### **GNU Calc Reference Card**

(for GNU Emacs version 27)

### Starting and Stopping

start/stop standard Calc	C-x * c
start/stop X keypad Calc	C-x * k
start/stop either: C-x * *	
stop standard Calc	q
Calc tutorial	C-x * t
run Calc in other window	C-x * o
quick calculation in minibuffer	C-x * q

## Getting Help

The  ${\tt h}$  prefix key is Calc's analogue of C-h in Emacs.

quick summary of keys	?
describe key briefly	h c
describe key fully	h k
describe function or command	h f
read Info manual	h i  or  C-x * i
read full Calc summary	h s or C-x * s

### **Error Recovery**

abort command in progress	C-g
display recent error messages	W
undo last operation	U
redo last operation	D
recall last arguments	M-RET
edit top of stack	•
reset Calc to initial state	C-x * 0 (zero)

### Transferring Data

grab region from a buffer	C-x * g
grab rectangle from a buffer	C-x * r
grab rectangle, summing columns	C-x * :
grab rectangle, summing rows	C-x * _
yank data to a buffer	C-x * y

Also, try C-k/C-y or X cut and paste.

### Examples

In RPN, enter numbers first, separated by RET if necessary, then type the operator. To enter a calculation in algebraic form, press the apostrophe first.

	RPN style:	algebraic style:
Example:	2 RET 3 +	' 2+3 RET
Example:	2 RET 3 + 4 *	' (2+3)*4 RET
Example:	2 RET 3 RET 4 + *	' 2*(3+4) RET
Example:	3 RET 6 + Q 3 ^	' sqrt(3+6)^3 RET
Example:	P 3 / n S	' sin(-pi/3) RET =

#### Arithmetic

add, subtract, multiply, divide	+, -, *, /
raise to a power, nth root	^, I ^
change sign	n
reciprocal $1/x$	&
square root $\sqrt{x}$	Q
set precision	p
round off last two digits	c 2
convert to fraction, float	$c \ F, \ c \ f$
enter using algebraic notation	, 2+3*4
refer to previous result	' 3*\$^2
refer to higher stack entries	, \$1*\$2^2
finish alg entry without evaluating	LFD
set mode where alg entry used by default	m a

#### **Stack Commands**

Here  $S_n$  is the nth stack entry, and N is the size of the stack.

key	no prefix	prefix n	prefix - n
RET	copy $S_1$	copy $S_{1n}$	copy $S_n$
LFD	copy $S_2$	$\operatorname{copy} S_n$	copy $S_{1n}$
DEL	delete $S_1$	delete $S_{1n}$	delete $S_n$
M-DEL	delete $S_2$	delete $S_n$	delete $S_{1n}$
TAB	swap $S_1 \leftrightarrow S_2$	roll $S_1$ to $S_n$	roll $S_n$ to $S_N$
M-TAB	roll $S_3$ to $S_1$	roll $S_n$ to $S_1$	roll $S_N$ to $S_n$

With a 0 prefix, these copy, delete, or reverse the entire stack.

### Display

scroll horizontally, vertically	< >, { }
home cursor	0
line numbers on/off	d l
trail display on/off	t d
scientific notation	d s
fixed-point notation	d f
floating-point (normal) notation	d n
group digits with commas	d g

For display mode commands, H prefix prevents screen redraw and I prefix temporarily redraws top of stack.

#### **Notations**

scientific notation	6.02e23
minus sign in numeric entry	_23 or 23 n
fractions	3:4
complex numbers	(x, y)
polar complex numbers	$(r; \theta)$
vectors (commas optional)	[1, 2, 3]
matrices (or nested vectors)	[1, 2; 3, 4]
error forms (p key)	100 +/- 0.5
interval forms	[2 5)
modulo forms (M key)	6 mod 24
HMS forms	5@ 30' 0"
date forms	<jul 1992="" 4,=""></jul>
infinity, indeterminate	inf, nan

#### Scientific Functions

ln, $\log_{10}$ , $\log_b$ exponential $e^x$ , $10^x$ sin, cos, tan arcsin, arccos, arctan inverse, hyperbolic prefix keys two-argument arctan degrees, radians modes pi $(\pi)$	L, H L, B E, H E S, C, T I S, I C, I T I, H f T m d, m r P
factorial, double factorial combinations, permutations prime factorization next prime, previous prime GCD, LCM random number, shuffle minimum, maximum	!, k d k c, H k c k f k n, I k n k g, k l k r, k h f n, f x
error functions erf, erfc gamma, beta functions incomplete gamma, beta functions Bessel $J_{\nu}$ , $Y_{\nu}$ functions complex magnitude, arg, conjugate real, imaginary parts convert polar/rectangular	f e, I f e f g, f b f G, f B f j, f y A, G, J f r, f i c p

#### **Financial Functions**

enter percentage	M-%
convert to percentage	с %
percentage change	b %
present value	bР
future value	b F
rate of return	bТ
number of payments	b #
size of payments	b M
net present value, int. rate of return	b N, b I

Above computations assume payments at end of period. Use I prefix for beginning of period, or H for a lump sum investment.

straight-line depreciation	b S
sum-of-years'-digits	b Y
double declining balance	b D

#### Units

enter with units	' 55 mi/hr
convert to new units, base units	uc, ub
convert temperature units	u t
simplify units expression	u s
view units table	u v

#### Common units:

distance: m, cm, mm, km; in, ft, mi, mfi; point, lyr volume: 1 or L, ml; gal, qt, pt, cup, floz, tbsp, tsp mass: g, mg, kg, t; lb, oz, ton time: s or sec, ms, us, ns, min, hr, day, wk temperature: degC, degF, K

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## **Programmer's Functions**

binary, octal, hex display	d 2, d 8, d 6
decimal, other radix display	d 0, d r
display leading zeros	d z
entering non-decimal numbers	16#7FFF
binary word size binary AND, OR, XOR binary DIFF, NOT left shift logical right shift arithmetic right shift	b w b a, b o, b x b d, b n b 1 b r b R
integer quotient, remainder	%
integer square root, logarithm	f Q, f I
floor, ceiling, round to integer	F, I F, R

### Variables

Variable names are single digits or whole words.

store to variable	s t
store and keep on stack	s s
recall from variable	s r
shorthands for digit variables	$\mathtt{t}\ n,\ \mathtt{s}\ n,\ \mathtt{r}\ n$
unstore, exchange variable	su, sx
edit variable	s e

### **Vector Operations**

vector of 1, 2,, n vector of n counts from a by b vector of copies of a value concatenate into vector pack many stack items into vector unpack vector or object	v x n C-u v x v b   v p v u
length of vector (list) reverse vector sort, grade vector histogram of vector data extract vector element	v 1 v v V S, V G V H v r
matrix determinant, inverse matrix transpose, trace cross, dot products identity matrix extract matrix row, column	V D, & v t, V T V C, * v i v r, v c
intersection, union, diff of sets cardinality of set	v ^, v v, v - v #
add vectors elementwise (i.e., map +) sum elements in vector (i.e., reduce +) sum rows in matrix sum columns in matrix sum elements, accumulate results	V M + V R + V R _ + V R : + V U +

### Algebra

enter an algebraic formula enter an equation	' 2x+3y^2 ' 2x^2=18
symbolic (vs. numeric) mode fractions (vs. float) mode suppress evaluation of formulas return to default evaluation rules	m s m f m O m D
"Big" display mode C, Pascal, FORTRAN modes TEX, LaTEX, eqn modes Maxima Unformatted mode Normal language mode	d B d C, d P, d F d T, d L, d E d X d U d N
simplify formula put formula into rational form evaluate variables in formula evaluate numerically let variable equal a value in formula declare properties of variable Common decls: pos, int, real, scalar, [a.	as an = N sl $x=val$ sd $.b$ ].
expand, collect terms factor, partial fractions polynomial quotient, remainder, GCD derivative, integral taylor series	a x, a c a f, a a a  a %, a g a d, a i a t
principal solution to equation(s) list of solutions generic solution apply function to both sides of eqn	a S a P H a S a M
rewrite formula  Example: a r a*b + a*c := a*(b+c)  Example: a r sin(x)^2 := 1-cos(x)^2  Example: a r cos(n pi) := 1 :: integer  Example: a r [f(0) := 1, f(n) := n f(n)  Put rules in EvalRules to have them apply  Put rules in AlgSimpRules to apply during a  Common markers: opt, plain, quote, eval,	a s command.

# **Numerical Computations**

sum formula over a range	a +
product of formula over a range	a *
tabulate formula over a range	a T
integrate numerically over a range	аI
find zero of formula or equation	a R
find local min, max of formula	a N, a X
fit data to line or curve	a F
mean of data in vector or variable	u M
median of data	HuM
geometric mean of data	u G
sum, product of data	u +, u *
minimum, maximum of data	uN, uX
sample, pop. standard deviation	uS, IuS

### Selections

select subformula under cursor select $n$ th subformula select more unselect this, all formulas	<pre>j s j n j m j u, j c</pre>
copy indicated subformula	j RET
delete indicated subformula	j DEL
commute selected terms commute term leftward, rightward distribute, merge selection solate selected term in equation	<pre>j C j L, j R j D, j M j I</pre>
negate, invert term in context	j N, j &
rewrite selected term	j r

### Graphics

graph function or data	g f
graph 3D function or data	g F
replot current graph	gр
print current graph	g P
add curve to graph	ga
set number of data points	g N
set line, point styles	gs, gS
set $\log vs.$ linear $x, y$ axis	g 1, g L
set range for $x$ , $y$ axis	gr, gR
close graphics window	g q

### Programming

begin, end recording a macro	C-x (, C-x )
replay keyboard macro	X
read region as written-out macro	C-x * m
if, else, endif	Z [, Z :, Z ]
equal to, less than, member of	a =, a <, a {
repeat $n$ times, break from loop	Z <, Z >, Z /
"for" loop: start, end; body, step	Z (, Z)
save, restore mode settings	Z ', Z '
query user during macro	Z #
put finished macro on a key	ZK
define function with formula	Z F
edit definition	ΖE
record user-defined command permanently	ΖP
record variable value permanently	s p
record mode settings permanently	m m

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