Clears the current calculation.

Keyboard equivalent = ESC

Clears the displayed number.

Keyboard equivalent = DEL

Deletes the last digit of the displayed number.

Keyboard equivalent = BACKSPACE

Calculates the reciprocal of the displayed number.

Keyboard equivalent = r

Clears any number stored in memory.

Keyboard equivalent = CTRL+L

Recalls the number stored in memory. The number remains in memory.

Keyboard equivalent = CTRL+R

Stores the displayed number in memory.

Keyboard equivalent = CTRL+M

Adds the displayed number to any number already in memory.

Keyboard equivalent = CTRL+P

Displays each number as you enter it, and then displays the result of your calculation.

Puts this number in the calculator display.

Keyboard equivalent = 0-9

Changes the sign of the displayed number.

Keyboard equivalent = F9

Inserts a decimal point.

To use a different character for the decimal point, click the **Start** button, point to **Settings**, and then click **Control Panel**. Double-click **Regional Settings**.

Keyboard equivalent = . or ,

Divides.

Keyboard equivalent = /

Multiplies.

Keyboard equivalent = *

Subtracts.

Keyboard equivalent = -

Adds.

Keyboard equivalent = +

Calculates the square root of the displayed number.

Keyboard equivalent = @

Displays the result of multiplication as a percentage.

Enter one number, click *****, click the second number, and then click **%**. If you use any operator other than *, calculator assumes that you meant *, and multiplies the numbers.

Keyboard equivalent = %

Performs any operation on the previous two numbers. To repeat the last operation, click again.

Keyboard equivalent = ENTER

Converts the displayed number to the hexadecimal number system.

The maximum unsigned hexadecimal value is 32 bits all set to one; for example, 0xFFFFFFFF.

Keyboard equivalent = F5

Displays the full 32-bit representation of the displayed number.

Keyboard equivalent = F2

Displays the lower 16 bits of the current number.

Keyboard equivalent = F3

Displays the lower 8 bits of the current number.

Keyboard equivalent = F4

Converts the displayed number to the decimal number system.

The range for decimal numbers is -9.9999999999999e-307 to 9.9999999999999e+307.

Keyboard equivalent = F6

Converts the displayed number to the octal number system.

The maximum unsigned octal value is an expression of 32 bits all set to one; for example, 037777777777.

Keyboard equivalent = F7

Converts the displayed number to the binary number system.

The maximum unsigned binary value is an expression of 32 bits all set to one.

Keyboard equivalent = F8

Sets trigonometric input for degrees when in decimal mode.

Keyboard equivalent = F2

Sets trigonometric input for radians when in decimal mode.

Keyboard equivalent = F6

Sets trigonometric input for gradients when in decimal mode.

Keyboard equivalent = F4

Displays the value of pi (3.1415...). To display 2 * pi (6.28...), use Inv+PI.

Keyboard equivalent = p

Sets the inverse function for sin, cos, tan, PI, x^y, x^2, x^3, ln, log, Ave, Sum, and s.

The functions automatically turn off the inverse function after a calculation is completed.

Keyboard equivalent = i

Sets the hyperbolic function for sin, cos, and tan.

The functions automatically turn off the hyperbolic function after a calculation is completed.

Keyboard equivalent = h

Click this to open the **Statistics** box and activate the **Ave**, **Sum**, **s**, and **Dat** buttons.

Keyboard equivalent = CTRL+S

Calculates the mean of the values displayed in the **Statistics** box. To calculate the mean of the squares, use Inv+Ave.

This button is available only if you click **Sta** first.

Keyboard equivalent = CTRL+A

Calculates the sum of the values displayed in the **Statistics** box. To calculate the sum of the squares, use Inv+Sum.

This button is available only if you click **Sta** first.

Keyboard equivalent = CTRL+T

Calculates standard deviation with the population parameter as n-1. To calculate standard deviation with the population parameter as n, use Inv+s.

This button is available only if you click **Sta** first.

Keyboard equivalent = CTRL+D

Enters the displayed number in the **Statistics** box.

This button is available only if you click **Sta** first.

Keyboard equivalent = INS

Shows the data you've entered for the statistical calculation.

Switches to the main calculator and retains the **Statistics** box entries.

Changes the number in the Calculator display area to the number selected in the **Statistics** box.

Deletes the selected number from the **Statistics** box.

Deletes all numbers from the **Statistics** box.

Turns scientific notation on and off. Numbers larger than 10^15 are always displayed exponentially. F-E can be used only with the decimal number system.

Keyboard equivalent = v

Converts the displayed number to degree-minute-second format (assuming that the displayed number is in degrees). To convert the displayed number to degrees (assuming that the displayed number is in degree-minute-second format), use Inv+dms.

Keyboard equivalent = m

Calculates the sine of the displayed number. To calculate the arc sine, use Inv+sin. To calculate the hyperbolic sine, use Hyp+sin. To calculate the arc hyperbolic sine, use Inv+Hyp+sin.

Keyboard equivalent = s

Calculates the cosine of the displayed number. To calculate the arc cosine, use Inv+cos. To calculate the hyperbolic cosine, use Hyp+cos. To calculate the arc hyperbolic cosine, use Inv+Hyp+cos.

Keyboard equivalent = o

Calculates the tangent of the displayed number. To calculate the arc tangent, use Inv+tan. To calculate the hyperbolic tangent, use Hyp+tan. To calculate the arc hyperbolic tangent, use Inv+Hyp+tan.

Keyboard equivalent = t

Allows entry of scientific-notation numbers. The exponent has an upper limit of +289. You can continue to enter numbers as long as you use only keys 0-9. Exp can be used only with the decimal number system.

Keyboard equivalent = x

Computes x raised to the yth power. To calculate the yth root of x, use Inv+x^y.

Keyboard equivalent = y

Cubes the displayed number. To calculate the cube root, use Inv+x^3.

Keyboard equivalent = #

Squares the displayed number. To calculate the square root, use Inv+x^2.

Keyboard equivalent = @

Calculates natural (base e) logarithm. To calculate e raised to the xth power, where x is the current number, use Inv+ln.

Keyboard equivalent = n

Calculates the common (base 10) logarithm. To calculate 10 raised to the xth power, use Inv+log.

Keyboard equivalent = l

Calculates the factorial of the displayed number.

Keyboard equivalent = !

Starts a new level of parentheses. The current number of levels appears in the box above the **)** button. The maximum number of levels is 25.

Keyboard equivalent = (

Closes the current level of parentheses.

Keyboard equivalent =)

Displays the modulus, or remainder, of x/y.

Keyboard equivalent = %

Calculates bitwise OR.

Keyboard equivalent = |

Shifts left. To shift right, use Inv+Lsh. After clicking this button, you must specify (in binary) how many positions to the left or to the right you want to shift the number in the display area, and then click **=**.

Keyboard equivalent = <

Calculates bitwise AND.

Keyboard equivalent = &

Calculates bitwise exclusive OR.

Keyboard equivalent = ^

Calculates bitwise inverse.

Keyboard equivalent = ~

Displays the integer portion of a decimal value. To display the fractional portion of a decimal value, use Inv+Int.

Keyboard equivalent = ;

Enters the selected letter in the value.

This button is only available if hexadecimal mode is turned on.

Keyboard equivalent = A-F

Displays an M whenever a number is stored in memory.

Shows the nesting level of parentheses.

For example, if you type 1 * (4 +(7^3) / (2 + 8, this button shows (=2 which means that you have two left parentheses with no corresponding right parentheses.

To perform a simple calculation

1 Enter the first number in the calculation.

2 Click **+** to add, **-** to subtract, ***** to multiply, or **/** to divide.

3 Enter the next number in the calculation.

4 Enter any remaining <u>operators</u> and numbers.

5 Click **=**.

Tips
- To use your numeric keypad to enter numbers and operators, press NUM LOCK.
- For Help on a Calculator button or setting, use the right mouse button to click it, and then click the **What's This?** command.

To work with numbers stored in memory

- Click **MS** to store a number. When you store a number in memory, an M appears in the box above the memory options.
- To recall a displayed number, click **MR**.
- If you store another number in memory, it replaces the number currently in memory.
- To clear the memory, click **MC**.
- To add the displayed number to the number already in memory, click **M+**. Click **MR** to display the new number.

To perform a statistical calculation

1 On the **View** menu, click **Scientific**.

2 Enter your first piece of data.

3 Click **Sta**, and then click **Dat**.

4 Enter the rest of the data, clicking **Dat** after each entry.

5 Click **Sta**.

6 Click the button for the statistics function you want to use.

Tips
- To use your numeric keypad to enter numbers and operators, press NUM LOCK.
- For Help on a function button or setting, use your right mouse button to click it, and then click the **What's This?** command.

To perform a scientific calculation

1 On the **View** menu, click **Scientific**.

2 Click a <u>number system</u>.

3 Enter the first number.

4 Click an operator.

5 Enter the next number in the calculation.

6 Enter any remaining operators and numbers.

7 Click **=.**

Tips
- To use your numeric keypad to enter numbers and operators, press NUM LOCK.
- For Help on a function button or setting, use your right mouse button to click it, and then click the **What's This?** command.

To convert a value to another number system

1 On the **View** menu, click **Scientific**.

2 Enter the number.

3 Click the number system you want to convert to.

4 Click the unit of measurement in which to display the result.

Notes

- For help on a number system or unit of measurement, use your right mouse button to click it, and then click the **What's This?** command.
- If you convert a decimal number containing decimal places to another number system, Calculator shortens the number to its integer.
- Numbers converted from hexadecimal, octal, or binary to decimal appear as integers.

Four number systems are available: decimal, hexadecimal, octal, and binary.

Four operators can be used in standard calculations:

/   divide

*   multiply

-   subtract

+   add

To find out keyboard equivalents
▸ Use your right mouse button to click any Calculator button, and then click the **What's This?** command.

Tip
▪ To see a complete list of keyboard equivalents and keyboard sequences, click Related Topics below.

{button ,AL(`A_CALC_LIST_EQUIV;A_CALC_KEYB_SEQ')} <u>Related Topics</u>

Keyboard equivalents

▶ To print this alphabetical list, click **Options**, and then click **Print Topic**.

Button = **Key**		Button = **Key**		Button = **Key**		Button = **Key**	
%	**%**	Back	**BACKSP**	Hyp	**h**	PI	**p**
(	**(**	Bin	**F8**	ln	**n**	Rad	**F3**
)	**)**	Byte	**F4**	Int	**;**	s	**CTRL+D**
*	*****	C	**ESC**	Inv	**i**	sin	**s**
+	**+**	CE	**DEL**	log	**l**	sqrt	**@**
+/-	**F9**	cos	**o**	Lsh	**<**	Sta	**CTRL+S**
-	**-**	Dat	**INS**	M+	**CTRL+P**	Sum	**CTRL+T**
.	**.** or **,**	Dec	**F6**	MC	**CTRL+L**	tan	**t**
/	**/**	Deg	**F2**	Mod	**%**	Word	**F3**
0-9	**0-9**	dms	**m**	MR	**CTRL+R**	Xor	**^**
1/x	**r**	Dword	**F2**	MS	**CTRL+M**	x^2	**@**
=	**ENTER**	Exp	**x**	n!	**!**	x^3	**#**
A-F	**A-F**	F-E	**v**	Not	**~**	x^y	**y**
And	**&**	Grad	**F4**	Oct	**F7**		
Ave	**CTRL+A**	Hex	**F5**	Or	**|**		

Keyboard sequences

The following key sequences are interpreted as functions when you paste data into Calculator:

:c Clears memory.

:e Enables you to enter scientific notation numbers in decimal form. Also specifies the number E in hexadecimal.

:m Stores the displayed number in memory.

:p Adds the displayed number to the number in memory.

:q Clears the current calculation.

:r Displays the number stored in memory.

**   Functions the same as the **Dat button. Click **Sta** before using this key.

To find out what a Calculator button does

1 Using your right mouse button, click a Calculator button or control.

2 Click the **What's This?** command.

Click **Help Topics** to return to the list of Help topics.