





fx-9750G PLUS
CFX-9850G PLUS
CFX-9850GB PLUS
CFX-9950GB PLUS
User's Guide



fx-9750G PLUS owners...

This manual covers the operations of various different calculator models. Note the meaning of the following symbols when using this manual.

Symbol	Meaning
 CFX	Indicates information about a function that is not supported by the fx-9750G PLUS. You can skip any information that has this mark next to it.
	

8-1 Before Trying to Draw a Graph

■ Entering the Graph Mode

On the Main Menu, select the **GRAPH** icon and enter the GRAPH Mode. When you do, the Graph Function menu appears on the display. You can use this menu to store, edit, and recall functions and to draw their graphs.

Memory area —
Use  and  to change selection.



- {SEL} ... {draw/non-draw status}
- {DEL} ... {function delete}
- {TYPE} ... {graph type menu}
- {COLR} ... {graph color}
- {GMEM} ... {graph memory save/recall}
- {DRAW} ... {graph draw}



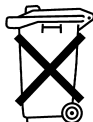
CFX



indicates {COLR} is not supported by the fx-9750G PLUS.

NL

Batterij niet weggooien,
maar inleveren als
KCA



CASIO ELECTRONICS CO., LTD.
Unit 6, 1000 North Circular Road,
London NW2 7JD, U.K.

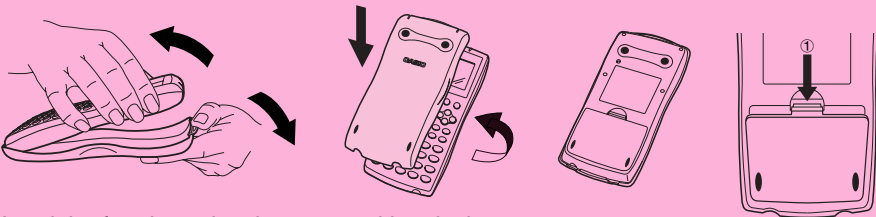
Important!

Please keep your manual and all information handy for future reference.

BEFORE USING THE CALCULATOR FOR THE FIRST TIME...

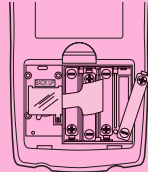
Be sure to perform the following procedure to load batteries, reset the calculator, and adjust the contrast before trying to use the calculator for the first time.

1. Making sure that you do not accidentally press the **AC/ON** key, attach the case to the calculator and then turn the calculator over. Remove the back cover from the calculator by pulling with your finger at the point marked ①.

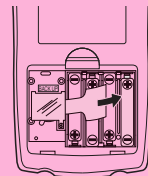


2. Load the four batteries that come with calculator.

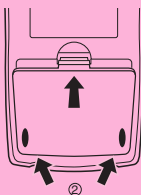
- Make sure that the positive (+) and negative (-) ends of the batteries are facing correctly.



3. Remove the insulating sheet at the location marked "BACK UP" by pulling in the direction indicated by the arrow.

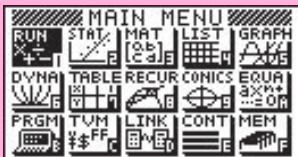


4. Replace the back cover, making sure that its tabs enter the holes marked ② and turn the calculator front side up. The calculator should automatically turn on power and perform the memory reset operation.

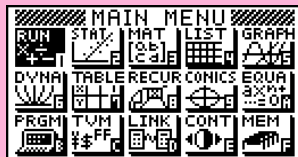


```
*****  
* MEMORY CLEARED! *  
* PRESS [MENU] KEY *  
*****
```

5. Press **MENU**.

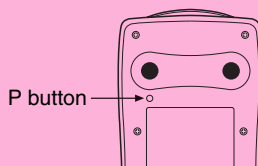


* The above shows the CFX-9850 (9950)G(B) PLUS screen.



* The above shows the fx-9750G PLUS screen.

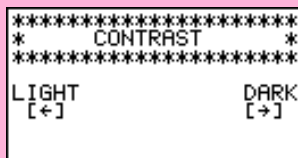
- If the Main Menu shown above is not on the display, press the P button on the back of the calculator to perform memory reset.



6. Use the cursor keys (**▲**, **▼**, **◀**, **▶**) to select the **CONT** icon and press **EXE** or simply press **cos^E** to display the contrast adjustment screen.



CFX-9850(9950)GB PLUS,
CFX-9850G PLUS



fx-9750G PLUS

7. Adjust the contrast.

•To adjust the contrast



- Use **▲** and **▼** to move the pointer to **CONTRAST**.
- Press **▶** to make the figures on the display darker, and **◀** to make them lighter.



•To adjust the tint

1. Use **▲** and **▼** to move the pointer to the color you want to adjust (ORANGE, BLUE, or GREEN).
2. Press **▶** to add more green to the color, and **◀** to add more orange.

8. To exit display contrast adjustment, press **MENU**.



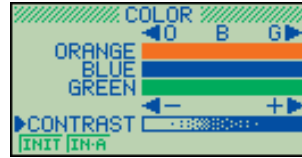
ABOUT THE COLOR DISPLAY

The display uses three colors: orange, blue, and green, to make data easier to understand.

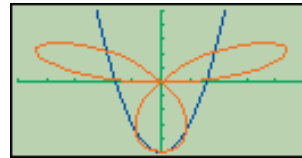
• Main Menu



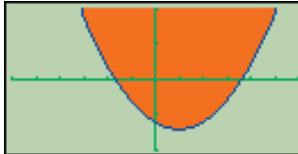
• Display Color Adjustment



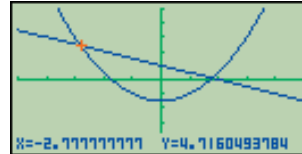
• Graph Function Menu



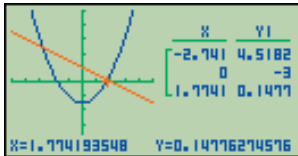
• Graph Display (Example 1)



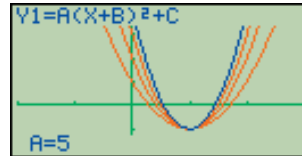
• Graph Display (Example 2)



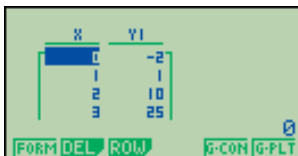
• Graph-To-Table Display



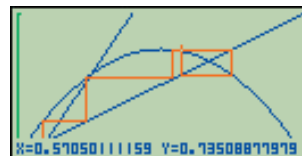
• Dynamic Graph Display



• Table & Graph Numeric Table

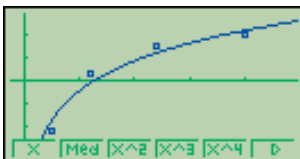


• Recursion Formula Convergence/ Divergence Graph Example





• Statistical Regression Graph Example



- When you draw a graph or run a program, any comment text normally appears on the display in blue. You can, however, change the color of comment text to orange or green.

Example: To draw a sine curve

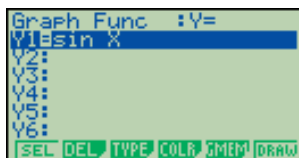
1. Enter the GRAPH Mode and input the following.

F3 (TYPE) **F1** (Y=)

(Specifies rectangular coordinates.)

sin **X,θ,T** **EXE** **▲**

(Stores the expression.)



F4

2. **F4** (COLR)



F2

- Press the function key that corresponds to the color you want to use for the graph:

F1 for blue, **F2** for orange, **F3** for green.

3. **F2** (Orng)

(Specifies the graph color.)

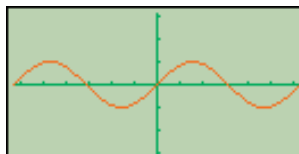
EXIT



F6

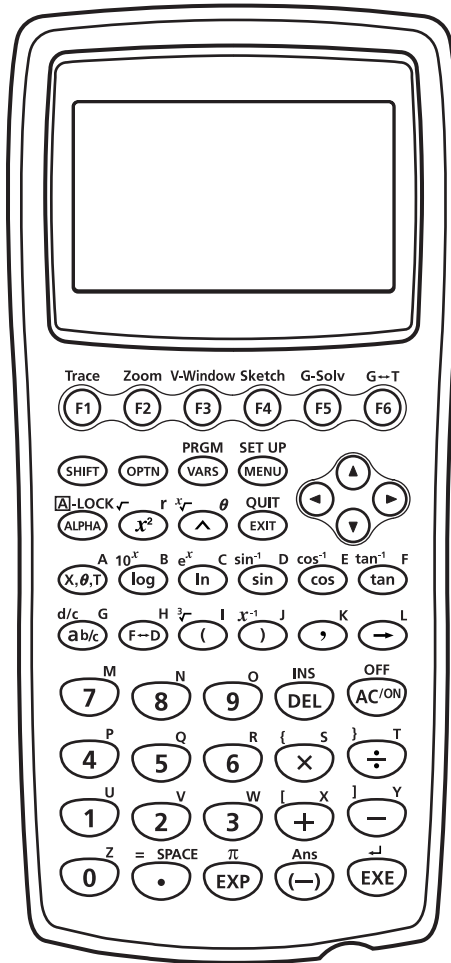
4. **F6** (DRAW)

(Draws the graph)



You can also draw multiple graphs of different color on the same screen, making each one distinct and easy to view.

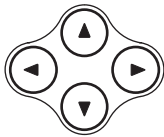
KEYS



Alpha Lock

Normally, once you press \square and then a key to input an alphabetic character, the keyboard reverts to its primary functions immediately. If you press \square and then \square , the keyboard locks in alpha input until you press \square again.

KEY TABLE

Trace F1	Page 128	Zoom F2	Page 132	V-Window F3	Page 113	Sketch F4	Page 154	G-Solv F5	Page 144	G \leftrightarrow T F6	Page 120
SHIFT	2	OPTN	27	PRGM VAR	369 28	SET UP MENU	4 3				
\overline{A} -LOCK ALPHA	2	$\sqrt{\quad}$ r x²	47 47	$\sqrt[\theta]{\quad}$ \wedge	46 46	QUIT EXIT					
A X,θ,T		10^x B log	46 46	e^x C In	46 46	\sin^{-1} D sin	45 45		\cos^{-1} E cos	45 45	\tan^{-1} F tan
d/c G a^{b/c}	49 49	H F-D	49	$\sqrt[3]{\quad}$ I (47 36	x^{-1} J)	47 36	K ,		L \rightarrow	22
M 7	Page	N 8	Page	O 9	Page	INS DEL	Page 21 20	OFF AC/ON	Page		Page
P 4		Q 5		R 6		{ S x	36	} T \div	36		
U 1		V 2		W 3		[X +	36] Y -	36		
Z 0		= SPACE .		π EXP	45 36	Ans (-)	39 36	\downarrow EXE			

Quick-Start

Turning Power On And Off

Using Modes

Basic Calculations

Replay Features

Fraction Calculations

Exponents

Graph Functions

Dual Graph

Box Zoom

Dynamic Graph

Table Function

Quick-Start

Welcome to the world of graphing calculators.

Quick-Start is not a complete tutorial, but it takes you through many of the most common functions, from turning the power on, to specifying colors, and on to graphing complex equations. When you're done, you'll have mastered the basic operation of this calculator and will be ready to proceed with the rest of this user's guide to learn the entire spectrum of functions available.

Each step of the examples in Quick-Start is shown graphically to help you follow along quickly and easily. When you need to enter the number 57, for example, we've indicated it as follows:

Press **5** **7**

Whenever necessary, we've included samples of what your screen should look like. If you find that your screen doesn't match the sample, you can restart from the beginning by pressing the "All Clear" button **AC/ON**.

TURNING POWER ON AND OFF

To turn power on, press **AC/ON**.

To turn power off, press **SHIFT** **AC/ON**^{OFF}.

Note that the calculator automatically turns power off if you do not perform any operation for about six minutes (about 60 minutes when a calculation is stopped by an output command (▲)).

USING MODES

This calculator makes it easy to perform a wide range of calculations by simply selecting the appropriate mode. Before getting into actual calculations and operation examples, let's take a look at how to navigate around the modes.

To select the RUN Mode

1. Press **MENU** to display the Main Menu.



* The above shows the CFX-9850 (9950)G(B) PLUS screen.

2. Use     to highlight **RUN** and then press .










This is the initial screen of the RUN mode, where you can perform manual calculations, and run programs.

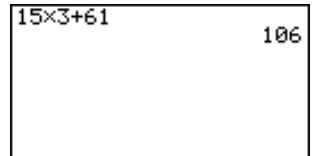


BASIC CALCULATIONS

With manual calculations, you input formulas from left to right, just as they are written on paper. With formulas that include mixed arithmetic operators and parentheses, the calculator automatically applies true algebraic logic to calculate the result.

Example: $15 \times 3 + 61$

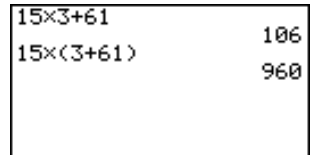
1. Press  to clear the calculator.
2. Press        .



Parentheses Calculations

Example: $15 \times (3 + 61)$

1. Press     
    .



Built-In Functions

This calculator includes a number of built-in scientific functions, including trigonometric and logarithmic functions.

Example: $25 \times \sin 45^\circ$

Important!

Be sure that you specify Deg (degrees) as the angle unit before you try this example.

Quick-Start

1. Press **AC/ON**.
2. Press **SHIFT** **MENU** to switch the set up display.

```
Mode : Comp
Func Type : Y=
Draw Type : Connect
Derivative : Off
Angle : Rad
Coord : On
Grid : Off
|Comp|Dec|Hex|Bin|Oct
```

3. Press **▼** **▼** **▼** **▼** **F1** (Deg) to specify degrees as the angle unit.

```
Mode : Comp
Func Type : Y=
Draw Type : Connect
Derivative : Off
Angle : Deg
Coord : On
Grid : Off
|Deg|Rad|Gra
```

4. Press **EXIT** to clear the menu.
5. Press **AC/ON** to clear the unit.
6. Press **2** **5** **X** **sin** **4** **5** **EXE**.

```
25xsin 45      17.67766953
```

REPLAY FEATURES

With the replay feature, simply press **◀** or **▶** to recall the last calculation that was performed. This recalls the calculation so you can make changes or re-execute it as it is.

Example: To change the calculation in the last example from $(25 \times \sin 45^\circ)$ to $(25 \times \sin 55^\circ)$

1. Press **◀** to display the last calculation.
2. Press **◀** twice to move the cursor under the 4.
3. Press **5**.
4. Press **EXE** to execute the calculation again.



```
25xsin 55      20.47880111
```

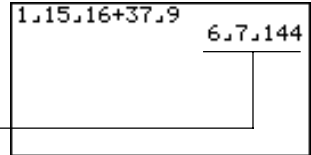
FRACTION CALCULATIONS

You can use the $\frac{a}{b}$ key to input fractions into calculations. The symbol “ \downarrow ” is used to separate the various parts of a fraction.

Example: $1\frac{15}{16} + \frac{37}{9}$

1. Press AC/ON .

2. Press $\boxed{1}$ $\frac{a}{b}$ $\boxed{1}$ $\boxed{5}$ $\frac{a}{b}$
 $\boxed{1}$ $\boxed{6}$ $\boxed{+}$ $\boxed{3}$ $\boxed{7}$ $\frac{a}{b}$
 $\boxed{9}$ $\boxed{\text{EXE}}$.

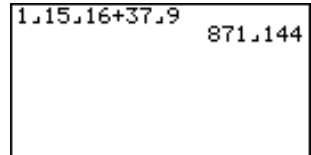


Indicates $6\frac{7}{144}$

Converting a Mixed Fraction to an Improper Fraction

While a mixed fraction is shown on the display, press SHIFT $\frac{d/c}{a/b}$ to convert it to an improper fraction.

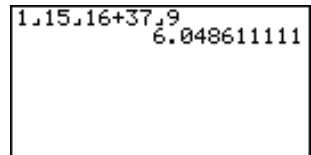
Press SHIFT $\frac{d/c}{a/b}$ again to convert back to a mixed fraction.



Converting a Fraction to Its Decimal Equivalent

While a fraction is shown on the display, press $\text{F}\leftrightarrow\text{D}$ to convert it to its decimal equivalent.

Press $\text{F}\leftrightarrow\text{D}$ again to convert back to a fraction.



Quick-Start

EXPONENTS

Example: 1250×2.06^5

1. Press **AC/ON**.

2. Press **1** **2** **5** **0** **X** **2** **.** **0** **6**.

3. Press **^** and the ^ indicator appears on the display.

4. Press **5**. The ^5 on the display indicates that 5 is an exponent.

5. Press **EXE**.

1250×2.06^5 46370.96297

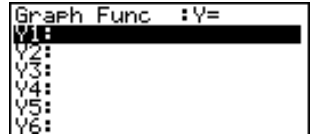
GRAPH FUNCTIONS

The graphing capabilities of this calculator makes it possible to draw complex graphs using either rectangular coordinates (horizontal axis: x ; vertical axis: y) or polar coordinates (angle: θ ; distance from origin: r).

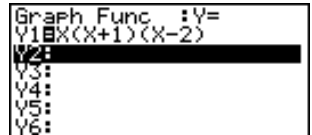
Example 1: To graph $Y = X(X + 1)(X - 2)$

1. Press **MENU**.

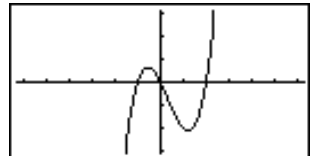
2. Use **◀**, **▶**, **▲**, and **▼** to highlight **GRAPH**, and then press **EXE**.



3. Input the formula.

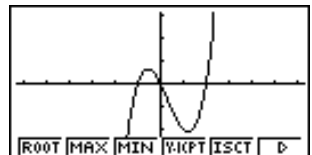


4. Press **F6** (DRAW) or **EXE** to draw the graph.



Example 2: To determine the roots of $Y = X(X + 1)(X - 2)$

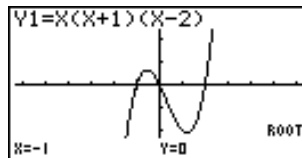
1. Press **SHIFT** **F5** (G-Solv).



F1

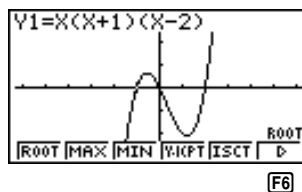
Quick-Start

2. Press **F1** (ROOT).
 Press **▶** for other roots.

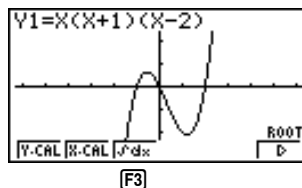


Example 3: Determine the area bounded by the origin and the $X = -1$ root obtained for $Y = X(X + 1)(X - 2)$

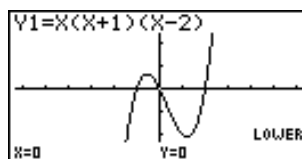
1. Press **SHIFT** **F5** (G-Solv).



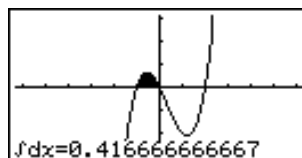
2. Press **F6** (▷).



3. Press **F3** ($\int dx$).



4. Use **◀** to move the pointer to the location where $X = -1$, and then press **EXE**. Next, use **▶** to move the pointer to the location where $X = 0$, and then press **EXE** to input the integration range, which becomes shaded on the display.



DUAL GRAPH

With this function you can split the display between two areas and display two graphs on the same screen.

Example: To draw the following two graphs and determine the points of intersection

$$Y1 = X(X + 1)(X - 2)$$

$$Y2 = X + 1.2$$

1. Press **SHIFT** **SETUP** **▼** **▼** **F1** (Grph) to specify "Graph" for the Dual Screen setting.

```
Draw Type :Connect
Graph Func :On
Dual Screen :Graph
Simul Graph :Off
Derivative :Off
Background :None
```

```
|Grph|GtoT|Off
```

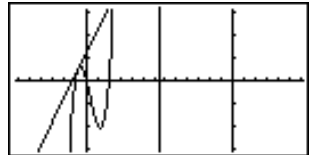
F1

2. Press **EXIT**, and then input the two functions.

X,θ,T **(** **X,θ,T** **+** **1** **)**
(**X,θ,T** **-** **2** **)** **EXE**
X,θ,T **+** **1** **·** **2** **EXE**

```
Graph Func :Y=
V1: X(X+1)(X-2)
V2: X+1.2
V3:
V4:
V5:
V6:
```

3. Press **F6** (DRAW) or **EXE** to draw the graphs.

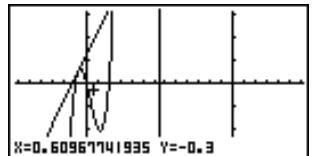


BOX ZOOM

Use the Box Zoom function to specify areas of a graph for enlargement.

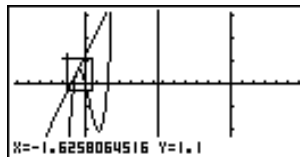
1. Press **SHIFT** **F2** (Zoom) **F1** (BOX).

2. Use **◀**, **▶**, **▲**, and **▼** to move the pointer to one corner of the area you want to specify and then press **EXE**.



Quick-Start

3. Use \leftarrow , \rightarrow , \uparrow , and \downarrow to move the pointer again. As you do, a box appears on the display. Move the pointer so the box encloses the area you want to enlarge.



4. Press $\boxed{\text{EXE}}$, and the enlarged area appears in the inactive (right side) screen.



DYNAMIC GRAPH

Dynamic Graph lets you see how the shape of a graph is affected as the value assigned to one of the coefficients of its function changes.

Example: To draw graphs as the value of coefficient A in the following function changes from 1 to 3

$$Y = AX^2$$

1. Press $\boxed{\text{MENU}}$.
2. Use \leftarrow , \rightarrow , \uparrow , and \downarrow to highlight **DYNA**, and then press $\boxed{\text{EXE}}$.



3. Input the formula.

$\boxed{\text{ALPHA}}$ $\boxed{\text{A}}$ $\boxed{\text{X},\theta,\text{T}}$ $\boxed{\text{x}^2}$ $\boxed{\text{EXE}}$



$\boxed{\text{F4}}$

Quick-Start

4. Press **F4** (VAR) **1** **EXE** to assign an initial value of 1 to coefficient A.

```
V1=AX2
Dynamic Var :A / ▶
A=1
|SEL RANG SPEED AUTO DYNA
```

F2

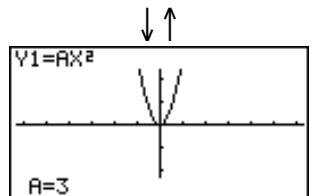
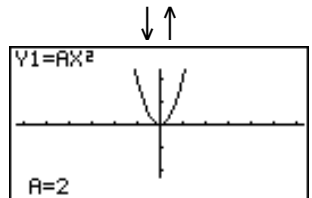
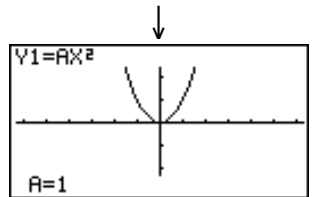

5. Press **F2** (RANG) **1** **EXE** **3** **EXE** **1** **EXE** to specify the range and increment of change in coefficient A.

```
V1=AX2
Dynamic Range
A
Start:1
End :3
Pitch:1
```

6. Press **EXIT**.

7. Press **F6** (DYNA) to start Dynamic Graph drawing.
The graphs are drawn 10 times.

```
One Moment Please!
```



Quick-Start

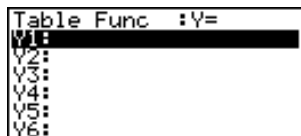
TABLE FUNCTION

The Table Function makes it possible to generate a table of solutions as different values are assigned to the variables of a function.

Example: To create a number table for the following function


$$Y = X(X+1)(X-2)$$

1. Press **MENU**.
2. Use **◀**, **▶**, **▲**, and **▼** to highlight **TABLE**, and then press **EXE**.

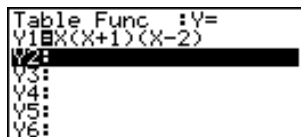


```
Table Func :Y=  
Y1:  
Y2:  
Y3:  
Y4:  
Y5:  
Y6:
```

3. Input the formula.

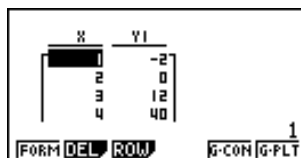


X,θ,T **(** **X,θ,T** **+** **1** **)**
(**X,θ,T** **-** **2** **)** **EXE**



```
Table Func :Y=  
Y1: X(X+1)(X-2)  
Y2:  
Y3:  
Y4:  
Y5:  
Y6:
```

4. Press **F6** (TABL) or **EXE** to generate the number table.



X	Y1
1	-2
2	0
3	12
4	40

FORM DEL ROW **1** **G-CON G-PLT**

To learn all about the many powerful features of this calculator, read on and explore!

Handling Precautions

- Your calculator is made up of precision components. Never try to take it apart.
- Avoid dropping your calculator and subjecting it to strong impact.
- Do not store the calculator or leave it in areas exposed to high temperatures or humidity, or large amounts of dust. When exposed to low temperatures, the calculator may require more time to display results and may even fail to operate. Correct operation will resume once the calculator is brought back to normal temperature.
- The display will go blank and keys will not operate during calculations. When you are operating the keyboard, be sure to watch the display to make sure that all your key operations are being performed correctly.
- Replace the main batteries once every 2 years regardless of how much the calculator is used during that period. Never leave dead batteries in the battery compartment. They can leak and damage the unit.
- Keep batteries out of the reach of small children. If swallowed, consult with a physician immediately.
- Avoid using volatile liquids such as thinner or benzene to clean the unit. Wipe it with a soft, dry cloth, or with a cloth that has been dipped in a solution of water and a neutral detergent and wrung out.
- Always be gentle when wiping dust off the display to avoid scratching it.
- In no event will the manufacturer and its suppliers be liable to you or any other person for any damages, expenses, lost profits, lost savings or any other damages arising out of loss of data and/or formulas arising out of malfunction, repairs, or battery replacement. The user should prepare physical records of data to protect against such data loss.
- Never dispose of batteries, the liquid crystal panel, or other components by burning them.
- When the "Low battery!" message appears on the display, replace the main power supply batteries as soon as possible.
- Be sure that the power switch is set to OFF when replacing batteries.
- If the calculator is exposed to a strong electrostatic charge, its memory contents may be damaged or the keys may stop working. In such a case, perform the Reset operation to clear the memory and restore normal key operation.
- If the calculator stops operating correctly for some reason, use a thin, pointed object to press the P button on the back of the calculator. Note, however, that this clears all the data in calculator memory.
- Note that strong vibration or impact during program execution can cause execution to stop or can damage the calculator's memory contents.
- Using the calculator near a television or radio can cause interference with TV or radio reception.
- Before assuming malfunction of the unit, be sure to carefully reread this user's guide and ensure that the problem is not due to insufficient battery power, programming or operational errors.

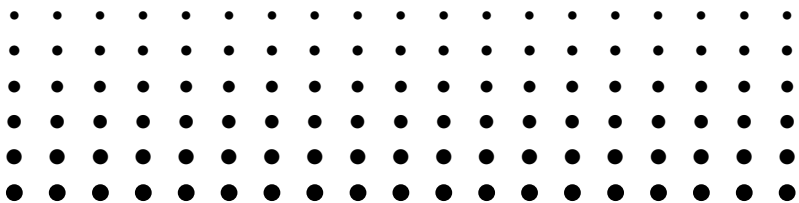
Be sure to keep physical records of all important data!

The large memory capacity of the unit makes it possible to store large amounts of data. You should note, however, that low battery power or incorrect replacement of the batteries that power the unit can cause the data stored in memory to be corrupted or even lost entirely. Stored data can also be affected by strong electrostatic charge or strong impact.

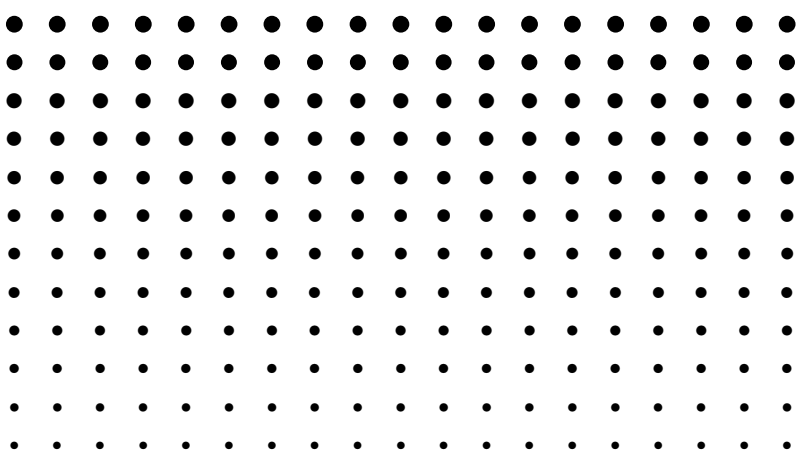
Since this calculator employs unused memory as a work area when performing its internal calculations, an error may occur when there is not enough memory available to perform calculations. To avoid such problems, it is a good idea to leave 1 or 2 kbytes of memory free (unused) at all times.

In no event shall CASIO Computer Co., Ltd. be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of these materials. Moreover, CASIO Computer Co., Ltd. shall not be liable for any claim of any kind whatsoever against the use of these materials by any other party.

- The contents of this user's guide are subject to change without notice.
- No part of this user's guide may be reproduced in any form without the express written consent of the manufacturer.
- The options described in Chapter 21 of this user's guide may not be available in certain geographic areas. For full details on availability in your area, contact your nearest CASIO dealer or distributor.



fx-9750G PLUS
CFX-9850G PLUS
CFX-9850GB PLUS
CFX-9950GB PLUS



Contents

Getting Acquainted — Read This First!	1
1. Key Markings	2
2. Selecting Icons and Entering Modes	3
3. Display	8
4. Contrast Adjustment	11
5. When you keep having problems... ..	12
Chapter 1 Basic Operation	13
1-1 Before Starting Calculations... ..	14
1-2 Memory	22
1-3 Option (OPTN) Menu	27
1-4 Variable Data (VARS) Menu	28
1-5 Program (PRGM) Menu	34
Chapter 2 Manual Calculations	35
2-1 Basic Calculations	36
2-2 Special Functions	39
2-3 Function Calculations	43
Chapter 3 Numerical Calculations	53
3-1 Before Performing a Calculation	54
3-2 Differential Calculations	55
3-3 Quadratic Differential Calculations	58
3-4 Integration Calculations	60
3-5 Maximum/Minimum Value Calculations	63
3-6 Summation (Σ) Calculations	65
Chapter 4 Complex Numbers	67
4-1 Before Beginning a Complex Number Calculation	68
4-2 Performing Complex Number Calculations	69
Chapter 5 Binary, Octal, Decimal, and Hexadecimal Calculations	73
5-1 Before Beginning a Binary, Octal, Decimal, or Hexadecimal Calculation with Integers	74
5-2 Selecting a Number System	76
5-3 Arithmetic Operations	77
5-4 Negative Values and Bitwise Operations	78
Chapter 6 Matrix Calculations	79
6-1 Before Performing Matrix Calculations	80
6-2 Matrix Cell Operations	83
6-3 Modifying Matrices Using Matrix Commands	88
6-4 Matrix Calculations	92

Chapter 7	Equation Calculations	99
7-1	Before Beginning an Equation Calculation	100
7-2	Linear Equations with Two to Six Unknowns	101
7-3	Quadratic and Cubic Equations	104
7-4	Solve Calculations	107
7-5	What to Do When an Error Occurs	110
Chapter 8	Graphing	111
8-1	Before Trying to Draw a Graph	112
8-2	View Window (V-Window) Settings	113
8-3	Graph Function Operations	117
8-4	Graph Memory	122
8-5	Drawing Graphs Manually	123
8-6	Other Graphing Functions	128
8-7	Picture Memory	139
8-8	Graph Background	140
Chapter 9	Graph Solve	143
9-1	Before Using Graph Solve	144
9-2	Analyzing a Function Graph	145
Chapter 10	Sketch Function	153
10-1	Before Using the Sketch Function	154
10-2	Graphing with the Sketch Function	155
Chapter 11	Dual Graph	167
11-1	Before Using Dual Graph	168
11-2	Specifying the Left and Right View Window Parameters	169
11-3	Drawing a Graph in the Active Screen	170
11-4	Displaying a Graph in the Inactive Screen	171
Chapter 12	Graph-to-Table	175
12-1	Before Using Graph-to-Table	176
12-2	Using Graph-to-Table	177
Chapter 13	Dynamic Graph	181
13-1	Before Using Dynamic Graph	182
13-2	Storing, Editing, and Selecting Dynamic Graph Functions	183
13-3	Drawing a Dynamic Graph	184
13-4	Using Dynamic Graph Memory	190
13-5	Dynamic Graph Application Examples	191
Chapter 14	Conic Section Graphs	193
14-1	Before Graphing a Conic Section	194
14-2	Graphing a Conic Section	195
14-3	Conic Section Graph Analysis	199

Contents

Chapter 15 Table & Graph	205
15-1 Before Using Table & Graph	206
15-2 Storing a Function and Generating a Numeric Table	207
15-3 Editing and Deleting Functions	210
15-4 Editing Tables and Drawing Graphs	211
15-5 Copying a Table Column to a List	216
Chapter 16 Recursion Table and Graph	217
16-1 Before Using the Recursion Table and Graph Function	218
16-2 Inputting a Recursion Formula and Generating a Table	219
16-3 Editing Tables and Drawing Graphs	223
Chapter 17 List Function	229
List Data Linking	230
17-1 List Operations	231
17-2 Editing and Rearranging Lists	233
17-3 Manipulating List Data	237
17-4 Arithmetic Calculations Using Lists	244
17-5 Switching Between List Files	248
Chapter 18 Statistical Graphs and Calculations	249
18-1 Before Performing Statistical Calculations	250
18-2 Paired-Variable Statistical Calculation Examples	251
18-3 Calculating and Graphing Single-Variable Statistical Data	257
18-4 Calculating and Graphing Paired-Variable Statistical Data	261
18-5 Performing Statistical Calculations	270
18-6 Tests	276
18-7 Confidence Interval	294
18-8 Distribution	304
Chapter 19 Financial Calculations	321
19-1 Before Performing Financial Calculations	322
19-2 Simple Interest Calculations	324
19-3 Compound Interest Calculations	326
19-4 Investment Appraisal	337
19-5 Amortization of a Loan	341
19-6 Conversion between Percentage Interest Rate and Effective Interest Rate	345
19-7 Cost, Selling Price, Margin Calculations	347
19-8 Day/Date Calculations	349
Chapter 20 Programming	351
20-1 Before Programming	352
20-2 Programming Examples	353

20-3	Debugging a Program	358
20-4	Calculating the Number of Bytes Used by a Program	359
20-5	Secret Function	360
20-6	Searching for a File	362
20-7	Searching for Data Inside a Program	364
20-8	Editing File Names and Program Contents	365
20-9	Deleting a Program	368
20-10	Useful Program Commands	369
20-11	Command Reference	371
20-12	Text Display	388
20-13	Using Calculator Functions in Programs	389
Chapter 21 Data Communications		399
21-1	Connecting Two Units	400
21-2	Connecting the Unit with a Personal Computer	401
21-3	Connecting the Unit with a CASIO Label Printer	402
21-4	Before Performing a Data Communication Operation	403
21-5	Performing a Data Transfer Operation	404
21-6	Screen Send Function	408
21-7	Data Communications Precautions	409
Chapter 22 Program Library		411
1.	Prime Factor Analysis	412
2.	Greatest Common Measure	414
3.	t -Test Value	416
4.	Circle and Tangents	418
5.	Rotating a Figure	425
Appendix		429
Appendix A	Resetting the Calculator	430
Appendix B	Power Supply	432
Appendix C	Error Message Table	436
Appendix D	Input Ranges	438
Appendix E	Specifications	441
Index		443
Command Index		449
Key Index		450
Program Mode Command List		453

