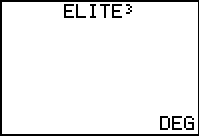
**ELITE Math** 3.2

By Osias Hernandez

The first review of my program ELITE: “It’s so amazing, powerful and compact! Thank you for creating it, it is simply amazing.” – Troy C.

**BASIC**

  **** 

The home screen of ELITE Basic arithmetic calculation

You can change the angle mode from the program. Type “**2+2**” press enter.

To change to radian type **R**. **Press “Enter” to return to homescreen**

To change to degrees type **D or press “Clear**” **to exit program.**

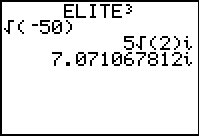
**E** Exit

**MATH SIMPLIFIER** simplify & decimal answer

**PI Simplifier** **Fraction Simplifier**

** **  ****

**Radical Simplifier**

 ** **

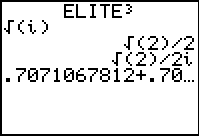
**e Simplifier Complex simplifier**

Complex simplifier:

First answer is **real**

Second answer is **imaginary**

Third answer is decimal

**  **

**BRACKETS IN ELITE NEW**

Brackets can be used on the functions of ELITE Math

Their useful when your numbers are in radical form.

Ex.

A[1,2,3]

**L1 in ELITE** **NEW**

The only one to stored variable before opening ELITE MATH

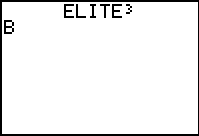
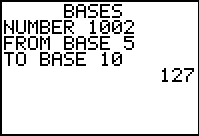
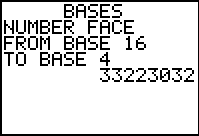
Ex.

A(L1)

AL1

**Bases** type **B,** press enter

10025 to base 10 FACE16 to the base 4

**Press “Enter” to return to homescreen**

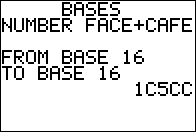
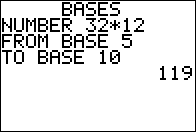
**press “Clear” to exit program**

**Press “math” to enter a quick calculation**

**New**

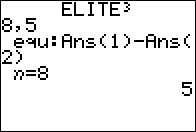
You can add, subtract, multiply, divide, and raise to the power of, numbers in any base 2-20.

FACE16 + CAFE16 to the base 16 325 \* 125 to the base 10

 ****

**Recursive**

**If = 8, =5 and = - , then =?**

** **

First line is values **8,5**

Second line is equation **ans(1)-ans(2)**

Third line is finding the value **8**

**Recursive Syntax**

an-1 = **ans(1)**

an-2 = **ans (2)**

2an-1 = **2ans(1)**

**Sequences**

Finding the 9th triangular number Finding the 4th, 5th and 6th

**Sequences Available**

Fibbonacii **F**

Hexagonal **H**

Lucas **L**

Triangular **T**

Octogonal **O**

Finding the 4th, 5th , 2nd and 3rd triangular number

**Algebra**

**Midpoint** finding mid-point of (1,4) (3,6)

1D **M#,# M(x1,x2)**

2D **M#,#,#,# M(x1,y1,x2,y2)**

3D **M#,#,#,#,#,# M(x1,y1,z1,x2,y2,z2)**

**Distance** finding distance of (1,2) (3,4)

1D **D#,# D(x1,x2)**

2D **D#,#,#,# D(x1,y1,x2,y2)**

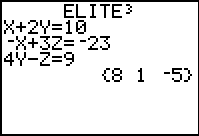
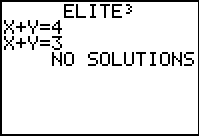
3D **D#,#,#,#,#,# D(x1,y1,z1,x2,y2,z2)**

**Slope** finding slope of (1,2) (3,4)

2D **S#,#,#,# S(x1,y1,x2,y2)**

**Linear Systems 2.0** solves equation using x, y and z variables

**   **

**Distance between line and point**

**Using line in entries**

-All entries using a line must be type in this format:

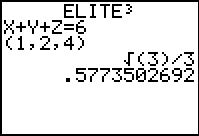
#x + #y + #z + # = #x + #y + #z + #

-And all variables that have a coefficient zero don’t have to appear.

-Equal sign is located at **[2nd][math][1]**

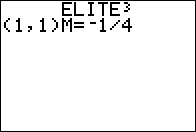
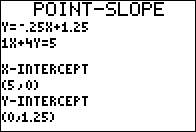
** **

**Distance between plane and point**

****

**Point – Slope new**

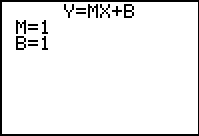
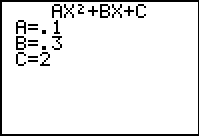
**(x1,y1)M=#**

** **

**Analyze**

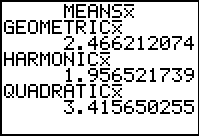
**2 points to equations 3 points to equations**

**P#,#,#,# P(x1,y1,x2,y2) P#,#,#,#,#,# P(x1,y1,x2,y2,x3,y3)**

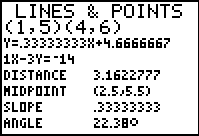
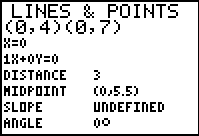
**   **

Equation stored in y1

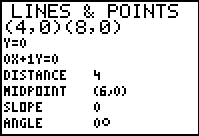
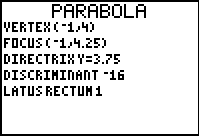
**A^B A nd B must be integers Geometric/Harmonic/Quadratic Mean {list}**

**   **

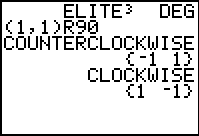
**Lines & Points (#,#)(#,#)** (x1,y1)(x2,y2)

 ** **

**Parabola Info #x2 + #x + #**

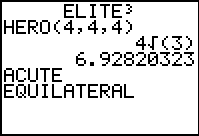
**   **

**Point Rotation (#,#)R#** (x1,y1)R# **Radius R#,#,#**

**   **

**Area and Type of Triangle A#,#,# Area between Points A#,#,#,#**

A(Side1,Side2,Side3) A(x1,y1,x2,y2)

**   **

**Area by Vertices (Triangle) Area by Vertices (Quadrilateral)**

**A#,#,#,#,#,#** A(x1,y1,x2,y2,x3,y3) A#,#,#,#,#,#,#,# A(x1,y1,x2,y2,x3,y3,x4,y4)

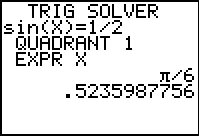
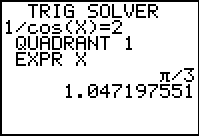
   

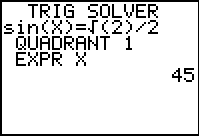
**Reference angle**

**   **

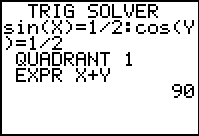
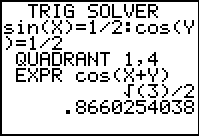
**Trig Solver sin, cos, tan** only  **Degrees or Radian**

**Single: only x variable**

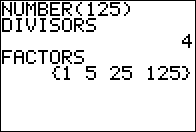
**   **

** **

**Double: x, and y variable semi colon to split equations**

**   **

Number Test

**Shortcuts**

**B** Bases

**D** Degree Mode

**E** Exit

**R** Radian Mode

**S** Solver Menu

**V** Vectors

**Project ELITE started on May 14, 2011**

**Project ELITE (84 +) first appeared in ticalc.org May 29, 2012**

**ELITE MATH 3.0 (84 CSE) first appeared in ticalc.org in May, 2013**

If program are deleted by ram clear:

[2nd][+][8][right]

Scroll down to ELITE3

Press enter

Credit:

Anders Tiberg for making the simplifying engine of ELITE. (pi, e and radicals)

-Factoring program