

Scientific Calculator

The Scientific Calculator is a simple and easy to use calculator that uses the HyperAct, Inc. Parser/TP expression evaluation engine.

The calculator allows you to use math functions and named storage memory variables.

The expressions that can be evaluated by the calculator can include variables and functions.

The Calculator supports a dynamic symbol table, variables that were not defined before are constructed on the fly, and assigned an initial value of 0.

The calculator provide a visual display, button, and a function list box to choose from. Also supported are a "Balance" button - that balances parenthesis and a "Clear" button that clears the display.

Warranty

There is no warranty what so ever, The package is supplied as is, The distributor (HyperAct, Inc.), or the author (Loewy Ron), are not, and will not be responsible for any damages, lost profits, or inconveniences caused by the use, or inability to use this package. The use of the program is at your own risk. By using (or attempting to use) the package you agree to this.

Setup

The package includes a Windows "Install" application. Since the Scientific calculator is a Windows Application, we recommend that you start this program (From the File|Run option of the Program Manager) to install the package.

Operation

Enter the formula you want to calculate in the "Formula" edit box, Press the "Calculate" button to calculate the result of the formula and display it in the "Result" box.

You can use the number buttons, operator buttons and the function list box to build the formula without using the keyboard. When you have finished entering the formula, press the "Calculate" key.

If you have started a lot of nested function, you can press the "Balance" button to close all the parenthesis. Notice, that when you press the "Calculate" button, the "Balance" button is automatically pressed for you before the formula is evaluated.

When you want to assign a value to a variable, enter the variable's name followed by the "=" character, followed by the formula.

e.g. - $X = 3 * 2$

will assign the value 6 to X.

Later, if you do $Y = X + 2 * \cos(0)$

Y will be assigned the value 8.

Contact

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