

# USER MANUAL

NOTE TERMINAL WINDOW IS DIFFERENT  
FROM CANVAS

Open the calculator by opening project file  
“FINAL.cbp” via CodeBlocks.

Build & run the project.

- **Giving input:**

Except variables all data entered by clicking on the buttons

To define a variable click on var button and follow the guidelines, entering values from the keyboard.

To use a variable click on the outbox and enter the variable through the keyboard

To change ch click on ch and follow the guidelines on the terminal window.

- **var:**
  - i. Enter variable name (1 character only)
  - ii. Enter value
  - iii. Enter the error or uncertainty in it.
  
- “un” is an alternative to “=” and returns the result of the expression as  $X \pm dX$ .
  
- “prev” shows you the previous step
  
- “ch” change the value of the variable, enter name of the variable and enter the new value and uncertainty.
  
- ALL OTHER FEATURES ARE SIMILAR TO THE ONES PROVIDED BY A NORMAL CALCULATOR

## Caution

- Variables will be stored in arrays and history in files. Ensure adequate storage space for the same.(File History may be cleared once the program is terminated).
- In var feature while giving errors provide absolute value of uncertainty must be provided.
- Variables defined will be stored in arrays and hence won't be accessible once the program is terminated.
- If the value of a variable is changed it will be reflected all preceding operations.
- **Unary “-” cannot be used.**
- **Values of mathematically incorrect statements are not guaranteed.**