

Some Interface Issues

- Maple 10 can be *very* slow to open, but once it's ready, it's an incredibly powerful and very cool tool.

There are two different interfaces for Maple. I think it's clearest to use the Worksheet Mode, which is the default on the machines in room A102. The mode can be changed under the menu option

Tools – Options – Interface on Windows machines, or

Maple 10 – Preferences – Interface on Mac OS machines

- The palettes on the left can be very handy for providing templates for Maple's syntax. The **Expression** and **Common Symbols** palettes will be especially useful for Calculus I.
- The **Help** menu is your friend. Use it to find the exact syntax and options for the commands.
- There are a few things about Maple's syntax that might drive you crazy:
 - Every line must end with a semi-colon.
 - Always include the `*` for multiplication, like `3*(x+y)` for $3(x+y)$.
 - Maple is case-sensitive: `plot` is **not** the same as `Plot`.

The Commands You'll Need for this Semester

<code>plot(sin(x), x=-2..Pi);</code>	Plots $\sin(x)$ for $-2 \leq x \leq \pi$
<code>plot([x^2, sin(x)], x=-2..Pi);</code>	Plots the two functions x^2 and $\sin(x)$ for $-2 \leq x \leq \pi$ on the same set of axes
<code>sqrt(42+x)</code>	Just as you expect, this is $\sqrt{42+x}$
<code>Pi</code>	The constant π . Notice the <i>capital P</i>
<code>exp(x)</code>	The natural exponential function e^x To get the constant e , you use <code>exp(1)</code>
<code>simplify();</code>	Attempts to algebraically simplify an expression
<code>solve(x^2+6x-5=0);</code>	Tries to solve the equation <i>exactly</i> without decimal approximation
<code>Diff(cos(x^2)*tan(x), x);</code>	The inert form of the differentiation function.
<code>Int(cos(x^2)*x^2, x);</code>	The inert form of the antidifferentiation function. The advantage of the inert form is that you can check if
<code>value();</code>	The <i>exact</i> value of an expression. You can combine this with the <code>Diff()</code> or <code>Int()</code> commands to find a value.
<code>evalf();</code>	A numeric approximation of a value
<code>w := x^2;</code>	Defines w to be the expression x^2 Whenever Maple sees <code>w</code> , it will substitute x^2
<code>unassign('w');</code>	Unassigns w
<code>f := x -> x^3 + cos(x);</code>	Defines a <i>function</i> $f(x) = x^3 + \cos(x)$ Then $f(Pi)$ would be $\pi^3 + \cos(\pi)$
<code><cntrl>-L</code>	This lets you input a label to the output from a previous statement.
<code><cmd>-L</code>	This is handy to use the output without retyping an expression. <code><cntrl>-L</code> is for Windows machines and <code><cmd>-L</code> is for Macs.
<code>restart;</code>	Clears all definitions and reinitializes Maple