

## INTRODUCTION

THE LESSONS CONTAINED ON THIS TAPE GIVE YOU ENOUGH INFORMATION ABOUT THE CALCULATOR SO YOU CAN USE IT ON YOUR OWN.

YOU WILL BE ABLE TO WORK AT YOUR OWN SPEED BECAUSE OF THE FOLLOWING FEATURES:

1. AS YOU READ A SECTION OF A LESSON, THE CALCULATOR WILL 'WAIT' FOR UP TO 32 SECONDS. YOU CAN END THIS WAIT WHEN YOU FINISH READING A SECTION BY PRESSING ANY ALPHA OR NUMERIC KEY OR THE EXECUTE KEY.

THE WAIT IS ENDED WHEN ANY KEY IS PRESSED. HOWEVER THE STOP AND END KEYS, AND THE TWO UPPER ROWS OF KEYS, SHOULD NOT BE USED TO END THE WAIT.

2. EACH LESSON IS ACCESSED SEPARATELY. AT THE END OF EACH LESSON, YOU ARE ENCOURAGED TO WORK WITH THE INFORMATION IN THE LESSON. YOU CANNOT PRACTICE DURING A LESSON SINCE THE CALCULATOR IS 'BUSY' THEN, BUT YOU CAN TAKE AS LONG AS YOU LIKE TO PRACTICE AT THE END OF EACH LESSON.

ALSO, YOU CAN ACCESS THE SAME LESSON AS OFTEN AS NEEDED.

TO ACCESS A LESSON, THE FOLLOWING COMMANDS ARE EXECUTED:

```
LOAD <LESSON NUMBER>  
RUN
```

TO EXECUTE A COMMAND, TYPE THE COMMAND INTO THE DISPLAY, AND THEN PRESS THE EXECUTE KEY.

TO ACCESS LESSON 1, FOR EXAMPLE, YOU PRESS:

```
LOAD  
1  
EXECUTE (WAIT WHILE LESSON IS LOADED INTO MEMORY)  
RUN  
EXECUTE
```

SPACES ARE NOT SIGNIFICANT. THEY ARE USED ONLY FOR CLARITY. FOR EXAMPLE, THESE TWO COMMANDS HAVE THE SAME EFFECT:

```
LOAD12  
L O A D 1 2
```

3. YOU WILL BE ASKED TO GIVE SOME ANSWERS DURING THESE LESSONS TO INDICATE HOW MUCH INFORMATION YOU WANT ABOUT A SPECIFIC SUBJECT.

TO ANSWER, THE DIGITS 0 AND 1 ARE USED (1=YES,0=NO). TO ANSWER 'YES', TYPE 1 AND THEN PRESS EXECUTE; TO ANSWER 'NO', TYPE 0 AND EXECUTE.