \leftrightarrow \frac{5}{3}$

1 a½ 2 a½ 3 **=** .3 ر2 ر1 SHIFT d/c 5_3. SHIFT d/c .3 ر2 ر1

- You can use the display setup (Disp) screen to specify the display format when a fraction calculation result is greater than one.
- To change the fraction display format, press the most key a number of times until you reach the setup screen shown

Disp

- Display the selection screen.
- Press the number key (1 or 2) that corresponds to the setting you want to use.

1 (ab/c): Mixed fraction 2(d/c): Improper fraction

· An error occurs if you try to input a mixed fraction while the d/c display format is selected.

■ Percentage Calculations

• Example 1: To calculate 12% of 1500 (180)

1500 X 12 SHIFT %

• Example 2: To calculate what percentage of 880 is 660 (75%)

660 **₹** 880 SHIFT %

• Example 3: To add 15% onto 2500 (2875)

2500 X 15 SHIFT % +

• Example 4: To discount 3500 by 25% (2625)

3500 🔀 25 आ 🥌 🗖

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• Example 5: To discount the sum of 168, 98, and 734 by 168 + 98 + 734 = Ans SHIFT STO A

ALPHA A × 20 SHIFT % -

- · As shown here, if you want to use the current Answer Memory value in a mark up or discount calculation, you need to assign the Answer Memory value into a variable and then use the variable in the mark up/discount calculation. This is because the calculation performed when % is pressed stores a result to Answer Memory before the **k**ey is pressed.
- Example 6: If 300 grams are added to a test sample originally weighing 500 grams, what is the percentage increase in weight?

300 **±** 500 SHIFT %

• Example 7: What is the percentage change when a value is increased from 40 to 46? How about to 48?

(15%, 20%) 46 40 SHIFT %

■ Degrees, Minutes, Seconds Calculations

- You can perform sexagesimal calculations using degrees (hours), minutes, and seconds, and convert between sexagesimal and decimal values.
- Example 1: To convert the decimal value 2.258 to a sexagesimal value and then back to a decimal value

2.258 2.258 2°15°28.8 2.258

• Example 2: To perform the following calculation: 12°34'56" × 3.45

12 ··· 34 ··· 56 ··· 🗶 3.45 🖨 43°24°31.2

SHIFT 10^x 1.5

12 x^3

FIX. SCI. RND

• To change the settings for the number of decimal places, the number of significant digits, or the exponential display format, press the More key a number of times until you reach the setup screen shown below.

Fix Sci Norm

• Press the number key (1,2, or 3) that corresponds to the setup item you want to change.

(Fix): Number of decimal places (Sci): Number of significant digits (Norm): Exponential display format

• Example 1: 200 ÷ 7 × 14 =

200 **7 X** 14 **E** 400. MODE ---- 1 (Fix) 3 400 000 (Internal calculation continues 200 🖶 7 🖃 28.571 usina 12 diaits.) X 14 🗏 [400.000

The following performs the same calculation using the specified number of decimal places

200 🖨 7 🗖 28.571 28.571 (Internal rounding) X 14 🗷 🛚 399.994

- Press (Norm) 1 to clear the Fix specifica
- \bullet Example 2: 1 \div 3, displaying result with two significant

MODE ---- 2 (Sci) 2 1 ⇌ 3 ■ • Press (Norm) 1 to clear the Sci specifica

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Memory Calculations COMP

Use the Moos key to enter the COMP Mode when you want to perform a calculation using memory. COMP

■ Answer Memory

- Whenever you press
 after inputting values or an expression, the calculated result automatically updates Answer Memory contents by storing the result.
- In addition to , Answer Memory contents are also updated with result whenever you press [96], M+, SHIFT M-, or SHET STO followed by a letter (A through F, or M, X,
- You can recall Answer Memory contents by pressing Ans. Answer Memory can store up to 12 digits for the mantissa and two digits for the exponent.
- Answer Memory contents are not updated if the operation performed by any of the above key operations results in an error.

■ Consecutive Calculations

- You can use the calculation result that is currently on the display (and also stored in Answer Memory) as the first value of your next calculation. Note that pressing an operator key while a result is displayed causes the displayed value to change to Ans, indicating it is the value that is currently stored in Answer Memory.
- The result of a calculation can also be used with a subsequent_Type A function $(x^2, x^3, x^{-1}, x!, DRG \triangleright), +, -,$ $^{\wedge}(x^{y}), ^{x}\sqrt{}, \times, \div, nPr \text{ and } nCr.$

■ Independent Memory

- Values can be input directly into memory, added to memory, or subtracted from memory. Independent memory is convenient for calculating cumulative totals.
- Independent memory uses the same memory area as
- To clear independent memory (M), input

 [STO M] (M+).

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• Example:

23 **+** 9 SHIFT STO M (M+) 23 + 9 = **32** 53 🗖 6 M+ 53 - 6 = 4745 🗶 2 SHIFT M--) 45 \times 2 = **90** (Total) -11 RCL M (M+)

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2 @ 3 🛨 1 @ 5 🖃

· Results of calculations that mix fraction and decimal val-

• Use the operation shown below to convert calculation

· Note that conversion can take as long as two seconds

 $= \frac{11}{4}$ SHIFT d/c

1 🐠 2 🖪

2.75

results between decimal values and fraction values.

• Example 1: 2.75 = $2\frac{3}{4}$ (Decimal \rightarrow Fraction)

• Example 2: $\frac{1}{2} \leftrightarrow 0.5$ (Fraction \leftrightarrow Decimal)

Decimal ↔ Fraction Conversion

1 @ 2 @ 3 **=** 4_ 11_12.

2 [a½] 4 🖪

2.75

.4 ر3 ر2

11_4.

1_2.

0.5

1_2.

1 @ 2 🖶 1.6 🖃

• Example 2: $3\frac{1}{4} + 1\frac{2}{3} = 4\frac{11}{12}$

• Example 4: $\frac{1}{2}$ +1.6 = 2.1

ues are always decimal.

• Example 3: 2

■ Variables

- There are nine variables (Athrough F, M, X and Y), which can be used to store data, constants, results, and other values.
- Use the following operation to delete data assigned to a particular variable: 0 SHIFT STO A. This operation deletes the data assigned to variable A.
- · Perform the following key operation when you want to clear the values assigned to all of the variables.

SHIFT CLR 1 (McI) • Example: <u>193.2</u> ÷ 23 = **8.4**

> <u>193.2</u> ÷ 28 = **6.9** 193.2 SHIFT STO A 🖶 23 🖃 ALPHA A : 28 =

Scientific Function COMP Calculations

Use the we kev to enter the COMP Mode when you want to perform scientific function calculations. COMP

- · Certain types of calculations may take a long time to complete.
- Wait for the result to appear on the display before starting the next calculation.
- π = 3.14159265359

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■ Trigonometric/Inverse Trigonometric **Functions**

• To change the default angle unit (degrees, radians, grads), press the week key a number of times until you reach the angle unit setup screen shown below.

 Press the number key (1, 2, or 3) that corresponds to the angle unit you want to use.

$$(90^\circ = \frac{\pi}{2} \text{ radians} = 100 \text{ grads})$$

• Example 1: sin 63°52′41″ = 0.897859012

• Example 2: $\cos\left(\frac{\pi}{3} \operatorname{rad}\right) = 0.5$ MODE 2 (Bad)

• Example 3: $\cos^{-1} \frac{\sqrt{2}}{2} = 0.25 \pi \, (\text{rad}) \left(= \frac{\pi}{4} \, (\text{rad}) \right)$

SHIFT $\cos^{-1}(\sqrt{2} + 2)$ Ans \div SHIFT π

• Example 4: $tan^{-1} 0.741 = 36.53844577^{\circ}$

MODE ---- 1 (Deg) SHIFT (tan 0,741

■ Hyperbolic/Inverse Hyperbolic **Functions**

• Example 1: sinh 3.6 = 18.28545536 hyp sin 3.6

• Example 2: sinh⁻¹ 30 = 4.094622224

hyp SHIFT Sin 30

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■ Common and Natural Logarithms/ Antilogarithms log 1.23

• Example 1: log 1.23 = 0.089905111 • Example 2: In 90 (= log 90) = 4.49980967

In 90 ■

In ALPHA (e) ln e = 1

• Example 3: $e^{10} = 22026.46579$ SHIFT (ex) 10

• Example 4: 10^{1.5} = 31.6227766 2 🔼 🗀 3 🖃 • Example 5: $2^{-3} = 0.125$

• Example 6: $(-2)^4 = 16$ • Negative values inside of calculations must be enclosed within parentheses. For details, see "Order of Operations."

■ Square Roots, Cube Roots, Roots, Squares, Cubes, Reciprocals, Factorials. Random Numbers, π , and Permutation/Combination

• Example 1: $\sqrt{2} + \sqrt{3} \times \sqrt{5} = 5.287196909$ ▼2**+**▼3**×**▼5**=**

• Example 2: $\sqrt[3]{5} + \sqrt[3]{-27} = -1.290024053$ SHIFT * 5 + SHIFT * ((-) 27)

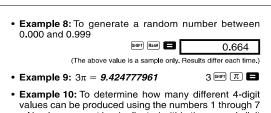
• Example 3: $\sqrt[7]{123}$ (= $123^{\frac{1}{7}}$) = 1.988647795 7 SHIFT 🔽 123 🖪

• Example 4: 123 + 30² = **1023** 123 **1** 30 x^2

• Example 5: 12³ = 1728 • Example 6: _____ = 12

 $(3x^{-1} - 4x^{-1})x^{-1} =$ 8 SHIFT x! • Example 7: 8! = 40320

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 Numbers cannot be duplicated within the same 4-digit (840)

value (1234 is allowed, but 1123 is not). 7 SHIFT (nPr) 4 🖪

• Example 11: To determine how many different 4-member groups can be organized in a group of 10 individuals

10 ncr 4

■ Angle Unit Conversion

• Press INFT INFO to display the following menu.

D R 2

• Pressing 1, 2, or 3 converts the displayed value to the corresponding angle unit.

• Example: To convert 4.25 radians to degrees

MODE ----- 1 (Deg) 4.25 SHIFT (R) (R) 4.25r 243.5070629

\blacksquare Coordinate Conversion (Pol (x, y), Rec (r, θ)

- · Calculation results are automatically assigned to vari-
- Example 1: To convert polar coordinates (r=2, $\theta=60^{\circ}$) to rectangular coordinates (x, y) (Deg)

SHIFT Rec(2 , 60) = y = 1.732050808RCL F • Press RCL **E** to display the value of x, or RCL **F** to dis-

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play the value of v.

• Example 2: To convert rectangular coordinates $(1, \sqrt{3})$ to polar coordinates (r,θ) (Rad)

Pol(1 , \(\sigma \) 3) r = 2 $\theta = 1.047197551$

ullet Press ${ t RCL}$ ${ t E}$ to display the value of r, or ${ t RCL}$ ${ t F}$ to display the value of θ .

■ Engineering Notation Calculations

• Example 1: To convert 56,088 meters to kilometers 56088 E ENG \rightarrow 56.088 $\times 10^3$

• Example 2: To convert 0.08125 grams to milligrams

→ **81.25** ×10⁻³ 0.08125 ENG (ma)

Statistical	
Calculations	



⊂SD-

Standard Deviation

Use the Mode key to enter the SD Mode when you want to perform statistical calculations using standard deviation.

MODE 2 SD • In the SD Mode and REG Mode, the M+ key operates as

the 🖭 key. • Always start data input with with [CLR 1 (Scl)] to clear statistical memory

 Input data using the key sequence shown below. <x-data> **□**T

• Example: Atmospheric Pressure vs. Temperature

Atmospheric Pressure

• Input data is used to calculate values for n, Σx , Σx^2 , \bar{x} , σ_n and σ_{n-1} , which you can recall using the key operations noted nearby.

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Perform linear regression to de-

To recall this type of value:	Perform this key operation:
Σx^2	SHIFT S-SUM 1
$\sum x$	SHIFT S-SUM 2
n	SHIFT S-SUM 3
\bar{x}	SHIFT S-VAR 1
σ_n	SHIFT S-VAR 2
⊙ n-1	SHIFT S-VAR 3

• **Example:** To calculate σ_{n-1} , σ_n , \bar{x} , n, Σx , and Σx^2 for the following data: 55, 54, 51, 55, 53, 53, 54, 52

In the SD Mode: SHIFT CLR 1 (ScI) (Stat clear) 55 DT Each time you press ot to register your input the number of data input up to that point is

indicated on the display (n value)

SHIFT S-SUM 1

54 DT 51 DT 55 DT 53 DT DT 54 DT 52 DT SHIFT S-VAR 3 Sample Standard Deviation $(G_{n-1}) = 1.407885953$ SHIFT S-VAR 2 Population Standard Deviation ($\mathbf{O}n$) = 1.316956719 SHIFT S-VAR 1 Arithmetic Mean $(\bar{x}) = 53.375$ SHIFT S-SUM 3 Number of Data (n) = 8SHIFT S-SUM 2 Sum of Values $(\Sigma x) = 427$

Sum of Squares of Values (Σx^2) = **22805 Data Input Precautions**

- DT DT inputs the same data twice.
- You can also input multiple entries of the same data using . To input the data 110 ten times, for example, press 110 SHIFT ; 10 DT
- You can perform the above key operations in any order. and not necessarily that shown above
- · While inputting data or after inputting data is complete, you can use the ▲ and ▼ keys to scroll through data you have input. If you input multiple entries of the same data using shift to specify the data frequency (number of data items) as described above, scrolling through data shows both the data item and a separate screen for the data frequency (Freq).

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 You can then edit the displayed data, if you want. Input the new value and then press the key to replace the old value with the new one. This also means that if you want to perform some other operation (calculation, recal of statistical calculation results, etc.), you should always press the AC key first to exit data display.

• Pressing the DT key instead of after changing a value on the display registers the value you input as a new data item, and leaves the old value as it is

 You can delete a data value displayed using ▲ and ▼ by pressing SHFT CL. Deleting a data value causes all values following it to be shifted up.

• Data values you register are normally stored in calculator memory. The message "Data Full" appears and you will not be able to input any more data if there is no memory left for data storage. If this happens, press the key to display the screen shown below.

EditOFF ESC

Press 2 to exit data input without registering the value you just input.

Press 1 if you want to register the value you just input. without saving it in memory. If you do this, however, you will not be able to display or edit any of the data you have input.

• To delete data you have just input, press [SIIII] CL.

 After inputting statistical data in the SD Mode or REG Mode, you will be unable to display or edit individual data items any longer after perform either the following operations.

Changing to another mode

Changing the regression type (Lin, Log, Exp, Pwr, Inv,

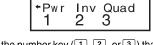
Regression Calculations

Use the Moot key to enter the REG Mode when you want to perform statistical calculations using regression.

⊂REG⊃

- In the SD Mode and REG Mode, the M+ key operates as the DT key.
- Entering the REG Mode displays screens like the ones





• Press the number key (1,2, or3) that corresponds to the type of regression you want to use.

1 (Lin): Linear regression 2 (Log): Logarithmic regression

3 (Exp): Exponential regression

Power regression ▶ 2 (Inv): Inverse regression

▶ 3 (Quad): Quadratic regression

• Always start data input with shift CLR 1 (ScI) = to clear statistical memory.

· Input data using the key sequence shown below. <x-data> • <y-data> • T

• The values produced by a regression calculation depend on the values input, and results can be recalled using the key operations shown in the table below.

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To recall this type of value: Perform this key operation: SHIFT S-SUM 1 Σx SHIFT S-SUM 2 SHIFT S-SUM 3 SHIFT S-SUM 1 Σy^2 SHIFT S-SUM 🕨 2 Σy SHIFT S-SUM 3 $\sum xv$ SHIFT S-VAR 1 SHIFT S-VAR 2 $x\sigma_n$ SHIFT S-VAR 3 $x\sigma_{n-1}$ SHIFT S-VAR 1 SHIFT S-VAR 2 $v\sigma_n$ SHIFT S-VAR 3 V**O**_{n-1} Regression coefficient A SHIFT S-VAR 1 Regression coefficient B Regression calculation other than quadratic regression SHIFT S-VAR 3 Correlation coefficient r SHIFT S-VAR 1 SHIFT S-VAR 2

 The following table shows the key operations you should use to recall results in the case of quadratic regression.

To recall this type of value:	Perform this key operation:
Σx^3	SHIFT S-SUM 1
$\sum x^2y$	SHIFT S-SUM 2
Σx^4	SHIFT S-SUM 🕨 🕽
Regression coefficient C	SHIFT S-VAR 🕨 🕽
\hat{X} 1	SHIFT S-VAR 1
\hat{X}_2	SHIFT S-VAR 2
ŷ	SHIFT S-VAR

• The values in the above tables can be used inside of expressions the same way you use variables.

• Linear Regression

• The regression formula for linear regression is: y = A + Bx

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termine the regression formula 10°C | 1003 hPa terms and correlation coefficient 15°C 1005 hPa for the data nearby. Next, use 20°C 1010 hPa the regression formula to esti-25°C 1011 hPa mate atmospheric pressure at 30°C 1014 hPa _5°C and temperature at 1000 hPa. Finally, calculate the coefficient of determination (r^2) and sample covariance $\sum xy - n \cdot \bar{x} \cdot \bar{y}$ n-1In the REG Mode: 1 (Lin) SHIFT CLR 1 (ScI) (Stat clear) 10 • 1003 DT Each time you press T to register your input. mber of data input up to that point is indicated on the display (n value) 15 • 1005 🖭 20 1010 DT 25 1011 DT 30 • 1014 DT SHIFT S-VAR 1 Regression Coefficient A = 997.4 SHIFT S-VAR 2 Regression Coefficient B = 0.56 SHIFT S-VAR 3 Correlation Coefficient r = 0.982607368Atmospheric Pressure at -5°C = 994 6 ((-) 5) SHIFT S-VAR | | 2 | Temperature at 1000 hPa = 4.642857143 1000 SHIFT S-VAR | | | | | | | | | | | | | | | Coefficient of Determination = 0.96551724 SHIFT S-VAR \blacktriangleright \bullet 3 χ^2 (SHIFT S-SUM 3 Sample Covariance = 35 SHIFT S-SUM 3 X SHIFT S-VAR 1 X (SHIFT S-SUM 3 - 1)

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• Logarithmic, Exponential, Power, and Inverse Regression

· Use the same key operations as linear regression to recall results for these types of regression.

• The following shows the regression formulas for each type of regression.

Logarithmic Regression	$y = A + B \cdot \ln x$
Exponential Regression	$y = A \cdot e^{B \cdot x} (\ln y = \ln A + Bx)$
Power Regression	$y = A \cdot x^B (\ln y = \ln A + B \ln x)$
Inverse Regression	$y = A + B \cdot {}^{1}/x$

Quadratic Regression

• The regression formula for quadratic regression is: $v = A + Bx + Cx^2$.

• Example:

x_i	y_i	renomi qu
29	1.6	termine the for the dat
50	23.5	regression
74	38.0	values for 5
103	46.4	$x_i = 16 \text{ and}$
118	48.0	for $y_i = 20$.

Perform quadratic regression to dee regression formula terms ta nearby. Next, use the formula to estimate the (estimated value of v) for nd \hat{x} (estimated value of x)

In the REG Mode:

▶ 3 (Quad)	
SHIFT CLR 1 (ScI) (Stat clear)	
29	• 1.6 🖭 50 🕟 23.5 🖭
74 🕠	38.0 🖭 103 🕠 46.4 🖭
	118 🔈 48.0 🖭
Regression Coefficient A = -35.59856934	SHIFT S-VAR 1
Regression Coefficient B = 1.495939413	SHIFT S-VAR 2

Regression Coefficient C = $-6.71629667 \times 10^{-3}$		
	SHIFT S-VAR 3	
\hat{y} when xi is $16 = -13.38291067$	16 SHIFT S-VAR D D 3	
\hat{x} 1 when yi is 20 = 47.14556728	20 SHIFT S-VAR D 1	
\hat{x} 2 when yi is 20 = 175.5872105	20 SHIFT S-VAR 🕨 🕨 🔼 🔳	

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Data Input Precautions • DT DT inputs the same data twice.

 You can also input multiple entries of the same data using shift . To input the data "20 and 30" five times, for example, press 20 30 SHIFT ; 5 DT.

F-22

- The above results can be obtained in any order, and not necessarily that shown above.
- Precautions when editing data input for standard deviation also apply for regression calculations.
- Do not use variables A through F, X, or Y to store data when performing statistical calculations. These variables are used for statistical calculation temporary memory, so any data you may have assigned to them may be replaced by other values during statistical calculations
- Entering the REG Mode and selecting a regression type (Lin, Log, Exp, Pwr, Inv, Quad) clear variables A through F, X, and Y. Changing from one regression type to another inside the REG Mode also clears these variables.

Technical Information

■ When you have a problem.....

If calculation results are not what you expect or if an error occurs, perform the following steps.

- 1. Press [CLR] 2 (Mode) (Mode) and
- 2. Check the formula you are working with to confirm it is correct. 3. Enter the correct mode and try performing the calcula-

If the above steps do not correct the problem, press the (IN) key. The calculator performs a self-check operation and deletes all data stored in memory if any abnormality is detected. Make sure you always keep written copies of all

■ Error Messages

tion again

The calculator is locked up while an error message is on the display. Press 🕰 to clear the error, or press 🗹 or 🕨 to display the calculation and correct the problem. See "Error Locator" for details.

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Math ERROR

• Causes

· Calculation result is outside the allowable calculation

• An attempt to perform a function calculation using a value that exceeds the allowable input range.

· An attempt to perform an illogical operation (division by zero, etc.)

Action

• Check your input values and make sure they are all within the allowable ranges. Pay special attention to values in any memory areas you are using.

Stack ERROR

• Cause

• The capacity of the numeric stack or operator stack is

• Simplify the calculation. The numeric stack has 10 levels and the operator stack has 24 levels.

• Divide your calculation into two or more separate parts.

Syntax ERROR

• Cause

· An attempt to perform an illegal mathematical opera-

Action

sor located at the location of the error and make re-

Arg ERROR

• Cause

• Improper use of an argument

Action

the error and make required corrections.

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■ Order of Operations

Calculations are performed in the following order of prec-

- ① Coordinate transformation: Pol (x, y), Rec (r, θ)

② Type A functions:
With these functions, the value is entered and then the function key is pressed.

$$x^3, x^2, x^{-1}, x!, \circ, "$$

 $\hat{x}, \hat{x}_1, \hat{x}_2, \hat{y}$

Angle unit conversions (DRG►)

- (3) Powers and roots: $^{\land}(x^y)$, $^x \lor$
- \bigcirc Abbreviated multiplication format in front of π , e (natural logarithm base), memory name, or variable name: 2π , 3e, 5A, πA , etc.
- 6 Type B functions:

With these functions, the function key is pressed and then the value is entered.

- $^{-1}$, log, ln, e^x , 10 x , sin, cos, tan, sin $^{-1}$, cos $^{-1}$, tan^{-1} , sinh, cosh, tanh, sinh $^{-1}$, cosh $^{-1}$, tanh $^{-1}$, (-) Abbreviated multiplication format in front of Type B func-
- tions: $2\sqrt{3}$, Alog2, etc. ® Permutation and combination: nPr, nCr

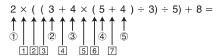
- Operations of the same precedence are performed from right to left. $e^x \ln \sqrt{120} \rightarrow e^x \{\ln(\sqrt{120})\}$
- Other operations are performed from left to right.
- Operations enclosed in parentheses are performed first.
- When a calculation contains an argument that is a negative number, the negative number must be enclosed within parentheses. The negative sign (-) is treated as a Type B function, so particular care is required when the calculation includes a high-priority Type A function, or power or root operations.

Example: $(-2)^4 = 16$ $-2^4 = -16$

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■ Stacks

This calculator uses memory areas, called "stacks," to temporarily store values (numeric stack) and commands (command stack) according to their precedence during calculations. The numeric stack has 10 levels and the command stack has 24 levels. A stack error (Stack ERROR) occurs whenever you try to perform a calculation that is so complex that the capacity of a stack is exceeded.



Numeric Stack Command Stack

1	2	
2	3	
3	4	
4	5	
⑤	4	

Command Sta			
	1	×	
	2	(
	3	(
	4	+	
	5	×	
	6	(
	7	+	

· Calculations are performed in sequence according to "Order of Operations." Commands and values are deleted from the stack as the calculation is performed.

E-30

■ Input Ranges

Internal digits: 12

Accuracy \vdots As a rule, accuracy is ± 1 at the 10th digit.

RAD GRA DEG RAD DEG RAD GRA GRA GRA GRA O≦ x	$\begin{array}{l} 0 \! \le x \! \le \! 4.499999999 \! \times \! 10^{10} \\ 0 \! \le x \! \le \! 785398163.3 \\ 0 \! \le x \! \le \! 4.999999999 \! \times \! 10^{10} \\ 0 \! \le x \! \le \! 4.500000008 \! \times \! 10^{10} \\ 0 \! \le x \! \le \! 785398164.9 \\ 0 \! \le x \! \le \! 5.000000009 \! \times \! 10^{10} \\ \text{Same as sin}x, \text{ except when } x \! = \! (2n\! -\! 1) \! \times \! 90. \\ \text{Same as sin}x, \text{ except when } x \! = \! (2n\! -\! 1) \! \times \! 7/2 \\ \text{Same as sin}x, \text{ except when } x \! = \! (2n\! -\! 1) \! \times \! 100 \\ s \! \le \! 1 \end{array}$
GRA DEG RAD GRA DEG RAD GRA DEG RAD GRA O≤ x	$0 \le x \le 4.999999999 \times 10^{10}$ $0 \le x \le 4.500000008 \times 10^{10}$ $0 \le x \le 785398164.9$ $0 \le x \le 5.00000009 \times 10^{10}$ Same as $\sin x$, except when $ x = (2n-1) \times 90$. Same as $\sin x$, except when $ x = (2n-1) \times \pi/2$ Same as $\sin x$, except when $ x = (2n-1) \times 10$
DEG RAD GRA DEG RAD GRA 0≤ x	$0 \le x \le 4.500000008 \times 10^{10}$ $0 \le x \le 785398164.9$ $0 \le x \le 5.000000009 \times 10^{10}$ Same as sinx, except when $ x = (2n-1) \times 90$. Same as sinx, except when $ x = (2n-1) \times \pi/2$ Same as sinx, except when $ x = (2n-1) \times 100$
RAD DEG RAD GRA 0≤ x	$0 \le x \le 785398164.9$ $0 \le x \le 5.000000009 \times 10^{10}$ Same as $\sin x$, except when $ x = (2n-1) \times 90$. Same as $\sin x$, except when $ x = (2n-1) \times \pi/2$ Same as $\sin x$, except when $ x = (2n-1) \times 100$
GRA DEG RAD GRA 0≤ x	$0 \le x \le 5.00000009 \times 10^{10}$ Same as $\sin x$, except when $ x = (2n-1) \times 90$. Same as $\sin x$, except when $ x = (2n-1) \times \pi/2$. Same as $\sin x$, except when $ x = (2n-1) \times 100$.
DEG RAD GRA 0≦ x	Same as sin x , except when $ x =(2n-1)\times 90$. Same as sin x , except when $ x =(2n-1)\times \pi/2$. Same as sin x , except when $ x =(2n-1)\times 100$.
RAD GRA 0≦ x	Same as $\sin x$, except when $ x = (2n-1) \times \pi/2$ Same as $\sin x$, except when $ x = (2n-1) \times 100$
GRA 0≦ <i>x</i>	Same as $\sin x$, except when $ x = (2n-1) \times 10$
0≦ <i>x</i>	
	<u>≦</u> 1
0≦ <i>x</i>	· ·
	≦9.999999999×10 ⁹⁹
0≦ x ≦230.2585092	
	, =====
0≦ <i>x</i>	≦4.999999999×10 ⁹⁹
1≦ <i>x</i> ≅	≦4.999999999×10 ⁹⁹
0≦ <i>x</i>	≤9.99999999×10 ⁹⁹
0≦ <i>x</i>	≤9.999999999×10 ⁻¹
0< x	≦9.99999999×10 ⁹⁹
-9.99	$9999999 \times 10^{99} \le x \le 99.99999999$
-9.99	$9999999 \times 10^{99} \le x \le 230.2585092$
0≦ <i>x</i> ·	< 1 × 10 ¹⁰⁰
$ x < 1 \times 10^{50}$	
x < 1	1×10^{100} ; $x \neq 0$
x < 1	1× 10 ¹⁰⁰
0≦ <i>x</i> :	\leq 69 (x is an integer)
	$< 1 \times 10^{10}, 0 \le r \le n \ (n, r \text{ are integers})$ $!!/(n-r)! < 1 \times 10^{100}$
1 1 1 1 1 1	$0 \le x $ $0 \le x$ $0 \le x$ $ x < x$

Functions	Input Range
nCr	$0 \le n < 1 \times 10^{10}, 0 \le r \le n \ (n, r \text{ are integers})$
	$1 \le [n!/\{r!(n-r)!\}] < 1 \times 10^{100}$
Pol(x, y)	$ x , y \le 9.999999999 \times 10^{49}$
	$(x^2 + y^2) \le 9.9999999999 \times 10^{99}$
$\operatorname{Rec}(r, \theta)$	0≦ <i>r</i> ≦9.99999999×10 ⁹⁹
	θ : Same as $\sin x$
0, ,,	$ a , b, c < 1 \times 10^{100}$
	$0 \leq b, c$
	$ x < 1 \times 10^{100}$
o' "	Decimal ↔ Sexagesimal Conversions
	$0^{\circ}0^{\circ}0^{\circ} \le x \le 9999999^{\circ}59^{\circ}$
^(x ^y)	$x > 0: -1 \times 10^{100} < y \log x < 100$
	x=0: y>0 1
	$x<0: y=n, \overline{2n+1}$ (n is an integer)
	However: $-1 \times 10^{100} < y \log x < 100$
$x\sqrt{y}$	$y>0: x \neq 0,$
	$-1 \times 10^{100} < 1/x \log y < 100$
	y=0: x>0
	$y < 0: x = 2n + 1, \frac{1}{n}$ ($n \ne 0$; n is an integer)
	However: $-1 \times 10^{100} < 1/x \log y < 100$
a^{b}/c	Total of integer, numerator, and denominator
	must be 10 digits or less (including division
	marks).
SD (REG)	$ x < 1 \times 10^{50}$ $x\sigma_n, y\sigma_n, \bar{x}, \bar{y} : n \neq 0$
	$ y < 1 \times 10^{50}$ $x\sigma_{n-1}, y\sigma_{n-1}, A, B, r$:
	$ n < 1 \times 10^{100}$ $n \neq 0, 1$

* For a single calculation, calculation error is ± 1 at the 10th digit. (In the case of exponential display, calculation error is ± 1 at the last significant digit.) Errors are cumulative in the case of consecutive calculations, which can also cause them to become large. (This is also true of internal consecutive calculations that are performed in the case of $(^{\wedge}(x^{y}), ^{x}\sqrt{y}, xt], ^{3}\sqrt{}, nPr, nCr,$ etc.) In the vicinity of a function's singular point and point of inflection, errors are cumulative and may become large.

E-32

Power Supply

Solar cell and a single LR44 Type button battery.

Replacing the Battery

Either of the following symptoms indicates battery power is low, and that the battery should be replaced.

- Display figures are dim and difficult to read in areas where there is little light available.
- · Nothing appears on the display when you press the ON kev.

Screw

,

• To replace the battery

- 1 Remove the four screws that Screw hold the back cover in place and then remove the back cover.
- 2 Remove the old battery.
- 3 Wipe off the sides of new battery with a dry, soft cloth. Load it into the unit with the positive

 side facing up (so you can see it).
- 4 Replace the back cover and secure it in place with the four screws.
- ⑤ Press 🕅 to turn power on.
- Be sure not to skip this step.

Auto Power Off

Calculator power automatically turns off if you do not perform any operation for about six minutes. When this happens, press (IN) to turn power back on.

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