

OPERATION MANUAL

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INTRODUCTION

Thank you for purchasing the SHARP Scientific Calculator Model EL-501W.

About the **calculation examples (including some formulas and tables)**, refer to the reverse side of this English manual. **Refer to the number on the right of each title on the manual for use.**

After reading this manual, store it in a convenient location for future reference.

Operational Notes

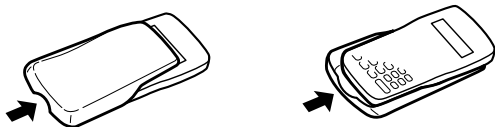
- Do not carry the calculator around in your back pocket, as it may break when you sit down. The display is made of glass and is particularly fragile.
- Keep the calculator away from extreme heat such as on a car dashboard or near a heater, and avoid exposing it to excessively humid or dusty environments.
- Since this product is not waterproof, do not use it or store it where fluids, for example water, can splash onto it. Raindrops, water spray, juice, coffee, steam, perspiration, etc. will also cause malfunction.
- Clean with a soft, dry cloth. Do not use solvents or wet cloth.
- Do not drop it or apply excessive force.
- Never dispose of batteries in a fire.
- Keep batteries out of the reach of children.
- This product, including accessories, may change due to upgrading without prior notice.

SHARP will not be liable nor responsible for any incidental or consequential economic or property damage caused by misuse and/or malfunctions of this product and its peripherals, unless such liability is acknowledged by law.

- Press the RESET switch (on the back), with the tip of a ball-point pen or similar object, only in the following cases. Do not use an object with a breakable or sharp tip. Note that pressing the RESET switch erases all data stored in memory.
 - When using for the first time
 - After replacing the batteries
 - To clear all memory contents
 - When an abnormal condition occurs and all keys are inoperative.

If service should be required on this calculator, use only a SHARP servicing dealer, SHARP approved service facility, or SHARP repair service where available.

Hard Case



DISPLAY

- Floating point system



- Scientific notation system



(During actual use not all symbols are displayed at the same time.) If the value of mantissa does not fit within the range $\pm 0.000000001 - \pm 99999999999$, the display changes to scientific notation. The display mode can be changed according to the purpose of the calculation.

- 2ndF** : Appears when $\langle 2ndF \rangle$ is pressed, indicating that the functions shown in orange are enabled.
- HYP** : Indicates that $\langle hyp \rangle$ has been pressed and the hyperbolic functions are enabled. If $\langle 2ndF \rangle \langle arc hyp \rangle$ are pressed, the symbols "**2ndF HYP**" appear, indicating that inverse hyperbolic functions are enabled.
- DEG/RAD/GRAD** : Indicates angular units and changes each time $\langle DRG \rangle$ is pressed. The default setting is DEG.
- ()** : Appears when a calculation with parentheses is performed by pressing $\langle () \rangle$.
- BIN** : Indicates that $\langle 2ndF \rangle \langle \rightarrow BIN \rangle$ has been pressed. Binary system mode is selected.
- OCT** : Indicates that $\langle 2ndF \rangle \langle \rightarrow OCT \rangle$ has been pressed. Octal system mode is selected.
- HEX** : Indicates that $\langle 2ndF \rangle \langle \rightarrow HEX \rangle$ has been pressed. Hexadecimal system mode is selected.
- CPLX** : Indicates that $\langle 2ndF \rangle \langle CPLX \rangle$ has been pressed. Complex number mode is selected.
- STAT** : Indicates that $\langle 2ndF \rangle \langle STAT \rangle$ has been pressed. Statistics mode is selected.
- M** : Indicates that a numerical value is stored in the independent memory.
- E** : Appears when an error is detected.

BEFORE USING THE CALCULATOR

Key Notation Used in this Manual

In this manual, key operations are described as follows:

$\overset{A}{\pi}$	To specify A (HEX): A
$\langle Exp \rangle$	To specify π : $\langle 2ndF \rangle \langle \pi \rangle$
	To specify E_{xp} : $\langle Exp \rangle$

Functions that are printed in orange above the key require $\langle 2ndF \rangle$ to be pressed first before the key. Numbers are not shown as keys, but as ordinary numbers.

Power On and Off

Press $\langle ON/C \rangle$ to turn the calculator on, and $\langle OFF \rangle$ to turn it off.

Clearing Numbers

[1]

- Press $\langle ON/C \rangle$ to clear the entries except for a numerical value in the independent memory and statistical data.
- Press $\langle CE \rangle$ to clear the number entered prior to use of function key.
- In case of one digit correction of the entered number, press $\langle \rightarrow \rangle$ (right shift key).

Priority Levels in Calculation

This calculator performs operations according to the following priority:

- ① Functions such as \sin , x^2 , and $\%$
 - ② y^x , $\sqrt[y]{x}$
 - ③ \times , \div
 - ④ $+$, $-$
 - ⑤ $=$, $M+$ and other calculation ending instruction
- Calculations which are given the same priority level are executed in sequence.
 - If parentheses are used, parenthesized calculations have precedence over any other calculations.
 - Parentheses can be continuously used up to 15 times unless pending calculations exceed 4.

INITIAL SET UP

Mode Selection

Normal mode: **(ON/C)**

Used to perform arithmetic operations and function calculations. **BIN**, **OCT**, **HEX**, **CPLX** and **STAT** are not displayed.

Binary, Octal, Decimal, or Hexadecimal system mode:

(2ndF) (BIN), **(2ndF) (OCT)**, **(2ndF) (DEC)** or **(2ndF) (HEX)**

Complex number mode: **(2ndF) (CPLX)**

Used to perform arithmetic operations with complex numbers. To clear this mode, press **(2ndF) (CPLX)**.

Statistics mode: **(2ndF) (STAT)**

Used to perform statistical calculations. To clear this mode, press **(2ndF) (STAT)**.

When executing mode selection, statistical data will be cleared even when reselecting the same mode.

- By pressing **(OFF)** or Automatic power off function, the mode is cleared and returned to the normal mode.

Selecting the Display Notation and Decimal Places

- When calculation result is displayed in the floating point system, pressing **(F \leftrightarrow E)** displays the result in the scientific notation system.

Pressing **(F \leftrightarrow E)** once more displays the result again in the floating point system.

- Pressing **(2ndF) (TAB)** and any value between 0 and 9 specifies the number of decimal places in the calculation result.

To clear the setting of decimal places, press **(2ndF) (TAB)** **(.)**.

100000÷3=	(ON/C) 100000 (÷) 3 (=)	33333.33333
[Floating point]	(2ndF) (TAB) 2	33333.33
[TAB set to 2]	(F\leftrightarrowE)	3.33 04
→[Scientific notation]	(F\leftrightarrowE) (2ndF) (TAB) (.)	33333.33333
→[Floating point]		

- If the value for floating point system does not fit in the following range, the calculator will display the result using scientific notation system:

$$0.000000001 \leq |x| \leq 9999999999$$

Determination of the Angular Unit

In this calculator, the following three angular units (degrees, radians, and grads) can be specified.



SCIENTIFIC CALCULATIONS

- Calculate in the normal mode.
- In each example, press **(ON/C)** to clear the display.

Arithmetic Operations [2]

- The closing parenthesis **()** just before **(=)** or **(M+)** may be omitted.
- When entering only a decimal place, it is not necessary to press **(0)** before **(.)**.

Constant Calculations [3]

- In the constant calculations, the addend becomes a constant. Subtraction and division are performed in the same manner. For multiplication, the multiplicand becomes a constant.

Functions [4]

- Refer to the calculation examples of each function.
- For most calculations using functions, enter numerical values before pressing the function key.

Random Numbers

A pseudo-random number with three significant digits can be generated by pressing **(2ndF) (RANDOM)**. Random number generation is not possible when binary/octal/hexadecimal system mode is set.

Angular Unit Conversions [5]

Each time **(2ndF) (DRG)** are pressed, the angular unit changes in sequence.

Memory Calculations [6]

This calculator has one independent memory (M). It is available in the normal mode and binary, octal, hexadecimal system mode.

- The independent memory is indicated by the three keys: **(STO)**, **(RCL)**, **(M+)**.

Before starting a calculation, clear the memory by pressing **(ON/C)** and **(STO)**.

- A value can be added to or subtracted from an existing memory value. When subtracting a number from the memory, press **(+/-)** and **(M+)**.
- The contents of the memory are retained even when the calculator is turned off. A value stored in memory will thus remain until it is changed or until the batteries run out.

Chain Calculations [7]

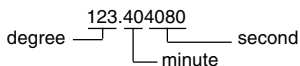
This calculator allows the previous calculation result to be used in the following calculation.

The previous calculation result will not be recalled after entering multiple instructions.

Time, Decimal and Sexagesimal Calculations [8]

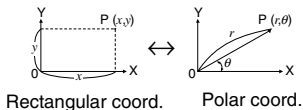
This calculator performs decimal-to-sexagesimal conversion and sexagesimal-to-decimal conversion. In addition, the four basic arithmetic operations and memory calculations can be carried out using the sexagesimal system.

Notation for sexagesimal is as follows:



Note: When the calculation or conversion result is converted, a residual may occur.

- Before performing a calculation, select the angular unit.



Rectangular coord.

Polar coord.

BINARY, OCTAL, DECIMAL, AND HEXADECIMAL OPERATIONS (N-BASE) [10]

This calculator can perform the four basic arithmetic operations, calculations with parentheses and memory calculations using binary, octal, decimal, and hexadecimal numbers.

When performing calculations in each system, first set the calculator in the desired mode before entering numbers.

It can also perform conversions between numbers expressed in binary, octal, decimal and hexadecimal systems.

Conversion to each system is performed by the following keys:

$\text{[2ndF]} \text{ [BIN]}$: Converts to the binary system. "BIN" appears.

$\text{[2ndF]} \text{ [OCT]}$: Converts to the octal system. "OCT" appears.

$\text{[2ndF]} \text{ [HEX]}$: Converts to the hexadecimal system. "HEX" appears.

$\text{[2ndF]} \text{ [DEC]}$: Converts to the decimal system. "BIN", "OCT", and "HEX" disappear from the display.

Conversion is performed on the displayed value when these keys are pressed.

Note: In this calculator, the hexadecimal numbers A – F are

entered by pressing [Exp] , $\text{[y}^x\text{]}$, $\text{[}\sqrt{\text{]}$, [DEC] , [ln] , and [log] , and displayed as follows:

$A \rightarrow \text{A}, B \rightarrow \text{B}, C \rightarrow \text{C}, D \rightarrow \text{D}, E \rightarrow \text{E}, F \rightarrow \text{F}$

In the binary, octal, and hexadecimal systems, fractional parts cannot be entered. When a decimal number having a fractional part is converted into a binary, octal, or hexadecimal number, the fractional part will be truncated. Likewise, when the result of a binary, octal, or hexadecimal calculation includes a fractional part, the fractional part will be truncated. In the binary, octal, and hexadecimal systems, negative numbers are displayed as a complement.

COMPLEX NUMBER CALCULATIONS [11]

To carry out addition, subtraction, multiplication, and division using complex numbers, press $\text{[2ndF]} \text{ [CPLX]}$ to select the complex number mode.

- A complex number is represented in the $a + bi$ format. The "a" is the real part while the "bi" is the imaginary part. When inputting the real part, after inputting the number press [a] . When inputting the imaginary part, after inputting the number press [b] . To obtain the result press [=] .
- Immediately after completing calculation, you can recall the value of the real part with [a] , and the value of the imaginary part with [b] .
- If the complex numbers are represented as polar coordinates, press $\text{[2ndF]} \text{ [→xy]}$ after they are input with [a] and [b] .

STATISTICAL CALCULATIONS [12]

Press $\text{[2ndF]} \text{ [STAT]}$ to select statistics mode.

The following statistics can be obtained:

\bar{x}	Mean of samples (x data)
s_x	Sample standard deviation (x data)
σ_x	Population standard deviation (x data)
n	Number of samples
Σx	Sum of samples (x data)
Σx^2	Sum of squares of samples (x data)

Data Entry and Correction

Entered data are kept in memory until $\text{[2ndF]} \text{ [STAT]}$ or [OFF] are pressed. Before entering new data, clear the memory contents.

[Data Entry]

Data [DATA]

Data $\text{[x]} \text{ frequency [DATA]}$ (To enter multiples of the same data)

[Data Correction]

Correction prior to pressing [DATA] :

Delete incorrect data with [ON/C] .

Correction after pressing [DATA] :

Reenter the data to be corrected and press $\text{[2ndF]} \text{ [CD]}$.

- The number displayed after pressing [DATA] or $\text{[2ndF]} \text{ [CD]}$ during data entry or correction is the number of samples (n).

Statistical Calculation Formulas [13]

In the statistical calculation formulas, an error will occur when:

- the absolute value of the intermediate result or calculation result is equal to or greater than 1×10^{100} .
- the denominator is zero.
- an attempt is made to take the square root of a negative number.

ERROR AND CALCULATION RANGES

Errors

An error will occur if an operation exceeds the calculation ranges, or if a mathematically illegal operation is attempted. In the case of an error, the display will show "E".

An error can be cleared by pressing [ON/C] .

Calculation Ranges [14]

- Within the ranges specified, this calculator is accurate to ± 1 of the least significant digit of the mantissa. However, a calculation error increases in continuous calculations due to accumulation of each calculation error. (This is the same for y^x , $x^{\sqrt{\quad}}$, e^x , \ln , etc., where continuous calculations are performed internally.) Additionally, a calculation error will accumulate and become larger in the vicinity of inflection points and singular points of functions.
- Calculation ranges
 $\pm 10^{-99} \sim \pm 9.999999999 \times 10^{99}$ and 0.

If the absolute value of an entry or a final or intermediate result of a calculation is less than 10^{-99} , the value is considered to be 0 in calculations and in the display.

BATTERY REPLACEMENT

Notes on Battery Replacement

Improper handling of batteries can cause electrolyte leakage or explosion. Be sure to observe the following handling rules:

- Replace both batteries at the same time.
- Do not mix new and old batteries.
- Make sure the new batteries are the correct type.
- When installing, orient each battery properly as indicated in the calculator.
- Batteries are factory-installed before shipment, and may be exhausted before they reach the service life stated in the specifications.

When to Replace the Batteries

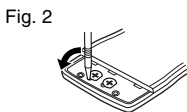
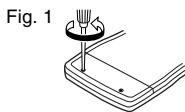
If the display has poor contrast, the batteries require replacement.

Caution

- Fluid from a leaking battery accidentally entering an eye could result in serious injury. Should this occur, wash with clean water and immediately consult a doctor.
- Should fluid from a leaking battery come in contact with your skin or clothes, immediately wash with clean water.
- If the product is not to be used for some time, to avoid damage to the unit from leaking batteries, remove them and store in a safe place.
- Do not leave exhausted batteries inside the product.
- Do not fit partially used batteries, and be sure not to mix batteries of different types.
- Keep batteries out of the reach of children.
- Exhausted batteries left in the calculator may leak and damage the calculator.
- Explosion risk may be caused by incorrect handling.
- Do not throw batteries into a fire as they may explode.

Replacement Procedure

1. Turn the power off by pressing **[OFF]**.
2. Loosen both screws and remove the battery cover. (Fig. 1)



3. Remove the used batteries then replace with two fresh batteries with the positive sides (+) facing up. (Fig. 2)
 4. Replace the battery cover and screws.
 5. Press **[ON/C]**.
- Make sure that the display appears as shown below. If the display does not appear as shown, reinstall the batteries and check the display once again.



Automatic Power Off Function

This calculator will turn itself off to save battery power if no key is pressed for approximately 8 minutes.

SPECIFICATIONS

Calculations:	Scientific calculations, binary/octal/hexadecimal number calculations, complex number calculations, statistical calculations, etc.
Internal calculations:	Mantissas of up to 10 digits
Pending operations:	4 calculations
Power source:	3V \approx (DC): Alkaline batteries (LR44) \times 2
Power consumption:	0.0005 W
Operating time:	Approx. 3000 hours when continuously displaying 55555. at 25°C (77°F). Varies according to use and other factors.
Operating temperature:	0°C – 40°C (32°F – 104°F)
External dimensions:	78.6 mm (W) \times 144 mm (D) \times 11.6 mm (H) 3-3/32" (W) \times 5-21/32" (D) \times 15/32" (H)
Weight:	Approx. 75 g (0.17 lb) (Including batteries)
Accessories:	Batteries \times 2 (installed), operation manual, quick reference card and hard case

FOR MORE INFORMATION ABOUT SCIENTIFIC CALCULATOR

Visit our Web site.

<http://sharp-world.com/calculator/>

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ตัวอย่างการคำนวณ

نماذج للحسابات

计算例子

**CONTOH-CONTOH PENGHITUNGAN
CONTOH-CONTOH PERHITUNGAN**

[1]

3×	3 <input type="button" value="×"/>	3.
	<input type="button" value="ON/C"/>	0.
4×5	4 <input type="button" value="×"/> 5	5.
<input type="button" value="D/A/F/A"/>	<input type="button" value="CE"/>	0.
4×6+7=	6 <input type="button" value="+"/> 7 <input type="button" value="="/>	31.

134	134	134.
<input type="button" value="ON/C"/>	<input type="button" value="→"/> <input type="button" value="→"/>	1.
123	23	123.

3 ⁴ →4 ³	3 <input type="button" value="y<sup>x</sup"/> 4 <input type="button" value="2ndF"/> <input type="button" value="↑"/> <input type="button" value="="/>	64.
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[2]

45+285÷3=	<input type="button" value="ON/C"/> 45 <input type="button" value="+"/> 285 <input type="button" value="÷"/> 3 <input type="button" value="="/>	140.
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18+6=	<input type="button" value("(""=""/> 18 <input type="button" value="+"/> 6 <input type="button" value=")"/> <input type="button" value="="/>	
15-8=	<input type="button" value("(""=""/> 15 <input type="button" value="-"/> 8 <input type="button" value=")"/> <input type="button" value="="/>	3.428571429

42×(-5)+120=	42 <input type="button" value="×"/> 5 <input type="button" value="+/-"/> <input type="button" value="+"/> 120 <input type="button" value="="/>	-90.
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(5×10 ³)÷(4×10 ⁻³)=	5 <input type="button" value="Exp"/> 3 <input type="button" value="÷"/> 4 <input type="button" value="Exp"/>	
	3 <input type="button" value="+/-"/> <input type="button" value="="/>	1250000.

[3]

34+57=	34 <input type="button" value="+"/> 57 <input type="button" value="="/>	91.
45+57=	45 <input type="button" value="="/>	102.

79-59=	79 <input type="button" value="-"/> 59 <input type="button" value="="/>	20.
56-59=	56 <input type="button" value="="/>	-3.

56÷8=	56 <input type="button" value="÷"/> 8 <input type="button" value="="/>	7.
92÷8=	92 <input type="button" value="="/>	11.5

68×25=	68 <input type="button" value="×"/> 25 <input type="button" value="="/>	1700.
68×40=	40 <input type="button" value="="/>	2720.

[4]

sin60[°]=	<input type="button" value="ON/C"/> 60 <input type="button" value="sin"/>	0.866025403
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cos $\frac{\pi}{4}$ [rad]=	<input type="button" value="DRG"/> <input type="button" value="2ndF"/> <input type="button" value="π"/> <input type="button" value="÷"/> 4	
	<input "="" type="button" value="="/> <input type="button" value="cos"/>	0.707106781

tan ⁻¹ 1=[g]	<input type="button" value="DRG"/> 1 <input type="button" value="2ndF"/> <input type="button" value="tan<sup>-1</sup>"/>	50.
	<input type="button" value="DRG"/>	

(cosh 1.5 + sinh 1.5) ² =	<input type="button" value="ON/C"/> <input type="button" value("(""=""/> 1.5 <input type="button" value="hyp"/> <input type="button" value="cos"/> <input type="button" value="+"/>	
	1.5 <input type="button" value="hyp"/> <input type="button" value="sin"/> <input type="button" value=")"/> <input type="button" value="x<sup>2</sup>"/>	20.08553692

tanh ⁻¹ $\frac{5}{7}$ =	5 <input type="button" value="÷"/> 7 <input type="button" value="="/>	
	<input type="button" value="2ndF"/> <input type="button" value="arc hyp"/> <input type="button" value="tan"/>	0.895879734

ln 20 =	20 <input type="button" value="ln"/>	2.995732274
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log 50 =	50 <input type="button" value="log"/>	1.698970004
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e ³ =	3 <input type="button" value="2ndF"/> <input type="button" value="e<sup>x</sup>"/>	20.08553692
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10 ^{1.7} =	1.7 <input type="button" value="2ndF"/> <input type="button" value="10<sup>x</sup>"/>	50.11872336
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$\frac{1}{6} \div \frac{1}{7}$ =	6 <input type="button" value="2ndF"/> <input type="button" value="1/x"/> <input type="button" value="+"/> 7 <input type="button" value="2ndF"/>	
	<input type="button" value="1/x"/> <input type="button" value="="/>	0.309523809

8 ⁻² - 3 ⁴ ×5 ² =	8 <input type="button" value="y<sup>x</sup"/> 2 <input type="button" value="+/-"/> <input type="button" value="-"/> 3 <input type="button" value="y<sup>x</sup>"/>	
	4 <input type="button" value="×"/> 5 <input type="button" value="x<sup>2</sup>"/> <input type="button" value="="/>	-2024.984375

(12 ³) ⁴ =	12 <input type="button" value="y<sup>x</sup"/> 3 <input type="button" value="y<sup>x</sup"/> 4	
	<input type="button" value="2ndF"/> <input type="button" value="1/x"/> <input type="button" value="="/>	6.447419591

√49 - $\sqrt[4]{81}$ =	49 <input type="button" value="√"/> <input type="button" value="-"/> 81 <input type="button" value="2ndF"/> <input type="button" value="√y"/>	
	4 <input type="button" value="="/>	4.

$\sqrt[3]{27}$ =	27 <input type="button" value="2ndF"/> <input type="button" value="3√"/>	3.
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4! =	4 <input type="button" value="2ndF"/> <input type="button" value="n!"/>	24.
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500×25%=	500 <input type="button" value="×"/> 25 <input type="button" value="2ndF"/> <input "="" type="button" value="%"/> <input type="button" value="="/>	125.
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120÷400=?%	120 <input type="button" value="÷"/> 400 <input type="button" value="2ndF"/> <input "="" type="button" value="%"/> <input type="button" value="="/>	30.
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500+(500×25%)=	500 <input type="button" value="+"/> 25 <input type="button" value="2ndF"/> <input "="" type="button" value="%"/> <input type="button" value="="/>	625.
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400-(400×30%)=	400 <input type="button" value="-"/> 30 <input type="button" value="2ndF"/> <input "="" type="button" value="%"/> <input type="button" value="="/>	280.
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- The range of the results of inverse trigonometric functions
- Der Ergebnisbereich für inverse trigonometrische Funktionen
- Plage des résultats des fonctions trigonométriques inverses
- El rango de los resultados de funciones trigonométricas inversas
- Gama dos resultados das trigonométricas inversas
- La gamma dei risultati di funzioni trigonometriche inverse
- Het bereik van de resultaten van inverse trigonometrie
- Az inverz trigonometriai funkciók eredmény-tartománya
- Rozsah výsledků inverzních trigonometrických funkcí
- Omfång för resultaten av omvända trigonometriska funktioner
- Käänteisten trigonometrysten funktioiden tulosten alue
- Диапазон результатов обратных тригонометрических функций
- Område for resultater af omvendte trigonometriske funktioner
- พื้นที่ نتائج الدول المثبتة العكوسة
- 反三角函数计算结果的范围
- Julat hasil fungsi trigonometri songsang
- Kisaran hasil fungsi trigonometri inversi

	$\theta = \sin^{-1} x, \theta = \tan^{-1} x$	$\theta = \cos^{-1} x$
DEG	$-90 \leq \theta \leq 90$	$0 \leq \theta \leq 180$
RAD	$-\frac{\pi}{2} \leq \theta \leq \frac{\pi}{2}$	$0 \leq \theta \leq \pi$
GRAD	$-100 \leq \theta \leq 100$	$0 \leq \theta \leq 200$

[5] DRG

$90^\circ \rightarrow [\text{rad}]$	<input type="button" value="ON/C"/> 90 <input type="button" value="2ndF"/> <input type="button" value="DRG"/>	1.570796327
$\rightarrow [g]$	<input type="button" value="2ndF"/> <input type="button" value="DRG"/>	100.
$\rightarrow [^\circ]$	<input type="button" value="2ndF"/> <input type="button" value="DRG"/>	90.

$\sin^{-1} 0.8 = [^\circ]$	0.8 <input type="button" value="2ndF"/> <input button"="" type="button" value="2ndF"/> <input type="button" value="DRG"/>	0.927295218
$\rightarrow [g]$	<input type="button" value="2ndF"/> <input type="button" value="DRG"/>	59.03344706
$\rightarrow [^\circ]$	<input type="button" value="2ndF"/> <input type="button" value="DRG"/>	53.13010235

[6] RCL STO M+

$24 \div (8 \times 2) =$	<input type="button" value="ON/C"/> <input type="button" value="STO"/> 8 <input type="button" value="X"/> 2 <input type="button" value="="/> <input type="button" value="STO"/>	16.
$(8 \times 2) \times 5 =$	24 <input type="button" value="÷"/> <input type="button" value="RCL"/> <input type="button" value="="/>	1.5
	<input type="button" value="RCL"/> <input type="button" value="X"/> 5 <input type="button" value="="/>	80.

12+5	<input type="button" value="ON/C"/> <input type="button" value="STO"/> 12 <input type="button" value="+"/> 5 <input type="button" value="="/> <input button"="" type="button" value="+"/> 5 <input type="button" value="="/> <input type="button" value="+/-"/> <input button"="" type="button" value="X"/> 2 <input type="button" value="="/> <input button"="" type="button" value="RCL"/>	34.
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\$1 = ¥140	140 <input type="button" value="STO"/>	140.
¥33,775 = \$?	33775 <input type="button" value="÷"/> <input type="button" value="RCL"/> <input type="button" value="="/>	241.25
\$2,750 = ¥?	2750 <input type="button" value="X"/> <input type="button" value="RCL"/> <input type="button" value="="/>	385000.

r = 3cm	3 <input type="button" value="STO"/>	3.
$\pi r^2 = ?$	<input type="button" value="2ndF"/> <input type="button" value="π"/> <input type="button" value="X"/> <input type="button" value="RCL"/>	
	<input type="button" value="x<sup>2</sup>"/> <input type="button" value="="/>	28.27433388

[7]

6+4=ANS	<input type="button" value="ON/C"/> 6 <input type="button" value="+"/> 4 <input type="button" value="="/>	10.
ANS+5	<input type="button" value="+"/> 5 <input type="button" value="="/>	15.

44+37=ANS	44 <input type="button" value="+"/> 37 <input type="button" value="="/>	81.
$\sqrt{\text{ANS}} =$	<input type="button" value="√"/>	9.

[8] DEG DMS

$12^\circ 39' 18'' 05$	<input type="button" value="ON/C"/> 12.391805 <input type="button" value="DEG"/>	12.65501389
$\rightarrow [10]$		

123.678 $\rightarrow [60]$	123.678 <input type="button" value="2ndF"/> <input type="button" value="DMS"/>	123.404080
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$\sin 62^\circ 12' 24'' = [10]$	62.1224 <input type="button" value="DEG"/> <input type="button" value="sin"/>	0.884635235
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[9] a b →rθ →xy

$\begin{matrix} x = 6 \\ y = 4 \end{matrix} \rightarrow \begin{matrix} r = \\ \theta = [^\circ] \end{matrix}$	<input type="button" value="ON/C"/> 6 <input type="button" value="a"/> 4 <input type="button" value="b"/> <input type="button" value="2ndF"/> <input type="button" value="→rθ"/> [r] <input type="button" value="b"/> [θ] <input type="button" value="a"/> [r]	7.211102551 33.69006753 7.211102551
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$\begin{matrix} r = 14 \\ \theta = 36[^\circ] \end{matrix} \rightarrow \begin{matrix} x = \\ y = \end{matrix}$	14 <input type="button" value="a"/> 36 <input type="button" value="b"/> <input type="button" value="2ndF"/> <input type="button" value="→xy"/> [x] <input type="button" value="b"/> [y] <input type="button" value="a"/> [x]	11.32623792 8.228993532 11.32623792
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[10] BIN OCT HEX DEC

DEC(25) → BIN	<input type="button" value="ON/C"/> <input type="button" value="2ndF"/> <input type="button" value="DEC"/> 25 <input type="button" value="2ndF"/> <input type="button" value="BIN"/>	11001.
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HEX(1AC)	<input type="button" value="ON/C"/> <input type="button" value="2ndF"/> <input type="button" value="HEX"/> 1AC	
\rightarrow BIN	<input type="button" value="2ndF"/> <input type="button" value="BIN"/>	110101100.
\rightarrow OCT	<input type="button" value="2ndF"/> <input type="button" value="OCT"/>	654.
\rightarrow DEC	<input type="button" value="2ndF"/> <input type="button" value="DEC"/>	428.

BIN(1010-100)	<input type="button" value="ON/C"/> <input type="button" value="2ndF"/> <input type="button" value="BIN"/> () 1010 () 100 ()	
$\times 11 =$	<input type="button" value="X"/> 11 <input type="button" value="="/>	10010.

HEX(1FF)+	<input type="button" value="ON/C"/> <input type="button" value="2ndF"/> <input type="button" value="HEX"/> 1FF <input type="button" value="2ndF"/> <input type="button" value="OCT"/> <input type="button" value="+"/>	
OCT(512)=	512 <input type="button" value="="/>	1511.
HEX(?)	<input type="button" value="2ndF"/> <input type="button" value="HEX"/>	349.

2FEC-	<input type="button" value="ON/C"/> <input type="button" value="STO"/> <input type="button" value="2ndF"/> <input type="button" value="HEX"/> 2FEC <input type="button" value="-"/>	
2C9E=(A)	2C9E <input type="button" value="M+"/>	34E.
+) 2000-	2000 <input type="button" value="-"/>	
1901=(B)	1901 <input type="button" value="M+"/>	6FF.
(C)	<input type="button" value="RCL"/>	A4d.
\rightarrow DEC	<input type="button" value="2ndF"/> <input type="button" value="DEC"/>	2637.

[11] CPLX a b →rθ →xy

CPLX

(12-6i) + (7+15i) = 12 a 6 (+/-) b + 7 a 15 (b) 0.

-(11+4i) = - 11 a 4 (b) = 8.

b 5.

a 8.

6x(7-9i) × 6 a × 7 a 9 (+/-) b ×

(-5+8i) = 5 (+/-) a 8 (b) = 222.

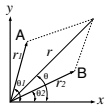
b 606.

16x(sin30°+icos30°) = 16 a × 30 (sin a 30 cos b)

(sin60°+icos60°) = ÷ 60 (sin a 60 cos b)

= 13.85640646

b 8.



8 a 70 b (2ndF →xy)

+ 12 a 25 b (2ndF →xy)

= (2ndF →rθ) [r] 18.5408873

b [θ] 42.76427608

r1 = 8, θ1 = 70°

r2 = 12, θ2 = 25°

↓

r = ?, θ = ?°

(1 + i) 1 a 1 b = 1.

↓ (2ndF →rθ) [r] 1.414213562

r = ?, θ = ?° b [θ] 45.

[12] STAT DATA CD x̄ Sx σx n Σx Σx²

DATA

95 (2ndF STAT) 0.

80 95 (DATA) 1.

80 80 × 2 (DATA) 3.

75 75 × 3 (DATA) 6.

75 50 (DATA) 7.

50

x̄ = x̄ 75.71428571

σx = (2ndF σx) 12.37179148

n = n 7.

Σx = (2ndF Σx) 530.

Σx² = (2ndF Σx²) 41200.

Sx = Sx 13.3630621

Sx² = X² 178.5714286

STAT

0.

1.

3.

4.

3.

1.

4.

5.

[13]

$\bar{x} = \frac{\sum x}{n}$

$\sigma x = \sqrt{\frac{\sum x^2 - n\bar{x}^2}{n}}$

$sx = \sqrt{\frac{\sum x^2 - n\bar{x}^2}{n-1}}$

$\sum x = x_1 + x_2 + \dots + x_n$

$\sum x^2 = x_1^2 + x_2^2 + \dots + x_n^2$

[14]

Function	Dynamic range
Funktion	zulässiger Bereich
Fonction	Plage dynamique
Funci3n	Rango dinámico
Funç3o	Gama dinâmica
Funzioni	Campi dinamici
Functie	Rekenapaciteit
Függvény	Megengedett számítási tartomány
Funkce	Dynamický rozsah
Funktion	Definitionsområde
Funktio	Dynaaminen ala
Функция	Динамический диапазон
Funktion	Dynamikområde
ฟังก์ชัน	พิสัยในการคำนวณ
الدالة	الطاق الديناميكي
函数	取值范围
Fungsi	Julat dinamik
Fungsi	Kisaran dinamis
sin x,	DEG: x ≤ 4.499999999 × 10 ¹⁰
tan x	(tan x : x ≠ 90 (2n-1))*
	RAD: x ≤ 785398163.3
	(tan x : x ≠ π/2 (2n-1))*
	GRAD: x ≤ 4.999999999 × 10 ¹⁰
	(tan x : x ≠ 100 (2n-1))*
cos x	DEG: x ≤ 4.500000008 × 10 ¹⁰
	RAD: x ≤ 785398164.9
	GRAD: x ≤ 5.000000009 × 10 ¹⁰
sin ⁻¹ x, cos ⁻¹ x	x ≤ 1
tan ⁻¹ x, ³√x	x < 10 ¹⁰⁰
ln x, log x	10 ⁻⁹⁹ ≤ x < 10 ¹⁰⁰
e ^x	-10 ¹⁰⁰ < x ≤ 230.2585092
10 ^x	-10 ¹⁰⁰ < x < 100
sinh x,	
cosh x	x ≤ 230.2585092

$\tanh x$	$ x < 10^{100}$
$\sinh^{-1} x$	$ x < 5 \times 10^{99}$
$\cosh^{-1} x$	$1 \leq x < 5 \times 10^{99}$
$\tanh^{-1} x$	$ x < 1$
x^2	$ x < 10^{50}$
\sqrt{x}	$0 \leq x < 10^{100}$
$1/x$	$ x < 10^{100} (x \neq 0)$
$n!$	$0 \leq n \leq 69^*$
\rightarrow D.MS \rightarrow DEG	$ x < 1 \times 10^{100}$
$x, y \rightarrow r, \theta$	$ x , y < 10^{50} \quad \left \frac{y}{x} \right , x^2 + y^2 < 10^{100}$ $0 \leq r < 10^{100}$ DEG: $ \theta < 4.5 \times 10^{10}$ RAD: $ \theta \leq 785398163.3$ GRAD: $ \theta < 5 \times 10^{10}$
$r, \theta \rightarrow x, y$	
DRG ►	DEG→RAD, GRAD→DEG: $ x < 10^{100}$ RAD→GRAD: $ x < \frac{\pi}{2} \times 10^{98}$
y^x	<ul style="list-style-type: none"> $y > 0$: $-10^{100} < x \ln y \leq 230.2585092$ $y = 0$: $0 < x < 10^{100}$ $y < 0$: $x = n$ $(0 < x < 1; \frac{1}{x} = 2n-1, x \neq 0)^*$, $-10^{100} < x \ln y \leq 230.2585092$
$x\sqrt{y}$	<ul style="list-style-type: none"> $y > 0$: $-10^{100} < \frac{1}{x} \ln y \leq 230.2585092 (x \neq 0)$ $y = 0$: $0 < x < 10^{100}$ $y < 0$: $x = 2n-1$ $(0 < x < 1; \frac{1}{x} = n, x \neq 0)^*$, $-10^{100} < \frac{1}{x} \ln y \leq 230.2585092$
$(A+B_i)+(C+D_i)$ $(A+B_i)-(C+D_i)$	$ A \pm C < 10^{100}$ $ B \pm D < 10^{100}$
$(A+B_i) \times (C+D_i)$	$(AC - BD) < 10^{100}$ $(AD + BC) < 10^{100}$
$(A+B_i) \div (C+D_i)$	$\frac{AC + BD}{C^2 + D^2} < 10^{100}$ $\frac{BC - AD}{C^2 + D^2} < 10^{100}$ $C^2 + D^2 \neq 0$
\rightarrow DEC \rightarrow BIN \rightarrow OCT \rightarrow HEX	DEC : $ x \leq 9999999999$ BIN : $1000000000 \leq x \leq 1111111111$ $0 \leq x \leq 1111111111$ OCT : $4000000000 \leq x \leq 7777777777$ $0 \leq x \leq 3777777777$ HEX : $FDABF41C01 \leq x \leq FFFFFFFF$ $0 \leq x \leq 2540BE3FF$

* n: integer / ganze Zahlen / entier / entero / inteiro / intero / geheel getal / egész számok / celé číslo / heltal / kokonaisluku / целые / heltal / จำนวนเต็ม / عدد صحيح / 整数 / integer / bilangan bulat

In Europe:

This equipment complies with the requirements of Directive 89/336/EEC as amended by 93/68/EEC.

Dieses Gerät entspricht den Anforderungen der EG-Richtlinie 89/336/EWG mit Änderung 93/68/EWG.

Ce matériel répond aux exigences contenues dans la directive 89/336/CEE modifiée par la directive 93/68/CEE.

Dit apparaat voldoet aan de eisen van de richtlijn 89/336/EEG, gewijzigd door 93/68/EEG.

Dette udstyr overholder kravene i direktiv nr. 89/336/EEC med tillæg nr. 93/68/EEC.

Quest' apparecchio è conforme ai requisiti della direttiva 89/336/EEC come emendata dalla direttiva 93/68/EEC.

Η εγκατάσταση αυτή ανταποκρίνεται στις απαιτήσεις των οδηγιών της Ευρωπαϊκής Ένωσης 89/336/EOK, όπως ο κανονισμός αυτός συμπληρώθηκε από την οδηγία 93/68/EOK.

Este equipamento obedece às exigências da directiva 89/336/CEE na sua versão corrigida pela directiva 93/68/CEE.

Este aparato satisfice las exigencias de la Directiva 89/336/CEE modificada por medio de la 93/68/CEE.

Denna utrustning uppfyller kraven enligt riktlinjen 89/336/EEC så som kompletteras av 93/68/EEC.

Dette produktet oppfyller betingelsene i direktivet 89/336/EEC i endringen 93/68/EEC.

Tämä laite täyttää direktiivin 89/336/EEC vaatimukset, jota on muutettu direktiivillä 93/68/EEC.

Данное устройство соответствует требованиям директивы 89/336/EEC с учетом поправок 93/68/EEC.

Ez a készülék megfelel a 89/336/EGK sz. EK-irányelvben és annak 93/68/EGK sz. módosításában foglalt követelményeknek.

Tento přístroj vyhovuje požadavkům směrnice 89/336/EEC v platném znění 93/68/EEC.