Operations

536262_PixelRule.tiff ¬

01_12ptHevBlk.tiff ¬   Enter a number.   770678_12ptHevBlk.tiff ¬
Press one of   the operator keys.   456365_12ptHevBlk.tiff ¬   The
result is shown in the display register.

684996_PixelRule.tiff ¬

Add input to accumulator.

353444_paste.tiff ¬

Subtract input from accumulator.

paste.tiff ¬

Multiply accumulator by input.

794338_paste.tiff ¬

Divide accumulator by input.

418535_paste.tiff ¬

Redisplay the accumulator.

607141_paste.tiff ¬

821456_PixelRule.tiff ¬

330119_CheckMark.tiff ¬   Calculette is unusual in the way it deals
   with input. To enter a number, you always have to enter an
   operation. To compute *(2€+€3) $\times$ 4 - 5 - 5*, you type *2 + 3 + 4 $\times$ 5 -
   -*.

426059_CheckMark.tiff ¬   The result of an operation is copied to the active printer, if any.

705847_CheckMark.tiff ¬   Use 354837_paste.tiff ¬ to print an intermediate calculation.

1PixelRule.tiff ¬

See also

;Numbers.rtfd;;¬ Entering numbers
;Percentage.rtfd;;¬   Computing a percentage
;Fixing.rtfd;;¬ Fixing the display
;Memory.rtfd;;¬   Using the memory
;Printer.rtfd;;¬   The printer