

FEB 89 REC'D

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PRICES AND AVAILABILITY ARE SUBJECT TO CHANGE WITHOUT NOTICE

ADVANCED ELECTRICAL ENGINEERING LIBRARY

The Advanced Electrical Engineering Library is an interchangeable Solid State Software module that contains 10 easy-to-use programs chosen to serve a broad range of advanced electrical engineering applications.

- 0 ACTIVE FILTERS—Aids in the design of active lowpass, highpass, and bandpass filters.
- 0 BODE-NYQUIST—Calculates the data needed for Bode and Nyquist plots for specified frequency values when given a transfer or immittance function as a ratio of polynomials.
- 0 ROOTS OF A POLYNOMIAL—Finds real and complex roots of a polynomial using the Lin-Bairstow method.
- 0 DISCRETE FOURIER TRANSFORM—Computes the Discrete Fourier Transform and its inverse. Includes capability to window data using Hamming, Hanning, Bartlett, Dolph-Tchebycheff, or Dolph-Tchebycheff (normalized) techniques.
- 0 NETWORK ANALYSIS—Calculates the frequency response of a general linear network using either log or linear sweep of frequencies.
- 0 PASSIVE LOWPASS FILTERS—Provides filter order and component values for use in design of Tchebycheff and Butterworth lowpass filters.
- 0 PHASE-LOCKED LOOPS—Aids in the design of a phase-locked loop for either active or passive filters.
- 0 SERIES/PARALLEL CONVERSION—Converts a two-element series resistance and reactance to an equivalent two-element parallel resistance and reactance or vice-versa.
- 0 SIGNAL DETECTION—Computes one of three quantities signal-to-noise ratio, probability of a false alarm—when given the other two.
- 0 S->Y,Z,H,G PARAMETER CONVERSIONS—Converts scattering parameters (S), to admittance parameters (y), impedance parameters (z), or hybrid parameters (G or H), or vice-versa. Input and output may be in either polar or rectangular form.

CC40 SOFTWARE DESCRIPTION

MATHEMATICS I

- 0 COMPLEX FUNCTIONS-Evaluates twenty complex functions from simple-arithmetic to advanced trigonometry.
- 0 COMPLEX SYSTEMS-Determines solutions to a complex system of simultaneous equations.
- 0 CONVOLUTIONS-Computes a convolution integral for two functions.
- 0 CUBIC SPLINES-Interpolates any function using the cubic spline method.
- 0 DIFFERENTIAL EQUATIONS-Uses the fifth-order Runge-Kutta method to solve up to ninth-order differential equations.
- 0 GAMMA FUNCTION-Computes $\gamma(x)$ and $\ln(\gamma(x))$.
- 0 GAUSS QUADRATURE-Approximates the value of an integral using the Gauss Quadrature method.
- 0 HYPERBOLIC FUNCTIONS-Performs hyperbolic and inverse hyperbolic functions.
- 0 MATRICES-Adds, multiplies, inverts, and finds the determinants of matrices. Also determines the solution to a system of simultaneous equations.
- 0 POLYNOMIAL MULTIPLICATION-Multiplies two polynomials with real coefficients.
- 0 PRIME FACTORS-Finds the prime factors of positive integers.
- 0 RELATIVE MINIMUM-Locates the minimum value of a function within a specified interval.
- 0 ROOT-FINDER (BISECTION)-Finds the root of a function using the bisection method.
- 0 ROOT-FINDER (NEWTON)-Finds the root of a function using the Newton method.
- 0 TRIDIAGONAL MATRIX-Solves a tridiagonal system of simultaneous equations.

STATISTICS LIBRARY

The Statistics Library is a Solid State cartridge that contains 14 easy-to-use programs chosen to serve a broad range of statistical applications.

DESCRIPTIVE STATISTICS

- 0 HISTOGRAM-Constructs histograms and performs chi-square goodness-of-fit tests using normal, binomial, Poisson, and uniform probability distributions.
- 0 MEANS AND MOMENTS-Computes the means, moments, skewness, and kurtosis of a sample distribution.

PARAMETRIC TESTS

- 0 T-TEST: PAIRED OBSERVATIONS-Determines the t-statistic for paired observations to test the hypothesis that two normally distributed populations with the same unknown variance have the same mean.
- 0 T-TEST: UNPAIRED OBSERVATIONS-Determines the t-statistic for unpaired observations to test the hypothesis that the difference between the means of two normally distributed populations having the same unknown variance is delta.

NON-PARAMETRIC TESTS

- 0 CONTINGENCY TABLE ANALYSIS-Applies the chi-square test of independence to the row and column classifications of a two-way contingency table.
- 0 MANN-WHITNEY RANK-SUM TEST-Uses the Mann-Whitney Rank-Sum test to compare the means of two populations having the same distribution.

ANALYSIS OF VARIANCE

- 0 ONE-WAY ANOVA-Uses analysis of variance to test the hypothesis that a number of populations having the same distribution.
- 0 TWO-WAY ANOVA-Uses analysis of variance to test the significance of row, column, and interaction effects.

CC40 SOFTWARE DESCRIPTION

STATISTICS LIBRARY (continued)

THEORETICAL DISTRIBUTIONS

- 0 BINOMIAL DISTRIBUTION—Calculates mean standard deviation and individual and cumulative probabilities.
- 0 CHI-SQUARE DISTRIBUTION—Calculates the right-tail area of the chi-square distribution.
- 0 F-DISTRIBUTION—Calculates the right-tail area of the F-distribution.
- 0 NORMAL DISTRIBUTION—Calculates normal probability distribution and its inverse.
- 0 POISSON DISTRIBUTION—Calculates individual and cumulative probabilities.
- 0 STUDENT'S T-DISTRIBUTION—Calculates the left-tail area of a students distribution.

FINANCE LIBRARY

The Finance Library is an interchangeable Solid State Software cartridge that contain nine easy-to-use programs chosen to serve a broad range of financial and statistical applications.

- 0 BONDS-Computes the annual yield rate or the price of the bond on a settlement date, the bond's accrued interest at the settlement date, and the bond's duration in years using either a 30/360 day year or an actual/365 day year.
- 0 CALENDAR-Finds the number of days between dates or the day of the week for a given date using a 30/360 day year or an actual/365 day year.
- 0 CASH FLOWS-Calculates the internal rate of return, net present value, financial management rate of return, and an amortization schedule using graduated grouped, or variable cash flows.
- 0 DATA FORECASTING-Uses the exponential smoothing model to forecast future performance based upon level, trend, and seasonal coefficients. Also allows estimation and revision of coefficients.
- 0 DEPRECIATION-Prepares a depreciation schedule for an asset using straight line, sum-of-the-years-digits, declining balance, or arithmetic progressive methods.
- 0 FINANCIAL NEEDS FORECASTING-Finds any one of the seven values-current amount of assets or liabilities that vary with sales, amount of current sales, net profit percentage to current sales, amount of projected sales for next period, percentage of dividend payments to net profit, and amount of external fund needed -0 when give the other six values.
- 0 LEASE/PURCHASE-Aids in making a lease/purchase decision by comparing the net present values of an asset under varying conditions.
- 0 MACHINE REPLACEMENT-Computes the annual net expense of an asset to be purchased, the annual net expense of a held asset, the net difference, and the old or new advantage.

CC40 SOFTWARE DESCRIPTION

MEMO PROCESSOR WITH DATA COMMUNICATIONS

The Memo Processor software package transforms your Texas Instruments Compact Computer 40 into a portable, powerful, word processor and data communications terminal.

With the word processing portion of Memo Processor you can create, print, and store documents using the following features:

- 0 Up to 32 tab stops
- 0 Line length variable from 9 to 80 characters
- 0 Automatic word wrap at end of lines
- 0 Automatic page size control
- 0 Insertion, deletion, and overstrike of characters
- 0 Rearrange text using block move, copy, and delete functions
- 0 Search function allows location of character strings
- 0 Document printing on all CC-40 compatible printers

With the communications portion of the Memo Processor, you can use the CC-40 to access computers such as:

- 0 Central timesharing systems, including TEXNET
- 0 Corporate computers
- 0 Personal computers

Memo Processor also provides full integration of word processing and communications. You can create a document using word processing and then send it as electronic mail. You can also merge received text with a document in the word processor, and then edit, print, save, or re-send the result without breaking communications.

CC-40 PASCAL SOLID STATE SOFTWARE CARTRIDGE

The CC-40 Pascal Solid State Software Cartridge allows you to learn the Pascal programming language easily. Pascal is a logical and structured language that promotes good programming techniques.

CC-40 Pascal, because it is interpreted does not require a time consuming compiling procedure. This cartridge and the CC-40 are all you need to use Pascal - no additional equipment is required.

CC-40 Pascal is a subset of the widely-used UCSD version of Pascal.

UCSD Pascal is a trademark of the Board of Regents of the University of California at San Diego.

16 RAM EXPANSION CARTRIDGE

The 16K RAM Expansion Cartridge is an interchangeable cartridge that increases the power and versatility of the Compact Computer System by expanding the memory capacity of the computer. The additional memory provided by the 16 K RAM cartridge can be used to expand the total amount of memory available for BASIC program and data storage, or to increase the amount of memory available for machine language programs.

When using the 16K RAM cartridge to expand the memory of the Compact Computer 40 with a standard resident RAM of 6K bytes, the total amount of memory available for BASIC programs is 18K bytes.

CC40 SOFTWARE DESCRIPTION

GAMES I

- 0 HUNT THE WUMPUS—This sophisticated version of hide and seek will challenge you as you attempt to avoid the bats, bottomless pits, and earthquakes in pursuit of the elusive WUMPUS within the twenty rooms of his dark cave. You only have three arrows to use to kill the WUMPUS before he eats you.
- 0 HANMURABI—As ruler of the kingdom of Sumer, you must make decisions about buying and selling land, feeding your people, tending your crops, and fighting wars. If you are a good ruler and Sumer prospers during your ten year term, you will be asked to serve another term, but, if your leadership falters you will be run out of office and exiled.
- 0 STOCKS AND BONDS—Your skill at making timely decisions concerning buying stock and bonds will determine your success at this game. Annual variations in stock values present interesting challenges to you and up to seven other investors.
- 0 SPACECRAFT LANDING SIMULATION—As commander of the new ANTARES IV spacecraft your mission is to safely land a team of scientists on the surface of any planet in the solar system. After choosing the initial distance from your landing site, height above the planet, vertical and horizontal velocity, and fuel allocation, you control the altitude of your spacecraft and the thrust being applied in order to control the descent of the ANTARES IV and safely land on the planet's surface. The varying gravitational fields and atmospheres of different planet's makes each landing a unique challenge.
- 0 BACKGAMMON—This classical game enjoyed around the world challenges players of all skill levels. A special doubling cube option allows you to simulate the scorekeeping techniques of tournament play.
- 0 BLACKJACK—This game tests your luck and skill as you compete against the computer in the popular casino game.

GAMES II

- 0 CODEBREAKER-Can you break the four-digit code by choosing the correct digits and placing them in the correct order? There are 3023 wrong answers and only one right answer.
- 0 INTERCHANGE-The object of this puzzle is to use the least possible number of moves to reverse the position of a group of "\$"'s and a group of "+"'s by making legal interchanges between the characters and a zero which is originally located between the two groups. The size of the field may be varied from 3 to 15 characters for greater levels of difficulty.
- 0 LEARNING NIM-This game places you in a head to head competition of logic with the computer as you take turns removing chips from a common pile and try to force each other into taking the last chip. A special feature of this is the computer's ability to "learn" how to play better by remembering "good" and "bad" moves.
- 0 SEA BATTLE-You are commander of a guided missile frigate, the DAUNTLESS. You have 20 antisubmarine missiles to use to sink an enemy submarine which is attacking you. The submarine is constantly moving toward you and changes course and speed each time you score a near miss. You are able to select the range and bearing of your missiles to accurately aim at the position where you calculate the submarine to be.
- 0 NUMBER GALLERY-You are being attacked by a vicious swarm of numbers. Your only hope lies in one number which you can control that is able to destroy the attacking numbers. Ten difficulty levels with increasing greater point values provides limitless competition.
- 0 WORD SCRAMBLE-Your vocabulary is put to the test by this game as you attempt to unscramble four, five, and six letter words. There are four difficulty levels to choose from and the amount of time which you have to unscramble the word may also be varied. The special scoring system allows you to either play the game by yourself or against another player.