

Canon

ENGLISH

F-718S/F-719SG

Scientific Calculator

Thank you for purchasing Canon Scientific Calculator.

The F-718S / F-719SG features 264

(In F-718S only) / 302 (In F-719SG only) scientific,
statistical and other advanced functions such as LCM, GCD,
Quotient & Remainder Calculation, 38 built in formula
(In F-719SG only) and many more.

We recommend you to read this user manual and all the
important notices before you start using the
F-718S / F-719SG.

Please keep this user manual with you for future use.

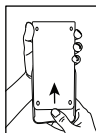


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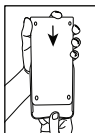
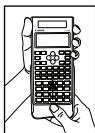
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How to use the Slide Cover

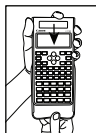
Open or close the cover by sliding as shown in the figure.



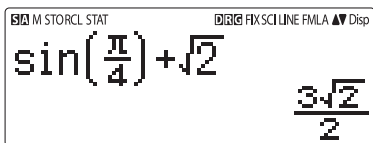
OPEN



CLOSE



DISPLAY (4-line Dot Matrix DISPLAY)



<Status Indicators>

- S : Shift key
- A : Alpha key
- M : Independent memory
- STO : Store memory
- RCL : Recall memory
- STAT : Statistics mode
- D : Degree Mode
- R : Radian Mode
- G : Gradient Mode
- FIX : Fixed-decimal setting.
- SCI : Scientific Notation
- LINE : Line Display mode
- FMLA : Formula Calculation (For F-719SG only)
- ▲ : Up Arrow
- ▼ : Down Arrow
- Disp : Multi-statements Display

GETTING STARTED

Power ON, OFF

■ First time operation:

1. Pull out the battery insulation sheet.
2. Press **ON** **Shift** **CLR** **3** **=** **CA** to reset the calculator.

Power ON: When **ON** is pressed.

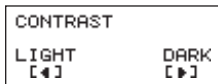
Power OFF: **Shift** **OFF** are pressed.

■ Auto Power off Function:

When the calculator is not used for about 7 minutes, it will automatically power off.

Display Contrast Adjustment

- Press **Shift** **SET-UP** **5** (5: **←** CONT **→**), enter the Display Contrast Adjustment screen.



Press **→** to make the display contrast darken.

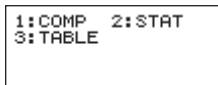
Press **←** to make the display contrast lighten.

Press **CA** or **ON** to confirm and clear the screen.

- To initialize the LCD contrast, press **Shift** **CLR** **3** **=** **CA** outside the Display Contrast Adjustment screen.

Mode Selection

- Press **MODE** to enter the Calculation Mode Selection screen.
- Press **1**, **2**, **3** to select the calculation mode.



Operation	Mode		LCD Indicator
MODE 1	COMP	Normal calculation	
MODE 2	STAT	Statistical calculation	STAT
MODE 3	TABLE	Function Table calculation	

- Initial mode is COMP mode.

Calculator Set-up Menu

- Press Shift SET-UP to enter the Calculator Set-up Menu; press \downarrow / \uparrow for next / previous page.

1: Maths 2: Line 3: Deg 4: Rad 5: Gra 6: Fix 7: Sci 8: Norm	↔	1: ab/c 2: d/c 3: STAT 4: Disp 5: ◀CONT▶
Press \downarrow or \uparrow key		

- To select the calculator input & output format [1] Maths or [2] Line
 [1] Maths – (Mathematics mode): The majority of calculation input and output (e.g. Fraction, pi, square root number) are shown in Mathematics textbook format.

Mathematics mode

$\frac{\sqrt{5+1}}{3-1}$	$\frac{\sqrt{5}}{2}$
--------------------------	----------------------

- [2] Line – (Line mode): The majority of calculation input and output are shown in the lines format. And "LINE" icon will be shown.

Line mode

$\sqrt{(5+1)} \sqrt{(3-1)} \text{ LINE}$
1.224744871

For the STAT mode, the Input & Display format will switch to Line mode automatically.

- To select the angle unit [3] Deg, [4] Rad or [5] Gra
 - [3] Deg: Angle unit in Degree
 - [4] Rad: Angle unit in Radian
 - [5] Gra: Angle unit in Gradient

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

- To select display digit or notation [6] Fix, [7] Sci or [8] Norm
 - [6] Fix: Fixed Decimal, [Fix 0~9?] appears, specify the number of decimal places by pressing [0] – [9].

$$\begin{aligned} \text{Example: } 220 \div 7 &= 31.4286 \text{ (FIX 4)} \\ &= 31.43 \text{ (FIX 2)} \end{aligned}$$

[7] Sci: Scientific Notation, [Sci 0~9?] appears, specify the number of significant digits by pressing [0] – [9].

$$\begin{aligned} \text{Example: } 220 \div 7 &= 3.1429 \times 10^1 \text{ (SCI 5)} \\ &= 3.143 \times 10^1 \text{ (SCI 4)} \end{aligned}$$

[8] Norm: Exponential Notation, [Norm 1~2?] appears, specify the exponential notation format by pressing [1] or [2].

Norm 1: Exponential notation is automatically used for integer values with more than 10 digits and decimal values with more than TWO decimal points.

Norm 2: Exponential notation is automatically used for integer values with more than 10 digits and decimal values with more than NINE decimal places.


$$\begin{aligned} \text{Example: } 1 \div 1000 &= 1 \times 10^{-3} \text{ (Norm 1)} \\ &= 0.001 \text{ (Norm 2)} \end{aligned}$$

To select the fraction format [1] a b/c or [2] d/c

- [1] a b/c: specify Mixed fraction display
- [2] d/c: specify Improper fraction display






- To select the statistical display format [3] STAT ([1] ON or [2] OFF)
 - [1] ON: Show FREQ (Frequency) Column in Statistical Data Input Screen
 - [2] OFF: Hide FREQ (Frequency) Column in Statistical Data Input Screen

- To select the decimal point display format [4] Disp ([1] Dot or [2] Comma)
 - [1] Dot: specify dot format for Decimal point result display
 - [2] Comma: specify comma format for Decimal point result display

- To Adjust Display contrast [5] **CON** 
 - See “Display Contrast Adjustment” section.





Before Using the Calculator

- Check the current Calculation Mode
Be sure to check the status indicators that indicate the current calculation mode (COMP, STAT, TABLE), display formats setting and angle unit setting (Deg, Rad, Gra)

- Return to initial setup
Pressing   **1**   (YES)  to return the initial calculator setup

Calculation mode	: COMP
Input/Output Format	: Maths
Angle unit	: Deg
Display Digits	: Norm 1
Fraction Display Format	: d/c
Statistical Data Input	: OFF
Decimal Point format	: Dot

This action will not clear the variable memories.

- Initialize the calculator
When you are not sure of the current calculator setting, you are recommended to initialize the calculator (calculation mode “COMP”, angle unit “Degree”, and clear reply and variable memories), and LCD contrast by pressing   **3** (All)  (YES) .

INPUTTING EXPRESSIONS AND VALUES

Input Capacity

F-718S / F-719SG allows you to input a single calculation up to 99 bytes. Normally, one byte is used as each time you press one of the numeric keys, arithmetic keys, scientific function keys or **Ans**. Some functions require 4 – 13bytes. **Shift**, **Alpha**, and the direction keys will not use up any bytes. When input capacity is less than 10bytes, the input cursor will change from “ | ” to “ ■ ” that notifying the memory is running now.

Input Editing

- New Input begins on the left of display. If input data are more than 15 characters, the line will scroll to the right consecutively. You can scroll back to the left by using \leftarrow and \rightarrow to review the input
- In Line mode, press \uparrow to let the cursor jump to the beginning of inputting, while \downarrow will jump to the end.
- In Mathematics mode, press \rightarrow to let the cursor jump to the beginning of inputting while it is at the end of the input calculation. Or press \leftarrow to let the cursor jump to the end of inputting while it is at the beginning of the input calculation.

■ Omit the multiplication sign and final close parenthesis.

Example: $2 \times \log 100 \times (1+3) = 16$

	Operation 1:	Display 1
Including $\boxed{\times}$ *1, $\boxed{)}$ *2, $\boxed{)}$ *3		$2 \times \log(100) \times (1+3)$ 16
Omitting $\boxed{\times}$ *1, Omitting $\boxed{)}$ *3		$2 \log(100)(1+3)$ 16

*1. Omit multiplication sign (x)

- Input before an open parentheses $\boxed{(}$: $1 \times (2+3)$
- Input before scientific functions that includes parenthesis: $2 \times \cos(30)$
- Input before Random number function $\overset{\text{Rand}}{\boxed{}}$
- Input before Variable (A, B, C, D, X, Y, M), π , e

*2. Scientific functions come with the open parenthesis.

Example: $\sin($, $\cos($, $\text{Pol}($, $\text{LCM}(\dots$ You need to input the argument and the close parenthesis $\boxed{)}$.

*3. Omit the last close parenthesis before the $\boxed{=}$, $\boxed{\text{M+}}$, $\overset{\text{M-}}{\boxed{}}$, $\overset{\text{Shift}}{\boxed{}}$ $\overset{\text{STO}}{\boxed{}}$ and $\overset{\text{FMLA}}{\boxed{}}$ (Only for F-719SG).

■ Insert and overwrite Input mode

In Line mode, you can use $\overset{\text{Insert}}{\boxed{}}$ or overwrite mode for inputting.

- In Insert mode (Default input mode), the cursor is a vertical flashing line " | " for inserting a new character.
- In overwrite mode, press $\overset{\text{Shift}}{\boxed{}}$ $\overset{\text{Insert}}{\boxed{}}$ key to switch the cursor to a flashing horizontal (_) and replace the character at the current cursor position.

In Mathematics mode, you can only use the insert mode.

Whenever the display format changes from Line mode to Mathematics mode, it will automatically switch to the insert mode.

■ Deleting and Correcting an Expression

In insert mode: Move the cursor to the right of the character or function that needs to be deleted, then press **[DEL]**.

In overwrite mode: Move the cursor under the character or function being deleted, then press **[DEL]**.

Example: 1234567 + 889900

(1) Replace an entry (1234567 ~~1234560~~)

Mode Setting	Key In operation	Display (input Line only)
Method 1: Line/Math mode - Insert mode	1234567 [+] 889900	12345671+889900
	[←] 7 times	
	[DEL] [0]	12345601+889900
Method 2: Line mode - Overwrite mode	[Shift] [SET-UP] [2]	1234567+889900_
	1234567 [+] 889900	
	[Shift] [Insert]	
	[←] 8 times	123456 <u>7</u> +889900
	[0]	1234560 <u>±</u> 889900

(2) Deletion (1234567 ~~134567~~)

Method 1: Line/Math mode - Insert mode	[←] 12times	12134567+889900
	[DEL]	134567+889900
Method 2: Line mode - Overwrite mode	[Shift] [Insert]	1234567+889900_
	[←] 13times	1234567+889900
	[DEL]	1 <u>3</u> 4567+889900

(3) Insertion (889900 ~~2089900~~)

Line/Math mode - Insert mode	[←] 6times	1234567+1889900
	[2]	1234567+21889900

Inputting and Display result in Mathematics Mode

- In Mathematic Mode, the Input and display result of fraction or certain functions (log, x^2 , x^3 , x^{\square} , $\sqrt{\square}$, $\sqrt[3]{\square}$, $\sqrt[n]{\square}$, x^{-1} , 10^{\square} , e^{\square} , Abs) is shown in Handwriting/Mathematics format.

MATHEMATICS MODE: Shift SET-UP 1

Example in Math mode	Key in operation	Display
$\left \sqrt{3} - \frac{2}{\sqrt{2}} \right $	Abs $\sqrt{\quad}$ 3 \rightarrow - 2 d/c $\sqrt{\quad}$ 2 =	$\left \sqrt{3} - \frac{2}{\sqrt{2}} \right $ $\sqrt{3} - \sqrt{2}$

Remark

- Some input expressions cause the height of a calculation expression to be greater than one display screen. Maximum input capacity: 2 display screen (31 dots x 2).
- Calculator memory limits how many functions or perentheses can be input in any single expression. In this case divide the expression into multiple parts and calculate separately.
- If part of the expression you input is cut off after calculation and in the result display screen you can press \leftarrow or \rightarrow to view the full expression.

INPUT RANGE AND ERROR MESSAGE

Calculation Precision, Input Range

Number of Digits for Internal Calculation	Up to 18 digits
Precision*	±1 at the 10th digit for a single calculation. ±1 at the least significant for exponential display
Calculation Range	±1 × 10 ⁻⁹⁹ to ±9.999999999 × 10 ⁹⁹ or 0

■ Function Calculation Input Ranges

Functions	Input Range	
sinx	DEG	$0 \leq x < 9 \times 10^9$
	RAD	$0 \leq x < 157\,079\,632.7$
	GRA	$0 \leq x < 1 \times 10^{10}$
cosx	DEG	$0 \leq x < 9 \times 10^9$
	RAD	$0 \leq x < 157\,079\,632.7$
	GRA	$0 \leq x < 1 \times 10^{10}$
tanx	DEG	Same as sinx, except when $ x = (2n-1) \times 90$
	RAD	Same as sinx, except when $ x = (2n-1) \times \pi/2$
	GRA	Same as sinx, except when $ x = (2n-1) \times 100$
sin ⁻¹ x	$0 \leq x \leq 1$	
cos ⁻¹ x		
tan ⁻¹ x	$0 \leq x \leq 9.999\,999\,999 \times 10^{99}$	
sinhx	$0 \leq x \leq 230\,258\,509\,2$	
coshx		
sinh ⁻¹ x	$0 \leq x \leq 4.999\,999\,999 \times 10^{99}$	
cosh ⁻¹ x	$1 \leq x \leq 4.999\,999\,999 \times 10^{99}$	
tanhx	$0 \leq x \leq 9.999\,999\,999 \times 10^{99}$	
tanh ⁻¹ x	$0 \leq x \leq 9.999\,999\,999 \times 10^{-1}$	
logx/lnx	$0 < x \leq 9.999\,999\,999 \times 10^{99}$	
10 ^x	$-9.999\,999\,999 \times 10^{99} \leq x \leq 99.999\,999\,99$	
e ^x	$-9.999\,999\,999 \times 10^{99} \leq x \leq 230.258\,509\,2$	
√x	$0 \leq x < 1 \times 10^{100}$	
x ²	$ x < 1 \times 10^{50}$	
x ³	$ x < 2.154\,434\,69 \times 10^{33}$	
x ⁻¹	$ x < 1 \times 100^{100}, x \neq 0$	
³ √x	$ x < 1 \times 10^{100}$	
x!	$0 \leq x \leq 69$ (x is an integer)	
nPr	$0 \leq n < 1 \times 10^{10}, 0 \leq r \leq n$ (n,r are integers)	
	$1 \leq \{n!/((n-r)!) < 1 \times 10^{100}$	
nCr	$0 \leq n < 1 \times 10^{10}, 0 \leq r \leq n$ (n,r are integers)	
	$1 \leq n!/r! < 1 \times 10^{100}$ or $1 \leq n!/(n-r)! < 1 \times 10^{100}$	

Functions	Input Range
Pol(x,y)	$ x , y \leq 9.999\ 999\ 999 \times 10^{99}$ $\sqrt{x^2+y^2} \leq 9.999\ 999\ 999 \times 10^{99}$
Rec(r,θ)	$0 \leq r \leq 9.999\ 999\ 999 \times 10^{99}$ θ : Same as sinx
o I "	$ a , b, c < 1 \times 10^{100}$ $0 \leq b, c$ The display seconds value is subject to an error of +/-1 at the second decimal place
◀ o "	$ x < 1 \times 10^{100}$ Deciaml ↔ Sexagesimal Conversions $0^\circ 0' 0'' \leq x \leq 99999999^\circ 59' 59''$
$^{\wedge}(x^y)$	$x > 0: -1 \times 10^{100} < y \log x < 100$ $x = 0: y > 0$ $x < 0: y = n, m / (2n + 1)$ (m, n are integers) However: $-1 \times 10^{100} < y \log x < 100$
$x \sqrt{y}$	$y > 0: x \neq 0, -1 \times 10^{100} < 1/x \log y < 100$ $y = 0: x > 0$ $y < 0: x = 2n + 1, (2n + 1) / m$ (m ≠ 0; m, n are integers) 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).
i~Rand(a,b)	$0 \leq a < 1 \times 10^{10}, 0 \leq b < 1 \times 10^{10}$ (a, b should be positive integers or 0)
Rand	Result generates a 3 digits pseudo random number(0.000~0.999)
LCM(x,y,z)	$0 < x, y, z \leq 9.999\ 999\ 999 \times 10^{12}$ (positive integers) Default result when x, y, z=0
GCD(x,y,z)	$0 < x, y, z \leq 9.999\ 999\ 999 \times 10^{12}$ (positive integers) Default result when x, y, z=0
Q...r(x,y)	$0 < x, y \leq 9.999\ 999\ 999 \times 10^{12}$ (positive integers) $0 \leq Q \leq 999\ 999\ 9999, 0 \leq r \leq 999\ 999\ 9999$ (Q, r are integers) Default result when x=0

Functions	Input Range
Abs	$ x < 1 \times 10^{100}$
One-variable Statistical calculation	$ x < 1 \times 10^{100}$ $IFREQ < 1 \times 10^{100}$
Two-variable Statistical calculation	$ x < 1 \times 10^{100}$ $ y < 1 \times 10^{100}$ $IFREQ < 1 \times 10^{100}$

- Errors are cumulative in the case of consecutive calculations, this is also true as internal consecutive calculation are performed in the case of $^x(x^y)$, $^x\sqrt{y}$, $^3\sqrt{y}$, $x!$, nPr , nCr , etc. And may become large.

■ Display of results using $\sqrt{\quad}$

Calculation results may be displayed using $\sqrt{\quad}$ when all of the following cases:-

1. When intermediate and final calculation results are displayed in the following form:

$$\pm \frac{a\sqrt{b}}{c} \pm \frac{d\sqrt{e}}{f}$$

$$0 \leq a < 100, \quad 1 \leq d < 100$$

$$0 \leq b < 1000, \quad 1 < e < 1000$$

$$1 \leq c < 100, \quad 1 \leq f < 100$$

2. When the number of terms in the intermediate and final calculation result is one or two.

Order of Operations

This calculator will automatically determine the operation priority of each individual command as follows:-

1st Priority	Recall memory (A, B, C, D, 0-9), Rand
2nd	Calculation within parentheses ().
3rd	Function with parenthesis that request the input argument to the right Pol(, Rec(, sin(, cos(, tan(, \sin^{-1} (, \cos^{-1} (, \tan^{-1} (, sinh(, cosh(, tanh(, \sinh^{-1} (, \cosh^{-1} (, \tanh^{-1} (, log(, ln(, e^{\wedge} (, 10^{\wedge} (, $\sqrt{\quad}$ (, $^3\sqrt{\quad}$ (, Abs(, ROUND(, LCM(, GCD(, Q...r(, i~Rand(,
4th	Functions that come after the input value preceded by values, powers, power roots: x^2 , x^3 , x^{-1} , $x!$, $^{\circ}$, $^{\circ}$, r, g, $^{\wedge}$ (, $^x\sqrt{\quad}$ (, Percent %, $\log_a b$, EXP

5th	Fractions: a b/c, d/c
6th	Prefix symbol: (-) (negative sign)
7th	Statistical estimated value calculation: \hat{x} , \hat{y} , $\hat{x}1$, $\hat{x}2$
8th	Multiplication where sign is omitted: Multiplication sign omitted immediately before π , e, variables (2π , $5A$, πA , etc.), functions with parentheses ($2\sqrt{(3)}$, $Asin(30)$, etc.)
9th	Permutations, combinations: nPr, nCr
10th	Multiplication and division: \times , \div
11th	Addition and subtraction: +, -
12th	Calculation ending instruction: =, M+,M- STO(store memory),FMLA

- In the same precedence level, calculations are performed from left to right.
- Operation enclosed within parentheses is performed first. When a calculation contains an argument that is a negative number, the negative number must be enclosed within parentheses.

Example:

$$\begin{array}{l} (-) \quad 2 \quad x^2 \quad = \quad -2^2 = -4 \\ (\quad (-) \quad 2 \quad) \quad x^2 \quad = \quad (-2)^2 = 4 \end{array}$$

- When same priority commands are mixed into one calculation.

Example 1:

$$1 \quad \div \quad 2 \quad \text{Shift} \quad \pi \quad = \quad 1 \div 2\pi = 0.1591549431$$

Example 2:

$$\begin{array}{l} 2 \quad \text{Shift} \quad \text{STO} \quad (-) \quad 2 \rightarrow A \\ 1 \quad \div \quad 2 \quad \text{Alpha} \quad A \quad = \quad 1 \div 2A = \frac{1}{4} \end{array}$$

Calculation Stacks

- This calculator uses memory areas, called “stacks”, to temporarily store numeric value (numbers) and commands (+, −, x...) according to their precedence during calculations.
- The numeric stack has 10 levels and command stack has 128 levels. A stack error [Stack ERROR] occurs whenever you try to perform a calculation that exceeds the capacity of stacks.
- Calculations are performed in sequence according to “Order of Operations”. After the calculation is performed, the stored stack values will be released.

Error Messages and Error locator

The calculator is locked up while an error message is shown on the display to indicate the cause of the error.

- Press **CA** to clear the error message, then return to the initial display of latest mode.
- Press **◀** or **▶** to display input expression with the cursor positioned next to the error.
- Press **ON** to clear the error message, clear the replay memory history and return to the initial display of the latest mode.

Error Message	Cause	Action
Math ERROR	<ul style="list-style-type: none">• The intermediate or final result is outside the allowable calculation range.• An attempt to perform a calculation using a value that exceeds the allowable input range.• An attempt to perform an illogical operation (division by zero, etc.)	Check the input values and make sure they are all within the allowable ranges, Pay special attention to values in any using memory areas
Stack ERROR	<ul style="list-style-type: none">• The capacity of the numeric stack or operator stack is exceeded.	<ul style="list-style-type: none">• Simplify the calculation.• Divide the calculation into two or more separate parts.
Syntax ERROR	An attempt to perform an illegal mathematical operation.	Press ◀ or ▶ to display the cursor at the location of the error, make appropriate corrections
Insufficient MEM	The calculation result of Function Table mode parameters caused more than 30 x-values to be generated for a table	Narrow the table calculation range by changing the start, end, and step values, and try again.

BASIC CALCULATIONS

- Press **MODE** **1** to enter COMP mode.
- During the busy calculation, the calculator shows only the indicators (without any calculation result). You can press **CA** key to interrupt the calculating operation.

Arithmetic Calculations

- To calculate with negative values (exclude the negative exponent) enclose then with parentheses.
- This calculator supports 99 levels of parenthetical expression.

MATHEMATICS MODE: **Shift** **SET-UP** **1**

Example in Math mode	Key in operation	Display
$(-2.5)^2$	((-) 2 • 5) x² =	$(-2.5)^2$ $\frac{25}{4}$
$(4 \times 10^{75})(-2 \times 10^{-79})$	4 EXP 7 5 x (-) 2 EXP (-) 7 9 =	$4E75 \times -2E-79$ $-\frac{1}{1250}$

Memory Calculations

Memory Variables

- There are 17 memory variables (0 – 9, A – D, M, X and Y), which store data, results, or dedicated values.
- Store values into memory by pressing **Shift** **STO** + Memory variable.
- Recall memory values by pressing **RCL** + Memory variable.
- Memory content can be cleared by pressing **0** **Shift** **STO** + Memory variable.

Example: $23 + 7 \rightarrow A$ (30 store into A), calculate $2 \sin A$ and clear memory A.

MATHEMATICS MODE: Shift SET-UP 1

Example in Math mode	Key in operation	Display
23 + 7 → A	2 3 + 7 Shift STO A	23+7→A 30
2 x sin A = 1	2 sin Alpha A =	2sin(A) 1
Clear memory	0 Shift STO A	0→A 0

Independent Memory

- Independent memory \square^M uses the same memory area as variable M. It is convenient for calculating cumulative total by just pressing \square^{M+} (add to memory) or \square^{M-} (subtract from memory)
- Memory contents are retained even when the calculator is powered off.
- Clear independent memory (M) by pressing \square^0 Shift
STO M
- Clear all memory values by pressing Shift CLR 2(MCL)
 $\square^=$ CA

Answer Memory

- The input values or the most recent calculation result will be automatically stored into Answer memory whenever you press $\square^=$, Shift $\square^=$, \square^{M+} , Shift \square^{M-} , Shift \square^{STO} . Answer memory can hold up to 18 digits.
- Recall and use the latest stored Answer memory by pressing \square^{Ans} .
- Answer memory is not updated as an error operation had been performed.
- Answer memory contents can be maintained even if pressing CA, changing the calculation mode, or turning off the calculator.

Example in Math mode	Key in operation	Display
123 + 456 → M+, Ans ² = 335,241	1 2 3 + 4 5 6 M+ x ² =	Ans ² 335241
789900 – Ans = 454,659	7 8 9 9 0 0 – Ans =	789900-Ans 454659

Fraction Calculations

The calculator supports Fraction calculation and the conversions between Fraction, Decimal point, Mixed fraction and Improper fraction.

- Specify the fraction calculation result display format by either mixed fraction (a b/c) or improper fraction (d/c) in set-up menu.
- At the default setting, fractions are displayed as improper fractions (d/c).
- Mixed Fraction display result only available after set the (a b/c) in the setup menu.

	Improper Fraction (d/c)	Mixed Fraction (a b/c)
Math Mode	$\frac{11}{3}$	$3\frac{2}{3}$
Line Mode	11_I3	3_I2_I3

- Press $\boxed{F \leftrightarrow D}$ to switch a calculation result between fraction and decimal format.
- Press $\boxed{\text{Shift}} \boxed{a\ b/c \rightarrow d/c}$ to switch a calculation result between improper fraction and mixed fraction format.
- Result will be displayed in decimal format automatically whenever the total digit of a fractional value (integer + numerator + denominator + separator marks) exceeds 10.
- As a fraction calculation is mixed with decimal value, the result will be displayed by decimal format.

Fraction \leftrightarrow Decimal point conversion

MATHEMATICS MODE: $\boxed{\text{Shift}} \boxed{\text{SET-UP}} \boxed{1}$

Example in Math mode	Key in operation	Display
$1\frac{1}{2} + \frac{5}{6} = \frac{7}{3}$ in Math mode	$\boxed{1} \boxed{\text{Shift}} \boxed{a\ b/c} \boxed{1} \boxed{\rightarrow}$ $\boxed{2} \boxed{\rightarrow} \boxed{+} \boxed{5} \boxed{d/c}$ $\boxed{6} \boxed{=}$	$1\frac{1}{2} + \frac{5}{6}$ $\frac{7}{3}$
$\frac{7}{3} \leftrightarrow 2.333333333$ (Fraction \leftrightarrow Decimal)	$\boxed{F \leftrightarrow D}$	$1\frac{1}{2} + \frac{5}{6}$ 2.333333333
$2.333333333 \leftrightarrow 2\frac{1}{3}$ (Decimal \leftrightarrow Mixed Fraction)	$\boxed{\text{Shift}} \boxed{a\ b/c \rightarrow d/c}$	$1\frac{1}{2} + \frac{5}{6}$ $2\frac{1}{3}$

Percentage Calculations

MATHEMATICS MODE: Shift SET-UP 1

Example in Math mode	Key in operation	Display
To calculate 25% of 820 (Math mode)	<input type="checkbox"/> 8 <input type="checkbox"/> 2 <input type="checkbox"/> 0 <input type="checkbox"/> × <input type="checkbox"/> 2 <input type="checkbox"/> 5 <input type="checkbox"/> Shift <input type="checkbox"/> % <input type="checkbox"/> =	820×25% 205
The percentage of 750 against 1250 (Math mode)	<input type="checkbox"/> 7 <input type="checkbox"/> 5 <input type="checkbox"/> 0 <input type="checkbox"/> ÷ <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 5 <input type="checkbox"/> 0 <input type="checkbox"/> Shift <input type="checkbox"/> % <input type="checkbox"/> =	750÷1250% 60

Degree-Minutes-Seconds Calculations

Use degrees (hours), minutes and seconds key to perform a sexagesimal (base-60 notational system) calculation or convert the sexagesimal value into decimal value.

Degree-Minutes-seconds Decimal points

MATHEMATICS MODE: Shift SET-UP 1

Example in Math mode	Key in operation	Display
$86^{\circ}37'34.2'' \div 0.7 =$ 123°45'6" (Math mode)	<input type="checkbox"/> 8 <input type="checkbox"/> 6 <input type="checkbox"/> ° ' " <input type="checkbox"/> 3 <input type="checkbox"/> 7 <input type="checkbox"/> ° ' " <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> • <input type="checkbox"/> 2 <input type="checkbox"/> ° ' " <input type="checkbox"/> ÷ <input type="checkbox"/> 0 <input type="checkbox"/> • <input type="checkbox"/> 7 <input type="checkbox"/> =	86°37 ° 34.2 ° ÷ 0.7 123°45'6"
123°45'6" → 123.7516667 (Math mode)	<input type="checkbox"/> ° ' "	86°37 ° 34.2 ° ÷ 0.7 123.7516667
2.3456 → 2°20'44.16" (Math mode)	<input type="checkbox"/> 2 <input type="checkbox"/> • <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> = <input type="checkbox"/> ° ' "	2.3456 2°20'44.16"

Replay & Multi-statements

■ Replay Memory Function

- Replay memory is only available in COMP mode.
- After the calculation is executed, the calculation input and result will be stored in the replay memory automatically.
- Pressing \blacktriangledown (or \blacktriangle) can replay the performed calculation input and result history.
- After obtaining the calculation result on the display, press \blacktriangleleft or \blacktriangleright to edit the input expression of that result.
- If the \blacktriangleright Indicator is on the right side of a calculation result display, you need to press $\boxed{\text{CA}}$ and then \blacktriangleleft or \blacktriangleright to scroll the calculation.
- Replay memory is cleared when you press
 1. Initialize calculator setting by $\boxed{\text{Shift}} \boxed{\text{CLR}} \boxed{3} \boxed{=}$ $\boxed{\text{CA}}$
 2. Change from one calculation mode or display mode to other.
 3. Press $\boxed{\text{ON}}$ key.
 4. Press $\boxed{\text{Shift}} \boxed{\text{OFF}}$ to power off machine.

■ Multi-statements Function

- Use a colon $\boxed{;}$ to put two or more calculation input together.
- The first executed statement will have “Disp” indicator; and the “Disp” icon will disappeared after the last statement is being executed.

MATHEMATICS MODE: $\boxed{\text{Shift}} \boxed{\text{SET-UP}} \boxed{1}$

Example in Math mode	Key in operation	Display
$1 \times 12 = 12$ $2 + 25 = 27$ using a multi-statement in Math mode	$\boxed{1} \boxed{\times} \boxed{1} \boxed{2} \boxed{\text{Alpha}} \boxed{;}$ $\boxed{2} \boxed{+} \boxed{2} \boxed{5}$	1x12:2+25
	$\boxed{=}$	1x12 \blacktriangle Disp 12
	$\boxed{=}$	2+25 \blacktriangle 27
Replay the previous calculation history 1 x 12 = 12	\blacktriangle	1x12 \blacktriangledown 12

FUNCTIONAL SCIENTIFIC CALCULATIONS

■ Press **MODE** **1** to enter COMP mode.

■ $\pi = 3.1415926535897932324$

■ $e = 2.7182818284590452324$

Square, Root, Cube, Cube Root, Power, Power Root, Reciprocal and Pi

MATHEMATICS MODE: **Shift** **SET-UP** **1**

Example in Math mode	Key in operation	Display
$(\sqrt[3]{2^2 + 5^3})^{-1} \times \pi$ = 0.6217559776	(Shift $\sqrt[3]{}$ 2 x² + 5 x³ →) x⁻¹ x Shift π =	$(\sqrt[3]{2^2 + 5^3})^{-1} \times \pi$ 0.6217559776
$(\sqrt[3]{2^6} + \sqrt[5]{243})$ = 7	(Shift $\sqrt[3]{}$ 2 ^ 6 → → + Shift $\sqrt[5]{}$ 5 → 2 4 3 →) =	$(\sqrt[3]{2^6} + \sqrt[5]{243})$ 7

Logarithm, Natural logarithm, Antilogarithm and logab

MATHEMATICS MODE: **Shift** **SET-UP** **1**

Example in Math mode	Key in operation	Display
$e^{-3} + 10^{1.2} + \ln 3 =$ 16.99733128	Shift e^x (-) 3 → + Shift 10^x 1 . 2 → + ln 3 =	$e^{-3} + 10^{1.2} + \ln(3)$ 16.99733128
$\log_3 81 - \log 1 = 4$	$\log_a b$ 3 → 8 1 → - log 1 =	$\log_3(81) - \log(1)$ 4

Angle Unit Conversion

The calculator angle unit setting is "Degree". Pressing **Shift** **SET-UP** enter the setup menu to change the unit to "Radian" or "Gradient".:

1:Maths	2:Line
3:Deg	4:Rad
5:Gra	6:Fix
7:Sci	8:Norm

Press the corresponding number key **3**, **4** or **5** for the angle unit you need. Then the display will show the **D**, **R**, **G** Indicator accordingly.

Convert an angle unit between “Degree”, “Radian” and “Gradient” by pressing Shift DRG

1:°	2:ʳ
3:ḡ	

Then, pressing **1**, **2**, or **3** will convert the displayed value into the selected angle unit.

MATHEMATICS MODE: Shift SET-UP **1**

Example in Math mode	Key in operation	Display
Convert 180 degree into radian and gradient ($180^\circ = \pi^{\text{Rad}} = 200^{\text{Gad}}$)	Shift SET-UP 4 1 8	180° R
	0 Shift DRG 1 =	π
	Shift SET-UP 5 =	180° 200

Trigonometry Calculations

- Before using the trigonometric functions (except hyperbolic calculations), select the appropriate angle unit (Deg/Rad/Gra) by pressing Shift SET-UP .

Angle Unit Setting	Angle Value Input	Input Value Range for $\sqrt{\quad}$ form result
Deg	Units of 15°	$ \pi < 9 \times 10^9$
Rad	Multiples of $\frac{1}{12}\pi$ radians	$ \pi < 20\pi$
Gra	Multiples of $\frac{50}{3}$ grads	$ \pi < 10000$

- $90^\circ = \frac{\pi}{2}$ Radians = 100 Gradients.

Example in Math mode	Key in operation	Display
Degree Mode	Shift SET-UP 3	D
$\text{Sin } 60 = \frac{\sqrt{3}}{2}$	sin 6 0 =	sin(60) $\frac{\sqrt{3}}{2}$
$\frac{1}{\text{Sin}45^\circ} = \text{Cosec } 45^\circ = \sqrt{2}$	sin 4 5) x⁻¹ =	sin(45) ⁻¹ $\sqrt{2}$

- Hyperbolic (sinh/ cosh/ tanh), Inverse Hyperbolic (sinh⁻¹/cosh⁻¹/tanh⁻¹) functions
- Pressing **hyp** enter sub-hyperbolic menu.

1: sinh	2: cosh
3: tanh	4: sinh ⁻¹
5: cosh ⁻¹	6: tanh ⁻¹

MATHEMATICS MODE: **Shift** **SET-UP** **1**

Example in Math mode	Key in operation	Display
sinh2.5 – cosh 2.5 = -0.08208499862	hyp 1 2 • 5) – hyp 2 2 • 5) =	sinh(2.5) – cosh(▷ -0.08208499862
Cosh ⁻¹ 45 = 4.499686191	hyp 5 4 5 =	cosh ⁻¹ (45 4.499686191

Permutation, Combination, Factorials and Random Number Generation

- Permutation: ${}^n P_r = \frac{n!}{(n-r)!}$
- Combination: ${}^n C_r = \frac{n!}{r!(n-r)!}$
- Factorial: $x! = x(x-1)(x-2)\dots(2)(1)$

MATHEMATICS MODE: **Shift** **SET-UP** **1**

Example in Math mode	Key in operation	Display
${}_{10}P_3 = 720$	1 0 Shift nPr 3 =	${}_{10}P_3$ 720
${}^5C_2 = 10$	5 Shift nCr 2 =	5C_2 10
$5! = 120$	5 Shift x! =	5! 120

■ Random Number Generation

Shift **Rand** : Generate a random number between 0.000 and 0.999. And the display result will be fraction format in Maths mode status.

Alpha **i-Rand** : Generate a random number between two specified positive integers. The entry is divided by “.”

MATHEMATICS MODE: **Shift** **SET-UP** **1**

Example in Math mode	Key in operation	Display
Generate a random number between 0.000 & 0.999	Shift Rand =	Rand $\frac{139}{1000}$
Generate an integer from range of 1 to 100	Alpha i-Rand 1 Shift , 1 0 0 =	i~Rand(1,100 33

*The value is only a sample, results will differ each time.

Least Common Multiple and Greatest Common Divisor

- LCM: Calculate the least common multiple among (maximum) three positive integers.
- GCD: Calculate the greatest common divisor among (maximum) three positive integers.

MATHEMATICS MODE: **Shift** **SET-UP** **1**

Example	Key in operation	Display
LCM(15, 27, 39) = 1755	LCM 1 5 Shift , 2 7 Shift , 3 9 =	LCM(15,27,39 1755

LINE MODE : **Shift** **SET-UP** **2**

Example	Key in operation	Display
GCD(12, 24, 60) = 12	Shift GCD 1 2 Shift , 2 4 Shift , 6 0 =	GCD(12,24,60 12

Quotient and Remainder Calculations

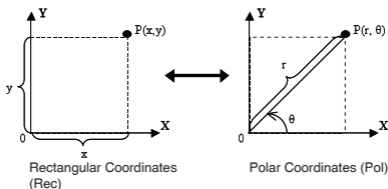
- “Quotient” (Q) is the result of a division problem, “Remainder” (r) is the value remaining in an integer division problem.
- The calculated quotient value (Q) and remainder (r) will be stored into memory variables “C” and “D” automatically assigned.
- In Mathematics mode, press \leftarrow or \rightarrow to scroll a long calculation result.
- In Line mode, the quotient value (Q) and remainder (r) will be shown over 2 line.
- Only Quotient Value (Q) can continue to be used for the next calculation or be stored into memory variables.

LINE MODE : Shift SET-UP $\boxed{2}$

Example in Line mode	Key in operation	Display
$35 \div 10 = 3 \times 10 + 5$ Q=3 R=5 (Line mode)	Q...r $\boxed{3}$ $\boxed{5}$ Shift $\boxed{\text{ }}$ $\boxed{\text{'}}$ $\boxed{1}$ $\boxed{0}$ $\boxed{=}$	Q...r(35, 10 Q= 3 R= 5
Quotient value (Q) + 3 = 6	$\boxed{+}$ $\boxed{3}$ $\boxed{=}$	Ans+3 6
Recall Quotient value (Q)	$\boxed{\text{RCL}}$ $\boxed{\text{C}}$	C 3
Recall Remainder value (r)	$\boxed{\text{RCL}}$ $\boxed{\text{D}}$	D 5

Coordinate Conversion

- With polar coordinates, you can calculate and Display θ within $-180^\circ < \theta \leq 180^\circ$ range. (Same as Radian and Gradient)
- In Mathematics mode, press \leftarrow or \rightarrow to scroll the calculation result.
- In Line mode, (x,y) or (r, θ) will be shown over 2 line.
- After conversion, the results will automatically be assigned to memory variables X and Y. Press $\boxed{\text{RCL}}$ $\boxed{\text{X}}$ or $\boxed{\text{Y}}$ to show the results.



Shift **Pol** : Convert rectangular coordinates (x, y) to polar coordinates (r, θ); Press **RCL** $\frac{x}{y}$ for r, or **RCL** $\frac{y}{x}$ for θ .

Example in Math mode	Key in operation	Display
With rectangular coordinate (x=1, y= $\sqrt{3}$). Find Polar coordinate (r, θ) at degree mode	Shift Pol 1 Shift , √ 3 =	Pol(1, $\sqrt{3}$ r=2, θ =60
	RCL $\frac{x}{y}$	X 2
	RCL $\frac{y}{x}$	Y 60

Shift **RecI** : Convert polar coordinates (r, θ) to rectangular coordinates (x, y); Press **RCL** $\frac{x}{y}$ for x, or **RCL** $\frac{y}{x}$ for y.

Example in Line mode	Key in operation	Display
With Polar coordinate (r=2, θ =60°). Find Rectangular coordinate (x, y) at degree mode	Shift RecI 2 Shift , 6 0 =	Rec(2, 60 X= 1 Y= 1.732050808
	RCL $\frac{x}{y}$	X 1
	RCL $\frac{y}{x}$	Y 1.732050808

Absolute Value Calculation

Example in Math mode	Key in operation	Display
$ \sin(60 - 5) \times (-\pi) $ =2.573442045	Abs sin 6 0 - 5) x ((-) Shift π) =	$ \sin(60 - 5) \times (-\pi) $ 2.573442045

Engineering Notation

Example in Line mode	Key in operation	Display
$1 \div 200 = 5 \times 10^{-3}$ (In Line Mode)	1 ÷ 2 0 0 =	1÷200 5×10^{-3}
	ENG ENG	1÷200 5000×10^{-6}
	Shift \leftarrow ENG	1÷200 5×10^{-3}

Display Values Exchange

- In Mathematics mode, pressing $\boxed{F \leftrightarrow D}$ to change the calculation result value between fraction form \leftrightarrow Decimal form, π form \leftrightarrow Decimal form, $\sqrt{\quad}$ form \leftrightarrow Decimal form.
- In Line mode, pressing $\boxed{F \leftrightarrow D}$ to ONLY change the calculation result value between fraction form \leftrightarrow Decimal form, the other π and $\sqrt{\quad}$ calculation will display the decimal value only.

LINE MODE : $\boxed{\text{Shift}} \boxed{\text{SET-UP}} \boxed{2}$

Example in Line mode	Key in operation	Display
$\frac{2}{3} + 2 = \frac{8}{3} = 2.666666667$ (In Line Mode)	$\boxed{2} \boxed{d/c} \boxed{3} \boxed{+} \boxed{2}$	2_13+2
	$\boxed{=}$	8_13
	$\boxed{F \leftrightarrow D}$	2_13+2 2.666666667

MATHEMATICS MODE: $\boxed{\text{Shift}} \boxed{\text{SET-UP}} \boxed{1}$

Example in Math mode	Key in operation	Display
$\frac{2}{3} + 2 = \frac{8}{3} = 2.666666667$ (In Math Mode)	$\boxed{2} \boxed{d/c} \boxed{3} \boxed{\rightarrow} \boxed{+}$	$\frac{1}{2} + 2$
	$\boxed{2} \boxed{=}$	$\frac{8}{3}$
	$\boxed{F \leftrightarrow D}$	$\frac{2}{3} + 2$ 2.666666667

MATHEMATICS MODE: $\boxed{\text{Shift}} \boxed{\text{SET-UP}} \boxed{1}$

Example in Math mode	Key in operation	Display
$\tan 30 = \frac{\sqrt{3}}{3}$ $= 0.5773502692$	$\boxed{\tan} \boxed{3} \boxed{0} \boxed{=}$	tan(30) $\frac{\sqrt{3}}{3}$
	$\boxed{F \leftrightarrow D}$	tan(30) 0.5773502692
$\pi \div 8 = \frac{1}{8}\pi$ $= 0.3926990817$	$\boxed{\text{Shift}} \boxed{\pi} \boxed{\div} \boxed{8} \boxed{=}$	$\pi \div 8$ $\frac{1}{8}\pi$
	$\boxed{F \leftrightarrow D}$	$\pi \div 8$ 0.3926990817

REMARK

- Some Calculation results, pressing $\boxed{F \leftrightarrow D}$ key will not convert the display value.
- Some display result conversion may take a long time.

STATISTICAL CALCULATIONS

- Press **MODE** **2** to enter Statistical calculation mode and “STAT” indicator lights up.
- Press **Shift** **STAT** **1** (Type) to select the calculation type.

Statistical Type Selection

There are 8 types of Statistical Calculation, after entered the Statistical Type Selection screen, then press the number to select the type of Statistic Calculation.

```

1:SD      2:Lin
3:Quad    4:Log
5:e EXP   6:ab EXP
7:Pwr     8:Inv
    
```

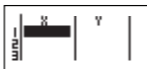
Pressing Key	Statistical Calculation
1 (SD)	One-variable statistics (x)
2 (Lin)	Two-variable, Linear regression ($y= A+Bx$)
3 (Quad)	Two-variable, Quadratic regression ($y=A +Bx + Cx^2$)
4 (Log)	Two-variable, Logarithmic regression ($y=AxB\lnx$)
5 (e EXP)	Two-variable, E exponential regression ($y=Ae^{Bx}$)
6 (ab EXP)	Two-variable, ab Exponential regression ($y=AB^x$)
7 (Pwr)	Two-variable, Power regression ($y=Ax^B$)
8 (Inv)	Two-variable, Inverse regression ($Y=A+B/x$)

Statistical Data Input

After confirmed the calculation type of the above Statistical Type Selection screen or by pressing **Shift** **STAT** **(Data)** in the STAT mode, the following Statistical Data Input screen will be shown.



1-variable STAT



2-variable STAT

- After turned on Data Frequency “FREQ” in calculator’s setup menu, the FREQ column will be added into the above screen.
- The followings are the maximum number of line for data input.

Statistic type	FREQ ON	FREQ OFF
Single Variable (only x input)	40	80
2 Variable (x & y input)	26	40

- Input expression and display result value in Statistical Data Input screen are in Line mode (same as Comp mode with Line mode status).
- After inputted the data, then press $\boxed{=}$ to store the value into statistical registers and display the value (max. 6 digits) in the cell. And you can press cursor key to move the cursor between each cell.

Editing Statistical Sample Data

■ Replacing the Data in a cell

- (1) In Statistical Data Input screen, move the cursor to cell you want to edit.
- (2) Input the new data value or expression, and then press

$\boxed{=}$

■ Deleting a line

- (1) In Statistical Data Input screen, move the cursor to line you want to delete.
- (2) Press $\boxed{\text{DEL}}$

■ Inserting a line

- (1) In Statistical Data Input screen, move the cursor to the line that will be under the line being inserted.
- (2) Press $\boxed{\text{Shift}} \boxed{\text{STAT}} \boxed{3}$ (Edit)
- (3) Press $\boxed{1}$ (Line)

■ Deleting All STAT Data Input

- (1) Press $\boxed{\text{Shift}} \boxed{\text{STAT}} \boxed{3}$ (Edit)
- (2) Press $\boxed{2}$ (Del-A)

Statistical Calculation Screen

- After inputting the STAT Data, press **CA** to enter Statistical Calculation screen.
- Statistical Calculation screen are in Line mode for input & output Display
- Use Statistical Menu to calculate the Statistical result. (S-SUM, S-VAR, S-PTS, Reg).

Statistical Menu

In Statistical Data Input screen or Statistical Calculation screen, you can press **Shift** **STAT** to display the Statistical Menu screen.

```
1:Type  2:Data
3:Edit  4:S-SUM
5:S-VAR 6:S-PTS
```

1-variable STAT

```
1:Type  2:Data
3:Edit  4:S-SUM
5:S-VAR 6:S-PTS
7:Reg
```

2-variable STAT

STAT items	Description
[1] Type	To enter the statistical calculation type screen
[2] Data	To enter the statistical Data input screen
[3] Edit	To enter Edit sub-menu for editing STAT editor screen contents
[4] S-SUM	To enter S-Sum sub-menu (calculating sum)
[5] S-VAR	To enter S-Var sub-menu (calculating variable)
[6] S-PTS	To enter S-PTS sub-menu (calculating points)
[7] Reg	To enter Reg sub-menu (Regression calculation)



Statistical calculation result in [4] S-SUM, [5] S-VAR, [6] S-PTS, [7] Reg

STAT sub-menu	STAT Type	Value	Symbol	Operation
S-SUM	1 & 2 variable STAT	Summation of all x^2 value	$\sum x^2$	Shift STAT <input type="text" value="4"/> <input type="text" value="1"/>
		Summation of all x value	$\sum x$	Shift STAT <input type="text" value="4"/> <input type="text" value="2"/>
	2-variable STAT only	Summation of all y^2 value	$\sum y^2$	Shift STAT <input type="text" value="4"/> <input type="text" value="3"/>
		Summation of all y value	$\sum y$	Shift STAT <input type="text" value="4"/> <input type="text" value="4"/>
		Summation of xy pairs	$\sum xy$	Shift STAT <input type="text" value="4"/> <input type="text" value="5"/>
		Summation of all x^3 value	$\sum x^3$	Shift STAT <input type="text" value="4"/> <input type="text" value="6"/>
		Summation of all x^2y pairs	$\sum x^2y$	Shift STAT <input type="text" value="4"/> <input type="text" value="7"/>
		Summation of all x^4 pairs	$\sum x^4$	Shift STAT <input type="text" value="4"/> <input type="text" value="8"/>
S-VAR	1 & 2 variable STAT	Number of data sample	n	Shift STAT <input type="text" value="5"/> <input type="text" value="1"/>
		Mean of the x values	\bar{x}	Shift STAT <input type="text" value="5"/> <input type="text" value="2"/>
		Population standard deviation of x	$x\sigma_n$	Shift STAT <input type="text" value="5"/> <input type="text" value="3"/>
		Sample Standard Deviation of x	$x\sigma_{n-1}$	Shift STAT <input type="text" value="5"/> <input type="text" value="4"/>
	2-variable STAT only	Mean of the y values	\bar{y}	Shift STAT <input type="text" value="5"/> <input type="text" value="5"/>
		Population standard deviation of y	$y\sigma_n$	Shift STAT <input type="text" value="5"/> <input type="text" value="6"/>
		Sample standard Deviation of y	$y\sigma_{n-1}$	Shift STAT <input type="text" value="5"/> <input type="text" value="7"/>
S-PTS	1 & 2 variable STAT	Minimum value of X	minX	Shift STAT <input type="text" value="6"/> <input type="text" value="1"/>
		Maximum value of X	maxX	Shift STAT <input type="text" value="6"/> <input type="text" value="2"/>
	2-variable STAT only	Minimum value of Y	minY	Shift STAT <input type="text" value="6"/> <input type="text" value="3"/>
		Maximum value of Y	maxY	Shift STAT <input type="text" value="6"/> <input type="text" value="4"/>
Reg	For non-Quad Reg	Regression coefficient A	A	Shift STAT <input type="text" value="7"/> <input type="text" value="1"/>
		Regression coefficient B	B	Shift STAT <input type="text" value="7"/> <input type="text" value="2"/>
		Correlation coefficient r	r	Shift STAT <input type="text" value="7"/> <input type="text" value="3"/>
		Estimated value of x	\hat{x}	Shift STAT <input type="text" value="7"/> <input type="text" value="4"/>
		Estimated value of y	\hat{y}	Shift STAT <input type="text" value="7"/> <input type="text" value="5"/>
Reg	For Quad Reg only	Regression coefficient A	A	Shift STAT <input type="text" value="7"/> <input type="text" value="1"/>
		Regression coefficient B	B	Shift STAT <input type="text" value="7"/> <input type="text" value="2"/>
		Regression coefficient C	C	Shift STAT <input type="text" value="7"/> <input type="text" value="3"/>
		Estimated value of x1	\hat{x}_1	Shift STAT <input type="text" value="7"/> <input type="text" value="4"/>
		Estimated value of x2	\hat{x}_2	Shift STAT <input type="text" value="7"/> <input type="text" value="5"/>
		Estimated value of y	\hat{y}	Shift STAT <input type="text" value="7"/> <input type="text" value="6"/>

Statistical Calculation Example

SD type Statistical calculation Example:

To calculate $\sum x^2$, $\sum x$, n , \bar{x} , $x\sigma_n$, $x\sigma_{n-1}$, $\min X$, $\max X$ of data: 75, 85, 90, 77, 79 in SD mode (Freq: OFF)

Key in operation	Display
MODE 2	1:SD 2:Lin 3:Quad 4:Log 5:EXP 6:ab EXP 7:Pwr 8:Inv
1 (SD)	
7 5 = 8 5 = 9 0 = 7 7 = 7 9 =	
CA Shift STAT 4 1 =	$\sum x^2$ 33120
CA Shift STAT 4 2 =	$\sum x$ 406
CA Shift STAT 5 1 =	n 5
CA Shift STAT 5 2 =	\bar{x} 81.2
CA Shift STAT 5 3 =	$x\sigma_n$ 5.528109984
CA Shift STAT 5 4 =	$x\sigma_{n-1}$ 6.180614856

Quadratic Regression type Statistical Calculation Example: ABC Company investigate the effectiveness of the advertisement expense in coded units, the following data were obtained:

Advertisement expenses: X	18	35	40	21	19
Effectiveness: y (%)	38	54	59	40	38

Please use the regression to estimate the effectiveness (estimate the value of y) if the advertisement expenses $X=30$, and estimate the advertisement expenses level (estimate the value of X_1, X_2) for effectiveness $y = 50$.

Key in operation	Display
MODE 2	1:SD 2:Lin 3:Quad 4:Log 5:EXP 6:ab EXP 7:Pwr 8:Inv
3 (Quad)	
1 8 = 3 5 = 4 0 = 2 1 = 1 9 = ∇ ▶ 3 8 = 5 4 = 5 9 = 4 0 = 3 8 =	
CA 3 0 Shift STAT 7 6 =	$30\hat{y}$ 48.69615715
CA 5 0 Shift STAT 7 4 =	$50\hat{x}_1$ 31.30538226
CA 5 0 Shift STAT 7 5 =	$50\hat{x}_2$ -167.1096731

FUNCTION (x,y) TABLE CALCULATION

- Input $f(x)$ function to generate the function table for x & $f(x)$.
- Steps to generate a Number Table
 1. Enter TABLE Mode
 - Press **MODE** **3** to enter the Table function calculation.
 2. Function Input screen
 - Input function with X variable (α x) to generate Function Table Result.
 - All other variables (A, B, C, D, Y) and independent memory (M) act as the value.
 - Pol, Rec, Q...r function not able to used in Function Input screen.
 - The Function Table Calculation will change X-variable.

3. Input the start, end & step information

- Input the value, press $\boxed{=}$ to confirm on the following screens
- Input expression and display result value in following screens are in Line mode status
- There are maximum of 30 x-values for generate function table. The "Insufficient Error" will be showed if you input the start, end, step value combination is more than 30 x-values.

Display screen	You should input:-
Start?	Input the lower limit of X (Default =1).
End?	Input the upper limit of X (Default = 5). *End value must be greater than the start value.
Step?	Input the increment step (Default =1).

■ In Function Table Result screen, you cannot edit the content, and press $\boxed{\text{CALC}}$ return Function Input screen.

Example: $f(x) = x^3 + 3x^2 - 2x$ to generate the function table for the range $1 \leq x \leq 5$, incremented in steps of 1.

Key in operation	Display								
$\boxed{\text{MODE}}$ $\boxed{3}$	f(x)=								
Alpha \boxed{X} $\boxed{x^3}$ $\boxed{+}$ $\boxed{3}$ Alpha \boxed{X} $\boxed{x^2}$ $\boxed{-}$ $\boxed{2}$ Alpha \boxed{X}	f(x)= X^3+3X^2-2X								
$\boxed{=}$ $\boxed{1}$ $\boxed{=}$ $\boxed{5}$ $\boxed{=}$ $\boxed{1}$ $\boxed{=}$	<table border="1"> <thead> <tr> <th>X</th> <th>F(X)</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>2</td> </tr> <tr> <td>2</td> <td>16</td> </tr> <tr> <td>3</td> <td>48</td> </tr> </tbody> </table> <p style="text-align: right;">1</p>	X	F(X)	1	2	2	16	3	48
X	F(X)								
1	2								
2	16								
3	48								
$\boxed{\nabla}$ $\boxed{\nabla}$ $\boxed{\nabla}$ $\boxed{\nabla}$	<table border="1"> <thead> <tr> <th>X</th> <th>F(X)</th> </tr> </thead> <tbody> <tr> <td>4</td> <td>48</td> </tr> <tr> <td>5</td> <td>104</td> </tr> <tr> <td>5</td> <td>190</td> </tr> </tbody> </table> <p style="text-align: right;">5</p>	X	F(X)	4	48	5	104	5	190
X	F(X)								
4	48								
5	104								
5	190								

FORMULA CALCULATION (In F-719SG)

In COMP mode, you can perform formula calculation from one of the 38 built-in universal formulas.

Simply press Shift FMLA key to enter formula calculation mode and the formula selection menu will be shown promptly.

Step to using FMLA Calculation

1. Formula Selection and Display

- After entered the Formula Selection Menu, pressing ▲ (or ▼) for the next (last) formula page. And pressing = for displaying a formula.
- To have an instant call for a specific formula before enter Formula Selection Menu.

1. Input number of that formula

2. Press Shift FMLA

3. Press = to confirm

2. Input the value for each variable screen

- Press = to confirm the input value
- Only numeric value and pre-stored memories (to recall by RCL + memory variable) can be used as the input of the formula.

3. Exit Formula Calculation

- Before a formula is confirmed: Press Shift FMLA to exit formula selection menu and return to the latest display.
- Press CA or ON any time to exit formula menu and return to the initial display of COMP mode.
- Only Calculation formula result can stored into variable memories via Shift STO

Example: To calculate Circular Area: $S = \pi r^2$, with "r" is 2.5mm

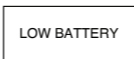
Calculation Expression	Key in operation	Display
Select FMLA 2	2 Shift FMLA	$S = \pi r^2$
Confirm the FMLA	=	r? 0
Enter r value & find the result	2 \cdot 5 =	$S = \pi r^2$ $\frac{25}{4}\pi$

No.	Name of Formula	Formula Equation
1.	Triangular area:	$S = \frac{1}{2}bc \sin A$
2.	Circular area:	$S = \pi r^2$
3.	Fan-shaped area:	$S = \frac{1}{2}r^2\theta$
4.	Parallelogramic area:	$S = ab \sin \theta$
5.	Elliptical area:	$S = \pi ab$
6.	Trapeziform area:	$S = \frac{1}{2}(a+b)h$
7.	Spherical surface area:	$S = 4\pi r^2$
8.	Cylindrical surface area:	$S = 2\pi r(h+r)$
9.	Spherical volume:	$S = \frac{4}{3}\pi r^3$
10.	Cylindrical volume:	$V = \pi r^2 h$
11.	Conical volume:	$V = \frac{1}{3}\pi r^2 h$
12.	Sum of arithmetic progression:	$S = \frac{1}{2}n[2a_0 + (n-1)d]$
13.	Sum of geometric progression:	$S = \frac{a_0(r^n - 1)}{r - 1}$
14.	Sum of square number:	$S = \frac{1}{6}n(n+1)(2n+1)$
15.	Sum of cubic number:	$S = (\frac{1}{2}n(n+1))^2$
16.	Distance between arbitrary two points:	$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$
17.	Included angle of the intersecting lines:	$\theta = \tan^{-1} \frac{k_2 - k_1}{1 + k_1 k_2}$
18.	Law of cosines:	$a = \sqrt{b^2 + c^2 - 2bc \cos A}$
19.	Law of sines:	$a = 2r \sin A$
20.	Displacement of uniformly accelerated linear motion:	$d = v_0 t + \frac{1}{2}at^2$
21.	Velocity of uniformly accelerated linear motion:	$v = v_0 + at$
22.	Period of circular motion (1):	$T = 2\pi r / v$
23.	Period of circular motion (2):	$T = 2\pi / \omega$
24.	Period of simple pendulum:	$T = 2\pi \sqrt{\frac{l}{g}}$
25.	Electric oscillation frequency:	$f = \frac{1}{2\pi\sqrt{LC}}$
26.	Resistive formula:	$R = \rho \cdot \frac{l}{S}$
27.	Joule's theorem (1):	$P = \frac{V^2}{R}$
28.	Joule's theorem (2):	$P = I^2 R$
29.	Resistance of shunt resistance:	$R = \frac{R1 \cdot R2}{R1 + R2}$
30.	Kinetic energy:	$E = \frac{1}{2}mv^2$
31.	Gravitational potential energy:	$E = mgh$
32.	Centrifugal force (1):	$F = mv^2 / r$

No.	Name of Formula	Formula Equation
33.	Centrifugal force (2):	$F = m\omega^2 r$
34.	The law of gravity:	$F = G \frac{Mm}{r^2}$
35.	Electric field intensity:	$E = Q / (4\pi\epsilon r^2)$
36.	Heron's Formula (Triangular area):	$S = \sqrt{\frac{a+b+c}{2} (\frac{a+b+c}{2} - a) (\frac{a+b+c}{2} - b) (\frac{a+b+c}{2} - c)}$
37.	Refractive index:	$E = \sin i / \sin r$
38.	Critical angle of total reflection:	$\theta = \sin^{-1} (n_2 / n_1)$

BATTERY REPLACEMENT

When the display characters are dim or show the follow message on the screen, turn the calculator off and replace the lithium battery immediately.



Please replace the lithium battery using the following procedures,

1. Press Shift OFF to power off the calculator.
2. Remove the screw that securely fixes the battery cover in place.
3. Remove battery cover.
4. Remove the old battery with pen or similar sharp object.
5. Load the new battery with positive "+" side facing up.
6. Replace the battery cover, screw, and press ON , Shift CLR 3 = CA to initialize the calculator.

Caution: Risk of explosion if battery is replaced by an incorrect type. Dispose of used battery according to the instruction.

- Electromagnetic interference or electrostatic discharge may cause the display to malfunction or the contents of the memory to be lost or altered. Should this occur, press ON , Shift CLR 3 = CA to restart the calculator.

ADVICE AND PRECAUTIONS

- This calculator contains precision components such as LSI chips and should not be used in place subject to rapid variations in temperature, excessive humidity dirt or dust, or exposed to direct sunlight.
- The liquid crystal display panel is made of glass and should not be subjected to excessive pressure.
- When cleaning the device do not use a damp cloth or volatile liquid such as paint thinner. Instead, use only a soft, dry cloth.
- Do not under any circumstances dismantle his device. If you believe that the calculator is not functioning properly, either bring or mail the device together with the warranty to service representative of Canon.
- Never dispose the calculator improperly such as burning; it can create risks of personal injury or harm. You are suggested to dispose this product according to your national law.
- Do replace the battery once very two years even it is not used frequently.

Battery Caution!

- Keep the Battery out of reach of children. If the battery is swallowed, contact a doctor immediately.
- Misuse of battery may cause leakage, explosion, damages or personal injury.
- Don't recharge or disassemble the battery, it could cause a short circuit.
- Never expose the battery to high temperatures, direct heat, or dispose by incineration.
- Never leave a dead battery in the calculator as the dead battery may leak and cause damage to the calculator.
- To use the calculator in the low battery condition may have improper operation, stored memory may be corrupted or lost completely. Keep written records of all important data. Once there is a low battery condition replace the battery as soon as possible.

SPECIFICATIONS

Power Supply : Single Lithium battery (CR2032 x 1)

Power Consumption : DC 3.0V / 0.3mW

Battery Life : Approximately 3 years
(Base on 1 hour operation per day)

Auto power off : Approx. 7 minutes

Usable Temperature : 0° ~ 40°C (32°F ~ 104°F)

Size: 171 (L) × 86 (W) × 18.75 (H) mm (with cover) /

6-47/64" × 3-25/64" × 47/64" (with cover) /

168 (L) × 80 (W) × 14.5 (H) mm (without cover) /

6-19/64" × 3-5/32" × 37/64" (without cover)

Weight: 128 g (4.33 oz) (with cover) /

95.59 g (2.23 oz) (without cover)

*Specifications are subject to change without notice.



-
- Recommend Photo Card size for cutting and inserting into hard case. Size : 161mm (H) x 73.5mm (W)
-

For CA, USA Only

Included battery contains perchlorate material - special handling may apply.

See <http://www.dtsc.ca.gov/hazardouswaste/perchlorate/> for detail.

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