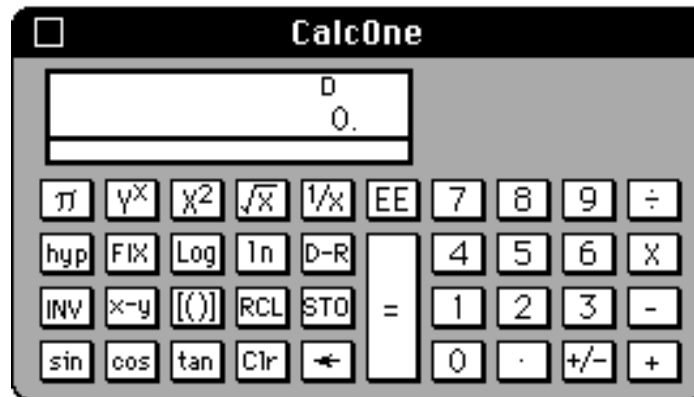


CalcOne 2.0 Manual

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Table of Contents


Introduction	3
Quick Start Guide.	3
General Instructions.	4
Preferences	5
Standard Entry Mode	5
RPN Entry Mode	5
Display an Operation Instructions.	6
Data Storage and Retrieval	9
Paper Tape	9
Scientific and Complex Calculators	10
Complex Calculator Only	11
Financial Calculator	12
Conversion Calculator	14
Numerical Calculator	15
Customizing Menus	16
Programming	18
Entering and Editing a Program.	18
Program Control	19
Example Program	20

Introduction

CalcOne is a universal calculator that embodies many useful features and functions. It was designed with two things in mind: We want to offer a calculator with broad appeal and to insure the program uses very little program memory. Currently version 2.0 has scientific functions, financial calculations, does unit conversions, base conversions and only needs 150K to run. The calculator will operate normally whether it is registered or not. However, until the calculator is registered, a reminder will be displayed and the user will have an opportunity to enter a registration number. A registration number can be obtained from


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by sending \$12.50 and your name and address. With your registration, you will receive the next upgrades for free. We are planning to add stand alone applications that make it easy to edit and merge data files, compile programs and customize menus.

CalcOne is a universal shareware calculator program that can be operated in an algebraic (Standard) or Reverse Polish Notation (RPN) entry modes. If you don't have your own registration number, registration information can be found under the **About CalcOne...** menu item under the  menu. If you are running System 7, I suggest you make an *alias* to CalcOne (click on the CalcOne icon once, and select **Make Alias** under the **File** menu) and place it in your **Apple Menu Items** folder. Then you will be able to start the calculator without having to go to the program's icon and double clicking on it.

Quick Start Guide

When starting CalcOne for the first time, a dialog box will appear that notifies you the program isn't registered. Click on YES, and enter your registration number in next dialog box. There are times when you will need to register again. This may occur when you reset the program, switch computers, or system software. If you loose your registration number, write us at the address above. Give us your name and address, and we will send your registration number again.

To start the calculator, double click on the CalcOne icon (or use the alias you have just put in the  menu). After registering, a picture of a calculator will appear on the computer screen. The calculator buttons are actuated by positioning the mouse's arrow over a calculator key and click once with the mouse button. As with other Macintosh applications, most functions have a key board equivalent, some of which are shown to the right of the menu item.

Mode	
✓ Standard	⌘A
RPN	⌘N
Paper Tape	
Erase Paper Tape ...	
Program	
Run	⌘R
Stop	⌘.
Erase Program ...	

When the calculator appears, notice the menu items in the menu bar at the top of the screen. Click on the **Mode** menu, and you can choose between **Standard** and **RPN** entry modes as well as other features relating to the calculator operation. For those who like the Hewlett Packard calculators, choose the **RPN** menu item. For the more common algebraic entry system, choose the **Standard** menu item.

Calculator	Mode
✓ Scientific	⌘S
Complex	⌘I
Financial	⌘F
Conversions	⌘U
Numerical	⌘B
Preferences ...	

Also notice the **Calculator** menu. There are five calculators under this menu item which can be chosen. The **Scientific** calculator performs many logarithmic and trigonometric calculations. The **Complex** calculator performs these same functions with complex (real and imaginary) numbers. A **Financial** calculator will perform statistic and interest rate calculations. The **Conversions** calculator will convert from one unit measure to another, like meters to yards. And a **Numerical** calculator which does base conversions and logical operations has been added to version 2.0. Each of these calculators are discussed in detail in the following sections.

General Instructions

Some operations will be common to all five calculators and this section describes these general operating procedures. This section can be skipped by those who are familiar with other calculator products.

Preferences:

Under the **Calculator** item in the menu bar, there is a **Preferences...** menu item that allows you to set the color of the calculator and the type of decimal point you want to use. When you select preferences, a dialog box will appear with check boxes for the type of decimal point, a period "." or a comma ",". There will also be a Color Picker for those with a color Macintosh. Selecting Color Picker... will call the standard color picker dialog box where you can customize the color of your calculator.

When CalcOne is launched, it looks for a file named CalOne.pref in the current directory. If the file is found, CalcOne attempts to load it instead of the standard defaults. For more information on this, see the section called "Data Storage and Retrieval".

Standard Entry Mode:

In the **Standard** mode, numbers and the six operations

+, -, x, ÷, =, and []

are entered like an algebraic equation:

\x(1) \x(.) \x(2) \x(x) \x([())] \x(2) \x(+) \x(.) \x(8) \x([())] \x(=) 3.36

The key board can be used as long as you substitute the star * for the multiplication and the forward slash, /, for the division buttons. The calculator should automatically know whether the [()] is an open, "[", or close, "]", and there can be up to 6 levels of {[()]}.

The \x(Clr) button cancels any pending operation and sets the display to zero.

RPN Entry:

In the **RPN** entry mode, the mathematical operation is entered last. The first number is stored by clicking on the \x(ENTER) key, followed by the second number and so on. Then, the math operations are entered from last to first, and no equal sign is needed.

\x(1) \x(.) \x(2) \x(ENTER) \x(2) \x(ENTER) \x(.) \x(8) \x(+) \x(x) 3.36

The key board can be used as long as you substitute the star * for the multiplication and the forward slash, /, for the division buttons. The numbers you enter are stored in four registers that can be "rolled" by using the down arrow key. Try entering;

\x(1) \x(ENTER) \x(2) \x(ENTER) \x(3) \x(ENTER) \x(4)

and then click on the down arrow key several times. These four numbers will reappear in reverse sequence.

The \x(Clx) key only clears the display, x value, in memory. it has no effect on the other registers.

Display and Operation Instructions:

The left arrow is used to correct the number being entered. One-by-one, the last key stroke will be removed from the number in the display.

\x(1) \x(.) \x(2) \x(8) \x(7) \x(<-) \x(<-) \x(=) 1.2

The \x(+/-) key changes the sign of the number in the display.

The \x(FIX) key is used to control the format of the display and the number of digits displayed. Four display modes can be selected with this key and the current setting is displayed as a small code in the top of the display window the first time \x(FIX) is selected;

Scientific	S : displays the number as power of 10
Literal	L : displays the number with a fixed number of decimals
Engineering	E : displays the number in powers of 1000
Fixed	F : displays the number in a fixed number of decimals but will switch to scientific when the number gets too big or too small.

Along with the little letter, a number will appear that shows the current setting for the number of digits after the decimal. This number will range from **0** to **9**. There may be a letter **F** instead of a number. When \x(FIX) is selected, the current decimal point mode and number of digits are displayed. If this setting is OK, select any key except a number, decimal point, or \x(FIX). Selecting \x(FIX) again or again will change the decimal point mode from S to L to E to F and back to S until you have selected the desired display mode. The very next number you select will determine the number of digits after the decimal point. If the decimal point key is selected \x(.), the number of digits after the decimal point will "float". This means the last digits after the decimal are checked to see if they are zeros, and if they are, these zeros are not displayed.

The \x(EE) is used to enter a power of ten.

The $\backslash(x-y)$ swaps the value displayed and the last value entered.

The $\backslash(r(x))$ key finds the square root of the display if it is positive.

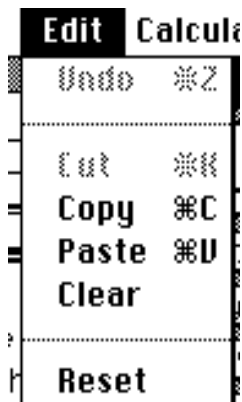
The $\backslash(1/X)$ key finds the inverse of the display.

The $\backslash(X^2)$ key squares the display.

The $\backslash(STO)$ key is used to store numbers in any of the 10 memory locations. When you want to store a number, click on the $\backslash(STO)$ key and a number between 0 and 9. When the $\backslash(STO)$ key is selected, a small **STO** is displayed at the top of the display window. Along with the little **STO** will be a number. This is the default memory location. If any key is selected other than a number, the default memory location will be used for storage. The $\backslash(STO)$ function can also be invoked from the keyboard with the "s" key

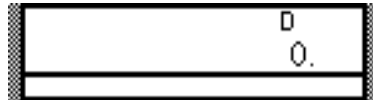
The $\backslash(RCL)$ key works the same as the $\backslash(STO)$, but recalls the value at the memory number selected, or the default. Recall can also be chosen by pressing r on the keyboard.

The $\backslash(INV)$ key turns the invert indicator on and off in the upper left hand corner of the display. When the **INV** is active, some of the function keys will operate in the inverse mode. For example, sin becomes arcsine.



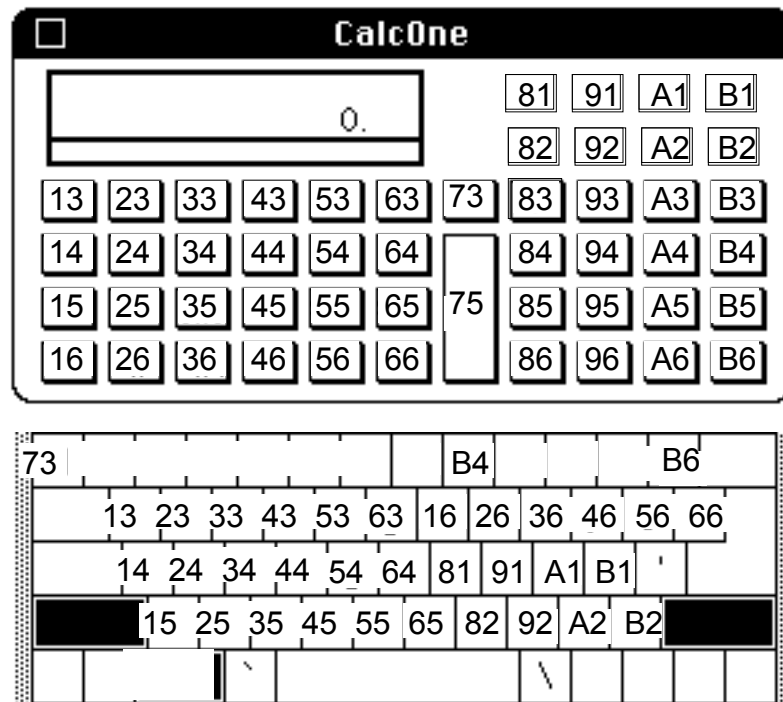
Displayed values can be cut and pasted into other applications by using the menu items under the **Edit** menu item. To get the number from the display, select the **Copy** menu item under the **Edit** menu. Then, go to your other document or application and paste that number in. Numbers can be pasted into the calculator from other documents by selecting the **Paste** menu item. Cut or Copy the number from your other document, activate CalcOne, and select **Paste**. The number will appear in the display as if you entered it with the mouse or from the keyboard.

The **Reset** menu item will reset the calculators screen position, memory registers, operating modes and display options to a state similar to when you first started this program. Warning: You will have to enter your registration number again after resetting the calculator.



The calculator takes up a lot of room on the desktop. You can miniaturize the calculator by clicking on the bar below the display window. Another click anywhere in the miniature display will return the calculator to its normal size.

Each calculator key is mapped to the keyboard when the shift key or the caps lock key is down. The calculator can be operated while miniaturized or at full size.



The two figure above show how the calculator keys are related to the keyboard keys. I like to use the calculator while it is miniaturized, so I have a copy of the keyboard map taped on my monitor.

To get rid of the calculator, you can chose **Quit** from the **File** menu or click in the tiny box in the upper left hand corner of the calculator window. Your memories, calculator position on the screen, and other settings will be saved before the program quits. Next time you start the program, you can continue calculating where you left off. However, if you want to use the calculator for several different jobs, such as your monthly budget and your business finances, you can write data into files as explained in the next section.

Data Storage and Retrieval:

Data can be written into a file or read from a file that has already been created. This can be valuable for saving different data files for each sales account, for your home finances. Running balances can be kept in the memory location or in the display, and recalled at any time. The following is a list of calculator items saved in the data file (version 2.0):

- Display and all stack items (RPN Mode).
- All 10 memories and default numbers for STO, RCL and SUM.
- RPN/Standard setting, calculator, and decimal point type.
- Decimal point and Complex number Mode, angle type (e.g.. radians)
- Financial memories for calculating interest, present value etc.
- All pop up Menus.
- Calculator color and location on screen.
- Program and Paper Tape

To save a file, select the **Save** or **Save As...** menu item under the **File** menu in the menu bar. Selecting **Save** will write over the last file you wrote, or if this is the first save since you started the calculator, the data will be saved in a file named ClacOne.dat in the current directory. Choose **Save As...** if you want the data saved in another file. Then, use the standard save as... dialog box to navigate and save the data.

When the calculator starts up, the program looks for a file called CalcOne.pref in the current directory. If this file is present, the calculator will attempt to load the data instead of the normal default settings. If you want a particular data file to be loaded every time the calculator is launched, save it as a data file called CalcOne.pref in the same folder as the CalcOne application.

If you want to load data from a CalcOne file, select **Open** from the **File** menu in the menu bar. Then navigate with the standard file dialog box until you find the file you want.

Paper Tape:

CalcOne 2.0 has a paper tape display where up to 64 numbers and operations can be printed. The paper tape is started by selecting the **Paper Tape** menu item under the **Mode** menu. The paper tape is just a window where a history of calculator operations and results are written. Only eight lines are shown, but there are 64 stored in the records and can be viewed by using the sliding control at the far right of the calculator.

New lines are always copied from the display to the bottom of the stack of numbers. So, the oldest calculations are on the top and the newest are on the bottom.

The paper tape can be printed by selecting the **Print** menu item under the **File** menu in the menu bar. To control the way numbers are printed, choose the **Page Setup...** menu item.

Items can be cut from the paper tape to correct wrong entries. However, text or numbers cannot be put on to the tape without using the calculator. Removing parts of the paper tape is done by selecting the offending part with the mouse. Place the mouse arrow on the beginning of the part you want to remove. Then press the mouse button and keep it pressed while moving the mouse arrow to the end of the offending part of the tape. As you do this, the text will become highlighted. If you want to remove the highlighted text and numbers, select the **Cut** menu item under the **Edit** menu in the menu bar. This will remove it from the tape and place it in the scrap and you may paste this into another document.

Scientific and Complex Calculators

This section describes the functions that apply to the scientific and complex calculators.



When the $\backslash x(\pi)$ key is selected, the key will dissolve into a pop-up menu with several constants besides π . If you want π , don't move the mouse, and release the mouse button. The other constants can be chosen by selecting them with the mouse before releasing the mouse button. The **C** item is for customizing the menu as explained in the section Customizing Menus.

The $\backslash x(\text{Log})$ key calculates the logarithm, in base 10, of the number in the display. The **INV** selector will case the $\backslash x(\text{Log})$ key to calculate the inverse log, or 10 raised to the power of the value in the display.

The $\backslash x(\ln)$ key calculates the natural logarithm, in base e, of the number in the display. The **INV** selector will case the $\backslash x(\ln)$ key to calculate the inverse logarithm, or e raised to the power of the value in the display.

The $\backslash x(D-R)$ key is used to select the units of the angle that will be used for the trigonometric functions.

Degrees **D**: 360 degrees in a circle

Radians **R**: 2π radians in a circle

Grads **G**: 400 grads in a circle

Unit Circle **C**: 1 circle in a unit circle

The $\backslash x(hyp)$ key will turn the hyperbolic trig function on and off, as indicated by the **HYP** in the upper left-hand portion of the display.

The $\backslash x(SIN)$ key calculates the sine of the displayed number. The **INV** and **HYP** selector will case the $\backslash x(SIN)$ key to calculator the inverse sine, hyperbolic sine and the inverse hyperbolic sine.

The $\backslash x(COS)$ key calculates the cosine of the displayed number. The **INV** and **HYP** selector will case the $\backslash x(COS)$ key to calculator the inverse cosine, hyperbolic cosine and the inverse hyperbolic cosine.

The $\backslash x(TAN)$ key calculates the tangent of the displayed number. The **INV** and **HYP** selector will case the $\backslash x(TAN)$ key to calculator the inverse tangent, hyperbolic tangent and the inverse hyperbolic tangent.

Complex Calculator Only

Complex numbers are entered by inputting the real part (or magnitude) first the same way you would normally enter numbers, then begin entering the imaginary part (or angle) by selecting the **i** (or \angle) key first. The choice of entering the complex number in a real and imaginary or magnitude and angle format is determined by selecting the $\backslash x(P-R)$ key. The following example shows how to enter the complex number $1.2+4i$:

$\backslash x(1) \backslash x(.) \backslash x(2) \backslash x(i) \backslash x(4) \backslash x(=)$ $1.2 + 4i$

The $\backslash x(*)$ key will convert the display to it's complex conjugate.

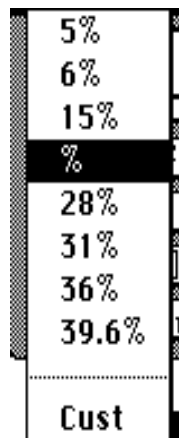
The $\backslash x(P-R)$ key changes the way complex numbers are entered, displayed, and transferred to other calculators with four settings;

Real	RE
Imaginary	IM
Magnitude	MAG
Angle	ANG

Since the other calculators can only handle one real number, the number transferred between calculators is determined by these four settings. Furthermore, the **RE** and **IM** setting will allow the entry and display of the complex number in terms of real and imaginary parts. When the **MAG** and **ANG** modes are selected, the entry and display of the complex number is done with the magnitude and angle of the number. The angle is displayed in degrees, radians, grads or unit circle according to the $\backslash x(D-R)$ setting.

Financial Calculator

The basic financial calculator functions are described above. The following explains the functions specific to the financial calculator.



The financial calculator has its own pop up menu behind the $\backslash x(\%)$ key. When the $\backslash x(\%)$ is chosen from the pop-up menu, it converts the display into a percentage (divides the display by 100). The other choices in the pop-up menu will multiply the display by the indicated percentage (some are the current income tax rates). The **Cust** item is for customizing the menu as explained in the section Customizing Menus.

The $\backslash x(SUM)$ key adds the display to a value in memory. The memory location is chosen the same way as with the $\backslash x(STO)$ and $\backslash x(RCL)$ key as explained above.

The $\backslash x(X!)$ key calculates the factorial of the displayed number if it is an integer greater than zero.

There are four statistical function keys to perform simple statistics. These keys find the mean and standard deviation of a group of numbers entered with the Σ key. To use the statistical functions, enter the data one number at a time and press the Σ key when each number is entered. Then when all the data has been entered, the mean is displayed by selecting the \bar{x} key. The σ_n key finds the population standard deviation of the data and the σ_{n-1} finds the sample standard deviation.

Σ	Σ	Σ
Σ	Σ	Σ
\bar{x}	53.66667	
σ_n	1.37437	
σ_{n-1}	1.50555	

Select the Clr key twice to clear the registers before starting a new statistical calculation with new data.

Investment calculations are supported by five keys. These keys are used to enter a value for a later calculation, or to initiate a calculation. The $\%i$ key is for entering or finding the periodic interest rate. The N and PMT keys are used for entering or calculating the number of payments or the payment value respectively. The PV and FV keys are for entering the present or future value of an investment. You would start with four of these values, and then calculate the remaining one. These known values are entered by selecting the STO key, then selecting one of the five investment keys:

$\text{STO } 1 \text{ } 0 \text{ } 0 \text{ } 0 \text{ } 0$ $\text{STO } \text{FV}$

The example above puts the value 100,000 in the future value register. Then the other three values are entered to prepare for a calculation. The remainder of this example calculates the interest rate needed to have \$100,000 after 10 years when you start with \$10,000 and deposit \$200 a month into the account:

$\text{STO } 1 \text{ } 0 \text{ } 0 \text{ } 0 \text{ } 0$	$\text{STO } \text{PV}$
$\text{STO } 1 \text{ } 0 \text{ } X \text{ } 1 \text{ } 2 \text{ } =$	$\text{STO } N$
$\text{STO } 2 \text{ } 0 \text{ } 0$	$\text{STO } \text{PMT}$
$\%i$	0.01256
$x \text{ } 1 \text{ } 2 \text{ } =$	0.15071

You would need an interest rate of 1.256% per month or 15.071% per year to achieve the goal of 100,000.

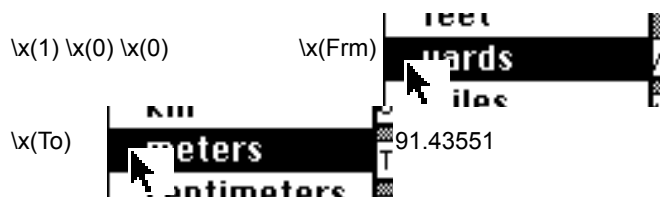
Clicking twice on the \x(Clr) key will clear all the financial registers.

Conversion Calculator

The conversions calculator will convert between many common units of measure like meters to feet and Centigrade to Fahrenheit. This calculator includes some of the more common functions for the scientific and financial calculators. The conversions calculator has two extra windows next to the display that shows what units are where selected with the \x(Frm) key on the top and the units selected with the \x(To) key.

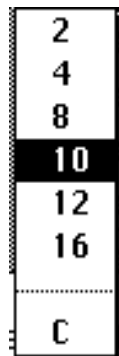
kilometers	meters
meters	centimeters
centimeters	inches
inches	feet
feet	yards
yards	miles
▼	nmiles

There are two pop-up menus that control what units are used in the conversion process. You need to select two units, the units to convert from and the units to convert to. The pop-up menus under the \x(Frm) and \x(To) keys allow you to choose these two units. The menu under the \x(TO) key is rebuilt when a new \x(Frm) selection is made. The example below shows how many meters are equal to 100 yards:



Numerical Calculator

The **Numeric** calculator has 16 number keys and a pop up menu where you can select the base of the numbers entered and the displayed. You will also notice additional keys for logical operations such as AND, OR and Exclusive OR. The number keys will become active or inactive depending on the base that you have selected. Any base number from 2 to 16 can be displayed or entered by selecting the base from the pop up menu under the \x(^) key. The current base is displayed at the top of the display in a small number or letter that ranges from 2 to G.



Numbers in bases other than 10 can be manipulated like normal numbers in this calculator plus there are a few additional operations one can perform. Logical operations can be performed on long integers (between $+2^{31}$ and -2^{31}), but not floating point numbers. Before any of the logical operations, \x(AND), \x(OR), \x(Xor), and \x(NOT), the number is converted to a long integer. If the number is larger or smaller than a long integer, the results will be unpredictable.

The \x(ASC) key prints the ASCII character (in the current font) if the number in the display is between 0 and 256.

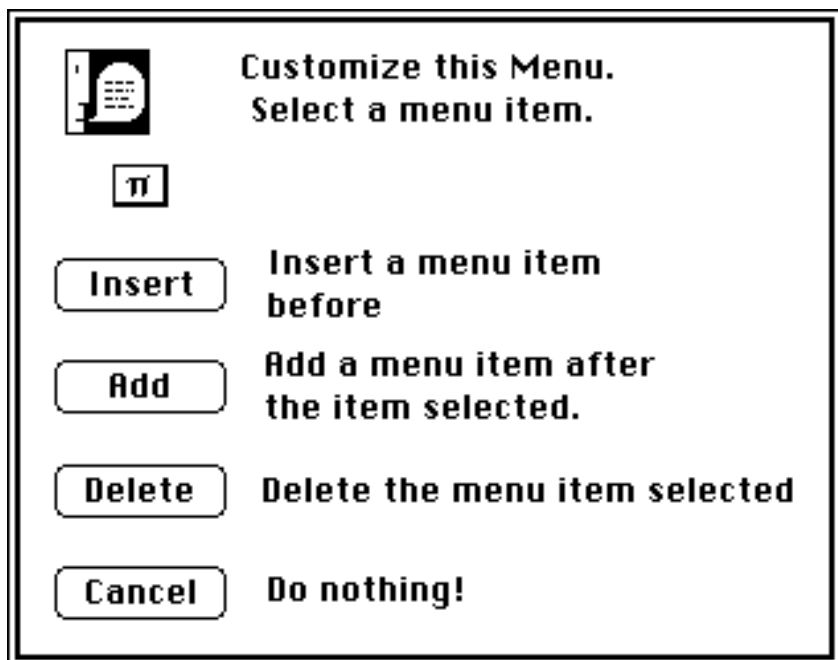
The \x(INT) key converts the displayed number to the largest integer less than the number in the display and sets the calculator in mode to do integer calculations.

The \x(Flt) key returns the calculator to a floating point calculation mode.

The logical operation have a lower priority than the mathematical functions which only applies to the standard entry mode. The hierarchy of operations are multiplication and division first, addition and subtraction second, and the logical operations last.

Customizing Menus

The pop-up menu can be customized by adding or subtracting items from the menu list. To customize a pop-up menu, select the **C**, **Cust**, or **Customize** menu item at the bottom of the pop-up menu.



You will get a dialog box with a menu key and several options for customizing the menu. These options are **Insert**, **Add**, **Delete** and **Cancel**. The conversions calculator has an additional item; **Add ---**. If you are adding a new item, you must choose the location in the menu list. If you are deleting a menu item, you must select the item to be deleted. Position the mouse arrow on the little key near the top of the dialog box and press the mouse button. The figure above shows a π key because the dialog was called from the **Scientific** calculator pop-up menu item **C**. The pop-up menu you are editing will appear. Select the menu item that you want to delete, insert a new item before, or add a new item after it. Selecting the **Insert** button will insert the new menu item before the item selected. Choosing the **Add** button will add the new item after the menu item chosen. When editing the **Conversions** pop-up menu, a separator line, using **Add ---**, can only be added before another separator line.

For example, pressing on the π key pops up the menu of universal constants. We want to add the universal constant **g** after the speed of light, **c**. We select the **c** menu item and a **c** will appear next to the key. We select

the **Add** button and another dialog box appears asking for the name of the new item:

Enter name of new menu item

OK Cancel

Next, we enter **g** and click the **OK** button. Another dialog appears asking for the numerical value of g:

Enter the value of menu item :
g

OK Cancel

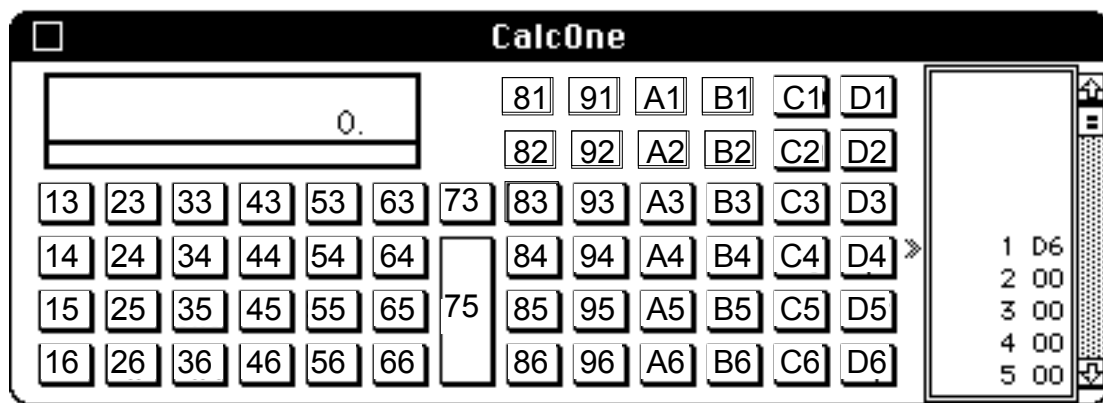
The gravitational constant on the surface of the earth is 9.8 m/s^2 , so we enter 9.8 and click on the **OK** button. We have just add the constant **g**=9.8 to the pop-up menu.

- μ0
- ε0
- c
- g**
- π
- e
- k
- h
- N
- C

Remember, when you quit the calculator, your custom menu will be gone forever unless you save it in a data file. Chose **Save** or **Save as...** for the **File** menu item in the menu bar and save the menu in a new data file. See the section on saving and recalling files for more on data files.

Programming

This chapter explains the programming features of CalcOne. Almost any sequence of key strokes can be programmed for repetitive execution. By selecting the **Program** menu item under the **Mode** menu, a set of programming keys will appear along with a paper tape display for the program. The program display window only holds 8 program steps whereas the program memory will hold 254. Use the sliding control at the far right to control the part of the program that is viewed and the insertion point of new instructions.



Each key has an address according to its row and column, the first digit being the column and the second digit is the row. The columns span 1 to 14 where column one is the left most column. Since the number of columns exceeds 10, the first digit in the address is a base 16 number. It could have an A,B,C, or D instead of a 10, 11, 12, or 13 respectively. The rows span from 1 to 6, with one being the top row in the numeric calculator. Notice that the Complex and Financial calculators have one extra column. This column of keys is column number seven, and the other calculators will have no column seven keys. Keep this in mind when interpreting key addresses.

The address does not depend on the calculator being used, so therefore it is very important which calculator is active. The address related to a key, not a function. Each address can have five different meanings depending on which calculator is active.

Entering and Editing a program:

Select **Program** from the **Mode** menu in the menu Bar. The program keys and window will appear. Select keys on the calculator normally, and

their address is automatically inserted where the symbol ">>" appears next to the program window. Whenever the program window is active, all key strokes will be inserted into the program. If you want to use the calculator without the changing the program, dismiss the program window by selecting **Program** again in the **Mode** menu.

The \x(Del) key deletes the program instruction currently being pointed to by the ">>" symbol.

The \x(Rpl) key replaces the program instruction being pointed to by the ">>" symbol by the very next key that is pressed.

You can store the program by selecting **Save** under the **File** menu. See the section "Data Storage and Retrieval".

Program Control:

The \x(Stp) key inserts a stop command into the program that will stop the program and reset the program counter.

The \x(GO) key tells the calculator to start running the program from the address pointed to in the program window.

The \x(Pause) key inserts an instruction to stop the program. It can be restarted again by selecting Run from the Mode menu or by using the \x(Go) key.

The \x(SS) key is a debugging tool to single step through the program. Every time it is pressed the program executes one instruction, and displays the next instruction in the middle of the program display.

The \x(Lbl) is used to define the very next key as a label or location in the program memory. Anytime you want to jump, branch or go to a specific location in the program, it must be identified by a label. The labeled key can be any of the keys on the calculator, and the function that key normally performs is ignored this one time since it is used as a label. The following three paragraphs describe conditional and unconditional jumps to locations in the program that must be identified by labels.

If the program is being displayed in the small paper tape window, there is a **Go To** menu in the menu bar list the labels throughout the program. If Selecting a label from the **Go To** menu forces the program display window to go to the part of the program that has that label.

The \x(GoT) function forces the program to jump to a specified location. The next program entry is a label, not a calculator function. The calculator searches for this label, and jumps to this part of the program. For example, if the program has a \x(GoT) \x(=), the equals is not a function or operation, it is a label. The calculator searches the program for the two instructions \x(Lbl) \x(=) and jumps to this location. If the label isn't found, the program ignores the go to command.

The $\lfloor x(x=0)$, $\lfloor x(x=y)$, $\lfloor x(x<y)$, $\lfloor x(x\leq y)$ functions are used to test for a condition and jump to another part of the program if the condition is true. The next address in the program doesn't relate to a calculator key, but the label to where the program should jump. If the test is true, the calculator searches for the label with the corresponding code and jumps to that location in the program. If no label is found, the program ignores the test and continues. The "x" value is the number in the display, the "y" value is a register that is assigned a value with the $\lfloor x(x-y)$ key or the $\lfloor x(\text{ENTER})$ key if you're in the **RPN** mode.

Example Program:

The following listing is a program that successively calculates area of a unit circle. We will distribute more programs and tools in the future, however, this small example will help you get started. The area of a circle with a radius of one is equal to π . Calculating π is a common exercise in many computer courses for scientists and engineers. Imagine a circle centered on a graph at the origin. The part of the circle in the first quadrant is split up in four trapezoids of equal width. The area of the trapezoids is added, multiplied by four, and the program pauses.

1	46	27	95	53	45	79	85
2	55	28	33	54	A5	80	75
3	84	29	7	55	75	81	55
4	55	30	43	56	B4	82	85
5	94	31	55	57	45	83	25
6	84	32	A5	58	86	84	45
7	55	33	45	59	53	85	86
8	86	34	95	60	B3	86	25
9	C5	35	B6	61	95	87	C3
10	85	36	45	62	B6	88	95
11	45	37	86	63	45	89	45
12	84	38	53	64	86	90	84
13	55	39	75	65	53	91	B4
14	94	40	55	66	B4	92	84
15	46	41	95	67	45	93	75
16	55	42	85	68	A4	94	C6
17	84	43	B5	69	75	95	45
18	55	44	45	70	B6	96	86
19	95	45	95	71	45	97	B6
20	55	46	33	72	84	98	84
21	85	47	75	73	75	99	75
22	C5	48	43	74	55	100	55
23	95	49	55	75	84	101	86
24	85	50	A4	76	45	102	D5
25	B5	51	A6	77	85	103	85
26	45	52	B6	78	B6	104	D6

Continue the calculations by pressing the \x(GO) key. Then the area in the first quadrant to split into eight trapezoids. Then, after another pause and another press of the \x(GO) key, into 12 trapezoids, and so on. Each time the program pauses, the number in the display will be closer and closer to π .

The data file CalcOne.dat that can be on this disk has the program loaded and ready to run. The following is a listing of the program. Have fun.

The Future for CalcOne

The future for CalcOne is entirely up to you. You can exchange data, menu and programs in the data files with other CalcOne users. And you can build a library of data files. As this manual goes to press, we are planning to add tools to the CalcOne system to make it easier to program and customize. As a registered user, you will get these tools as soon as they become available. Here is a list of some things we are working on:

1. Data file editor. There are a lot of things in a data file. What if you want to load some of the data? For example, you put a lot of time into creating new menus and save these in a data file. This data file will also have the calculator's color. If you change the color of the calculator it would revert to the old color when the data file containing the new menus is recalled. The data file editor will tell you what is in the data file and allow you to change items, or copy parts from other files.
2. Menu Builder. You can easily add a few items to the pop-up menus one at a time. This becomes tedious when you want to completely overhaul the menus. The menu builder will make creating menus from scratch easy and fast by putting all the menu building controls at your fingertips.
3. Program compiler. Programming and debugging the calculator and is time consuming. The program compiler is a tool to help you create and debug programs. This will dramatically accelerate the program development cycle.

We hope that CalcOne is a small and powerful tool for your everyday use.