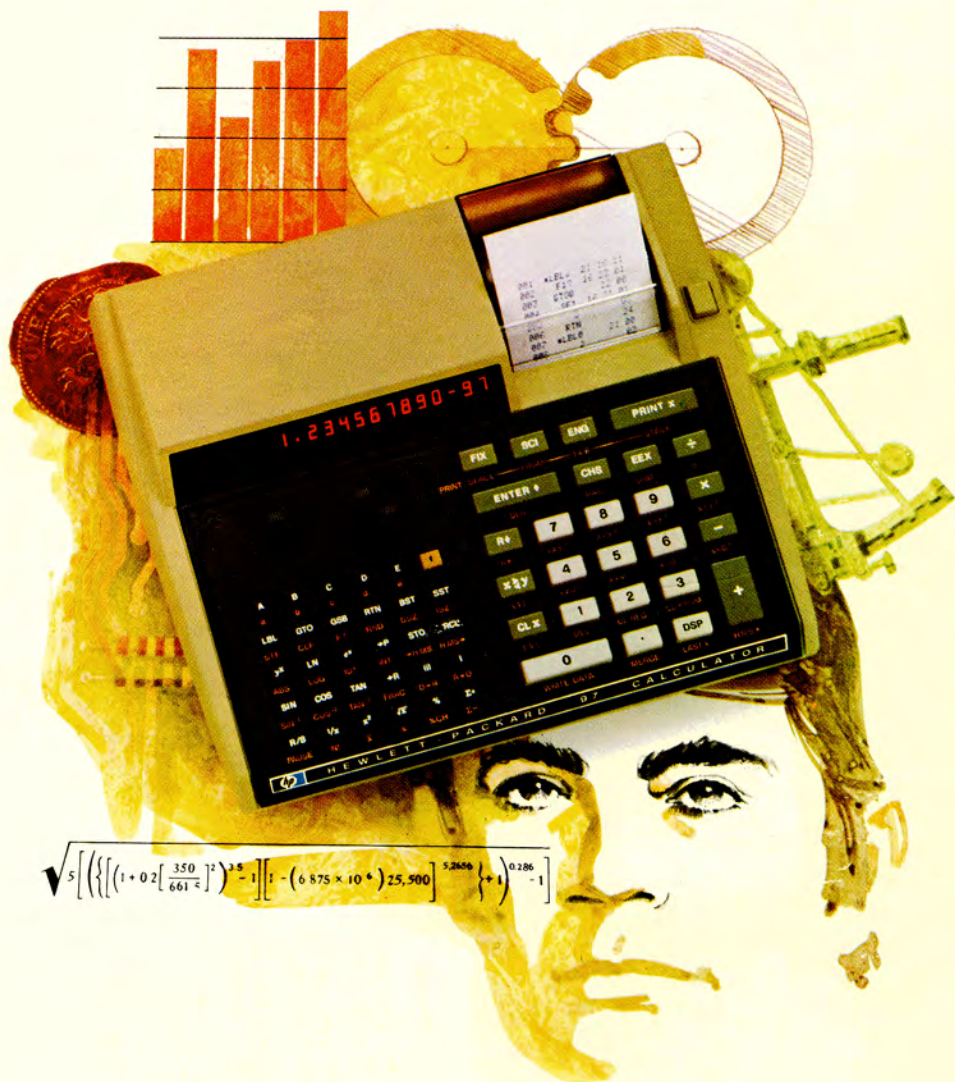


HEWLETT-PACKARD

# HP-97

## Owner's Handbook and Programming Guide



“The success and prosperity of our company will be assured only if we offer our customers superior products that fill real needs and provide lasting value, and that are supported by a wide variety of useful services, both before and after sale.”

Statement of Corporate Objectives.  
Hewlett-Packard

When Messrs. Hewlett and Packard founded our company in 1939, we offered one superior product, an audio oscillator. Today, we offer more than 3,000 quality products, designed and built for some of the world's most discerning customers.

Since we introduced our first scientific calculator in 1967, we've sold over a million world-wide, both pocket and desktop models. Their owners include Nobel laureates, astronauts, mountain climbers, businessmen, doctors, students, and housewives.

Each of our calculators is precision crafted and designed to solve the problems its owner can expect to encounter throughout a working lifetime.

HP calculators fill real needs. And they provide lasting value.



**The HP-97**  
**Programmable Printing Calculator**  
**Owner's Handbook**  
**and**  
**Programming Guide**

**September 1978**

00097-90001, Rev. F 9/78





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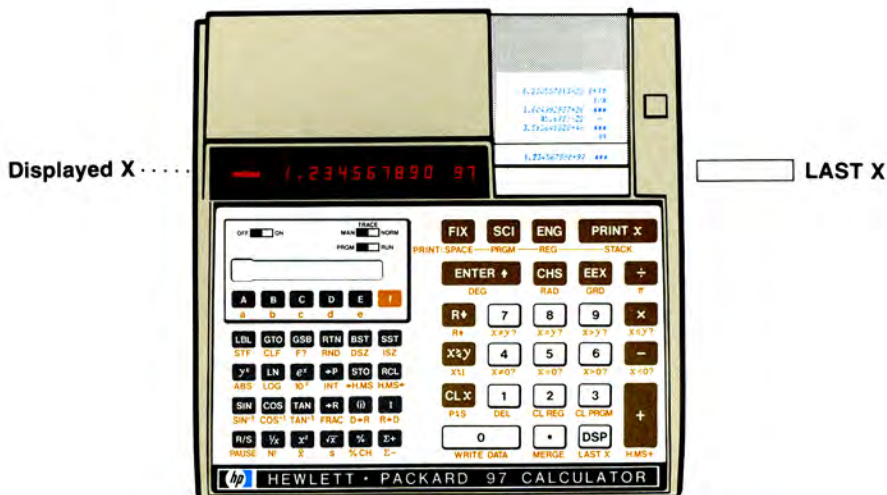
Lunar Module model on page 110 courtesy of NASA, AMES Research Center.

# The HP-97 Programmable Printing Calculator

## Automatic Memory Stack

### Registers

T ..... 0.00  
 Z ..... 0.00  
 Y ..... 0.00



## Addressable Storage Registers

### Primary Registers

(i) Address

I ..... 25

R<sub>E</sub> ..... 24

R<sub>D</sub> ..... 23

R<sub>C</sub> ..... 22

R<sub>B</sub> ..... 21

R<sub>A</sub> ..... 20

R<sub>9</sub> ..... 9

R<sub>8</sub> ..... 8

R<sub>7</sub> ..... 7

R<sub>6</sub> ..... 6

R<sub>5</sub> ..... 5

R<sub>4</sub> ..... 4

R<sub>3</sub> ..... 3

R<sub>2</sub> ..... 2

R<sub>1</sub> ..... 1

R<sub>0</sub> ..... 0

### Protected Secondary Registers

(i) Address

R<sub>S9</sub> ..... 19 ..... n

R<sub>S8</sub> ..... 18 .....  $\sum xy$

R<sub>S7</sub> ..... 17 .....  $\sum y^2$

R<sub>S6</sub> ..... 16 .....  $\sum y$

R<sub>S5</sub> ..... 15 .....  $\sum x^2$

R<sub>S4</sub> ..... 14 .....  $\sum x$

R<sub>S3</sub> ..... 13

R<sub>S2</sub> ..... 12

R<sub>S1</sub> ..... 11


R<sub>S0</sub> ..... 10

## Program Memory


000	
001	51
002	51
003	51
004	51
005	51
...	
220	51
221	51
222	51
223	51
224	51





# Function Key Index

**Manual RUN Mode.** PRGM-RUN switch  RUN set to RUN.

Function keys pressed from the keyboard execute individual functions as they are pressed. Input numbers and answers are displayed. All function keys listed below operate either from the keyboard or as recorded instructions in a program.


 Paper advance push-button. Press to advance paper without printing (page 25).


OFF  ON Power switch (page 23).

TRACE  
MAN  NORM Print Mode switch. Selects printing option (page 25).

## Printing Functions

**PRINT:**  Advances paper one space without printing (page 132).

**PRINT:**  Prints contents of all primary storage registers (page 69).

**PRINT:**  Prints contents of automatic memory stack (page 47).



**PRINTx** Prints contents of displayed X-register (page 25).


## Digit Entry

**ENTER** Enters a copy of number displayed in X-register into Y-register. Used to separate numbers (page 51).

**CHS** Changes sign of mantissa or exponent of 10 in displayed X-register (page 24).

**EEEX** Enter exponent. After pressing, next numbers keyed in are exponents of 10 (page 43).

 through  Digit keys (page 24).

 Decimal point (page 24).

## Display Control

**SCI** Selects scientific notation display (page 36).

**FIX** Selects fixed point display (page 37).

**ENG** Selects engineering notation display (page 38).

**DSP** Followed by number key, selects number of displayed digits (page 36).

## Number Manipulation

**R<sub>u</sub>** Rolls up contents of stack for viewing in displayed X-register (page 49).

**R<sub>d</sub>** Rolls down contents of stack for viewing in displayed X-register (page 48).

**X<sub>Y</sub>** Exchanges contents of X- and Y-registers of stack (page 49).

**CLX** Clears contents of displayed X-register to zero (page 24).

## Number Alteration

**ABS** Gives absolute value of number in displayed X-register (page 78).

**INT** Leaves only integer portion of number in displayed X-register by truncating fractional portion (page 78).

**FRAC** Leaves only fractional portion of number in displayed X-register by truncating integer portion (page 78).

**RND** Rounds mantissa of 10-digit number in X-register to actual value seen in the display (page 77).

## Mathematics

**N!** Computes factorial of number in displayed X-register (page 79).

**1/x** Computes reciprocal of number in displayed X-register (page 79).

**x<sup>2</sup>** Computes square of number in displayed X-register (page 80).

**x<sup>2</sup>** Computes square root of number in displayed X-register (page 80).

**π** Places value of pi (3.141592654) into displayed X-register (page 81).

**+ - x ÷** Arithmetic operators (page 27).

## Storage

**STO** Store. Followed by address key, stores displayed number in specified primary storage register (R<sub>0</sub> through R<sub>9</sub>, R<sub>A</sub> through R<sub>E</sub>, I). Also used to perform storage register arithmetic (page 64).

**RCL** Recall. Followed by address key, recalls number from specified primary storage register (R<sub>0</sub> through R<sub>9</sub>, R<sub>A</sub> through R<sub>E</sub>, I) into the displayed X-register (page 64).

**CLREG** Clears contents of all primary storage registers (R<sub>0</sub> through R<sub>9</sub>, R<sub>A</sub> through R<sub>E</sub>, I) to zero (page 70).

**LAST X** Recalls number displayed before the previous operation back into the displayed X-register (page 59).

**PxS** Primary exchange secondary. Exchanges contents of primary storage registers R<sub>0</sub> through R<sub>9</sub> with contents of protected secondary storage registers R<sub>S0</sub> through R<sub>S9</sub> (page 66).



## Trigonometry

**HMS** Converts decimal hours or degrees in displayed X-register to hours, minutes, seconds or degrees, minutes, seconds (page 85).

**HMS** Converts hours, minutes, seconds or degrees, minutes, seconds in displayed X-register to decimal hours or degrees (page 85).

**HMS** Adds hours, minutes, seconds, or degrees, minutes, seconds in Y-register to those in displayed X-register (page 87).

**SIN<sup>-1</sup>** **COS<sup>-1</sup>** **TAN<sup>-1</sup>** Computes arc sine, arc cosine, or arc tangent of number in displayed X-register (page 84).

**SIN** **COS** **TAN** Computes sine, cosine, or tangent of value in displayed X-register (page 84).

**D $\rightarrow$ R** Converts degrees in displayed X-register to radians (page 83).

**R $\rightarrow$ D** Converts radians in displayed X-register to degrees (page 83).

**DEC** Sets decimal degrees mode for trigonometric functions (page 84).

**RAD** Sets radians mode for trigonometric functions (page 84).

**GRD** Sets grads mode for trigonometric functions (page 84).

## Polar/Rectangular Conversion

**P** Converts x, y rectangular coordinates placed in X- and Y-registers to polar magnitude  $r$  and angle  $\theta$  (page 89).

**R** Converts polar magnitude and angle  $\theta$  in X- and Y-registers to rectangular x and y coordinates (page 90).

## Logarithmic and Exponential

**Y<sup>x</sup>** Raises number in Y-register to power of number in displayed X-register (page 94).

**10<sup>x</sup>** Common antilogarithm. Raises 10 to power of number in displayed X-register (page 93).

**e<sup>x</sup>** Natural antilogarithm. Raises  $e$  (2.718281828) to power of number in displayed X-register (page 93).

**LOG** Computes common logarithm (base 10) of number in displayed X-register (page 93).

**LN** Computes natural logarithm (base  $e$ , 2.718...) of number in displayed X-register (page 93).

## Statistics

**Σ<sup>+</sup>** Accumulates numbers from X- and Y-registers into secondary storage registers R<sub>S4</sub> through R<sub>S9</sub> (page 97).

**Σ<sup>-</sup>** Subtracts x and y values from storage registers R<sub>S4</sub> through R<sub>S9</sub> for correcting or subtracting Σ<sup>+</sup> accumulation entries (page 105).

**X** Computes mean (average) of x and y values accumulated by Σ<sup>+</sup> (page 100).

**S** Computes sample standard deviations of x and y values accumulated by Σ<sup>+</sup> (page 102).

## Percentage

**%** Computes x% of y (page 82).

**%CH** Computes percent of change from number in Y-register to number in displayed X-register (page 83).

## Indirect Control

**I** Recalls number from I-register into displayed X-register. (To store number in I, use **STO I**.) (page 65).

**I** When preceded by **DSP**, **GTO**, **GSE**, **STO**, **RCL**, **ISZ**, or **DSZ**, the address or control value for that function is specified by the current number in I (page 201).

**ISZ** Increment and skip if zero. Followed by **I**, adds 1 to contents of I. Followed by **I**, adds 1 to contents of storage register specified by value in I. Skips one step if contents are then zero (page 192).

**DSZ** Decrement and skip if zero. Followed by **I**, subtracts 1 from contents of I. Followed by

**I**, subtracts 1 from contents of storage register specified by value in I. Skips one step if contents are then zero (page 192).

**X $\leftrightarrow$ I** Exchanges contents of displayed X-register with those of I-register (page 192).

## Flags

**STF** Set flag. Followed by flag designator (0, 1, 2, or 3), sets flag true (page 231).

**CLF** Clear flag. Followed by flag designator (0, 1, 2, or 3), clears flag (page 231).

## Magnetic Card Control


**W/DATA** If a magnetic card is passed through the card reader immediately after this operation, the contents of the storage registers are recorded on the card (page 251).

**MERGE** Merges, rather than overwrites, data or program from magnetic card with data or program in calculator (page 247).



# Programming Key Index








## PROGRAM Mode

PRGM-RUN switch set to PRGM  RUN


All function keys except the ones below are loaded into program memory when pressed. Program memory contents recorded upon magnetic card when card is passed through card reader.

### Active keys:

In PROGRAM mode only six operations are active. These operations are used to help record programs, and cannot themselves be recorded in program memory.






**GTO** Go to. Followed by    , positions calculator to step    of program memory. No instructions are executed (page 135).

## Automatic RUN Mode















PRGM-RUN switch set to RUN  RUN








Function keys may be executed as part of a recorded program or individually by pressing from the keyboard. Input numbers and answers are displayed by the calculator, except where indicated. Data or instructions loaded from magnetic card into calculator when card is passed through card reader.

### Pressed from the keyboard:





















      
    

User-definable keys. Cause calculator to search downward through program memory to first designated label and begin execution there (page 121).








**GTO** Go to. Followed by    , sets calculator to step    of program memory without executing instructions. Followed by label designator ( through ,  through ,  through ) or , causes calculator to search downward through program memory to first designated label and stop there (page 135).








**GSB** Go to subroutine. Followed by label designator ( through ,  through ,  through ) or , causes calculator to start executing instructions, beginning with designated label (page 177).

### Executed as a recorded program instruction:

Label designators. When preceded by **LBL**, define beginning of routine. When preceded by **GTO** or **GSB**, cause calculator to stop execution, search downward through program memory to first designated label, and resume execution there (page 119).

**GTO** Go to. Followed by label designator ( through ,  through ,  through ) or , causes calculator to stop execution, search through program memory to first designated label, and resume execution there (page 153).

**GSB** Go to subroutine. Followed by label designator ( through ,  through ,  through ) or , causes calculator to search through program memory to first designated label and execute that section of program memory as a subroutine (page 177).



## PROGRAM Mode

### Active keys:

**PRINT:** **PRGM** Print program. Prints contents of program memory, beginning with current step and continuing until two consecutive **R/S** instructions are encountered or step 224 is printed (page 131).

**BST** Back step. Moves calculator back one step in program memory (page 135).

**SST** Single step. Moves calculator forward one step of program memory (page 135).

**DEL** Delete. Deletes current instruction from program memory. All subsequent instructions moved up one step (page 136).

## Automatic RUN Mode

### Pressed from the keyboard:

**RTN** Return. Sets calculator to step 000 of program memory (page 138).

**PRINT:** **PRGM** Print program. Prints contents of program memory, beginning with current step and continuing until two consecutive **R/S** instructions are encountered or step 224 is printed (page 131).

**BST** Back step. Sets calculator to and displays step number and keycode of previous program memory step number when pressed; displays original contents of X-register when released. No instructions are executed (page 135).

**SST** Single step. Displays step number and keycode of current program memory step when pressed; executes instruction, displays result, and moves calculator to next step when released (page 135).

**DEL** After **□** prefix key, cancels that key. After other keys, does nothing. Does not disturb program memory or calculator status (page 136).

### Executed as a recorded program instruction:

**RTN** Return. If executed as a result of pressing a label designator or executing a **GTO** instruction, stops execution and returns control to keyboard. If executed as a result of a **GSB** instruction, returns control to next step after the **GSB** instruction (page 119).



## PROGRAM Mode

### Active keys:

**CL PRGM** Clear program. Clears program memory to all **R/S** instructions, sets calculator to step 000, clears all flags, and specifies FIX 2 display and DEG modes (**page 135**).

## Automatic RUN Mode

### Pressed from the keyboard:

**CL PRGM** After **f** prefix key, cancels that key. After other keys, does nothing. Does not disturb program memory or calculator status (**page 135**).

### Executed as a recorded program instruction:

**PAUSE** Stops program execution and transfers control to keyboard for 1 second, then resumes program execution (**page 171**).

**X≠Y?** **X=Y?** **X>Y?** **X<Y?**  
**X≠0?** **X=0?** **X>0?** **X<0?**

Conditionals. Each tests value in X-register against value in Y-register or 0 as indicated. If true, calculator executes instruction in next step of program memory. If false, calculator skips one step before resuming execution (**page 159**).

**F?** Is flag true? Followed by flag designator (0, 1, 2, or 3), tests designated flag. If flag is set (true) calculator executes the instruction in the next step of program memory. If flag is cleared (false), calculator skips one step before resuming execution. **F?** clears flags F2 and F3 after tests (**page 231**).

**R/S** Run/stop. Begins execution from current step of program memory. Stops execution if program is running (**page 169**).

Any key. Pressing any key on the keyboard stops execution of a running program.

**R/S** Run/stop. Stops program execution (**page 119**).





## Meet the HP-97

Congratulations!

With your purchase of the HP-97 Programmable Printing Calculator, you have acquired a truly versatile and unique calculating instrument. Using the Hewlett-Packard RPN logic system that slices with ease through the most difficult equations, the HP-97 is without parallel:

**As a scientific calculator.** As a scientific calculator, the HP-97 features a familiar adding-machine style keyboard for rapid data entry wedded to a powerful calculator with dozens of mathematical, statistical, and scientific functions, and a three-way printer for archival permanence to your answers.

**As a problem-solving machine.** Anyone who can follow simple step-by-step instructions can use the prerecorded magnetic cards in the Standard Pac and the optional application pacs to solve common problems from the areas of engineering, mathematics, finance, statistics, medicine, and many other fields. *Immediately.*

**As a personal programmable calculator.** The HP-97 is so easy to program and use that it requires no prior programming experience or knowledge of arcane programming languages. Yet even the most sophisticated computer experts marvel at the programming features of the HP-97:


- Magnetic cards that record data or programs—permanently.
- 26 data storage registers.
- 224 steps of program memory.
- Fully merged prefix and function keys that mean more programming per step.
- Easy-to-use editing features for correcting and modifying programs.
- Powerful unconditional and conditional branching.
- Three levels of subroutines, four flags, 20 easily-accessed labels.
- Indirect addressing.
- Printer to record results, list programs, or trace executing programs.


And in addition, the HP-97 can be operated from its rechargeable battery pack for *complete portability*, anywhere.


Now let's take a closer look at the HP-97 to see how easy it is to use, whether we solve a problem manually, use one of the sophisticated prerecorded programs from the Standard Pac, or even write our own program.

## Manual Problem Solving

To get the feel of your HP-97, try a few simple calculations. First, set the switches that are located in the upper left-hand corner of the keyboard as follows:

Set the OFF-ON switch OFF  ON to ON.

Set the PRGM-RUN switch PRGM  RUN to RUN.

Set the MAN-TRACE-NORM switch MAN  NORM to MAN.

To solve:

$$5 + 6 = 11$$

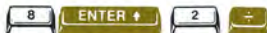
Press:



Display:

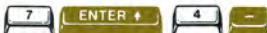
11.00

$$8 \div 2 = 4$$



4.00

$$7 - 4 = 3$$



3.00

$$9 \times 8 = 72$$



72.00

$$\frac{1}{5} = 0.20$$



0.20

$$\text{Sine of } 30^\circ = 0.50$$



0.50


Now let's try something a little more involved. To calculate the surface area of a sphere, the formula  $A = \pi d^2$  can be used, where:

$A$  is the surface area of the sphere,

$d$  is the diameter of the sphere,

$\pi$  is the value of pi, 3.141592654.

Ganymede, one of Jupiter's 12 moons, has a diameter of 3200 miles. You can use the HP-97 to manually compute the area of Ganymede. Merely press the following keys in order.

First, ensure that a paper roll has been properly installed in the calculator, and slide the MAN-TRACE-NORM switch MAN  NORM to NORM.

Then:

Press



Display

3200.



10240000.00



3.14



32169908.78



32169908.78

Diameter of Ganymede.

Square of the diameter.

The quantity  $\pi$ .

Area of Ganymede in square miles.

The answer printed.

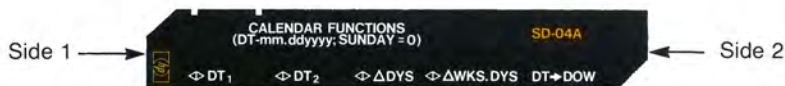
You can see that the paper tape has preserved a record of your calculation. Save this tape—you are going to use it to write a program for your HP-97. But first let's look at a prerecorded program, one of the 15 that are shipped with your calculator.





## Running a Prerecorded Program

The Standard Pac shipped with your calculator contains 15 prerecorded magnetic cards, and each card contains a program. By using cards from the Standard Pac (or from any of the optional application pacs, available in areas like finance, statistics, mathematics, engineering, or medicine) you can use your HP-97 to perform extremely complex calculations just by following the cookbook-style directions in each pac. Let's try running one of these programs now.

1. Select the Calendar Functions program from the Standard Pac card case.



2. Ensure that the PRGM-RUN switch PRGM  RUN is set to RUN.

3. Set the Print Mode switch <sup>TRACE</sup> MAN  NORM to MAN. Insert side 1 of the Calendar Functions card, printed side up, into the card reader slot on the front of the calculator as shown. When the card is partially into the slot, a motor engages and passes the card through the calculator and out a similar slot at the rear of the calculator. Let the card move freely.



4. The calculator display should read Crd to prompt you that side 2 of the card must be read in.
5. Now insert side 2 of the Calendar Functions card, again face up, into the card reader slot on the front of the calculator and permit it to pass through the card reader to the rear of the calculator.
6. If after either pass of the card through the card reader, the display shows Error, that side of the card did not read properly. Press CLX, then insert that side of the card into the card reader slot and let it pass through again.
7. When both sides of the card have been read properly, the display will again show the previous answer.

8. Insert the card into the window slot, as shown. The markings on the card should be directly over the keys marked **A** **B** **C** **D** **E**. The markings, or mnemonics, on the card now identify the function of each of these five keys.



You are now ready to use the program.


**Example:** How many days are there between September 3, 1944 and November 21, 1975?


**Solution:** The figure below duplicates the user instructions for the Calendar Functions program. These instructions can also be found in the *HP-97 Standard Pac*, just as can the instructions for the other 14 programs in the Pac.

STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1	Load side 1 and side 2.			
2	For day of the week calculations go to step 6.			
3	Input two of the following:			
	First date (mm.ddyyyy)	DT <sub>1</sub>	<b>A</b>	Day # <sub>1</sub>
	Second date (mm.ddyyyy)	DT <sub>2</sub>	<b>B</b>	Day # <sub>2</sub>
	Days between dates	DAYS	<b>C</b>	Days
	or weeks between dates*	WKS. DYS	<b>D</b>	Days
4	Calculate one of the following:			
	First date		<b>A</b>	DT <sub>1</sub>
	Second date		<b>B</b>	DT <sub>2</sub>
	Days between dates		<b>C</b>	Days
	Weeks between dates		<b>D</b>	WKS. DYS
5	For a new case go to step 2.			
6	Input date and calculate day of the week (0 = Sunday, 6 = Saturday).	DT	<b>E</b>	DOW
7	For a new case go to step 2.			
	*Either days between dates or weeks between dates, but not both, may be input in step 3.			

To solve the problem, just follow the User Instructions, beginning with step 1. Since you have already performed step 1, and you do not wish to perform step 2, you continue on to step 3. There you input the first date in the format *mm.ddyyyy*. (This means you key in the date as the month, from 00 to 12, then a decimal point, then the day as *dd*, and finally the year as *yyyy*.) Thus, to key in September 3, 1944:


Press	Display
09.031944	<span style="border: 1px solid black; padding: 2px;">09.031944</span>


Reading across the line, you can see that after you input the first date ( $DT_1$ ), you are directed under the KEYS heading to press .

Press	Display	
	<span style="border: 1px solid black; padding: 2px;">2431337.</span>	Julian day number (number of days since the inception of the Julian calendar).

Now follow the instructions for the second date ( $DT_2$ ), which is November 21, 1975.

Press	Display	
11.211975	<span style="border: 1px solid black; padding: 2px;">11.211975</span>	(Julian day number used by astronomers.)
	<span style="border: 1px solid black; padding: 2px;">2442738.</span>	

Now you move to step 4, which gives the key you press for calculation. You can see that to calculate the days between dates, you press .

Press	Display
	<span style="border: 1px solid black; padding: 2px;">11401.</span>

The number of days between September 3, 1944 and November 21, 1975 is 11401.

You can run the program again as often as you like. With the calendar program, you can calculate the days between dates, the weeks between dates, or even the day of the week on which any date falls.

You have seen from this example how simple it is to use your HP-97. You can begin using your Standard Pac, or any of the optional applications Pacs, *right now*. All you have to do to begin taking advantage of the calculating power and programmability of the HP-97 is follow simple instructions like these.






## Your Own Program

Earlier, you calculated the surface area of Ganymede, one of Jupiter's 12 moons, and you should have saved the paper tape with the keystroke list from that problem. Now, if you wanted the surface area of *each* moon, you could repeat that procedure 12 times, using a different value for the diameter  $d$  each time. An easier and faster method, however, is to create a *program* that will calculate the surface area of a sphere from its diameter, instead of pressing all the keys for each moon.

To calculate the area of a sphere using a program, you should first *create* the program, then you must *load* the program into the calculator, and finally you *run* the program to calculate each answer. If you want to save the program, you can *record* it permanently on a magnetic card.

**Creating the Program.** You have already created it! A program is nothing more than the series of keystrokes you would execute to solve the same problem manually. Two additional operations, a *label* and a *return* are used to define the beginning and end of the program.

**Loading the Program.** To load the keystrokes of the program into the calculator:

1. Slide the PRGM-RUN switch PRGM  RUN to PRGM (*program*).
2. Press   to clear program memory.
3. Press the following keys in order. (When you are loading a program, the display gives you information that you will find useful later, but which you can ignore for now.)



Defines the beginning of the program.





These are the same keys you pressed to solve the problem manually.




Defines the end of the program.

The calculator will now remember this keystroke sequence.

**Running the Program.** To run the program to find the area of any sphere from its diameter:

1. Slide the PRGM-RUN switch PRGM  RUN back to RUN.
2. Key in the value of the diameter.
3. Press  to run the program.

When you press , the sequence of keystrokes you loaded is automatically executed by the calculator, giving you the same answer you would have obtained manually.

For example, to calculate the area of Ganymede, with a diameter of 3200 miles:

Press

Display


3200

 3200.





 32169908.78

Square miles.

With the program you have loaded, you can now calculate the area of any of Jupiter's moons—in fact, of *any* sphere—using its diameter. You have only to leave the calculator in RUN mode and key in the diameter of each sphere for which you want the area, then press . For example, to compute the surface area of Jupiter's moon Io, with a diameter of 2310 miles:

Press	Display	
2310 	<span style="border: 1px solid black; padding: 2px;">16763852.56</span>	Square miles.

For the moons Europa, diameter 1950 miles, and Callisto, diameter 3220 miles:


Press	Display	
1950 	<span style="border: 1px solid black; padding: 2px;">11945906.07</span>	Area of Europa in square miles.
3220 	<span style="border: 1px solid black; padding: 2px;">32573289.27</span>	Area of Callisto in square miles.

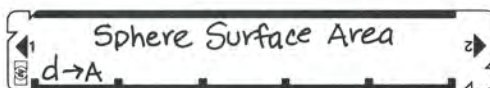
Programming the HP-97 is *that* easy! The calculator remembers a series of keystrokes and then executes them at the press of a single key. In fact the HP-97 can remember up to 224 separate operations (and many more keystrokes, since many operations require two or three keystrokes) and execute them at the press of one of the label keys. By using, say, label A for one program, label B for another, etc., your calculator can contain many different programs at one time.

**Recording the Program.** Just as the programs in the Standard Pac have been permanently recorded on magnetic cards, so you can record your program on a magnetic card. To record your program:

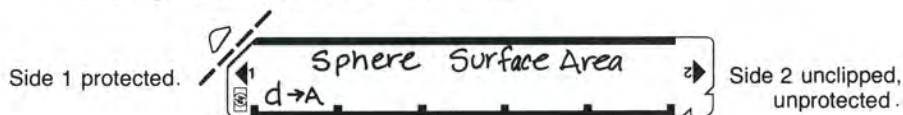
1. Select a blank, unprotected (unclipped) magnetic card.



2. Slide the PRGM-RUN switch  RUN TO PRGM.
3. Insert side 1 of the card into the front card reader slot on the calculator. Permit the card to pass through the card reader to the rear of the calculator. Since your program contains fewer than 113 instructions, you need to pass only one side of the card through the card reader. Your program is now recorded on the magnetic card.
4. Be sure to mark the card so you don't forget what program is on the card and what keys control the program. The marked card might look like this when you are through:



- The program now on the card will remain there until you record another program over it. To save the program permanently, so that no other program can be recorded on the card, clip the corner of the card nearest side 1:



That's all there is to it! You can reuse the program as often as you like—merely pass the card through the card reader with the PRGM-RUN switch set to RUN each time you want to load this program into the calculator.

## Using this Handbook

*New to Hewlett-Packard calculators?* Part One of this handbook has been designed to teach you to use your HP-97 as a powerful scientific calculator. By working through these sections of the handbook, you'll learn every function that you can use to calculate answers manually, and you'll come to appreciate the calculating efficiency of the Hewlett-Packard logic system with RPN. And since the programmability of the HP-97 stems from its ability to remember a series of manual keystrokes, Part One, *Using Your HP-97 Calculator*, is invaluable in laying the groundwork for Part Two, *Programming The HP-97*.

*Previous HP user?* If you've already used Hewlett-Packard pocket or desktop calculators with RPN, you may want to familiarize yourself with the unique printer options of the HP-97 by reading page 25, and then turn directly to Part Two, *Programming The HP-97*. Later, though, you will undoubtedly wish to peruse Part One at your leisure in order to discover the many calculating advantages of the HP-97.

Whether an old hand or a novice, you'll find the Function and Programming Key Index on pages 8–11 invaluable as a quick reference guide, a programming guide, or even to illustrate the features of the HP-97 to your friends.



**Part One**  
**Using Your HP-97 Calculator**





3.00

6.00 CLR  
P25  
65.20  
67.50  
68.25  
68.90  
71.25  
69.75  
66.57  
7.00


MEM					FIX	SCI	ENG	PRINT	
MEM					ENTER	CHS	EEX	+	
PRINT					DEL	RD	GRD		
A	B	C	D	E	R+	7	8	9	X
LBL	GTO	GOS	RTN	BST	SST	4	5	6	-
STP	CLP	F?	RND	DSZ	ISZ	xy			
y*	LN	e*	+P	STO	RCL	CLx	1	2	3
ABS	LOG	10*	INT	+HMS	HMS+	x01	x00	x02	x03
SIN	COS	TAN	+R	0	I	PSS	DEL	CL REG	CL PRGM
SIN <sup>-1</sup>	COS <sup>-1</sup>	TAN <sup>-1</sup>	FRAC	D+R	R+D	0	.	DSP	+
R/S	1/x	x <sup>2</sup>	√x	%	Z+	WRITE DATA			MERGE
PAUSE	NI	E	S	%CH	Z-	LAST			MEM


HEWLETT PACKARD HP-41C CALCULATOR


## Getting Started

Your HP-97 is shipped fully assembled, including a battery. You can begin using your calculator immediately by connecting the cord from the ac adapter/recharger and plugging the charger into an ac outlet. If you want to use your HP-97 on battery power alone, you should charge the battery for 6 hours first. Whether you operate from battery power or from power supplied by the charger, *the battery pack must always be in the calculator.*


To begin:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Slide the Print Mode switch <sup>TRACE</sup> MAN  NORM to MAN.


Slide the OFF-ON switch OFF  ON to ON.

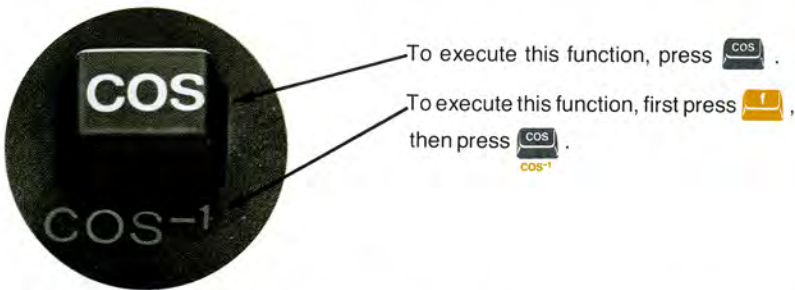
## Display



Numbers that you key into the calculator and intermediate and final answers are always seen in the bright red display. When you first turn the calculator ON, the display is set to  to show you that all zeros are present there.

## Keyboard

All keys on the keyboard perform two functions. One function is indicated by the symbol on the face of the key, while another function is indicated by the gold symbol written below the key.

- To select the function printed on the face of the key, press the key.
- To select the function printed in gold below the key, press the gold prefix key , then press the function key.



In this handbook, the selected key function will appear in the appropriate color, outlined by a box, like this: , .

## Keying In Numbers

Key in numbers by pressing the number keys in sequence, just as though you were writing on a piece of paper. The decimal point must be keyed in if it is part of the number (unless it is to be right of the last digit).

For example:

Key in 148.84

by pressing the keys

1 4 8 . 8 4

**Display**

148.84

The resultant number 148.84 is seen in the display.

## Negative Numbers

To key in a negative number, press the keys for the number, then press **CHS** (*change sign*). The number, preceded by a minus (–) sign, will appear in the display. For example, to change the sign of the number now in the display:

**Press**

**CHS**

**Display**

-148.84

You can change the sign of either a negative or a positive nonzero number in the display. For example, to change the sign of the –148.84 now in the display back to positive:

**Press**

**CHS**

**Display**

148.84

Notice that only negative numbers are given a sign in the display.

## Clearing

You can clear any numbers that are in the display by pressing **CLX** (*clear X*). This key erases the number in the display and replaces it with **0.00**.

**Press**

**CLX**

**Display**

0.00




If you make a mistake while keying in a number, clear the entire number string by pressing **CLX**. Then key in the correct number.



## Printer

The printer has three modes of operation, which you control using the Print Mode switch

MAN  :

- With the Print Mode switch MAN  NORM set to MAN (*manual*), the printer is idle and does not print unless you press the **PRINT x** key or one of the other **PRINT** functions. This mode gives greatest economy of paper and battery power.
- With the Print Mode switch MAN  NORM set to NORM (*normal*), the calculator records a history of the calculation sequence so that you can reconstruct your problem. In this mode you see digit entries and functions, but intermediate and final answers are not printed unless you press the **PRINT x** key.
- With the Print Mode switch MAN  NORM set to TRACE, the calculator prints numbers, functions, and intermediate and final answers, just as they are seen in the display. The results of functions are printed with the symbol **\*\*\*** to the right of the number.


To advance the printer paper, press the paper advance pushbutton that is to the right of the paper output. Don't worry if the display blanks out while the paper advance is operating—this is normal. To advance the paper more than one space, simply hold the pushbutton down until the paper has advanced the desired amount. To replace the paper roll, refer to Your HP-97 Printer in appendix B of this handbook.

**Note:** If your calculator is out of paper, any operation which would normally cause the calculator to print onto the paper tape instead causes the word **Error** to appear in the display. This prompts you to install a fresh roll of paper.

No matter what print mode you choose, you seldom have to worry about “overrunning” the printer when you are calculating. Your HP-97 contains a key buffer that “remembers” up to seven keystrokes—no matter how fast you press the keys.

## Functions

The best way to see how simple functions operate on your HP-97 is with the Print Mode switch set to TRACE to give you a complete record of inputs, functions, and answers.

Slide the Print Mode switch MAN  NORM to TRACE now.

In spite of the dozens of functions available on the HP-97 keyboard, you will find the calculator functions simple to operate by using a single, all-encompassing rule: *When you press a function key, the calculator immediately executes the function written on the key.*

Pressing a function key causes the calculator to immediately perform that function, and display the result.

For example, to calculate the square root of 148.84 merely:

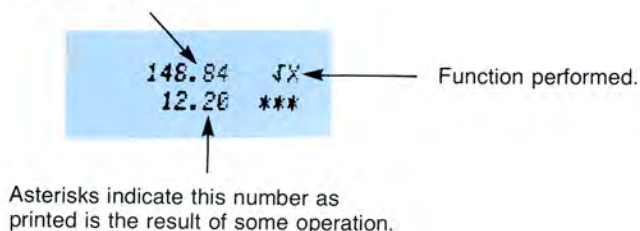
Press	Display
148.84	148.84
$\sqrt{x}$	12.20

148.84  $\sqrt{x}$   
12.20 \*\*\*

Let's look briefly at the printed copy of that problem to see the simple way that the HP-97 printer duplicates your calculations.

The paper tapes are printed just as you read, from left to right and top to bottom. The number, 148.84, is printed exactly as you keyed it in. A symbol for the function performed,  $\sqrt{x}$ , is printed next to it. The answer, 12.20, is printed with a three-asterisk label to its right, indicating that the HP-97 performed some operation in order to obtain the number as it is printed.

Number keyed in—no asterisks.



Now let's continue. To square the result of the previous calculation:

Press	Display
$x^2$	148.84

148.84  $x^2$   
\*\*\*

$\sqrt{x}$  and  $x^2$  are examples of one-number function keys; that is, keys that execute upon a single number. All function keys in the HP-97 operate upon either one number or two numbers at a time (except for statistics keys like  $\Sigma+$  and  $\Sigma$ —more about these later).

Function keys operate upon either one number or two numbers.

## One-Number Functions

To use any one-number function key:

1. Key in the number.
2. Press the function key (or press the prefix key, then the function key).

For example, to use the one-number function  $\frac{1}{x}$  key, you first key in the number represented by  $x$ , then press the function key. To calculate  $\frac{1}{4}$ , key in 4 (the  $x$ -number) and press  $\frac{1}{x}$ .

**Press****Display**

4

4.

 $\frac{1}{x}$ 

0.25

Now try these other one-number function problems. Remember, *first key in the number, then press the function*:

$$\frac{1}{25} = 0.04$$

$$\sqrt{2500} = 50.00$$

$$10^5 = 100000.00$$

$$\sqrt{3204100} = 1790.00$$

$$\log 12.58925411 = 1.10$$

$$71^2 = 5041.00$$

(Use the  $10^x$  key.)

## Two-Number Functions

Two-number functions are functions that must have two numbers present in order for the operation to be performed.  $+$ ,  $-$ ,  $\times$ , and  $\div$  are examples of two-number function keys. You cannot add, subtract, multiply, or divide unless there are two numbers present in the calculator. Two-number functions work the same way as one-number functions—that is, the operation occurs when the function key is pressed. Therefore, *both numbers must be in the calculator before the function key is pressed*.

When more than one number must be keyed into the calculator before performing an operation, the **ENTER** key is used to separate the two numbers.

Use the **ENTER** key whenever more than one number must be keyed into the calculator before pressing a function.

If you key in only one number, you never need to press **ENTER**. To place two numbers into the calculator and perform an operation:

1. Key in the first number.
2. Press **ENTER** to separate the first number from the second.
3. Key in the second number.
4. Press the function key to perform the operation.

For example, to add 12 and 3:

**Press**

12

The first number.

**ENTER**

Separates the first number from the second.

3

The second number.

**+**

The function.

**PRINT**

The answer.

The answer, **15.00**, is displayed and printed.



Other arithmetic functions are performed the same way:

To perform	Press	Display
$12 - 3$	12 <b>ENTER</b> 3 <b>-</b>	9.00
$12 \times 3$	12 <b>ENTER</b> 3 <b>x</b>	36.00
$12 \div 3$	12 <b>ENTER</b> 3 <b>÷</b>	4.00

```

12.00 ENT↑
 3.00 -
 9.00 ***

12.00 ENT↑
 3.00 x
36.00 ***

12.00 ENT↑
 3.00 ÷
 4.00 ***
  
```

The  $y^x$  key is also a two-number operation. It is used to raise numbers to powers, and you can use it in the same simple way that you use every other two-number function key:

1. Key in the first number.
2. Press **ENTER** to separate the first number from the second.
3. Key in the second number (power).
4. Perform the operation (press  $y^x$ ).

When working with any function key (including  $y^x$ ), you should remember that the displayed number is always designated by  $x$  on the function key symbols.

The number displayed is always  $x$ .

So  $\sqrt{x}$  means square root of the displayed number,  $\frac{1}{\sqrt{x}}$  means  $\frac{1}{\text{displayed number}}$ , etc.

Thus, to calculate  $3^6$ :

Press	Display
3	3.
<b>ENTER</b>	3.00
6	6.
$y^x$	729.00

$x$ , the displayed number, is now six.  
The answer.

```

3.00 ENT↑
6.00 y^x
729.00 ***
  
```

Now try the following problems using the  $y^x$  key, keeping in mind the simple rules for two-number functions:

$16^4$	(16 to the 4 <sup>th</sup> power) =	65536.00
$81^2$	(81 squared) =	6561.00
$225^{-.5}$	(Square root of 225) =	15.00
$2^{16}$	(2 to the 16 <sup>th</sup> power) =	65536.00
$16^{.25}$	(4 <sup>th</sup> root of 16) =	2.00

(You could also have done this as a one-number function using  $x^2$ .)

(You could also have done this as a one-number function using  $\sqrt{x}$ .)



## Chain Calculations

The speed and simplicity of operation of the Hewlett-Packard logic system become most apparent during chain calculations. Even during the longest of calculations, you still perform only one operation at a time, and you see the results as you calculate—the Hewlett-Packard automatic memory stack stores up to four intermediate results inside the calculator until you need them, then inserts them into the calculation. This system makes the process of working through a problem as natural as it would be if you were working it out with pencil and paper, but the calculator takes care of the hard part.

For example, solve  $(12 + 3) \times 7$ .

If you were working the problem with a pencil and paper, you would first calculate the intermediate result of  $(12 + 3)$ .....

$$\begin{array}{l} \cancel{(12 + 3)} \times 7 = \\ 15 \end{array}$$

.....and then you would multiply the intermediate result by 7.

$$\begin{array}{l} \cancel{(12 + 3)} \times 7 = \\ 15 \times 7 = 105 \end{array}$$

You work through the problem exactly the same way with the HP-97, one operation at a time. You solve for the intermediate result first.....

$$(12 + 3)$$

Press

Display

12

12.

**ENTER**  $\blacktriangleright$

12.00

3

3.

**+**

15.00

Intermediate result.

```

12.00 ENT↑
 3.00  +
15.00  ***
  
```

... and then solve for the final answer. You don't need to press **ENTER**  $\blacktriangleright$  to store the intermediate result—the HP-97 automatically stores it inside the calculator when you key in the next number. To continue...

Press

Display

7

7.

The intermediate result from the preceding operation is automatically stored inside the calculator when you key in this number.

✕

105.00

Pressing the function key multiplies the new number and the intermediate result, giving you the final answer.


```

7.00  ×
105.00 ***

```

Because the HP-97 stores intermediate results automatically, you don't need to print them. You can slide the Print Mode switch to NORM to preserve a record of your calculations, and then press **PRINT** ✕ to print the final answer.

For example, when you solved the above problem in TRACE mode, you preserved *all* intermediate and final results. To solve the same problem and preserve only a history of the calculations:

Slide the Print Mode switch **MAN**  **NORM** to NORM.

Press

Display

12

12.

**ENTER** ↗

12.00

3

3.

**+**

15.00

7

7.

✕

105.00

**PRINT** ✕

105.00

Preserves the final answer in your printed record.

```

12.00 ENT↑
3.00  +
15.00  ×
105.00 ***

```

Now try these problems. Notice that for each problem you only have to press **ENTER** ↗ to insert a pair of numbers into the calculator—each subsequent operation is performed using a new number and an automatically stored intermediate result.

To solve

Press

Display

$$\frac{(2 + 3)}{10}$$

2

**ENTER** ↗

3

**+**

10

**÷****PRINT** ✕

0.50

0.50

```

2.00 ENT↑
3.00  +
10.00 ÷
0.50  ***

```

$3(16 - 4)$

16

ENTER ↵

4

-

3

×

PRINT x

36.00

36.00

```

16.00 ENT↑
 4.00 -
 3.00 ×
36.00 ***

```

$$\frac{14 + 7 + 3 - 2}{4}$$

14

ENTER ↵

7

+

3

+

2

-

4

÷

PRINT x

5.50

5.50

```

14.00 ENT↑
 7.00 +
 3.00 +
 2.00 -
 4.00 ÷
 5.50 ***

```

Problems that are even more complicated can be solved in the same simple manner, using the automatic storage of intermediate results. For example, to solve  $(2 + 3) \times (4 + 5)$  with a pencil and paper, you would:

$$(2 + 3) \times (4 + 5)$$

First solve for the contents  
of these parentheses...

...and then for these parentheses...

...and then you would multiply the  
two intermediate answers together.

You work through the problem the same way with the HP-97. First you solve for the intermediate result of  $(2 + 3)$ ....

Press

Display

2

2.

ENTER ↵

2.00

3

3.

+

5.00

Intermediate result.

```

2.00 ENT↑
 3.00 +

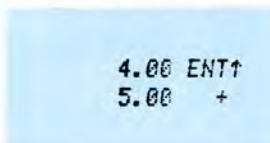
```



Then add 4 and 5:

(Since you must now key in another *pair* of numbers before you can perform a function, you use the **ENTER** key again to separate the first number of the pair from the second.)

Procedure	Press	Display
$(2+3) \times (4+5)$ 5                  9	4 <b>ENTER</b> 5 <b>+</b>	<b>9.00</b>



Then multiply the intermediate answers together for the final answer:

Procedure	Press	Display
$(2+3) \times (4+5)$ $5 \times 9 = 45$	<b>×</b> <b>PRINT</b>	<b>45.00</b> <b>45.00</b>



Notice that you didn't need to write down or key in the intermediate answers from inside the parentheses before you multiplied—the HP-97 automatically stacked up the intermediate results inside the calculator for you and brought them out on a last-in, first-out basis when it was time to multiply.

No matter how complicated a problem may look, it can always be reduced to a series of one- and two-number operations. Just work through the problem in the same logical order you would use if you were working it with a pencil and paper.

For example, to solve:

$$\frac{(9 + 8) \times (7 + 2)}{(4 \times 5)}$$

Press	Display
9 <b>ENTER</b> 8 <b>+</b>	<b>17.00</b>
7 <b>ENTER</b> 2 <b>+</b>	<b>9.00</b>
<b>×</b>	<b>153.00</b>
4 <b>ENTER</b> 5 <b>×</b>	<b>20.00</b>
<b>÷</b>	<b>7.65</b>
<b>PRINT</b>	<b>7.65</b>

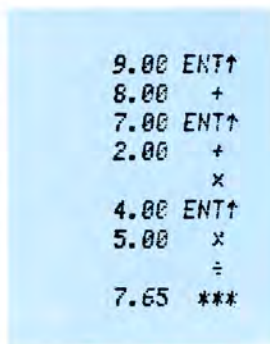
Intermediate result of  
(9 + 8).

Intermediate result of  
(7 + 2).

(9 + 8) multiplied by  
(7 + 2).

Intermediate result of  
(4 × 5).

The final answer.



Now try these problems. Remember to work through them as you would with a pencil and paper, but don't worry about intermediate answers—they're handled automatically by the calculator.

$$(2 \times 3) + (4 \times 5) = \boxed{26.00}$$

$$\frac{(14 + 12) \times (18 - 12)}{(9 - 7)} = \boxed{78.00}$$

$$\frac{\sqrt{16.38 \times 5}}{.05} = \boxed{181.00}$$

$$4 \times (17 - 12) \div (10 - 5) = \boxed{4.00}$$

$$\sqrt{(2 + 3) \times (4 + 5)} + \sqrt{(6 + 7) \times (8 + 9)} = \boxed{21.57}$$

## A Word about the HP-97

Now that you've learned how to use the calculator, you can begin to fully appreciate the benefits of the Hewlett-Packard logic system. With this system, you enter numbers using a parenthesis-free, unambiguous method called RPN (Reverse Polish Notation).

It is this unique system that gives you all these calculating advantages whether you're writing keystrokes for an HP-97 program or using the HP-97 under manual control:

- You never have to work with more than one function at a time. The HP-97 cuts problems down to size instead of making them more complex.
- Pressing a function key immediately executes the function. You work naturally through complicated problems, with fewer keystrokes and less time spent.
- Intermediate results appear as they are calculated. There are no "hidden" calculations, and you can check each step as you go.
- Intermediate results are automatically handled. You don't even have to print out long intermediate answers when you work a problem. (Of course, if you want intermediate answers, the HP-97 printer will record them in TRACE.)
- Intermediate answers are automatically inserted into the problem on a last-in, first-out basis. You don't have to remember where they are and then summon them.
- You can calculate in the same order that you do with pencil and paper. You don't have to think the problem through ahead of time.

The HP system takes a few minutes to learn. But you'll be amply rewarded by the ease with which the HP-97 solves the longest most complex equations. With HP, the investment of a few moments of learning yields a lifetime of mathematical dividends.



DSP4

0.0000 \*\*\*

DSP9

0.0000000000 \*\*\*

123.4567000 SCI

1.234567000+02 \*\*\*

DSP4

1.2346+02 \*\*\*

FIX

123.4567 \*\*\*

DSP7

123.4567000 \*\*\*

.000012345 ENG

12.345000-05 \*\*\*

DSP9

12.34500000-05 \*\*\*



## Printer and Display Control

In the HP-97, you can select many different rounding options for display and printing of numbers. When you first turn on the HP-97, for example, the calculator “wakes up” with numbers appearing rounded to two decimal places. Thus, the fixed constant  $\pi$ , which is actually in the calculator as 3.141592654, will *appear in the display* as 3.14 (unless you tell the calculator to display the number rounded to a greater or lesser number of decimal places).

Although a number is normally shown to only two decimal places, the HP-97 always computes internally using each number as a 10-digit mantissa and a two-digit exponent of 10. For example, when you compute  $2 \times 3$ , you *see* the answer to only two decimal places:

Press	Display
2 <b>ENTER</b> 3 <b>x</b>	6.00

However, inside the calculator all numbers have 10-digit mantissas and two-digit exponents of 10. So the HP-97 *actually* calculates using full 10-digit numbers:

$$2.000000000 \times 10^{00} \text{ **ENTER** } 3.000000000 \times 10^{00} \text{ **x**}$$

yields an answer that is actually carried to full 10 digits internally:

6.00000000 x 10<sup>00</sup>

You see only these digits...  ...but these digits are also present.

### Display Control Keys

There are four keys, **FIX**, **SCI**, **ENG**, and **DSP** that allow you to control the manner in which numbers appear in the display and are printed in the HP-97. **DSP** followed by a number key changes the number of displayed digits without changing the format. **FIX** displays and prints numbers in fixed decimal point format, while **SCI** permits you to see numbers in scientific notation format. **ENG** displays and prints numbers in engineering notation, with exponents of 10 shown in multiples of three (e.g.,  $10^3$ ,  $10^{-6}$ ,  $10^{15}$ ).

No matter which format or how many displayed digits you choose, these display control keys alter only the *manner* in which a number is displayed and printed in the HP-97. The actual number itself is not altered by any of the print options or the display control keys. No matter what type of display you select, the HP-97 always calculates internally with numbers consisting of full 10-digit mantissas multiplied by 10 raised to a two-digit exponent.

In NORM or TRACE, the printer immediately indicates when you change display format, and any new results will be shown in the new format.

## Display Number Changes

The **[DSP]** (*display*) key followed by a number key specifies the *number* of digits that your HP-97 will display and print. For example, when you turn the HP-97 ON, it “wakes up” with two digits displayed after the decimal point. Using the **[DSP]** key and the appropriate number key (0–9), you can display up to nine digits after the decimal point. For example:

Slide the Print Mode switch **MAN**  **TRACE** **NORM** to **MAN** so that you can concentrate on the display changes.

### Press                      Display

(Turn the calculator OFF, then ON.)

**0.00**

Calculator “wakes up” with two digits shown after the decimal point.

**[DSP]** 4

**0.0000**

Four digits shown after decimal point.

**[DSP]** 9

**0.000000000**

Nine digits shown after decimal point.

**[DSP]** 2

**0.00**

Two digits shown after decimal point.

In the next few pages, you will see how the **[DSP]** and number keys are used in conjunction with **[FIX]**, **[SCI]**, and **[ENG]** to display numbers in any of a wide variety of formats.

## Scientific Notation Display



### Scientific Notation Display

In scientific notation each number is displayed with a single digit to the left of the decimal point followed by a specified number of digits (up to nine) to the right of the decimal point and multiplied by a power of 10. Scientific notation is particularly useful when working with very large or small numbers.

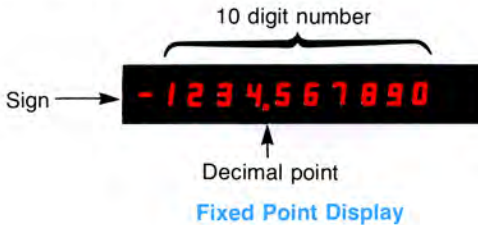
Scientific notation is selected by pressing **[SCI]**. The **[DSP]** key followed by a digit key is then used to specify the number of decimal places to which the number is rounded. The display is left-justified and includes trailing zeros within the setting selected by the **[DSP]** key. The printed copy is right-justified. To change the number of places displayed after the decimal point, use the **[DSP]** key followed by the appropriate number key.

For example:

Press	Display	
(Turn the calculator OFF, then ON.)	<b>0.00</b>	Calculator “wakes up” with two places displayed after the decimal point.
123.4567	<b>123.4567</b>	
<b>SCI</b>	<b>1.23 02</b>	Displays $1.23 \times 10^2$ . Two decimal places shown after decimal point.
<b>DSP</b> 4	<b>1.2346 02</b>	Displays $1.2346 \times 10^2$ . Notice that the display rounds if the first <i>hidden</i> mantissa digit is 5 or greater.
<b>DSP</b> 7	<b>1.2345670 02</b>	Displays $1.2345670 \times 10^2$ .
<b>DSP</b> 9	<b>1.234567000 02</b>	Displays $1.234567000 \times 10^2$ .
<b>DSP</b> 4	<b>1.2346 02</b>	Displays $1.2346 \times 10^2$ .

**Note:** You can easily key in numbers in scientific notation format by using the **EEX** (enter exponent) key—more about this later.

## Fixed Point Display



When you first turn the HP-97 ON, the display you see is FIX 2—that is, fixed point display with two decimal places shown. In fixed point display, numbers are shown with a fixed number of displayed digits after the decimal point. The number begins at the left side of the display (or the right side of the printed tape) and includes trailing zeros within the setting selected. Fixed point format is selected from the keyboard with the **FIX** key. After you have specified fixed point format, you can use the **DSP** key followed by the appropriate number key (0–9) to select the number of places to which the display is rounded.



For example:

Press	Display
123.4567	123.4567
<b>FIX</b>	123.4567

Display is rounded to the four decimal places you specified earlier.

<b>DSP</b> 0	123.
<b>DSP</b> 7	123.4567000
<b>DSP</b> 1	123.5

Notice that the display rounds if the first *hidden* digit is 5 or greater.

<b>DSP</b> 2	123.46
--------------	--------

Normal FIX 2 display.

### Engineering Notation Display

One significant digit always present.



Specified significant digits after the first digit.

Exponent of 10 always a multiple of three.

### Engineering Notation Display

Engineering notation allows all numbers to be shown with exponents of 10 that are multiples of three (e.g.,  $10^3$ ,  $10^{-6}$ ,  $10^{12}$ ). This is particularly useful in scientific and engineering calculations, where units of measure are often specified in multiples of three. See the prefix chart below.

Multiplier	Prefix	Symbol
$10^{12}$	tera	T
$10^9$	giga	G
$10^6$	mega	M
$10^3$	kilo	k
$10^{-3}$	milli	m
$10^{-6}$	micro	$\mu$
$10^{-9}$	nano	n
$10^{-12}$	pico	p
$10^{-15}$	femto	f
$10^{-18}$	atto	a

Engineering notation is selected by pressing **ENG**. The first significant digit is *always* present in the display. When you press **DSP** followed by a number key, you specify the number of *additional* displayed digits after the first one. The decimal point always appears in the display.

For example:

**Press**

**Display**

.000012345

**.000012345**

**ENG**

**12.3 -06**

Engineering notation display. Since you had specified **DSP** 2 in the previous example, the number appears here rounded off to two significant digits after the omnipresent first one. Power of 10 is proper multiple of three.

**DSP** 3

**12.35 -06**

Display is rounded off to third significant digit after the first one.

**DSP** 9

**12.34500000-06**

**DSP** 0

**10. -06**

Display rounded off to first significant digit.

Notice that rounding can occur to the *left* of the decimal point, as in the case of **ENG** 0 specified above.

When engineering notation has been selected, the decimal point shifts to show the mantissa as units, tens, or hundreds in order to maintain the exponent of 10 as a multiple of three. For example, multiplying the number now in the calculator by 10 causes the decimal point to shift to the right without altering the exponent of 10:

**Press**

**Display**

**DSP** 2

**12.3 -06**

ENG 2 display.

10 **x**

**123. -06**

ENG 2 display.

However, multiplying again by 10 causes the exponent to shift to another multiple of three and the decimal point to move to the units position. Since you specified **ENG** 2 earlier, the HP-97 maintains two significant digits after the first one when you multiply by 10:

**Press**

**Display**

10 **x**

**1.23 -03**

Decimal point shifts. Power of 10 shifts to  $10^{-3}$ . Display maintains two significant digits after the first one.

## Format of Printed Numbers

When using the printer, whether you are in MANUAL or NORMAL modes (where you must press **PRINT X** to see answers) or in TRACE (where the HP-97 automatically prints answers as they are calculated), printed numbers can be shown in any display format—fixed point, scientific notation, or engineering notation. By selecting the display format, you also select the print format.

Results from your HP-97 are always displayed and printed in the format that you have chosen. The three-asterisk label that you see printed next to a result is a guarantee that it is in the chosen display format. Although numbers in the display are left-justified, printed numbers are right-justified.

Numbers that you key in—that is, numbers that are *not* the results of operations—are also printed by the HP-97. When you key in a number with the Print Mode switch set to NORM or TRACE, the HP-97 does not print it until you change display format or press a function key. Then the number is printed exactly *as you keyed it in*. (One case is an exception to this rule—more about that later.) A number that you keyed in is not the result of an operation, and no asterisks are printed to its right. Subsequent *results*, of course, are printed in the selected format with a three-asterisk label. For example:

Slide the Print Mode switch  $\overbrace{\text{MAN}}^{\text{TRACE}}$  to NORM.

Press	Display	
.0000123456	<b>.0000123456</b>	When you press any function, the number is first printed just as you keyed it in.
<b>SCI</b> <b>DSP</b> 3	<b>1.235 -05</b>	
<b>PRINT X</b>	<b>1.235 -05</b>	Results of functions, including display formatting, are printed in the selected format.
1234567890	<b>1234567890.</b>	
<b>ENG</b> <b>DSP</b> 6	<b>1.234568 09</b>	The number is printed as you keyed it in.
<b>PRINT X</b>	<b>1.234568 09</b>	The three-asterisk label guarantees that the number is now in the selected format.

When you press any function, the number is first printed just as you keyed it in.

Results of functions, including display formatting, are printed in the selected format.

The number is printed as you keyed it in.

The three-asterisk label guarantees that the number is now in the selected format.

```

.0000123456 SCI
                DSP3
1.235-05 ***

1234567890. ENG
                DSP6
1.234568+09 ***

```

(Notice that the HP-97 prints a + sign to show you positive exponents of 10.)

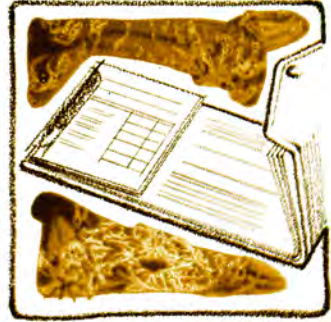
Thus, whenever you key in a number, the HP-97 prints it just as you keyed it in; *then* the format is changed. It is easy for you to reconstruct your calculation because your exact inputs are identifiable from your printed copy.



When you have keyed in a number, there is one time that the HP-97 will change its format *before* printing. If you have specified fixed point notation (by turning the calculator OFF, then ON, or by pressing **FIX**) and the number keyed in is also in fixed point format (i.e., you have not pressed **EEX**), the HP-97 will attempt to align the decimal points for easy readability on your printed copy. It will do this in fixed point notation by printing the number that you keyed in in the *specified* format (if the number can be printed without truncating), adding trailing zeros if necessary.

This feature permits you to key in numbers in fixed point notation and line up the decimal points in the printed record of your calculations.

**Example:** You begin the month with a balance of \$735.43 in your checking account. During the month, you write checks for \$235, \$79.95, \$5, \$1.44, \$17.83, \$50, and \$12.40. Calculate the closing balance for the account and preserve a printed record of your calculations.



First, ensure that the Print Mode switch **MAN** **TRACE** **NORM** is set to **NORM**.

Press	Display
<b>FIX</b> <b>DSP</b> 2	0.00
735.43 <b>ENTER</b> ↑	735.43
235 <b>-</b>	500.43
79.95 <b>-</b>	420.48
5 <b>-</b>	415.48
1.44 <b>-</b>	414.04
17.83 <b>-</b>	396.21
50 <b>-</b>	346.21
12.4 <b>-</b>	333.81
<b>PRINT</b> x	333.81

Sets **FIX** 2 display mode. (Display shown assumes that no results remain from previous example.)

Two extra zeros printed so that decimal points will line up.

The number is printed exactly as you keyed it in.

Two extra zeros printed.

Two extra zeros printed.

One extra zero printed.  
Closing balance.

	FIX	DSP2	ENT↑
735.43	735.43	-	-
235.00	235.00	-	-
79.95	79.95	-	-
5.00	5.00	-	-
1.44	1.44	-	-
17.83	17.83	-	-
50.00	50.00	-	-
12.40	12.40	-	-
333.81	333.81	***	***

You need not worry about “losing” digits on the printed copy. The HP-97 printer will never truncate digits (not even extra zeros) that you have keyed in. For example, if you wanted to set aside 5/10000 of the closing balance of your account for a present for your sister-in-law:

Press	Display	
.0005	<input type="text" value=".0005"/>	Entire number is printed—not rounded to FIX 2.
<b>x</b>	<input type="text" value="0.17"/>	
<b>PRINT x</b>	<input type="text" value="0.17"/>	Amount set aside for sister-in-law's gift. Result of function is rounded to FIX 2.

```

.0005  x
0.17  ***

```

## Automatic Display Switching

The HP-97 switches the display from fixed point notation to full scientific notation (SCI 9) whenever the number is too large or too small to be seen with a fixed decimal point. This feature keeps you from missing unexpectedly large or small answers. For example, if you try to solve  $(.05)^3$  in normal FIX 2 display, the answer is automatically shown in scientific notation:

Press	Display	
<b>CL x</b>	<input type="text" value="0.00"/>	Normal FIX 2 display from previous example.
.05 <b>ENTER</b> +	<input type="text" value="0.05"/>	Display automatically switched to SCI 9 to show answer.
3 <b>y<sup>x</sup></b> <b>PRINT x</b>	<input type="text" value="1.25000000-04"/>	

```

          CLX
      .05 ENT↑
      3.00 Yx
1.25000000-04 ***

```

After automatically switching from fixed to scientific, when a new number is keyed in or **CL x** is pressed the display automatically reverts back to the fixed point display originally selected.

The HP-97 also switches to scientific notation if the answer is too large ( $\geq 10^{10}$ ) for fixed point display. For example, the display will not switch from fixed if you solve  $1582000 \times 1842$ :

Press	Display	
1582000 <b>ENTER</b> +	<input type="text" value="1582000.00"/>	Fixed point format.
1842 <b>x</b>	<input type="text" value="2914044000."/>	
<b>PRINT x</b>	<input type="text" value="2914044000."/>	

```

1582000.00 ENT↑
  1842.00  x
2914044000. ***

```

However, if you multiply the result by 10, the answer is too large for fixed point notation, and the calculator display switches automatically to scientific notation:

**Press** 10  $\times$  **PRINT**  $\times$  **Display** 2.914044000 10 Scientific notation format.

10.00  $\times$   
2.914044000+10 \*\*\*

Notice that automatic switching is between fixed and scientific notation display modes only—engineering notation display must be selected from the keyboard.

## Keying In Exponents of Ten

You can key in numbers multiplied by powers of 10 by pressing **EEX** (enter exponent of 10) followed by number keys to specify the exponent of 10. For example, to key in 15.6 trillion ( $15.6 \times 10^{12}$ ), and multiply it by 25:

**Press** 15.6  
**EEX** 12  
**Display** 15.6 00  
15.6 12 (This means  $15.6 \times 10^{12}$ .)

**Now Press** **ENTER**  $\uparrow$   
25  $\times$  **PRINT**  $\times$  **Display** 1.560000000 13  
3.900000000 14

15.6+12 ENT $\uparrow$   
25.00  $\times$   
3.900000000+14 \*\*\*

You can save time when keying in exact powers of 10 by merely pressing **EEX** and then pressing the desired power of 10. For example, key in 1 million ( $10^6$ ) and divide by 52.

**Press** **EEX** **Display** 1. 00 You do not have to key in the number 1 before pressing **EEX** when the number is an exact power of 10.

6 **ENTER**  $\uparrow$  **Display** 1. 06  
1000000.00 Since you have not specified scientific notation, the number reverts to fixed point notation when you press **ENTER**  $\uparrow$ .

52  $\div$  **PRINT**  $\times$  **Display** 19230.77

1.+06 ENT $\uparrow$   
52.00  $\div$   
19230.77 \*\*\*



To see your answer in scientific notation with six decimal places:

Press	Display
<b>SCI</b> <b>DSP</b> 6	1.923077 04
<b>PRINT</b> <b>x</b>	1.923077 04

```

SCI
DSP6
1.923077+04 ***
  
```

To key in negative exponents of 10, key in the number, press **EEX**, press **CHS** to make the exponent negative, then key in the power of 10. For example, key in Planck's constant (h)—roughly,  $6.625 \times 10^{-27}$  erg sec.—and multiply it by 50.

Press	Display
<b>CL</b> <b>x</b>	0.000000 00
<b>FIX</b> <b>DSP</b> 2	0.00
6.625 <b>EEX</b>	6.625 00
<b>CHS</b>	6.625 -00
27	6.625 -27
<b>ENTER</b> <b>+</b>	6.62500000-27
50 <b>x</b> <b>PRINT</b> <b>x</b>	3.312500000-25

Erg sec.

```

CLX
FIX
DSP2
6.625-27 ENT↑
50.00 x
3.312500000-25 ***
  
```

## Calculator Overflow

When the magnitude of the number in the display would be greater than  $9.99999999 \times 10^{99}$ , the HP-97 displays all 9's to indicate that the problem has exceeded the calculator's range. For example, if you solve  $(1 \times 10^{49}) \times (1 \times 10^{50})$ , the HP-97 will display the answer:

Press	Display
<b>CL</b> <b>x</b>	0.00
<b>EEX</b> 49 <b>ENTER</b> <b>+</b>	1.00000000 49
<b>EEX</b> 50 <b>x</b>	1.00000000 99
<b>PRINT</b> <b>x</b>	1.00000000 99

```

CLX
1.+49 ENT↑
1.+50 x
1.00000000+99 ***
  
```

But if you attempt to multiply the above result by 100, the HP-97 display indicates overflow by showing you all 9's:


Press	Display
100 <b>x</b> <b>PRINT</b> <b>x</b>	9.99999999 99

Overflow indication.


```

100.00 x
9.99999999+99 ***
  
```

## Error Display

If you happen to key in an improper operation, or if a magnetic card fails to read properly, the word **Error** will appear in the display. In addition, if the Print Mode switch  is set to NORM or TRACE, the printer will print **ERROR**.

For example, if you attempt to calculate the square root of  $-4$ , the HP-97 will recognize it as an improper operation:

Ensure that the Print Mode switch  is set to NORM.

Press


4 



Display

**-4.**

**Error**



-4.00 JX  
ERROR



Pressing *any key* clears the error and is *not* executed, while pressing the paper advance pushbutton clears the error and *is* executed. The number that was in the display before the error-causing function is returned to the display so that you can see it. Sliding the PRGM-RUN switch to PRGM also clears the error. When the PRGM-RUN switch is then returned to the RUN position, the number that was in the display before the error-causing function is again returned there. The rest of the calculator remains unchanged. To clear the error:

Press



Display

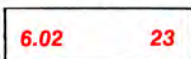
**-4.00**

As you know, when the calculator is out of paper, any operation that would normally cause the calculator to print instead causes an **Error** display. Notice that when the Print Mode switch is set to NORM or ALL, function keys like  or  cause an **Error** display when the calculator is out of paper.

All those operations that cause an error condition are listed in appendix C.

## Low Power Display

When you are operating the HP-97 from battery power, a red lamp inside the display will glow to warn you that the battery is close to discharge.



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Low Power Display

You must then connect the ac adapter/recharger to the calculator and operate from ac power, or you must substitute a fully charged battery pack for the one that is in the calculator. Refer to appendix B for descriptions of these operations.



0.0000000000	T
0.0000000000	Z
0.0000000000	Y
2.601805500+17	X

	R↓
0.0000000000	***
	R↑
2.601805500+17	***

0.0000000000	X≠Y
	***

0.0000000000	CLX
	***

	LSTX
2.100000000+13	***




## The Automatic Memory Stack

### The Stack

Automatic storage of intermediate results is the reason that the HP-97 slides so easily through the most complex equations. And automatic storage is made possible by the Hewlett-Packard automatic memory stack.

### Initial Display

(You can work through this section with the Print Mode switch at any setting you desire. However, the printed tapes that illustrate the examples in this section were created with the Print Mode switch **MAN**  **NORM** set to NORM.)

When you first switch the calculator ON, the display shows 0.00. This represents the contents of the display, or “X-register.”

Basically, numbers are stored and manipulated in the machine “registers.” Each number, no matter how few digits (e.g., 0, 1, or 5) or how many (e.g., 3.141592654, -23.28362, or  $2.87148907 \times 10^{27}$ ), occupies one entire register.

The displayed X-register, which is the only visible register, is one of four registers inside the calculator that are positioned to form the automatic memory stack. We label these registers X, Y, Z, and T. They are “stacked” one on top of the other with the displayed X-register on the bottom. When the calculator is switched ON, these four registers are cleared to 0.00.

**Switch the HP-97 OFF, then ON.**

**Name      Register**

<b>T</b>	0.00
<b>Z</b>	0.00
<b>Y</b>	0.00
<b>X</b>	0.00

Always displayed.

You can view the contents of the entire stack at any time by printing them using the **PRINT: STACK** (*print stack*) key.

**Press**

**Display**

**f** **PRINT:** STACK      0.00

PRST	
0.00	T
0.00	Z
0.00	Y
0.00	X

Notice that **f** **PRINT:** STACK, like **PRINTx** and the other print functions, operates regardless of the position of the Print Mode switch.

## Manipulating Stack Contents

The **R↓** (roll down), **R↑** (roll up), and **x↔y** (x exchange y) keys allow you to review the stack contents or to shift data within the stack for computation at any time.

### Reviewing the Stack

To see how the **R↓** key works, first load the stack with numbers 1 through 4 by pressing:

4 **ENTER** 3 **ENTER** 2 **ENTER** 1

```
4.00 ENT↑
3.00 ENT↑
2.00 ENT↑
```

The numbers that you keyed in are now loaded into the stack, and its contents look like this:

T	4.00
Z	3.00
Y	2.00
X	1.

Display

To see the contents of the stack now:

Press **PRINT** Display

**PRINT**: **STACK** 1.00

```
1.00 PRST
4.00 T
3.00 Z
2.00 Y
1.00 X
```

When you press the **R↓** key, the stack contents shift downward one register. So the last number that you have keyed in will be rotated around to the T-register when you press **R↓**. When you press **R↓** again, the stack contents again roll downward one register.

To see how the **R↓** key operates, press **PRINT**: **STACK** to list the stack contents after each press of the **R↓** key:

Press **R↓** Display

**R↓**  
**PRINT**: **STACK** 2.00

```
      R↓
      PRST
1.00 T
4.00 Z
3.00 Y
2.00 X
```

Press	Display
<b>R+</b> <b>f</b> PRINT: STACK	3.00
<b>R+</b> <b>f</b> PRINT: STACK	4.00
<b>R+</b> <b>f</b> PRINT: STACK	1.00

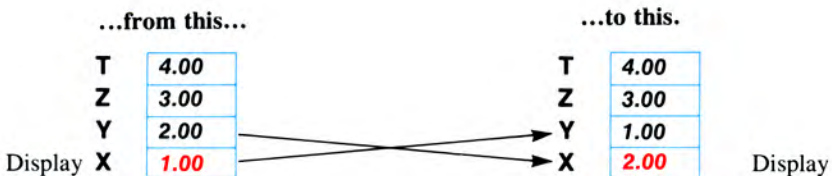
R↓	PRST
2.00	T
1.00	Z
4.00	Y
3.00	X
R↓	PRST
3.00	T
2.00	Z
1.00	Y
4.00	X
R↓	PRST
4.00	T
3.00	Z
2.00	Y
1.00	X

Once again the number 1.00 is in the displayed X-register. Four presses of the **R+** key roll the stack down four times, returning the contents of the stack to their original registers.

You can also manipulate the stack contents using the **R+** (roll up) key. This key rolls the stack contents *up* instead of down, but it otherwise operates in the same manner as the **R+** key.

## Exchanging x and y

The **x↔y** (*x exchange y*) key exchanges the contents of the X- and the Y-registers without affecting the Z- and T-registers. If you press **x↔y** with data intact from the previous example, the numbers in the X- and Y-registers will be changed...





You can verify this by first listing the stack contents and then pressing **x↔y**. To see the results, list the stack contents again:

**Press**                      **Display**

**f** PRINT: **STACK**      **1.00**  
**x↔y**                              **2.00**  
**f** PRINT: **STACK**      **2.00**

```

PRST
4.00 T
3.00 Z
2.00 Y
1.00 X

X↔Y
PRST
4.00 T
3.00 Z
1.00 Y
2.00 X

```

Notice that whenever you move numbers in the stack using one of the data manipulation keys, the actual stack registers maintain their positions. Only the *contents* of the registers are shifted. The contents of the X-register are always displayed.

## Clearing the Display

When you press **CLX** (*clear x*), the displayed X-register is cleared to zero. No other register is affected when you press **CLX**.

Press **CLX** now, and the stack contents are changed...

... from this ...

T	4.00
Z	3.00
Y	1.00
X	2.00

Display

... to this.

T	4.00
Z	3.00
Y	1.00
X	0.00

Display

**CLX**

You can verify that only the X-register contents are affected by listing the stack contents after you have pressed **CLX**:

Press **CLX** Display

**I** PRINT: **STACK** **0.00**

PRST	
4.00	T
3.00	Z
1.00	Y
0.00	X

Although it may be comforting, *it is never necessary to clear the displayed X-register when starting a new calculation.* This will become obvious when you see how old results in the stack are automatically lifted by new entries.

## The **ENTER** Key

When you key a number into the calculator, its contents are written into the displayed X-register. For example, if you key in the number 314.32 now, you can see that the display contents are altered.

When you key in 314.32 with the stack contents intact from previous examples the contents of the stack registers are changed...

... from this ...

T	4.00
Z	3.00
Y	1.00
X	0.00

Display

... to this.

T	4.00
Z	3.00
Y	1.00
X	314.32

Display

In order to key in another number at this point, you must first terminate digit entry—i.e., you must indicate to the calculator that you have completed keying in the first number and that any new digits you key in are part of a new number.

Use the **ENTER** key to separate the digits of the first number from the digits of the second.

When you press the **ENTER** key, the contents of the stack registers are changed...

... from this ...

T	4.00
Z	3.00
Y	1.00
X	314.32

Display

... to this.

T	3.00
Z	1.00
Y	314.32
X	314.32

Display

314.32 **ENT**

As you can see, the number in the displayed X-register is copied into Y. The numbers in Y and Z have also been transferred to Z and T, respectively, and the number in T has been lost off the top of the stack.

Immediately after pressing **ENTER**, the X-register is prepared for a new number, and that new number writes over the number in X. For example, key in the number 543.28 and the contents of the stack registers change...

<b>... from this ...</b>			<b>... to this.</b>				
T	<table border="1"><tr><td>3.00</td></tr></table>	3.00		T	<table border="1"><tr><td>3.00</td></tr></table>	3.00	
3.00							
3.00							
Z	<table border="1"><tr><td>1.00</td></tr></table>	1.00		Z	<table border="1"><tr><td>1.00</td></tr></table>	1.00	
1.00							
1.00							
Y	<table border="1"><tr><td>314.32</td></tr></table>	314.32		Y	<table border="1"><tr><td>314.32</td></tr></table>	314.32	
314.32							
314.32							
X	<table border="1"><tr><td>314.32</td></tr></table>	314.32	Display	X	<table border="1"><tr><td>543.28</td></tr></table>	543.28	Display
314.32							
543.28							

**CLx** replaces any number in the display with zero. Any new number then writes over the zero in X.

For example, if you had meant to key in 689.4 instead of 543.28, you would press **CLx** now to change the stack...

<b>... from this ...</b>			<b>... to this.</b>				
T	<table border="1"><tr><td>3.00</td></tr></table>	3.00		T	<table border="1"><tr><td>3.00</td></tr></table>	3.00	
3.00							
3.00							
Z	<table border="1"><tr><td>1.00</td></tr></table>	1.00		Z	<table border="1"><tr><td>1.00</td></tr></table>	1.00	
1.00							
1.00							
Y	<table border="1"><tr><td>314.32</td></tr></table>	314.32		Y	<table border="1"><tr><td>314.32</td></tr></table>	314.32	
314.32							
314.32							
X	<table border="1"><tr><td>543.28</td></tr></table>	543.28	Display	X	<table border="1"><tr><td>0.00</td></tr></table>	0.00	Display
543.28							
0.00							

and then key in 689.4 to change the stack...

<b>... from this ...</b>			<b>... to this.</b>				
T	<table border="1"><tr><td>3.00</td></tr></table>	3.00		T	<table border="1"><tr><td>3.00</td></tr></table>	3.00	
3.00							
3.00							
Z	<table border="1"><tr><td>1.00</td></tr></table>	1.00		Z	<table border="1"><tr><td>1.00</td></tr></table>	1.00	
1.00							
1.00							
Y	<table border="1"><tr><td>314.32</td></tr></table>	314.32		Y	<table border="1"><tr><td>314.32</td></tr></table>	314.32	
314.32							
314.32							
X	<table border="1"><tr><td>0.00</td></tr></table>	0.00	Display	X	<table border="1"><tr><td>689.4</td></tr></table>	689.4	Display
0.00							
689.4							

Notice that numbers in the stack do not move when a number is keyed in immediately after you press **ENTER**, **CLx**, or one of the **PRINT** functions. However, numbers in the stack *do* lift upward when a new number is keyed in immediately after you press most other functions, including **R<sub>+</sub>**, **R<sub>-</sub>**, and **x<sub>xy</sub>**. See appendix D, Stack Lift and LAST X, for a complete list of the operations that cause the stack to lift. (If you follow a regular function like **R<sub>+</sub>** or **x<sup>2</sup>** with a **PRINT** function, then key in a number, the stack will lift.)

## One-Number Functions and the Stack

One-number functions execute upon the number in the X-register only, and the contents of the Y-, Z-, and T-registers are unaffected when a one-number function key is pressed.

For example, with numbers positioned in the stack as in the earlier example, pressing the **√x** key changes the stack contents...



... from this ...

T	3.00
Z	1.00
Y	314.32
X	689.4

Display

... to this.

T	3.00
Z	1.00
Y	314.32
X	26.26

Display



The one-number function executes upon only the number in the displayed X-register, and the answer writes over the number that was in the X-register. No other register is affected by a one-number function.

## Two-Number Functions and the Stack

Hewlett-Packard calculators do arithmetic by positioning the numbers in the stack the same way you would on paper. For instance, if you wanted to add 34 and 21 you would write 34 on a piece of paper and then write 21 underneath it, like this:

$$\begin{array}{r} 34 \\ 21 \\ \hline \end{array}$$

and then you would add, like this:

$$\begin{array}{r} 34 \\ +21 \\ \hline 55 \end{array}$$

Numbers are positioned the same way in the HP-97. Here's how it is done. (As you know, it is not necessary to remove earlier results from the stack before beginning a new calculation, but for clarity, the following example is shown with the stack cleared to all zeros initially. If you want the contents of your stack registers to match the ones here, first clear the stack by using the **CLX** and **ENTER** keys to fill the stack with zeros.)

Press

**CLX**  
**ENTER**↕  
**ENTER**↕  
**ENTER**↕

Display

0.00
0.00
0.00
0.00

} Stack cleared to zeros initially.

34

**ENTER**↕

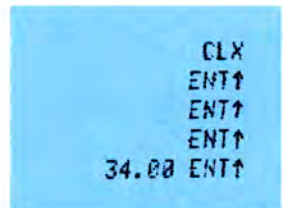
34.
34.00

34 is keyed into X.  
 34 is copied into Y.

21

21.
-----

21 writes over the  
 34 in X.



Use the **f** PRINT: **STACK** function to see how 34 and 21 are sitting vertically in the stack as shown below:

**Press** **Display**

**f** PRINT: **STACK** **21.00**

```

21.00 PRST
0.00 T
0.00 Z
34.00 Y
21.00 X
  
```

Since the two numbers are now sitting vertically in the stack, we can add. Add the two numbers, then print the contents of the stack again to see how the two numbers combine and the answer is seen in the displayed X-register.

**Press** **Display**

**+**  
**f** PRINT: **STACK** **55.00**

The answer.

```

+
PRST
0.00 T
0.00 Z
0.00 Y
55.00 X
  
```

The simple old-fashioned math notation helps explain how to use your calculator. Both numbers are always positioned in the stack in the natural order first, then the operation is executed when the function key is pressed. *There are no exceptions to this rule.* Subtraction, multiplication, and division work the same way. In each case, the data must be in the proper position before the operation can be performed.

## Chain Arithmetic

You've already learned how to key numbers into the calculator and perform calculations with them. In each case you first needed to position the numbers in the stack manually using the **ENTER** key. However, the stack also performs many movements automatically. These automatic movements add to its computing efficiency and ease of use, and it is these movements that automatically store intermediate results. The stack automatically "lifts" every calculated number in the stack when a new number is keyed in because it knows that after it completes a calculation, any new digits you key in are a part of a new number. Also, the stack automatically "drops" when you perform a two-number operation.

To see how it works, let's solve

$$16 + 30 + 11 + 17 = ?$$

If you press **CLX** **ENTER** **ENTER** **ENTER** first, you will begin with zeros in all the stack registers, as in the example below, but of course, you can also do the calculation without first clearing the stack.

Remember, too, that you can always monitor the contents of the stack at any time by using the **PRINT: STACK** function.

**Press Stack Contents**

16	T	0.00	16 is keyed into the displayed X-register.
	Z	0.00	
	Y	0.00	
	X	16.	

<b>ENTER+</b>	T	0.00	16 is copied into Y.
	Z	0.00	
	Y	16.00	
	X	16.00	

30	T	0.00	30 writes over the 16 in X.
	Z	0.00	
	Y	16.00	
	X	30.	

<b>+</b>	T	0.00	16 and 30 are added together. The answer, 46, is displayed.
	Z	0.00	
	Y	0.00	
	X	46.00	

```

16.00 ENT↑
30.00 +
11.00 +
17.00 +
74.00 ***
  
```

11	T	0.00	11 is keyed into the displayed X-register. The 46 in the stack is automatically raised.
	Z	0.00	
	Y	46.00	
	X	11.	

<b>+</b>	T	0.00	46 and 11 are added together. The answer, 57, is displayed.
	Z	0.00	
	Y	0.00	
	X	57.00	

17	T	0.00	17 is keyed into the X-register. 57 is automatically entered into Y.
	Z	0.00	
	Y	57.00	
	X	17.	

<b>+</b>	T	0.00	57 and 17 are added together for the final answer.
<b>PRINT x</b>	Z	0.00	
	Y	0.00	
	X	74.00	



After any calculation or number manipulation, the stack automatically lifts when a new number is keyed in. Because operations are performed when the operations are pressed, the length of such chain problems is unlimited unless a number in one of the stack registers exceeds the range of the calculator (up to  $9.99999999 \times 10^{99}$ ).

In addition to the automatic stack lift after a calculation, the stack automatically drops during calculations involving both the X- and Y-registers. It happens in the above example, but let's do the problem differently to see this feature more clearly. For clarity, first press **CLX** to clear the X-register. Now, again solve  $16 + 30 + 11 + 17 = ?$

**Press      Stack Contents**

16	T	0.00	16 is keyed into the displayed X-register.
	Z	0.00	
	Y	0.00	
	X	16.	

<b>ENTER</b> ➤	T	0.00	16 is copied into Y.
	Z	0.00	
	Y	16.00	
	X	16.00	

30	T	0.00	30 is written over the 16 in X.
	Z	0.00	
	Y	16.00	
	X	30.	

<b>ENTER</b> ➤	T	0.00	30 is entered into Y. 16 is lifted up to Z.
	Z	16.00	
	Y	30.00	
	X	30.00	

11	T	0.00	11 is keyed into the displayed X-register.
	Z	16.00	
	Y	30.00	
	X	11.	

<b>ENTER</b> ➤	T	16.00	11 is copied into Y. 16 and 30 are lifted up to T and Z respectively.
	Z	30.00	
	Y	11.00	
	X	11.00	

17	T	16.00	17 is written over the 11 in X.
	Z	30.00	
	Y	11.00	
	X	17.	

+

T	16.00
Z	16.00
Y	30.00
X	28.00

17 and 11 are added together and the rest of the stack drops. 16 drops to Z and is also duplicated in T. 30 and 28 are ready to be added.

+

T	16.00
Z	16.00
Y	16.00
X	58.00

30 and 28 are added together and the stack drops again. Now 16 and 58 are ready to be added.

```

16.00 ENT↑
30.00 ENT↑
11.00 ENT↑
17.00  +
      +
      +
74.00 ***

```

+

PRINT x

T	16.00
Z	16.00
Y	16.00
X	74.00

16 and 58 are added together for the final answer and the stack continues to drop.

The same dropping action also occurs with  $-$ ,  $\times$  and  $\div$ . The number in T is duplicated in Z, the number in Z drops to Y, and the numbers in Y and X combine to give the answer, which is visible in the X-register.

This automatic lift and drop of the stack give you tremendous computing power, since you can retain and position intermediate results in long calculations without the necessity of reentering the numbers.

## Order of Execution

When you see a problem like this one:

$$5 \times [(3 \div 4) - (5 \div 2) + (4 \times 3)] \div (3 \times .213)$$

you must decide where to begin before you ever press a key.

Experienced HP calculator users have determined that by starting every problem at its innermost number or parentheses and working outward, just as you would with paper and pencil, you maximize the efficiency and power of your HP calculator. Of course, with the HP-97 you have tremendous versatility in the order of execution.

For example, you could work the problem above by beginning at the left side of the equation and simply working through it in left-to-right order. All problems cannot be solved using left-to-right order, however, and the best order for solving any problem is to begin with the innermost parentheses and work outward. So, to solve the problem above:

Press	Display	
3	3.	
<b>ENTER</b> $\blacktriangleright$	3.00	
4	4.	
<b>+</b>	0.75	Intermediate answer for $(3 \div 4)$ .
5	5.	
<b>ENTER</b> $\blacktriangleright$	5.00	
2	2.	
<b>+</b>	2.50	Intermediate answer for $(5 \div 2)$ .
<b>-</b>	-1.75	Intermediate answer for $(3 \div 4) - (5 \div 2)$ .
4	4.	
<b>ENTER</b> $\blacktriangleright$	4.00	
3	3.	
<b>x</b>	12.00	Intermediate answer for $(4 \times 3)$ .
<b>+</b>	10.25	Intermediate answer for $(3 \div 4) - (5 \div 2)$ + $(4 \times 3)$ .
3	3.	
<b>ENTER</b> $\blacktriangleright$	3.00	
.213	.213	
<b>x</b>	0.64	Intermediate answer for $(3 \times .213)$ .
<b>+</b>	16.04	
5	5.	The first number is keyed in.
<b>x</b>	80.20	
<b>PRINT</b> <b>x</b>	80.20	The final answer.

```

3.00 ENT↑
4.00 ÷
5.00 ENT↑
2.00 ÷
-
4.00 ENT↑
3.00 x
+
3.00 ENT↑
.213 x
÷
5.00 x
80.20 ***

```

## LAST X

In addition to the four stack registers that automatically store intermediate results, the HP-97 also contains a separate automatic register, the LAST X register. This register preserves the value that was last displayed in the X-register before the performance of a function. A table of operations that copy the X-register value into the LAST X register is shown in appendix D. To place the contents of the LAST X register into the display again, press **f** **LAST X**.

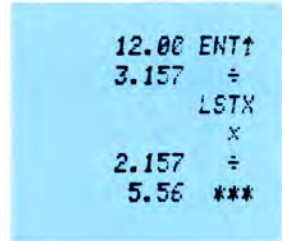


## Recovering from Mistakes

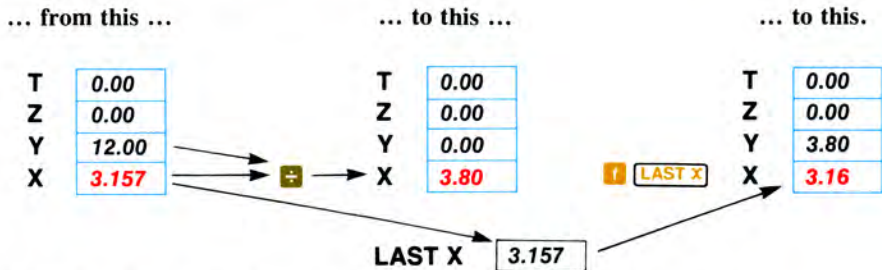
**LAST X** makes it easy to recover from keystroke mistakes, such as pressing the wrong function key or keying in the wrong number.

**Example:** Divide 12 by 2.157 after you have mistakenly divided by 3.157.

Press	Display	
12	<b>12.</b>	
<b>ENTER</b> ↵	<b>12.00</b>	
3.157 <b>÷</b>	<b>3.80</b>	Oops! You made a mistake.
<b>f</b> <b>LAST X</b>	<b>3.16</b>	Retrieves that last entry (3.157).
<b>x</b>	<b>12.00</b>	You're back at the beginning.
2.157 <b>÷</b>	<b>5.56</b>	
<b>PRINT</b> ⌘	<b>5.56</b>	The correct answer.



In the above example, when the first **÷** is pressed, followed by **f** **LAST X**, the contents of the stack and LAST X registers are changed...



This makes possible the correction illustrated in the example above.

## Recovering a Number for Calculation

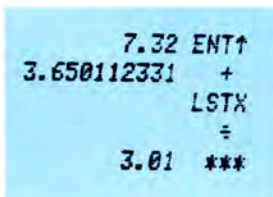
The LAST X register is useful in calculations where a number occurs more than once. By recovering a number using **LAST X**, you do not have to key that number into the calculator again.

**Example:** Calculate

$$\frac{7.32 + 3.650112331}{3.650112331}$$

Press	Display
7.32	7.32
ENTER+	7.32
3.650112331	3.650112331
+	10.97
f LAST X	3.65
÷	3.01
PRINT x	3.01

Intermediate answer.  
 Recalls 3.650112331  
 to X-register.  
 The answer.

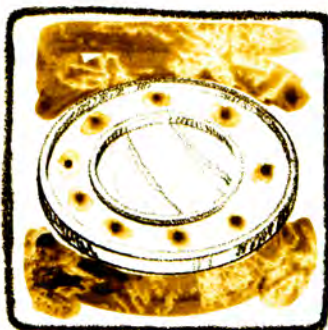



## Constant Arithmetic

You may have noticed that whenever the stack drops because of a two-number operation (not because of R+), the number in the T-register is reproduced there. This stack operation can be used to insert a constant into a problem.

**Example:** A bacteriologist tests a certain strain whose population typically increases by 15% each day. If he starts a sample culture of 1000, what will be the bacteria population at the end of each day for six consecutive days?

**Method:** Put the growth factor (1.15) in the Y-, Z-, and T-registers and put the original population (1000) in the X-register. Thereafter, you get the new population whenever you press x. Try working this problem with the Print Mode switch set to TRACE so that you'll have a record of all the answers without pressing PRINT x each time.

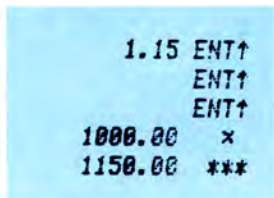


Slide the Print Mode switch **MAN**  **NORM** to TRACE.

Press	Display
1.15	1.15
ENTER+	1.15
ENTER+	1.15
ENTER+	1.15
1000	1000.
x	1150.00

Growth factor.

Growth factor now  
 in T.  
 Starting population.  
 Population after 1<sup>st</sup>  
 day.



Press

x

Display

1322.50

Population after 2<sup>nd</sup>  
day.

x

1520.88

Population after 3<sup>rd</sup>  
day.

x

1749.01

Population after 4<sup>th</sup>  
day.

x

2011.36

Population after 5<sup>th</sup>  
day.

x

2313.06

Population after 6<sup>th</sup>  
day.

	x
1322.50	***
	x
1520.88	***
	x
1749.01	***
	x
2011.36	***
	x
2313.06	***

When you press **x** the first time, you calculate  $1.15 \times 1000$ . The result (1150.00) is displayed in the X-register and a new copy of the growth factor drops into the Y-register. Since a new copy of the growth factor is duplicated from the T-register each time the stack drops, you never have to reenter it.

Notice that performing a two-number operation such as **x** causes the number in the T-register to be duplicated there each time the stack is dropped. However, the **R+** key, since it rotates the contents of the stack registers, does not rewrite any number, but merely shifts the numbers that are already in the stack.





## Storing and Recalling Numbers

You have learned about the calculating power that exists in the four-register automatic memory stack and the LAST X register of your HP-97 calculator. In addition to the automatic storage of intermediate results that is provided by the stack, however, the HP-97 also contains 26 *addressable* data storage registers that are unaffected by operations within the stack. These registers allow you to manually store and recall constants or to set aside numbers for use in later calculations. Like all functions, you can use these storage registers either from the keyboard or as part of a program.

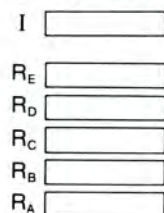
The diagram below shows the addressable storage registers. You can see that these registers consist of two banks, the *primary registers* and the *secondary registers*. The subscripts A through E and 0 through 9 refer to the register addresses.

### Automatic Memory Stack

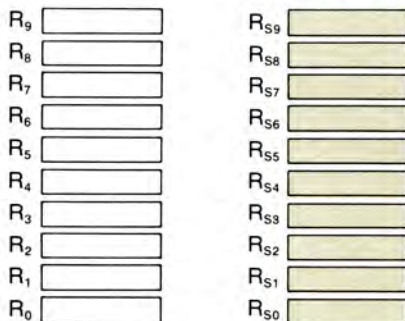


### Addressable Storage Registers

#### Primary Registers



#### Protected Secondary Registers



## Storing Numbers

To store a displayed number in any of the primary storage registers:

1. Press **STO** (*store*).
2. Press the letter key (**A** through **E**, **I**) or the number key (**0** through **9**) of the desired primary register address.

For example, to store Avogadro's number (approximately  $6.02 \times 10^{23}$ ) in register  $R_2$ :

Slide the Print Mode switch to NORM MAN  NORM if you want your printed tape to match the ones shown here.

Press	Display	
6.02 <b>EEX</b> 23	<b>6.02</b> <b>23</b>	
<b>STO</b> 2	<b>6.02000000</b> <b>23</b>	

Avogadro's number is now stored in register  $R_2$ . You can see that when a number is stored, it is merely copied into the storage register, so  $6.02 \times 10^{23}$  also remains in the displayed X-register. To store the square of Avogadro's number in register  $R_B$ :

Press	Display	
<b>x<sup>2</sup></b>	<b>3.624040000</b> <b>47</b>	
<b>STO</b> <b>B</b>	<b>3.624040000</b> <b>47</b>	

The square of Avogadro's number has been copied into storage register  $R_B$  and also remains in the displayed X-register.

## Recalling Numbers

Numbers are recalled from primary storage registers back into the displayed X-register in much the same way as they are stored. To recall a number from any of primary storage registers  $R_A$  through  $R_E$  or  $R_0$  through  $R_9$ :

1. Press **RCL** (*recall*).
2. Press the letter key (**A** through **E**) or the number key (**0** through **9**) of the desired primary storage register address.

For example, to recall Avogadro's number from register  $R_2$ :

Press	Display	
<b>RCL</b> 2	<b>6.02000000</b> <b>23</b>	



To recall the square of Avogadro's number from register  $R_B$ :

Press	Display	
<b>RCL</b> <b>B</b>	<b>3.624040000 47</b>	<b>RCLB</b>

When you recall a number, it is copied from the storage register into the display, and it also remains in the storage register. You can recall a number from a storage register any number of times without altering it—the number will remain in the storage register as a 10-digit number with a two-digit exponent of 10 until you overwrite it by storing another number there, or until you clear the storage registers. For example, even though you earlier recalled Avogadro's number from storage register  $R_2$ , you can recall it again:

Press	Display	
<b>RCL</b> 2	<b>6.020000000 23</b>	<b>RCL2</b>

## The **I** Register

The **I** register has a number of special properties that make it useful in programming, but these will be discussed later. When you are using the HP-97 manually, calculating from keyboard, the I-register is the most convenient storage register because you only need press **I** to recall its contents. You do not have to press **RCL** (although **RCL I** is a perfectly valid operation). To store a number in the I-register, you must press **STO I**.

**Example:** Three tanks have capacities in U.S. units of 2.0, 14.4, and 55.0 gallons, respectively. If 1 U.S. gallon is equivalent to 3.785 liters, what is the capacity in liters of each of the tanks?

**Method:** Place the conversion constant in one of the storage registers and bring it out as required.

Press	Display	
3.785 <b>STO I</b>	<b>3.79</b>	Constant placed in I-register.
2 <b>x</b>	<b>7.57</b>	Capacity in liters of 1 <sup>st</sup> tank.
<b>PRINT x</b>	<b>7.57</b>	
14.4 <b>I x</b>	<b>54.50</b>	Capacity in liters of 2 <sup>nd</sup> tank.
<b>PRINT x</b>	<b>54.50</b>	
55 <b>I x</b>	<b>208.18</b>	Capacity in liters of 3 <sup>rd</sup> tank.
<b>PRINT x</b>	<b>208.18</b>	

```

3.785 STO I
 2.00 x
 7.57 ***
14.40 RCL I
      x
54.50 ***
55.00 RCL I
      x
208.18 ***
  
```

## Protected Secondary Storage Registers

In addition to the primary storage registers, your HP-97 also provides you with 10 secondary storage registers that are protected; that is, you cannot access the secondary storage registers directly with **STO** and **RCL**. These registers are used most often by the statistical function **Σ+** (about which more later) and for programming purposes. However, they can be accessed manually from the keyboard by using the **P↔S** key.

For example, in order to store a number from the displayed X-register into secondary storage register  $R_{SS}$ , you first store the number in primary register  $R_5$  and then press **I P↔S** (*primary exchange secondary*). When you press **P↔S**, the contents of the primary registers  $R_0$  through  $R_9$  are exchanged with the contents of secondary storage registers  $R_{S0}$  through  $R_{S9}$ . No other storage or stack registers are affected.

For example, to store 16,495,000 (the number of persons carried daily by the Japanese National Railway) in secondary storage register  $R_{SS}$ :

Press	Display	
16495000	<span style="border: 1px solid black; padding: 2px;">16495000.</span>	
<b>STO</b> 5	<span style="border: 1px solid black; padding: 2px;">16495000.00</span>	Number stored in register $R_5$ .
<b>I P↔S</b>	<span style="border: 1px solid black; padding: 2px;">16495000.00</span>	All secondary registers exchanged with numbered primary registers, so number is now stored in secondary storage register $R_{SS}$ .

16495000.00 STO5  
P↔S

With results from previous examples intact, when you pressed **P↔S** in the above example, the contents of all *numbered* storage registers were exchanged.

So the contents of the storage registers changed...

... from this ...

**Primary Registers**

I	3.785
R <sub>E</sub>	0.00
R <sub>D</sub>	0.00
R <sub>C</sub>	0.00
R <sub>B</sub>	3.6240400000 47
R <sub>A</sub>	0.00

**Secondary Registers**

R <sub>9</sub>	0.00	↔	R <sub>S9</sub>	0.00
R <sub>8</sub>	0.00	↔	R <sub>S8</sub>	0.00
R <sub>7</sub>	0.00	↔	R <sub>S7</sub>	0.00
R <sub>6</sub>	0.00	↔	R <sub>S6</sub>	0.00
R <sub>5</sub>	16495000.00	↔	R <sub>S5</sub>	0.00
R <sub>4</sub>	0.00	↔	R <sub>S4</sub>	0.00
R <sub>3</sub>	0.00	↔	R <sub>S3</sub>	0.00
R <sub>2</sub>	6.0200000000 23	↔	R <sub>S2</sub>	0.00
R <sub>1</sub>	0.00	↔	R <sub>S1</sub>	0.00
R <sub>0</sub>	0.00	↔	R <sub>S0</sub>	0.00

... to this.

**Primary Registers**

I	3.785
R <sub>E</sub>	0.00
R <sub>D</sub>	0.00
R <sub>C</sub>	0.00
R <sub>B</sub>	3.6240400000 47
R <sub>A</sub>	0.00

**Secondary Registers**

R <sub>9</sub>	0.00	R <sub>S9</sub>	0.00
R <sub>8</sub>	0.00	R <sub>S8</sub>	0.00
R <sub>7</sub>	0.00	R <sub>S7</sub>	0.00
R <sub>6</sub>	0.00	R <sub>S6</sub>	0.00
R <sub>5</sub>	0.00	R <sub>S5</sub>	16495000.00
R <sub>4</sub>	0.00	R <sub>S4</sub>	0.00
R <sub>3</sub>	0.00	R <sub>S3</sub>	0.00
R <sub>2</sub>	0.00	R <sub>S2</sub>	6.0200000000 23
R <sub>1</sub>	0.00	R <sub>S1</sub>	0.00
R <sub>0</sub>	0.00	R <sub>S0</sub>	0.00



When you press **P<sub>±</sub>S**, the contents of *each* number-addressed primary storage register are exchanged with its opposite-numbered secondary storage register. Thus, in order to bring out the numbers that are now in the secondary storage registers, you must use the **f** **P<sub>±</sub>S** keys followed by the **RCL** key and the number key of the register address. For example, to recall the number of persons carried daily by the Japanese National Railway, you cannot merely press **RCL** 5 now, since the number in primary storage register R<sub>5</sub> is 0.00:

Press	Display	
<b>RCL</b> 5	0.00	RCL5

However, you can press **f** **P<sub>±</sub>S** to bring the stored quantities back into the primary storage registers, then summon the desired quantities by pressing **RCL** followed by the number key of the desired address:

Press	Display	
<b>f</b> <b>P<sub>±</sub>S</b>	0.00	
<b>RCL</b> 5	16495000.00	P <sub>±</sub> S RCL5

Number of persons carried daily by the Japanese National Railway.

When you press **P<sub>±</sub>S**, only the *contents* of the primary and secondary registers are exchanged. The actual registers remain intact and are not exchanged.

You can place numbers in corresponding primary and secondary registers and recall them at will. For example, to place the number of persons carried in *five* days by the Japanese National Railway into secondary register R<sub>55</sub> while leaving the number of persons carried *daily* intact in primary register R<sub>5</sub>:

Press	Display	
5 <b>x</b>	82475000.00	
<b>f</b> <b>P<sub>±</sub>S</b>	82475000.00	
<b>STO</b> 5	82475000.00	
<b>f</b> <b>P<sub>±</sub>S</b>	82475000.00	5.00 x P <sub>±</sub> S STO5 P <sub>±</sub> S

You can now use **RCL** 5 to summon the number of persons carried daily, and **f** **PΣS** followed by **RCL** 5 to summon the number of persons carried in five days:

Press

**RCL** 5

**f** **PΣS**

**RCL** 5

Display

16495000.00

16495000.00

82475000.00

RCL5

PΣS

RCL5

## Printing the Storage Registers

You can see the contents of all of the primary storage registers at any time with the **PRINT:** **REG** key. Simply press **f** **PRINT:** **REG** to print a listing of the contents of all the storage registers. For example, if you have worked through the examples as shown above, printing the contents of the storage registers should give you a listing like the one shown below.

Press

**f** **PRINT:** **REG**

Display

82475000.00

REG

0.00 0

0.00 1

0.00 2

0.00 3

0.00 4

82475000.00 5

0.00 6

0.00 7

0.00 8

0.00 9

0.00 A

3.624040000+47 B

0.00 C

0.00 D

0.00 E

3.79 I

If you want only a partial listing of the primary storage registers, you can stop the printing of them at any time by pressing **R/S** or any other key from the keyboard. The key function is *not* executed.

To see a listing of the contents of the secondary storage registers, simply press **f** **P<S** to bring those contents into the primary registers, then press **f** **PRINT:** **REG** to print all primary registers again. For example:

**Press**                      **Display**

**f** **P<S**                      **82475000.00**  
**f** **PRINT:** **REG**        **82475000.00**

	P<S PREG
	0.00 0
	0.00 1
6.020000000+23	2
	0.00 3
	0.00 4
16495000.00	5
	0.00 6
	0.00 7
	0.00 8
	0.00 9
	0.00 A
3.624040000+47	B
	0.00 C
	0.00 D
	0.00 E
	3.79 I

Naturally, if you want the present contents of primary registers  $R_0$  through  $R_9$  returned to the secondary storage registers, you must press **f** **P<S** again.

## Clearing Storage Registers

Even though you have recalled the contents of a storage register into the displayed X-register, the number also remains in the storage register. You can clear primary storage registers in either of two ways:

- To replace a number in a single storage register, merely store another number there. To clear a storage register, replace the number in it with zero. For example, to clear storage register  $R_2$ , press 0 **STO** 2.
- To clear *all* primary storage registers back to zero at one time, press **f** **CL REG**. This clears all primary storage registers, while leaving the automatic memory stack and the secondary storage registers unchanged.



To clear the *secondary* storage registers, use the **P<S** key to bring their contents into the primary registers, then clear those registers in either of the methods described above.

For example, to clear storage register R<sub>B</sub> only, then to clear all primary registers, and finally all secondary registers:

**Press**                      **Display**

0 **STO** **B**                      0.00

**f** **PRINT:** **REG**                      0.00

Storage register R<sub>B</sub> is cleared to zero.

**f** **CL REG**                      0.00

All primary storage registers cleared to zero. Secondary registers remain intact.

**f** **PRINT:** **REG**                      0.00

```

0.00 STOP
      PREG

0.00  0
0.00  1
ε.020000000+23  2
0.00  3
0.00  4
16495000.00  5
0.00  6
0.00  7
0.00  8
0.00  9
0.00  A
0.00  B
0.00  C
0.00  D
0.00  E
3.79  I

```

CLRG  
PREG

```

0.00  0
0.00  1
0.00  2
0.00  3
0.00  4
0.00  5
0.00  6
0.00  7
0.00  8
0.00  9
0.00  A
0.00  B
0.00  C
0.00  D
0.00  E
0.00  I

```

Press

Display

f P↔S

0.00

Contents of secondary registers exchanged with primary registers.

f CL REG

0.00

All storage registers have been cleared to zero.

f PRINT: REG

0.00

P↔S	CLRG	PREG
0.00		0
0.00		1
0.00		2
0.00		3
0.00		4
0.00		5
0.00		6
0.00		7
0.00		8
0.00		9
0.00		A
0.00		B
0.00		C
0.00		D
0.00		E
0.00		I

Notice that the stack registers remain intact when you press f CL REG. To clear the displayed X-register, of course, you can press CL X. To clear the entire stack, press CL X ENTER+ ENTER+ ENTER+. (Because of the automatic lift and drop of the stack, you should never have to clear it.) When the calculator is turned ON, it “wakes up” with the stack and *all* storage registers cleared to zero; so turning the calculator OFF, then ON clears the stack, the storage registers, and all program information. (This also should never be necessary.)

## Storage Register Arithmetic

You can, of course, perform arithmetic (or any other function) in the normal manner by recalling and *using* the contents of any storage register just as if it were a number you keyed in. The HP-97 also permits you to perform storage register arithmetic in storage registers; that is, arithmetic *upon* the contents of the selected register.

Storage register arithmetic can be performed directly upon the contents of primary registers R<sub>0</sub> through R<sub>9</sub> only; it cannot be performed directly upon any other storage register. (Although storage register arithmetic *can* be performed indirectly upon the contents of *any* storage register, as you will see in section 12, Using the I-Register for Indirect Control.)

To perform storage register arithmetic directly, press **STO** followed by the arithmetic function key followed in turn by the number key (**0** through **9**) of the primary register address. For example:

Press	Result
<b>STO</b> <b>+</b> 1	Number in displayed X-register added to contents of primary storage register $R_1$ , and sum placed into $R_1$ ; ( $r_1 + x \rightarrow R_1$ ).
<b>STO</b> <b>-</b> 2	Number in displayed X-register subtracted from contents of primary storage register $R_2$ , and difference placed into $R_2$ ; ( $r_2 - x \rightarrow R_2$ ).
<b>STO</b> <b>x</b> 3	Number in displayed X-register multiplied by contents of primary storage register $R_3$ , and the product placed into $R_3$ ; [ $(r_3) \times x \rightarrow R_3$ ].
<b>STO</b> <b>÷</b> 4	Contents of storage register $R_4$ divided by number in displayed X-register, and quotient placed into register $R_4$ ; ( $r_4 \div x \rightarrow R_4$ ).

When storage register arithmetic operations are performed, the answer is written into the selected storage register, while the contents of the other storage registers and the displayed X-register and the rest of the stack remain unchanged.

**Example:** During harvest, farmer Flem Snopes trucks tomatoes to the cannery for three days. On Monday and Tuesday he hauls loads of 25 tons, 27 tons, 19 tons, and 23 tons, for which the cannery pays him \$55 per ton. On Wednesday the price rises to \$57.50 per ton, and Snopes ships loads of 26 tons and 28 tons. If the cannery deducts 2% of the price on Monday and Tuesday because of blight on the tomatoes, and 3% of the price on Wednesday, what is the Snopes' total net income?



**Method:** Keep total amount in a storage register while using the stack to add tonnages and calculate amounts of loss.

Press	Display	
25 <b>ENTER</b> 27 <b>+</b>		
19 <b>+</b> 23 <b>+</b>	<b>94.00</b>	Total of Monday's and Tuesday's tonnage.
55 <b>x</b>	<b>5170.00</b>	Gross amount for Monday and Tuesday.
<b>STO</b> 5	<b>5170.00</b>	Gross placed in storage register $R_5$ .
2 <b>%</b>	<b>103.40</b>	Deductions for Monday and Tuesday.
<b>STO</b> <b>-</b> 5	<b>103.40</b>	Deductions subtracted from total in storage register $R_5$ .

25.00	ENT↑
27.00	+
19.00	+
23.00	+
55.00	x
	STO5
2.00	%
	ST-5



26 **ENTER** 28 **+**  Wednesday's tonnage.

57.50 **x**  Gross amount for Wednesday.

**STO** **+** 5  Wednesday's gross amount added to total in storage register R<sub>5</sub>.

3 **%**  Deduction for Wednesday.

**STO** **-** 5  Wednesday deduction subtracted from total in storage register R<sub>5</sub>.

**RCL** 5  Snopes' total net income from his tomatoes.

**PRINT** **x**

```

26.00 ENT↑
28.00 +
57.50 x
          ST+5
   3.00 %
          ST-5
          RCL5
8078.45 ***
  
```

(You could also work this problem using the stack alone, but doing it as shown here illustrates how storage register arithmetic can be used to maintain and update different running totals.)

## Storage Register Overflow

If you attempt a storage register arithmetic operation that would cause the magnitude of a number in any of the storage registers to exceed  $9.999999999 \times 10^{99}$ , the operation is not performed and the HP-97 display immediately indicates **Error**. In addition, if the

Print Mode switch **MAN**  **TRACE**  **NORM** is set to NORM or TRACE, the printer also registers the error. When you then press any key, the error condition is cleared and the last value in the X-register before the error is again displayed. The storage registers all contain the values they held before the error-causing operation was attempted.

For example, if you store  $7.33 \times 10^{52}$  in primary register R<sub>1</sub>, and attempt to use storage register arithmetic to multiply that value by  $10^{50}$ , the HP-97 display will show **Error**:

Press	Display
7.33	<input type="text" value="7.33"/>
<b>EEX</b> 52	<input type="text" value="7.33"/> <b>52</b>
<b>STO</b> 1	<input type="text" value="7.330000000"/> <b>52</b>
<b>EEX</b> 50	<input type="text" value="1."/> <b>50</b>
<b>STO</b> <b>x</b> 1	<input type="text" value="Error"/>

```

7.33+52 STO1
1.+50 STx1
      ERROR
  
```

To clear the error and display the contents of the X-register, press any key. The original contents of storage register R<sub>1</sub> are still present there.

**Press**

**CLX**

**Display**

**1.00000000 50**

Contents of X-register.

**RCL 1**

**7.33000000 52**

Contents of storage register R<sub>1</sub>.

RCL1

As with any error condition, pressing any key clears the error and is not executed. Pressing the paper advance pushbutton clears the error and *is* executed.

-58923.44700	ABS
58923.44700	***
	INT
58923.00000	***
45.22356789	FRC
0.223567890	***
8.000000000	N!
40320.00000	***
	1/X
0.000024802	***
	√X
0.004980119	***
.22658+12	X <sup>2</sup>
5.133849640+22	***





## Function Keys

The HP-97 has dozens of internal functions that allow you to compute answers to problems quickly and accurately. Each function operates the same way, regardless of whether you press the function key manually or the function is executed as part of a program.

In this section, each function key is explained as it is used manually, with the Program Mode switch set to RUN. To save printing time and paper, you might wish to learn how to use the functions with the Print Mode switch set to MAN. Or you might wish to see every intermediate and final answer by setting the switch to TRACE. Except where indicated, however, all examples in this section are illustrated with the Print Mode switch set to NORM.

If you want your displays and printed copy to match the ones shown here, then:

Set the Print Mode switch MAN  NORM to NORM.

Set the PRGM-RUN switch PRGM  RUN to RUN.

### Number Alteration Keys

Besides **CHS**, there are four keys provided for altering numbers in the HP-97. These keys are **RND**, **ABS**, **INT**, and **FRAC**, and you will find them most useful when performing operations as part of a program.

#### Rounding a Number

As you know, when you change display formats with one of the display control keys (**FIX**, **SCI**, **ENG**, or **DSP**), the number maintains its full value to 10 digits multiplied by a two-digit exponent of ten no matter how many digits you see. When you press the **f** prefix key followed by the **RND** (round) key, however, the number that is in the display becomes the *actual* number in the calculator. For example, key in the number of cubic centimeters in one cubic inch, 16.387064, and round it to two decimal places:

Press	Display	
16.387064	<b>16.387064</b>	
<b>DSP</b> 2	<b>16.39</b>	Number rounded to two decimal places in display. Maintains entire value internally.
<b>f</b> <b>RND</b>	<b>16.39</b>	Number rounded to two decimal places internally.
<b>DSP</b> 6	<b>16.390000</b>	FIX 6 display shows that the number has been rounded.
<b>f</b> <b>LAST X</b>	<b>16.387064</b>	The original number.
<b>DSP</b> 2	<b>16.39</b>	Display mode reset.

```
16.387064 DSP2
          RND
          DSP6
          LSTX
          DSP2
```

**RND** rounds to 0.00 a number that has underflowed to scientific notation.

## Absolute Value

Some calculations require the absolute value, or magnitude, of a number. To obtain the absolute value of the number in the displayed X-register, press the **f** shift key followed by the **ABS** (*absolute value*) key. For example, to calculate the absolute value of  $-3$ :

Press	Display		
3 <b>CHS</b>	<b>-3.</b>		
<b>f</b> <b>ABS</b>	<b>3.00</b>	-3	-3.00 ABS

To see the absolute value of  $+3$ :

Press	Display		
<b>f</b> <b>ABS</b>	<b>3.00</b>	+3	ABS

## Integer Portion of a Number

To extract and display the integer portion of a number, press the **f** prefix key followed by the **INT** (*integer*) key. For example, to display only the integers of the number 123.456:

Press	Display		
123.456	<b>123.456</b>		
<b>f</b> <b>INT</b>	<b>123.00</b>	Only the integer portion of the number remains.	123.456 INT

When **f** **INT** is pressed, the fractional portion of the number is lost. The entire number, of course, is preserved in the LAST X register.

## Fractional Portion of a Number

To extract and display only the fractional portion of a number, press the **f** prefix key followed by the **FRAC** (*fraction*) key. For example, to see the fractional portion of the 123.456 used above:

Press	Display		
<b>f</b> <b>LAST X</b>	<b>123.46</b>	Summons the original number back to the X-register.	
<b>f</b> <b>FRAC</b>	<b>0.46</b>	Only the fractional portion of the number is displayed, rounded here to FIX 2 display.	LSTX FRAC

When **f** **FRAC** is pressed, the integer portion of the number is lost. The entire number, of course, is preserved in the LAST X register.

## Reciprocals

To calculate the reciprocal of a number in the displayed X-register, key in the number, then press  $\frac{1}{x}$ . For example, to calculate the reciprocal of 25:

Press	Display
25 $\frac{1}{x}$	0.04
PRINT x	0.04

25.00 1/x  
0.04 \*\*\*

You can also calculate the reciprocal of a value in a previous calculation without reentering the number.

**Example:** In an electrical circuit, four resistors are connected in parallel. Their values are 220 ohms, 560 ohms, 1.2 kilohms, and 5 kilohms. What is the total resistance of the circuit?

$$R_T = \frac{1}{\frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3} + \frac{1}{R_4}} = \frac{1}{\frac{1}{220} + \frac{1}{560} + \frac{1}{1200} + \frac{1}{5000}}$$

Press	Display
220 $\frac{1}{x}$	4.545454545-03
560 $\frac{1}{x}$	1.785714286-03
+ 1200 $\frac{1}{x}$	0.01
+ 5000 $\frac{1}{x}$	8.333333333-04
+ $\frac{1}{x}$	0.01
+ $\frac{1}{x}$	2.000000000-04
+ $\frac{1}{x}$	0.01
+ $\frac{1}{x}$	135.79
PRINT x	135.79

Sum of reciprocals.  
The reciprocal of the sum of the reciprocals yields the answer in ohms.

220.00 1/x  
560.00 1/x  
+  
1200.00 1/x  
+  
5000.00 1/x  
+  
135.79 1/x  
\*\*\*

## Factorials

The  $\boxed{N!}$  (factorial) key permits you to handle permutations and combinations with ease. To calculate the factorial of a positive integer in the displayed X-register, press  $\boxed{f}$   $\boxed{N!}$ .

**Example:** Calculate the number of ways that six people can line up for a photograph.

**Method:**  $P_6^6 = 6! = 6 \times 5 \times 4 \times 3 \times 2 \times 1$ .



Press

Display

6  
   



6.  
 720.00  
 720.00

The answer.

6.00 N!  
 720.00 \*\*\*

The calculator overflows for factorials of numbers greater than 69.

## Square Roots


To calculate the square root of a number in the displayed X-register, press . For example, to find the square root of 16:

Press

Display

16   


4.00  
 4.00

16.00   
 4.00 \*\*\*

To find the square root of the result:

Press


Display


2.00  
 2.00

2.00   
 \*\*\*

## Squaring


To square a number in the displayed X-register, press . For example, to find the square of 45:

Press

Display

45   


2025.00  
 2025.00

45.00   
 2025.00 \*\*\*


To find the square of the result:

Press

Display


4100625.00  
 4100625.00

4100625.00   
 \*\*\*

## Using Pi

The value  $\pi$  accurate to 10 places (3.141592654) is provided as a fixed constant in the HP-97. Merely press  $\square$   $\square$  whenever you need it in a calculation. For example, to calculate  $3\pi$ :

Press

3  $\square$   $\square$   $\times$

PRINT  $\times$

Display

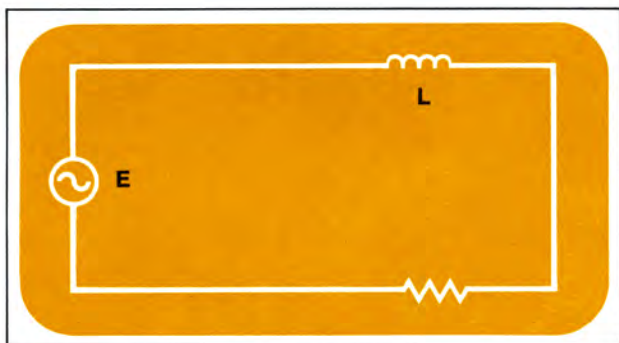
9.42

9.42

```

3.00  Pi
      x
9.42  ***
  
```

**Example:** In the schematic diagram below,  $X_L$  is 12 kilohms,  $E$  is 120 volts, and  $f$  is 60 Hz. Find the inductance of the coil  $L$  in henries according to the formula:  $L = \frac{X_L}{2\pi f}$ .



$$L = \frac{X_L}{2\pi f} = \frac{12,000}{2 \times \pi \times 60}$$

Press

12  $\square$   $\square$  3

ENTER  $\uparrow$  2  $\div$

$\square$   $\square$   $\div$

60  $\div$

PRINT  $\times$

Display

12. 03

6000.00

1909.86

31.83

31.83

Henries.

```

12.+03 ENT $\uparrow$ 
  2.00  ÷
        Pi
        ÷
  60.00 ÷
  31.83 ***
  
```

## Percentages

The **%** key is a two-number function which allows you to compute percentages. To find the percentage of a number:

1. Key in the base number.
2. Press **ENTER**.
3. Key in the number representing percent rate.
4. Press **%**.

For example, to calculate a sales tax of 6.5% on a purchase of \$1500:

Press	Display		
1500 <b>ENTER</b>	<b>1500.00</b>	Base number.	1500.00 ENT↑
6.5	<b>6.5</b>	Percent rate.	6.50 %
<b>%</b>	<b>97.50</b>	The answer.	97.50 ***
<b>PRINT</b>	<b>97.50</b>		

6.5% of \$1500 is \$97.50.

In the above example, when the **%** key is pressed, the calculated answer writes over the percentage rate in the X-register, and the base number is preserved in the Y-register.

When you pressed **%**, the stack contents were changed...

... from this ...		... to this.	
T	0.00	T	0.00
Z	0.00	Z	0.00
Y	1500.00	Y	1500.00
X	6.5	X	97.50

Since the purchase price is now in the Y-register and the amount of tax is in the X-register, the total amount can be obtained by simply adding:

Press	Display		
<b>+</b>	<b>1597.50</b>	Total of price and sales tax combined.	1597.50 +
<b>PRINT</b>	<b>1597.50</b>		1597.50 ***



## Percent of Change

The **%CH** (*percent of change*) key is a two-number function that gives the percent increase or decrease from  $y$  to  $x$ . To find the percent of change:

1. Key in the base number (usually, the number that happens first in time).
2. Press **ENTER**.
3. Key in the second number.
4. Press **f** **%CH**.

The formula used is:  $\frac{(x - y) 100}{y} = \%CH$ .

**Example:** Find the percent of increase of your rent 10 years ago (\$70 per month) to today (\$240 per month).

Press	Display
70 <b>ENTER</b>	70.00
240 <b>f</b> <b>%CH</b>	242.86
<b>PRINT x</b>	242.86

Percent increase.

```
70.00 ENT↑
240.00 %CH
242.86 ***
```

## Trigonometric Functions

Your HP-97 provides you with six trigonometric functions, which operate in decimal degrees, radians, or grads. You can easily convert angles from decimal degrees to radians or vice versa, and you can convert between decimal degree and *degrees, minutes, seconds*. You can also add angles specified in *degrees, minutes, seconds* directly, without converting them to decimal.

There exist several specific argument values for which  $\sin^{-1}$  (and to a lesser degree,  $\cos^{-1}$ ) are in error to an extent that could be excessive for some applications. However, these arguments are very small in magnitude and thus infrequently encountered by most users.

The six specific arguments affected and the resulting errors for  $\sin^{-1} \chi$  are:  $\chi = 0.000003000$  (0.6%),  $0.000004000$  (2.5%),  $0.000005000$  (4.0%),  $0.000006000$  (7.0%),  $0.000007000$  (8.0%),  $0.000008000$  (11.5%). No other values are affected. Notice that changing the magnitude of the above arguments by a little as  $\pm 0.000000001$  eliminates the larger-than-normal error.

## Degrees/Radians Conversions

The **D→R** and **R→D** keys are used to convert angles between degrees and radians. To convert an angle specified in degrees to radians, key in the angle and press **f** **D→R**. For example, to change  $45^\circ$  to radians:

Press	Display
45	45.
<b>f</b> <b>D→R</b>	0.79
<b>PRINT x</b>	0.79

Radians.

```
45.00 D→R
0.79 ***
```

To convert an angle specified in radians to decimal degrees, key in the angle and press **[F] [R→D]**. For example, to convert 4 radians to decimal degrees:

Press	Display
4	4.
<b>[F] [R→D]</b>	229.18
<b>[PRINT X]</b>	229.18

Decimal degrees.

4.00 R→D  
229.18 \*\*\*

## Trigonometric Modes

For trigonometric functions, angles can be assumed by the calculator to be in decimal degrees, radians, or grads. When the HP-97 is first turned ON, it “wakes up” with angles assumed to be in decimal degrees. To select radians mode, press **[F] [RAD]** (*radians*) before using a trigonometric function. To select grads mode, press **[F] [GRD]** (*grads*). To select decimal degrees again, press **[F] [DEG]** (*degrees*).

**Note:** 360 degrees = 400 grads =  $2\pi$  radians.

## Functions

The six trigonometric functions provided by the calculator are:

<b>[SIN]</b> ( <i>sine</i> )
<b>[F] [SIN<sup>-1</sup>]</b> ( <i>arc sine</i> )
<b>[COS]</b> ( <i>cosine</i> )
<b>[F] [COS<sup>-1</sup>]</b> ( <i>arc cosine</i> )
<b>[TAN]</b> ( <i>tangent</i> )
<b>[F] [TAN<sup>-1</sup>]</b> ( <i>arc tangent</i> )

Each trigonometric function assumes that angles are in decimal degrees, radians, or grads, depending upon the trigonometric mode selected.

All trigonometric functions are one-number functions, so to use them, you key in the number, then press the function key(s).

**Example 1:** Find the cosine of  $35^\circ$ .

Press	Display
35	35.
<b>[COS]</b>	0.82
<b>[PRINT X]</b>	0.82

35.00 COS  
0.82 \*\*\*

The HP-97 “woke up” in degrees mode when you first turned it ON.

**Example 2:** Find the arc sine in radians of .964.

Press	Display
<b>[F] [RAD]</b>	0.82
.964	.964
<b>[F] [SIN<sup>-1</sup>]</b>	1.30
<b>[PRINT X]</b>	1.30

Selects radians mode.  
(Results remain from previous example.)

Radians.

.964 RAD  
1.30 SIN<sup>-1</sup>  
\*\*\*

**Example 3:** Find the tangent of 43.66 grads.

Press	Display	
<b>1</b> <b>GRD</b>	<b>1.30</b>	Selects grads mode. (Results remain from previous example.)
43.66	<b>43.66</b>	
<b>TAN</b>	<b>0.82</b>	Grads.
<b>PRINT x</b>	<b>0.82</b>	

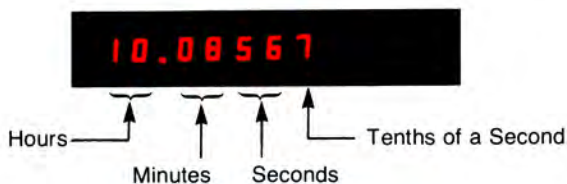
```

GRAD
43.66 TAN
0.82 ***
  
```

## Hours, Minutes, Seconds/Decimal Hours Conversions

Using the HP-97, you can change time specified in decimal hours to *hours, minutes, seconds* format by using the **→HMS** (to hours, minutes, seconds) key; you can also change from *hours, minutes, seconds* to decimal hours by using the **HMS→** (from hours, minutes, seconds) key.

When a time is displayed or printed in hours, minutes, seconds format, the digits specifying *hours* occur to the left of the decimal point, while the digits specifying *minutes, seconds, and fractions of seconds* occur to the right of the decimal point.



### Hours, Minutes, Seconds Display

To convert from decimal hours to *hours, minutes, seconds*, simply key in the value for decimal hours and press **1** **→HMS**. For example, to change 21.57 hours to *hours, minutes, seconds*:

Press	Display	
21.57	<b>21.57</b>	Key in the decimal time.
<b>DSP</b> 4	<b>21.5700</b>	Reset display format to FIX 4.
<b>1</b> <b>→HMS</b>	<b>21.3412</b>	This is 21 hours, 34 minutes, 12 seconds.
<b>PRINT x</b>	<b>21.3412</b>	

```

21.57 DSP4
→HMS
21.3412 ***
  
```



Notice that the display is not automatically switched to show you more than the normal two digits after the decimal point (FIX 2), so to see the digits for *seconds*, you had to reset the display format to FIX 4.

To convert from *hours, minutes, seconds* to decimal hours, simply key in the value for *hours, minutes, seconds* in that format and press **f** **HMS**. For example, to convert 132 hours, 43 minutes, and 29.33 seconds to its decimal degree equivalent:

Press	Display	
132.432933	<b>132.432933</b>	This is 132 hours, 43 minutes, 29.33 seconds.
<b>f</b> <b>HMS</b>	<b>132.7248</b>	This is 132.7248 hours. (FIX 4 display remains specified from previous example.)
<b>PRINT x</b>	<b>132.7248</b>	

```
132.432933 HMS
132.7248 ***
```

Using the **→HMS** and **HMS→** operations, you can also convert angles specified in decimal degrees to *degrees, minutes, seconds*, and vice versa. The format for *degrees, minutes, seconds* is the same as for *hours, minutes, seconds*.

**Example:** Convert 42.57 decimal degrees to *degrees, minutes, seconds*.

Press	Display	
42.57	<b>42.57</b>	Key in the angle.
<b>f</b> <b>→HMS</b>	<b>42.3412</b>	This means $42^{\circ}34'12''$ . (Display assumes FIX 4 notation remains specified from previous example.)
<b>PRINT x</b>	<b>42.3412</b>	

```
42.5700 →HMS
42.3412 ***
```

**Example:** Convert  $38^{\circ}8'56.7''$  to its decimal equivalent.

Press	Display	
38.08567	<b>38.08567</b>	Key in the angle.
<b>f</b> <b>HMS→</b>	<b>38.1491</b>	Answer in decimal degrees. (FIX 4 display specified from previous examples.)
<b>PRINT x</b>	<b>38.1491</b>	

```
38.08567 HMS
38.1491 ***
```

## Adding and Subtracting Time and Angles

To add or subtract decimal hours, merely key in the numbers for the decimal hours and press **+** or **-**. To add *hours, minutes, seconds*, use the **HMS+** (*add hours, minutes, seconds*) key.

Likewise, angles specified in *degrees, minutes, seconds* are added by pressing **I** **HMS+**.

**Example:** Find the sum of 45 hours, 10 minutes, 50.76 seconds and 24 hours, 49 minutes, 10.95 seconds.

Press	Display
45.105076	45.105076
<b>ENTER</b> +	45.1051
24.491095	24.491095
<b>I</b> <b>HMS+</b>	70.0002
<b>DSP</b> 6	70.000171
<b>PRINT</b> x	70.000171

FIX 4 notation from previous example.

```
45.105076 ENT↑
24.491095 HMS+
          DSP6
70.000171 ***
```

To subtract a time specified in *hours, minutes, seconds* from another (or to subtract an angle specified in *degrees, minutes, seconds*), simply use the **CHS** key to make the second time (or angle) negative, then add with the **HMS+** key.

**Example:** Subtract  $142.78^\circ$  from  $312^\circ 32' 17''$ , with the answer in *degrees, minutes, seconds* format.

Press	Display
312.3217	312.3217
<b>ENTER</b> +	312.321700
142.78	142.78
<b>I</b> <b>+HMS</b>	142.464800
<b>CHS</b>	-142.464800
<b>I</b> <b>HMS+</b>	169.452900
<b>PRINT</b> x	169.452900
<b>DSP</b> 2	169.45

FIX 6 from previous example.

Decimal degrees.

To degrees, minutes, seconds.

Angle made negative.

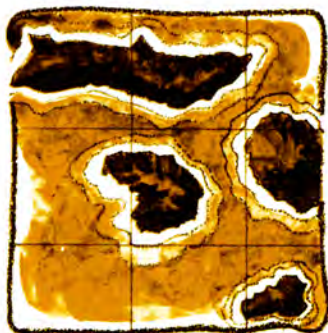
This is  $169^\circ 45' 29''$ .

Display mode reset to FIX 2.

```
312.321700 ENT↑
142.780000 +HMS
          CHS
          HMS+
169.452900 ***
          DSP2
```

In the HP-97, trigonometric functions assume angles in decimal degrees, decimal radians, or decimal grads, so if you want to compute any trigonometric functions of an angle given in *degrees, minutes, and seconds*, you must first convert the angle to decimal degrees.

**Example:** Lovesick sailor Oscar Odysseus dwells on the island of Tristan da Cunha ( $37^{\circ}03'S$ ,  $12^{\circ}18'W$ ), and his sweetheart, Penelope, lives on the nearest island. Unfortunately for the course of true love, however, Tristan da Cunha is the most isolated inhabited spot in the world. If Penelope lives on the island of St. Helena ( $15^{\circ}55'S$ ,  $5^{\circ}43'W$ ), use the following formula to calculate the great circle distance that Odysseus must sail in order to court her.



$$\text{Distance} = \cos^{-1} \left[ \sin(\text{LAT}_s) \sin(\text{LAT}_d) + \cos(\text{LAT}_s) \cos(\text{LAT}_d) \cos(\text{LNG}_d - \text{LNG}_s) \right] \times 60.$$

Where  $\text{LAT}_s$  and  $\text{LNG}_s$  = latitude and longitude of the source (Tristan da Cunha).

$\text{LAT}_d$  and  $\text{LNG}_d$  = latitude and longitude of the destination.

**Solution:** Convert all *degrees, minutes, seconds* entries into decimal degrees as you key them in. The equation for the great circle distance from Tristan da Cunha to the nearest inhabited land is:

$$\text{Distance} = \cos^{-1} \left[ \sin(37^{\circ}03') \sin(15^{\circ}55') + \cos(37^{\circ}03') \cos(15^{\circ}55') \cos(5^{\circ}43'W - 12^{\circ}18'W) \right] \times 60$$

**Press**

**f** **DEG**

5.43 **f** **HMS**→

12.18 **f** **HMS**→

**-**

**COS**

15.55 **f** **HMS**→

**STO** 1

**COS**

**x**

37.03 **f** **HMS**→

**STO** 0

**COS**

**x**

**Display**

0.00

5.72

12.30

-6.58

0.99

15.92

15.92

0.96

0.96

37.05

37.05

0.80

0.76

Selects degrees mode.  
(Display assumes no results remain from previous examples.)

```

DEG
5.43 HMS→
12.18 HMS→
-
COS
15.55 HMS→
STO1
COS
X
37.03 HMS→
STO0
COS
X

```



## Press

RCL 0 SIN  
 RCL 1 SIN  
 ×  
 +  
 1 COS<sup>-1</sup>  
 60 × PRINT

## Display

0.60  
 0.27  
 0.17  
 0.93  
 21.92  
 1315.41

Distance in nautical miles that Odysseus must sail to visit Penelope.

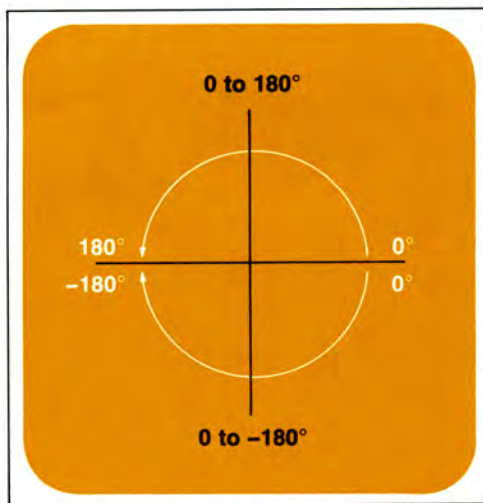
```

RCL0
SIN
RCL1
SIN
×
+
COS-1
60.00 ×
1315.41 ***
  
```

## Polar/Rectangular Coordinate Conversions

Two functions are provided for polar/rectangular coordinate conversions. Angle  $\theta$  is assumed in decimal degrees, radians, or grads, depending upon the trigonometric mode first selected by **DEG**, **RAD**, or **GRD**.

In the HP-97, angle  $\theta$  is represented in the following manner:



To convert from rectangular  $x, y$  coordinates to polar  $r, \theta$  coordinates (magnitude and angle, respectively):

1. Key in the  $y$ -coordinate.
2. Press **ENTER** to raise the  $y$ -coordinate value to the Y-register of the stack.
3. Key in the  $x$ -coordinate.
4. Press the **→P** (to polar) key. Magnitude  $r$  then appears in the X-register and angle  $\theta$  is placed in the Y-register. (To display the value for  $\theta$ , you can press **x<y**.)

The following diagram shows how the stack contents change when you press  $\rightarrow P$ .



To convert from polar  $r$ ,  $\theta$ , coordinates to rectangular  $x$ ,  $y$ , coordinates:

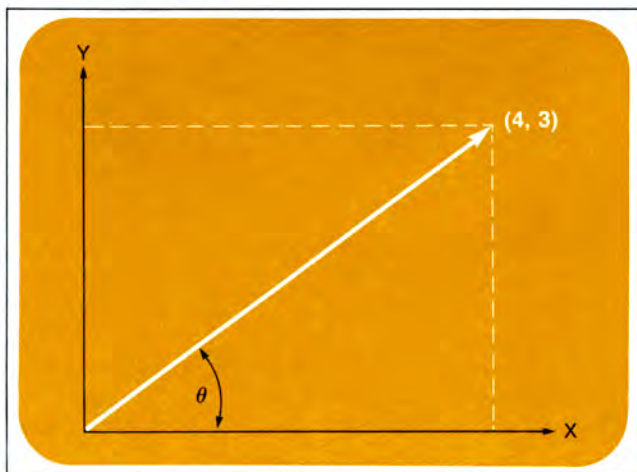
1. Key in the value for the angle  $\theta$ .
2. Press **ENTER** to raise the value for  $\theta$  to the Y-register of the stack.
3. Key in the value for magnitude  $r$ .
4. Press the  $\rightarrow R$  (to *rectangular*) key. The  $x$ -coordinate then appears in the displayed X-register and the  $y$ -coordinate is placed in the Y-register. (To display the value for the  $y$ -coordinate, you can press **x $\rightarrow$ y**.)

The following diagram shows how the stack contents change when you press  $\rightarrow R$ .



After you have pressed  $\rightarrow P$  or  $\rightarrow R$ , you can use the **x $\rightarrow$ y** key to bring the calculated angle  $\theta$  or the calculated  $y$ -coordinate into the X-register for viewing or further calculation.

**Example 1:** Convert rectangular coordinates (4, 3) to polar form with the angle expressed in radians.



## Press

1 **RAD**3 **ENTER**+

4

**→P****PRINT x****x↔y****PRINT x**

## Display

**0.00****3.00****4.****5.00****5.00****0.64****0.64**

Radians mode selected. (Display assumes no results remain from previous examples.)  
y-coordinate entered into the Y-register.  
x-coordinate keyed into the X-register.  
Magnitude  $r$ .

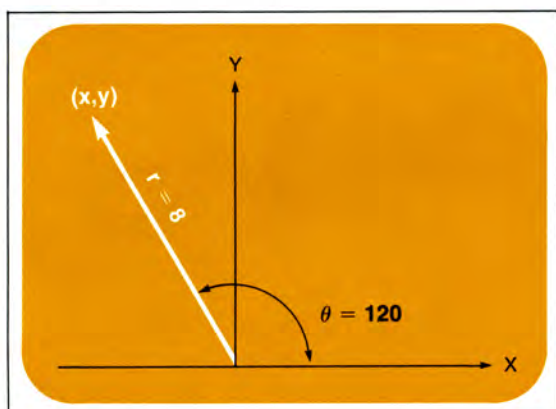
Angle  $\theta$  in radians.

```

RAD
3.00 ENT↑
4.00 →P
5.00 ***
X↔Y
0.64 ***

```

**Example 2:** Convert polar coordinates (8, 120 grads) to rectangular coordinates.



## Press

1 **GRD**120 **ENTER**+

8

**→R****x↔y**

## Display

**0.64****120.00****8.****-2.47****7.61**

Grads mode selected. (Note that results can remain from previous examples.)  
Angle  $\theta$  entered into the Y-register.  
Magnitude  $r$  placed in displayed X-register.  
x-coordinate.  
y-coordinate brought into displayed X-register.

```

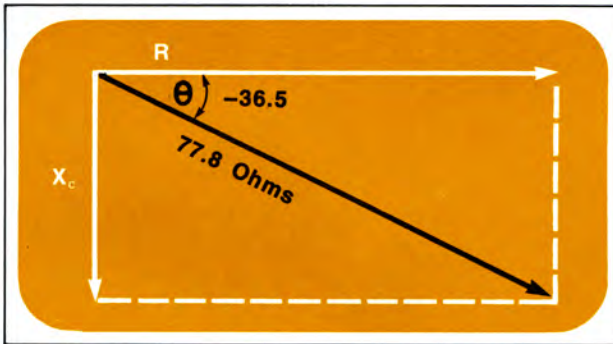
GRAD
120.00 ENT↑
8.00 →R
X↔Y

```





**Example 3:** Engineer Tobias Slothrop has determined that in the RC circuit shown above, the total impedance is 77.8 ohms and voltage lags current by  $36.5^\circ$ . What are the values of resistance  $R$  and capacitive reactance  $X_c$  in the circuit?



**Method:** Draw a vector diagram using total impedance 77.8 ohms for polar magnitude  $r$  and  $-36.5^\circ$  for angle  $\theta$ . When the values are converted to rectangular coordinates, the x-coordinate value yields resistance  $R$  in ohms, and the y-coordinate value yields reactance  $X_c$  in ohms.

**Solution:**

**Press**

**1** **DEG**

**Display**

**7.61**

Degrees mode selected. (Note that results can remain from previous examples.)

36.5 **CHS**

**-36.5**

**ENTER**

**-36.50**

77.8

**77.8**

**+R**

**62.54**

**X $\leftrightarrow$ Y**

**-46.28**

Resistance  $R$  in ohms.  
 Reactance  $X_c$ , 46.28 ohms, available in displayed X-register.

```

DEG
-36.50 ENT↑
77.80 +R
X↔Y
    
```

## Logarithmic and Exponential Functions

### Logarithms

The HP-97 computes both natural and common logarithms as well as their inverse functions (antilogarithms):

**LN** is  $\log_e$  (natural log). It takes the log of the value in the X-register to base  $e$  (2.718...).

**$e^x$**  is  $\text{antilog}_e$  (natural antilog). It raises  $e$  (2.718...) to the power of the value in the X-register. (To display the value of  $e$ , press 1  **$e^x$** .)

**LOG** is  $\log_{10}$  (common log). It computes the log of the value in the X-register to base 10.

**$10^x$**  is  $\text{antilog}_{10}$  (common antilog). It raises 10 to the power of the value in the X-register.

**Example 1:** The 1906 San Francisco earthquake, with a magnitude of 8.25 on the Richter Scale is estimated to be 105 times greater than the Nicaragua quake of 1972. What would be the magnitude of the latter on the Richter Scale? The equation is:

$$R_1 = R_2 - \log \frac{M_2}{M_1} = 8.25 - \left( \log \frac{105}{1} \right)$$

**Solution:**

Press

8.25 **ENTER**↑

105 **□** **LOG**

**-**

**PRINT**×

Display

8.25

2.02

6.23

6.23

Rating on Richter  
scale.

```

8.25 ENT↑
105.00 LOG
-
6.23 ***
  
```

**Example 2:** Having lost most of his equipment in a blinding snowstorm, ace explorer Jason Quarmorte is using an ordinary barometer as an altimeter. After measuring the sea level pressure (30 inches of mercury) he climbs until the barometer indicates 9.4 inches of mercury. Although the exact relationship of pressure and altitude is a function of many factors, Quarmorte knows that an *approximation* is given by the formula:



$$\text{Altitude (feet)} = 25,000 \ln \frac{30}{\text{Pressure}} = 25,000 \ln \frac{30}{9.4}$$

Where is Jason Quarmorte?

**Solution:**

**Press**

30 **ENTER**  $\uparrow$   
 9.4 **\(\div\)**  
**LN**  
 25000  
**\(\times\)**  
**PRINT**  $\times$

**Display**

30.00  
 3.19  
 1.16  
 25000.  
 29012.19  
 29012.19

Altitude in feet.

30.00 ENT  $\uparrow$   
 9.40  $\div$   
 LN  
 25000.00  $\times$   
 29012.19 \*\*\*

Quarmorte is probably near the summit of Mount Everest (29,028 feet).

## Raising Numbers to Powers

The **\(y^x\)** key is used to raise numbers to powers. Using **\(y^x\)** permits you to raise a positive real number to any real power—that is, the power may be positive or negative, and it may be an integer, a fraction, or a mixed number. **\(y^x\)** also permits you to raise any negative real number to the power of any integer (within the calculating range of the HP-97, of course).

For example, to calculate  $2^9$  (that is,  $2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2$ ):

**Press**

2 **ENTER**  $\uparrow$  9  
**\(y^x\)**  
**PRINT**  $\times$

**Display**

9.  
 512.00  
 512.00

2.00 ENT  $\uparrow$   
 9.00  $y^x$   
 512.00 \*\*\*

To calculate  $8^{-1.2567}$ :

**Press**

8 **ENTER**  $\uparrow$   
 1.2567 **CHS** **\(y^x\)**  
**PRINT**  $\times$

**Display**

8.00  
 0.07  
 0.07

8.00 ENT  $\uparrow$   
 -1.2567  $y^x$   
 0.07 \*\*\*



To calculate  $(-2.5)^5$ :

Press	Display
2.5 CHS ENTER+	-2.50
5 y <sup>x</sup>	-97.66
PRINT x	-97.66

```
-2.50 ENT↑
 5.00 Yx
-97.66 ***
```

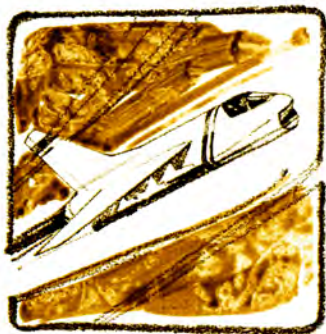
In conjunction with  $\frac{1}{x}$   $y^x$  provides a simple way to extract roots. For example, find the cube root of 5. (This is equivalent to  $5^{1/3}$ .)

Press	Display
5 ENTER+	5.00
3 $\frac{1}{x}$	0.33
y <sup>x</sup>	1.71
PRINT x	1.71

Reciprocal of 3.  
Cube root of 5.

```
5.00 ENT↑
 3.00 1/X
      Yx
 1.71 ***
```

**Example:** In a rather overoptimistic effort to break the speed of sound, high-flying pilot Ike Daedalus cranks open the throttle on his surplus Hawker Siddeley Harrier aircraft. From his instruments he reads a pressure altitude (PALT) of 25,500 feet with a calibrated airspeed (CAS) of 350 knots. What is the flight mach number



$$M = \frac{\text{speed of aircraft}}{\text{speed of sound}}$$

if the following formula is applicable?

$$M = \sqrt{5 \left[ \left( \left( \left( \left( \left( \left( 1 + 0.2 \left[ \frac{350}{661.5} \right]^2 \right)^{3.5} - 1 \right) \left[ 1 - (6.875 \times 10^{-6}) 25,500 \right]^{-5.2656} \right) + 1 \right)^{0.286} - 1 \right] \right]}$$

**Method:** The most efficient place to begin work on this problem is at the innermost set of brackets. So begin by solving for the quantity  $\left[ \frac{350}{661.5} \right]^2$  and proceed outward from there.

**Press****Display**350 **ENTER**  $\blacktriangleright$ 

350.00

661.5 **÷**

0.53

**x<sup>2</sup>**

0.28

Square of bracketed quantity.

.2 **x**

0.06

1 **+**

1.06

3.5 **y<sup>x</sup>**

1.21

1 **-**

0.21

Contents of left-hand set of brackets are in the stack.

1 **ENTER**  $\blacktriangleright$ 

1.00

6.875 **EEX**

6.875 00

**CHS** 6

6.875 -06

**ENTER**  $\blacktriangleright$ 

6.875000000 -06

25500 **x**

0.18

**-**

0.82

5.2656 **CHS** **y<sup>x</sup>**

2.76

Contents of right-hand set of brackets are in the stack.

**x**

0.58

1 **+**

1.58

.286 **y<sup>x</sup>**

1.14

1 **-**

0.14

5 **x**

0.70

**√x**

0.84

Mach number of Daedalus' Harrier.

**PRINT** **x**

0.84

```

350.00 ENT↑
661.50 ÷
      X2
      .20 X
      1.00 +
      3.50 Yx
      1.00 -
      1.00 ENT↑
6.875-06 ENT↑
25500.00 X
      -
      -5.2656 Yx
      X
      1.00 +
      .286 Yx
      1.00 -
      5.00 X
      √X
      0.84 ***
  
```

In working through complex equations like the one containing six levels of parentheses above, you really appreciate the value of the Hewlett-Packard logic system. Because you calculate one step at a time, you don't get "lost" within the problem. You see every intermediate result, and you emerge from the calculation confident of your final answer.

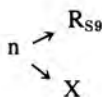
## Statistical Functions

### Accumulations

Pressing the  $\Sigma+$  key automatically gives you several different sums and products of the values in the X- and Y-registers at once. In order to make these values accessible for sophisticated statistics problems, they are automatically placed by the calculator into secondary storage registers  $R_{S4}$  through  $R_{S9}$ . *The only time that information is automatically accumulated in the storage registers is when  $\Sigma+$  (or  $\Sigma-$ ) is used.* Before you begin any calculations using the  $\Sigma+$  key, you should first clear the protected secondary storage registers by pressing  $\text{CL REG}$  followed by  $\text{P}\downarrow\text{S}$ .

When you key a number into the display and press the  $\Sigma+$  key, each of the following operations is performed:

1. The number that you keyed into the X-register is added to the contents of secondary storage register  $R_{S4}$ ; ( $\Sigma x \rightarrow R_{S4}$ ).
2. The square of the number that you keyed into the X-register is added to the contents of secondary storage register  $R_{S5}$ ; ( $\Sigma x^2 \rightarrow R_{S5}$ ).
3. The number in the Y-register of the stack is added to the contents of secondary storage register  $R_{S6}$ ; ( $\Sigma y \rightarrow R_{S6}$ ).
4. The square of the number in the Y-register of the stack is added to the contents of secondary storage register  $R_{S7}$ ; ( $\Sigma y^2 \rightarrow R_{S7}$ ).
5. The number that you keyed into the X-register is multiplied by the contents of the Y-register, and the product added to storage register  $R_{S8}$ ; ( $\Sigma xy \rightarrow R_{S8}$ ).
6. The number 1 is added to storage register  $R_{S9}$ , and the total number in  $R_{S9}$  then writes over the number in the displayed X-register of the stack. The stack does not lift;



The number that you keyed into the X-register is preserved in the LAST X register, while the number in the stack Y-register remains in the Y-register.

Thus, when you press  $\Sigma+$ , the stack register contents are changed...

... from this ...

T	t
Z	z
Y	y
X	x

... to this .

T	t
Z	z
Y	y
X	n

LAST X

LAST X



... and the storage register contents are changed...

... from this ...

### Addressable Storage Registers

#### Primary Registers

I

R<sub>E</sub>

R<sub>D</sub>

R<sub>C</sub>

R<sub>B</sub>

R<sub>A</sub>

#### Protected Secondary Registers

R <sub>9</sub>	<input type="text"/>	R <sub>S9</sub>	<input type="text"/>
R <sub>8</sub>	<input type="text"/>	R <sub>S8</sub>	<input type="text"/>
R <sub>7</sub>	<input type="text"/>	R <sub>S7</sub>	<input type="text"/>
R <sub>6</sub>	<input type="text"/>	R <sub>S6</sub>	<input type="text"/>
R <sub>5</sub>	<input type="text"/>	R <sub>S5</sub>	<input type="text"/>
R <sub>4</sub>	<input type="text"/>	R <sub>S4</sub>	<input type="text"/>
R <sub>3</sub>	<input type="text"/>	R <sub>S3</sub>	<input type="text"/>
R <sub>2</sub>	<input type="text"/>	R <sub>S2</sub>	<input type="text"/>
R <sub>1</sub>	<input type="text"/>	R <sub>S1</sub>	<input type="text"/>
R <sub>0</sub>	<input type="text"/>	R <sub>S0</sub>	<input type="text"/>

...to this.

### Addressable Storage Registers

#### Primary Registers

I

R<sub>E</sub>

R<sub>D</sub>

R<sub>C</sub>

R<sub>B</sub>

R<sub>A</sub>

#### Protected Secondary Registers

R <sub>9</sub>	<input type="text"/>	R <sub>S9</sub>	<input type="text" value="n"/>
R <sub>8</sub>	<input type="text"/>	R <sub>S8</sub>	<input type="text" value="Σxy"/>
R <sub>7</sub>	<input type="text"/>	R <sub>S7</sub>	<input type="text" value="Σy&lt;sup&gt;2&lt;/sup&gt;"/>
R <sub>6</sub>	<input type="text"/>	R <sub>S6</sub>	<input type="text" value="Σy"/>
R <sub>5</sub>	<input type="text"/>	R <sub>S5</sub>	<input type="text" value="Σx&lt;sup&gt;2&lt;/sup&gt;"/>
R <sub>4</sub>	<input type="text"/>	R <sub>S4</sub>	<input type="text" value="Σx"/>
R <sub>3</sub>	<input type="text"/>	R <sub>S3</sub>	<input type="text"/>
R <sub>2</sub>	<input type="text"/>	R <sub>S2</sub>	<input type="text"/>
R <sub>1</sub>	<input type="text"/>	R <sub>S1</sub>	<input type="text"/>
R <sub>0</sub>	<input type="text"/>	R <sub>S0</sub>	<input type="text"/>

Before you begin accumulating results in secondary storage registers R<sub>S4</sub> through R<sub>S9</sub> using the  $\Sigma+$  key, you should first ensure that the contents of these registers have been cleared to zero by pressing  $\text{f}$  **CL REG** followed by  $\text{f}$  **P<sub>±</sub>S**.

**Note:** Unlike storage register arithmetic, the  $\Sigma+$  function allows overflows (i.e., numbers whose magnitudes are greater than  $9.999999999 \times 10^{99}$ ) in storage register R<sub>S4</sub> through R<sub>S9</sub> without registering **Error** in the display or on the printed copy.

After you have accumulated these products and sums using the  $\Sigma+$  key, they remain in the secondary storage registers, where they are used to compute mean and standard deviation using the  $\bar{x}$  and  $\bar{s}$  functions. To see the contents of these registers, you can list the contents of all the secondary storage registers by pressing  $\text{f}$  **P<sub>±</sub>S** followed by  $\text{f}$  **PRINT: REG**. Don't forget to press **P<sub>±</sub>S** again when the listing is completed.

To use *only* the  $\Sigma x$  and  $\Sigma y$  that you have accumulated in the secondary storage registers, you can press **RCL** followed by  $\Sigma+$ . This brings  $\Sigma x$  into the displayed X-register and  $\Sigma y$  into the Y-register, overwriting the contents of those two stack registers. The stack does not lift. (This feature is particularly useful when performing vector arithmetic, like that illustrated on pages 106-108.)

To use *any* of the summations individually, simply exchange the contents of the secondary storage registers with the primary registers by pressing **P $\leftrightarrow$ S**; then recall the desired summation by pressing **RCL** followed by the number key of the register address.

**Example:** Find  $\Sigma x$ ,  $\Sigma x^2$ ,  $\Sigma y$ ,  $\Sigma y^2$ , and  $\Sigma xy$  for the paired values of  $x$  and  $y$  listed below.

<b>y</b>	7	5	9
<b>x</b>	5	3	8

Press

Display

1 **CL REG**1 **P $\leftrightarrow$ S**

0.00

Ensures that storage registers  $R_{S4}$  through  $R_{S9}$  contain all zeros initially. (Display assumes no results remain from previous example.)

7 **ENTER  $\uparrow$** 

7.00

5  **$\Sigma+$** 

1.00

First pair is accumulated;  $n = 1$ .

5 **ENTER  $\uparrow$** 

5.00

3  **$\Sigma+$** 

2.00

Second pair is accumulated;  $n = 2$ .

9 **ENTER  $\uparrow$** 

9.00

8  **$\Sigma+$** 

3.00

Third pair is accumulated;  $n = 3$ .

1 **P $\leftrightarrow$ S**

3.00

Brings contents of secondary registers into primary registers for viewing or individual use.

1 **PRINT: REG**

3.00

You can see all the accumulations by listing the storage register contents.

```

          CLR $\bar{G}$ 
          P $\leftrightarrow$ S
    7.00 ENT $\uparrow$ 
    5.00  $\Sigma+$ 
    5.00 ENT $\uparrow$ 
    3.00  $\Sigma+$ 
    9.00 ENT $\uparrow$ 
    8.00  $\Sigma+$ 
          P $\leftrightarrow$ S
          PREG
    0.00 0
    0.00 1
    0.00 2
    0.00 3
    16.00 4
    98.00 5
    21.00 6
    155.00 7
    122.00 8
     3.00 9
     0.00 A
     0.00 B
     0.00 C
     0.00 D
     0.00 E
     0.00 I
  
```

Press	Display	
<b>RCL</b> 4	16.00	Sum of x values from register R <sub>4</sub> .
<b>RCL</b> 5	98.00	Sum of squares of x values from register R <sub>5</sub> .
<b>RCL</b> 6	21.00	Sum of y values from register R <sub>6</sub> .
<b>RCL</b> 7	155.00	Sum of squares of y values from register R <sub>7</sub> .
<b>RCL</b> 8	122.00	Sum of products of x and y values from register R <sub>8</sub> .
<b>RCL</b> 9	3.00	Number of entries (n = 3) from register R <sub>9</sub> .

RCL4  
RCL5  
RCL6  
RCL7  
RCL8  
RCL9

By using the **PS** function in conjunction with the **Σ+** key, you can actually maintain *two* complete sets of products and sums in your HP-97.

## Mean

The **Σ** (*mean*) key is the key you use to calculate the mean (arithmetic average) of data accumulated in secondary registers R<sub>S4</sub>, R<sub>S6</sub>, and R<sub>S9</sub>.

When you press **1** **Σ**:

1. The mean ( $\bar{x}$ ) of x is calculated using the data accumulated in register R<sub>S4</sub> ( $\Sigma x$ ) and R<sub>S9</sub> (n) according to the formula:

$$\bar{x} = \frac{1}{n} \sum_{i=1}^n x_i \quad \left( \text{That is, } \frac{R_{S4}}{R_{S9}} = \bar{x} \right)$$

The resultant value for  $\bar{x}$  is seen in the displayed X-register.

2. The mean ( $\bar{y}$ ) of y is calculated using the data accumulated in register R<sub>S6</sub> ( $\Sigma y$ ) and register R<sub>S9</sub> (n) according to the formula:

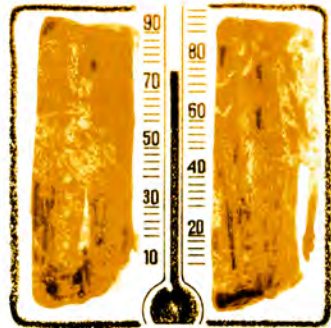
$$\bar{y} = \frac{1}{n} \sum_{i=1}^n y_i \quad \left( \text{That is, } \frac{R_{S6}}{R_{S9}} = \bar{y} \right)$$

The resultant value for  $\bar{y}$  is available in the Y-register of the stack.



(The easiest way to accumulate the required data in the applicable secondary storage registers is through the use of the  $\Sigma+$  key as described above. However, you can also place data in the accumulation registers manually, using the  $P\pm S$  and  $STO$  keys.)

**Example:** Below is a chart of a daily high and low temperatures for a winter week in Fairbanks, Alaska. What are the *average* high and low temperatures for the week selected?



	Sun.	Mon.	Tues.	Wed.	Thurs.	Fri.	Sat.
High	6	11	14	12	5	-2	-9
Low	-22	-17	-15	-9	-24	-29	-35

Press

Display

1  $CL\ REG$

1  $P\pm S$

0.00

Ensures that secondary registers contain all zeros initially. (Display assumes no results remain from previous calculations.)

6  $ENTER\uparrow$  22

$CHS\ \Sigma+$

1.00

Number of data pairs (n) is now 1.

11  $ENTER\uparrow$  17

$CHS\ \Sigma+$

2.00

Number of data pairs (n) is now 2.

14  $ENTER\uparrow$  15

$CHS\ \Sigma+$

3.00

12  $ENTER\uparrow$  9

$CHS\ \Sigma+$

4.00

5  $ENTER\uparrow$  24

$CHS\ \Sigma+$

5.00

2  $CHS\ ENTER\uparrow$

29  $CHS\ \Sigma+$

6.00

9  $CHS\ ENTER\uparrow$

35  $CHS\ \Sigma+$

7.00

Number of data pairs (n) is now 7.

```

CLRG
PΣS
6.00 ENT↑
-22.00 Σ+
11.00 ENT↑
-17.00 Σ+
14.00 ENT↑
-15.00 Σ+
12.00 ENT↑
-9.00 Σ+
5.00 ENT↑
-24.00 Σ+
-2.00 ENT↑
-29.00 Σ+
-9.00 ENT↑
-35.00 Σ+

```

Press	Display
$\boxed{f}$ $\boxed{x}$	-21.57
$\boxed{\text{PRINT } x}$	-21.57
$\boxed{x \div y}$	5.29
$\boxed{\text{PRINT } x}$	5.29

Average low temperature.

Average high temperature.

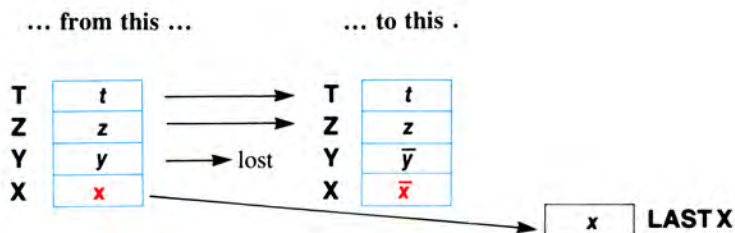
```

      x̄
-21.57 ***
      X÷Y
  5.29 ***
  
```

As shown, you can use the  $\boxed{\text{PRINT } x}$  and  $\boxed{x \div y}$  keys to print the values for x and y.

The illustrations below represent what happens in the stack when you press  $\boxed{f}$   $\boxed{x}$ .

Press  $\boxed{f}$   $\boxed{x}$  and the contents of the stack registers are changed...



## Standard Deviation

The  $\boxed{S}$  (*standard deviation*) key is the key you use to calculate the standard deviation (a measure of dispersion around the mean) of data accumulated in secondary storage registers  $R_{S4}$  through  $R_{S9}$ .

When you press  $\boxed{f}$   $\boxed{S}$ :

1. Sample x standard deviation ( $s_x$ ) is calculated using the data accumulated in storage registers  $R_{S5}$  ( $\sum x^2$ ),  $R_{S4}$  ( $\sum x$ ), and  $R_{S9}$  (n) according to the formula:

$$s_x = \sqrt{\frac{\sum x^2 - \frac{(\sum x)^2}{n}}{n - 1}}$$

The resultant value for standard deviation of x ( $s_x$ ) is seen in the displayed X-register.

2. Sample  $y$  standard deviation ( $s_y$ ) is calculated using the data accumulated in storage registers  $R_{S7}$  ( $\sum y^2$ ),  $R_{S6}$  ( $\sum y$ ), and  $R_{S9}$  ( $n$ ) according to the formula:

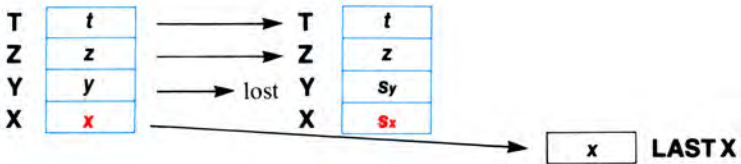
$$s_y = \sqrt{\frac{\sum y^2 - \frac{(\sum y)^2}{n}}{n - 1}}$$

The resultant value for standard deviation of  $y$  ( $s_y$ ) is available in the Y-register of the stack.

Thus, with data first accumulated in secondary storage registers  $R_{S4}$  through  $R_{S9}$ , when you press **f** **S**, the contents of the stack registers are changed...

... from this ...

... to this.



To use the value for standard deviation of  $y$  ( $s_y$ ) simply use the **x<sup>2</sup>y** key to bring that value into the displayed X-register of the stack.

**Example:** In a recent survey to determine the age and net worth (in millions of dollars) of six of the 50 wealthiest persons in the United States, the following data were obtained (sampled). Calculate the average age and net worth of the sample, and calculate the standard deviations for these two sets of data.





Age	62	58	62	73	84	68
Net Worth	1200	1500	1450	1950	1000	1750

Press

Display

f CL REG

f P&lt;S

0.00

Ensures that secondary storage registers used for accumulations are cleared to zero initially. (Display assumes no results remain from previous examples.)

62 ENTER+

1200 Σ+

1.00

Number of data pairs (n) is 1.

58 ENTER+

1500 Σ+

2.00

62 ENTER+

1450 Σ+

3.00

73 ENTER+

1950 Σ+

4.00

84 ENTER+

1000 Σ+

5.00

68 ENTER+

1750 Σ+

6.00

Number of data pairs (n) is 6.

f  $\bar{x}$ 

1475.00

Average value of net worth.

x&lt;y

67.83

Average age of the sample.

f S

347.49

Standard deviation ( $s_x$ ) of net worth of sample.

x&lt;y

9.52

Standard deviation ( $s_y$ ) of age of sample.

```

CLRG
P<S
62.00 ENT↑
1200.00 Σ+
58.00 ENT↑
1500.00 Σ+
62.00 ENT↑
1450.00 Σ+
73.00 ENT↑
1950.00 Σ+
84.00 ENT↑
1000.00 Σ+
68.00 ENT↑
1750.00 Σ+
Σ
x<y
S
x<y

```

If the six persons used in the sample were actually the *six wealthiest persons*, the data would have to be considered as a population rather than as a sample. The relationship between sample standard deviation ( $s$ ) and the population standard deviation ( $\sigma$ ) is illustrated by the following equation.

$$\sigma = s \sqrt{\frac{n-1}{n}}$$

Since  $n$  is automatically accumulated in secondary register  $R_{S9}$  when data is accumulated, it is a simple matter to convert the sample standard deviations which have already been calculated to population standard deviations.

If the accumulations are still intact from the previous example in secondary registers  $R_{S4}$  through  $R_{S9}$ , you can calculate the population standard deviations this way:

Press	Display	
$f$ $\square$	347.49	Calculate $s_x$ and $s_y$ .
$f$ $P\%S$ $RCL$ 9	6.00	Recall $n$ .
$1$ $-$	5.00	Calculate $n-1$ .
$RCL$ 9 $\div$	0.83	Divide $n-1$ by $n$ .
$\sqrt{x}$ $\times$	317.21	Population standard deviation $\sigma_x$ .
$PRINT$ $x$	317.21	
$x\%y$	9.52	Brings $s_y$ to the X-register.
$f$ $LAST$ $x$	0.91	Recall conversion factor.
$\times$	8.69	Population standard deviation $\sigma_y$ .
$PRINT$ $x$	8.69	

```

S
P%S
RCL9
1.00
-
RCL9
÷
JX
×
317.21 ***
X%Y
LSTX
×
8.69 ***

```

Remember that the accumulations must always be stored in the *secondary* bank of storage registers. Thus, if you have accumulated data using  $\Sigma+$  and then brought the summations out to the primary registers for viewing using  $P\%S$ , you will have to replace them in the secondary registers by pressing  $P\%S$  again before pressing  $\times$  or  $\square$ .

## Deleting and Correcting Data

If you key in an incorrect value and have not pressed  $\Sigma+$ , press  $CL$   $x$  and key in the correct value.

If one of the values is changed, or if you discover after you have pressed the  $\Sigma+$  key that one of the values is in error, you can correct the summations by using the  $\Sigma-$  (*summation minus*) key as follows:

1. Key the *incorrect* data pair into the X- and Y-registers. (You can use  $LAST$   $x$  to return a single incorrect data value to the displayed X-register.)
2. Press  $f$   $\Sigma-$  to delete the incorrect data.
3. Key in the correct values for  $x$  and  $y$ . (If one value of an  $x$ ,  $y$  data pair is incorrect, both values must be deleted and reentered.)
4. Press  $\Sigma+$ .

The correct values for mean and standard deviation are now obtainable by pressing  $\Sigma$   $\bar{x}$  and  $\Sigma$   $s$ .

For example, suppose the 62-year old member of the *sample* as given above were to lose his position as one of the wealthiest persons because of a series of ill-advised investments in cocoa futures. To account for the change in data if he were replaced in the sample by a 21-year old rock musician who is worth 1300 million dollars:

Press	Display
$\Sigma$ $P\pm S$	8.69
62 $\text{ENTER}$ 1200	1200.
$\Sigma$ $\Sigma^-$	5.00
21 $\text{ENTER}$ 1300	1300.
$\Sigma$ $\Sigma^+$	6.00

Accumulations replaced in secondary storage registers.  
Data to be replaced.  
Number of entries (n) is now five.  
The new data.  
Number of entries (n) is six again.

	$P\pm S$
62.00	$\text{ENT}\uparrow$
1200.00	$\Sigma^-$
21.00	$\text{ENT}\uparrow$
1300.00	$\Sigma^+$

The new data have been calculated into each of the summations present in the secondary storage registers. To see the new mean and standard deviation:

Press	Display
$\Sigma$ $\bar{x}$	1491.67
$\Sigma$ $s$	61.00
$\Sigma$ $\bar{x}$	333.79
$\Sigma$ $s$	21.60

The new average (mean) worth.  
The new average (mean) age available in X-register for use.  
The new standard deviation for worth.  
The new standard deviation for age is now available in X-register for use.

	$\bar{x}$
	$X\rightarrow Y$
	$s$
	$X\rightarrow Y$

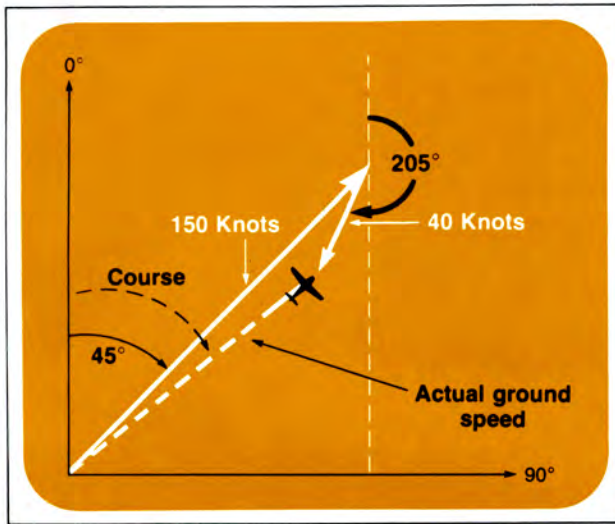
## Vector Arithmetic

You can use your HP-97 to add or subtract vectors by combining the polar/rectangular conversion functions (the  $\rightarrow P$  and  $\rightarrow R$  keys) with the summation functions (the  $\Sigma^+$  and  $\Sigma^-$  keys).

**Example:** Grizzled bush pilot Apeneck Sweeney's converted Swordfish aircraft has a true air speed of 150 knots and an estimated heading of  $45^\circ$ . The Swordfish is also being buffeted by a headwind of 40 knots from a bearing of  $25^\circ$  (or having a heading of  $25^\circ + 180^\circ = 205^\circ$ ). What is the actual ground speed and course of the Swordfish?

**Method:** The true-course vector is equal to the sum of the vectors. (Notice that North becomes the x-axis so that the problem corresponds to navigational convention.)





## Press

**f** **CL REG**  
**f** **P $\rightarrow$ S**

45 **ENTER** $\blacktriangleright$

150

**$\rightarrow$ R**

**$\Sigma+$**

205 **ENTER** $\blacktriangleright$

40

**$\rightarrow$ R**

**f**  **$\Sigma+$**

## Display

**0.00**

**45.00**

**150.**

**106.07**

**1.00**

**205.00**

**40.**

**-36.25**

**2.00**

Ensures that secondary registers used for accumulations are cleared to zero. (Display assumes no results remain from previous examples.)

$\theta$  for 1<sup>st</sup> vector is entered to Y-register.  $r$  for 1<sup>st</sup> vector is keyed in.

Converted to rectangular coordinates.

1<sup>st</sup> vector coordinates accumulated in storage registers R<sub>S4</sub> and R<sub>S6</sub>.

$\theta$  for 2<sup>nd</sup> vector is entered to Y-register.  $r$  for 2<sup>nd</sup> vector is keyed in.

2<sup>nd</sup> vector is converted to rectangular coordinates.

2<sup>nd</sup> vector rectangular coordinates added to those of 1<sup>st</sup> vector.

```

CLRG
P $\rightarrow$ S
45.00 ENT $\uparrow$ 
150.00  $\rightarrow$ R
 $\Sigma+$ 
205.00 ENT $\uparrow$ 
40.00  $\rightarrow$ R
 $\Sigma+$ 

```

Press

Display

RCL  $\Sigma+$ 

69.81

Recalls both  $R_{S6}$  and  $R_{S4}$ .

 $\rightarrow P$ 

113.24

Actual ground speed in knots of the Swordfish.

PRINT  $\times$ 

113.24

 $\times \div y$ 

51.94

Course in degrees of the Swordfish.

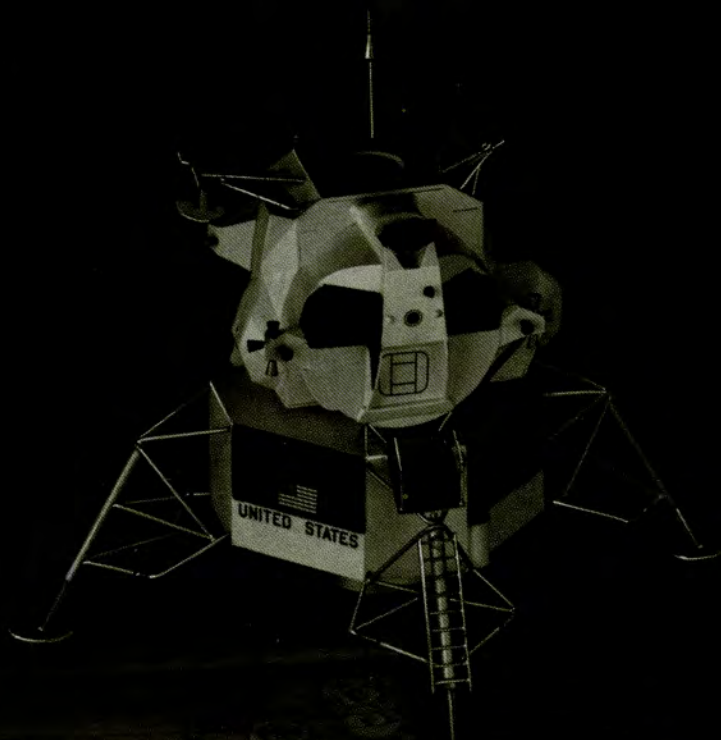
PRINT  $\times$ 

51.94

RCL  $\Sigma$   
 $\rightarrow P$   
 113.24 \*\*\*  
 $\times \div y$   
 51.94 \*\*\*

**Part Two**  
**Programming Your HP-97**





-50.500

```

001 #LBLA 21 11
002 5 05
003 0 00
004 0 00
005 ST06 25 05
006 5 05
007 0 00
008 CHS -22
009 ST07 21 07
010 6 06
011 0 00
012 ST08 25 08
  
```

HP-97 Calculator Keyboard and Display Area

Display: -50.500

Function Keys: FIX, SCI, ENG, PRINT x

MOON ROCKET LAUNCHER (SD 14A)

CTRL	RESTART						PRINT SPACE	PKM	REG	STACK	
A	B	C	D	E	I	ENTER +	CHS	EEX	+		
LBL	GTO	GSS	RTN	BST	SST	DEG	R+	7	8	9	x
STP	CLP	P?	RND	DSZ	ISZ	xxy?	xzy?	4	5	6	xy?
ABS	LOG	10 <sup>x</sup>	INT	+HMS	HMS+	x1	x2?	1	2	3	x<0?
SIN	COS	TAN	FRAC	D=R	R=D	CL x	DEL	0	.	CL REG	CL PRGM
R/S	1/x	x <sup>2</sup>	√x	%	2+	0	.	0	.	DSP	+
PAUSE	NI	S	S	%CH	S-	WRITE DATA	MERGE	LAST x	HMS+		

hp HEWLETT · PACKARD 97 CALCULATOR

## Simple Programming

If you read the introduction to this handbook, you have already seen that by using the programming capability of your HP-97, you can increase the flexibility of the calculator a hundredfold or more, and you save hours of time in long computations.

With your HP-97 Programmable Printing Calculator, Hewlett-Packard has provided you with a Standard Pac, containing 15 programs already recorded on magnetic cards. You can begin using the programming power of the HP-97 by simply using any of the cards from the Standard Pac, or from one of the other Hewlett-Packard pacs in areas like finance, statistics, mathematics, engineering, or medicine. The growing list of applications pacs is continually being updated and expanded by Hewlett-Packard, to provide you with a wide variety of software support.

However, we at Hewlett-Packard cannot possibly anticipate every problem for which you may want to use your HP-97. In order to get the *most* from your calculator, you'll want to learn how to *program* the HP-97 to solve your every problem. This part of the *HP-97 Owner's Handbook* teaches you step-by-step to create simple programs that will solve complex problems, then introduces you to the many editing features of the HP-97, and finally gives you a glimpse of just how sophisticated your programming can become with the HP-97 Programmable Printing Calculator.

Programming your calculator is an extension of its use as a *manual* problem-solving machine, so if you haven't read Part One, Using Your HP-97 Calculator, you should go back and do so before you begin programming.

After most of the explanations and examples in this part, you will find problems to work using your HP-97. These problems are not essential to your basic understanding of the calculator, and they can be skipped if you like. But we urge that you work them. They are rarely difficult, and they have been designed to increase your proficiency, both in the actual use of the features of your calculator and in creating programs to solve your *own* problems. If you have trouble with one of the problems, go back and review the explanations in the text, then tackle it again.

So that you can apply your own creative flair to the problems, no solutions are given for them. In programming, any solution that gives the correct outputs is the right one—there is no *one* correct program for any problem. In fact, when you have finished working through this part, and learned all the capabilities of the HP-97, you may be able to create programs that will solve many of the problems faster, or in fewer steps, than we have shown in our illustrations.

Now let's start programming!

### What Is a Program?

A *program* is nothing more than a series of calculator keystrokes that you would press to solve a problem manually. The calculator remembers these keystrokes when you key them in, then executes them in order at the press of a single key. If you want to execute the program again and again, you have only to press the single key each time.

If you worked through Meet the HP-97 (pages 13-20), you learned how to create, load, run, and record a simple program to solve for the area of a sphere. Now look at a more complex program.

## Loading a Prerecorded Program


First, set the calculator controls as follows:

ON-OFF switch OFF  ON to ON.

Print Mode switch <sup>TRACE</sup> MAN  NORM to MAN.

PRGM-RUN switch PRGM  RUN to RUN.

Now select the Moon Rocket Lander card from the Standard Pac shipped with your HP-97. Insert side 1 of the card, face up, into the front slot provided on the left side of the calculator, and press it into the slot until the reading mechanism picks it up and propels it out the rear slot. (Let go of the card as soon as you feel it begin to be propelled by the reading mechanism—don't try to restrain its progress). Then insert the card in the window provided above the keys marked **A B C D E**.

If the calculator displays  , first clear the error by pressing any key. Then pass side 1 of the card through again.



1. Select the card.



2. Pass the card through the card reader slot.





3. Insert the card in the card window slot.

Some programs are recorded on *both* sides of a magnetic card, so the card must be run through the card reading mechanism twice—once on each side. If a second side of a magnetic card must be read, the calculator prompts you by displaying **Crd** after you have read the first side. However, the Moon Rocket Lander program is fairly short, and so the complete program has been recorded on each side of this factory prerecorded card. You can easily see when a card has been read completely because the calculator will then display the original contents of the X-register. The Moon Rocket Lander program has now been loaded into the calculator, and you can try to “land” the calculator on the moon without “crashing”.

**The Game.** The game simulates a rocket attempting to land on the moon, with you as the pilot. As the game begins, you are descending at a velocity of 50 ft/sec from a height of 500 feet. Velocity and altitude are shown in a combined display as  $-50.500$ , the altitude appearing to the right of the decimal point and the velocity to the left. The negative sign on the velocity indicates downward motion. As the game begins, you have 60 units of rocket fuel.



The object of the game is to control your descent by keying in fuel “burns” so that when you reach the surface of the moon (altitude 0), your velocity is also zero and you settle down gently into the powdery moon dust.

When you press **A**, the game begins. The velocity and altitude are shown in the calculator display. Then the number of remaining fuel units are shown, and the display begins a countdown to burn time. The display counts “3”, “2”, “1”, “0”. When the countdown reaches zero, you have one second to key in a fuel burn. The best choices for fuel burns are digits of 1 through 9. A zero burn, which is very common, is accomplished by doing nothing.

After each burn, the calculator display will show first the new velocity and altitude, then the remaining fuel units, then will count down to zero for you to key in another burn. After each burn this sequence is repeated until you successfully land, (when the display will show you flashing zeros) or you smash into the lunar surface (when the display shows you the flashing crash velocity).

If you attempt to key in a fuel burn during any time other than the one-second “fire window”, the rocket engine will shut off and you will have to restart it by pressing **B**. Restarting automatically uses up five units of fuel and gives no thrust.

So press **A** now and try to land on the moon with your HP-97.

## Printing a Program

The printer on your HP-97 will give you a listing of any programs contained in the calculator at any time. To see a listing of the Moon Rocket Lander program that is now loaded in the calculator, first press **R/S** to stop the running program, then the **RTN** (return) key to ensure that the listing will start from the beginning of the program.

Then press **f** **PRINT:** **PRGM**.

You can see that the calculator printed a long list of numbers and keys. This list is actually a complete list of the *program* that is now in the calculator. Each line on the print-out represents a single step of program memory. Stop the printing of the program after 20 lines or so by pressing **R/S** again.

Your print-out should look like the one shown here:

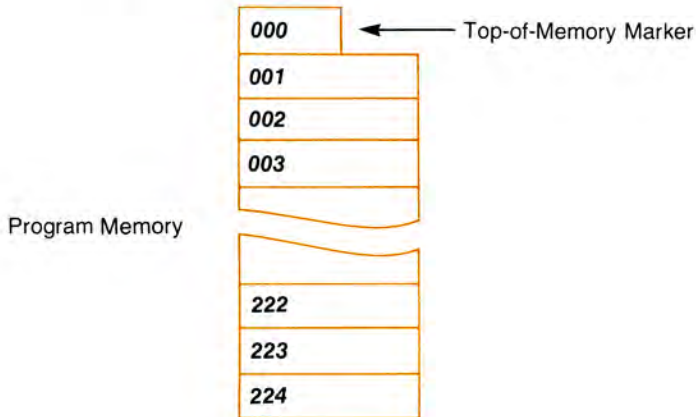
```

001 *LBLA      21 11
002      5      05
003      0      00
004      0      00
005      STO6   35 06
006      5      05
007      0      00
008      CHS    -22
009      STO7   35 07
010      6      06
011      0      00
012      STO8   35 08
013 *LBL9      21 09
014      RCL6   36 06
015      DSP4   -63 04
016      EEX    -23
017      4      04
018      ÷      -24
019      RCL7   36 07
020      CF2    16 22 02

```

## Program Memory

In your HP-97, keystrokes that make up a program are stored in a portion of the calculator called *program memory*. Program memory consists of 224 steps, and is separate from the stack and the storage registers.



Each step of program memory is identified by a *step number*, from step 001 to 224. These step numbers can be seen on the left side of the print-out.

In addition to the 224 steps of program memory in which you can load keystrokes for programs, program memory also contains step 000. No functions can be loaded into step 000, and in fact, step 000 serves only as a kind of marker within memory, a convenient “starting point” when you begin loading a program.

As you may remember from the program you created, loaded, executed, and recorded in Meet the HP-97, a program is nothing more than a series of keystrokes you would press to solve a problem manually. The center column of the print-out shows you a symbol for the instruction that is contained in that program memory step. Each instruction (or function) is contained in a single step of program memory, no matter how many keystrokes it requires.

For example, if you examine the print-out of the Moon Rocket Lander program, you will see that step 001 contains the instruction LBLA. These are the **LBL** **A** keys. Step 002 contains the digit 5, step 003 contains the digit 0, step 004 contains the digit 0, and step 005 contains the instruction STO 6. Thus, in order to load this portion of the program into the calculator from the keyboard, you would have pressed the following keys:

```

LBL A
500
STO 6

```

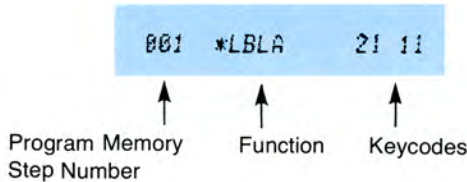
The column of numbers on the right of the print-out shows *keycodes* for the instructions.



## Keycodes

When you press **1** PRINT: **PRGM**, you can easily identify what instruction is contained in each step of program memory by the key symbols. When you are actually keying in a program, however, you will find instructions identified *in the display* by their *keycodes*.

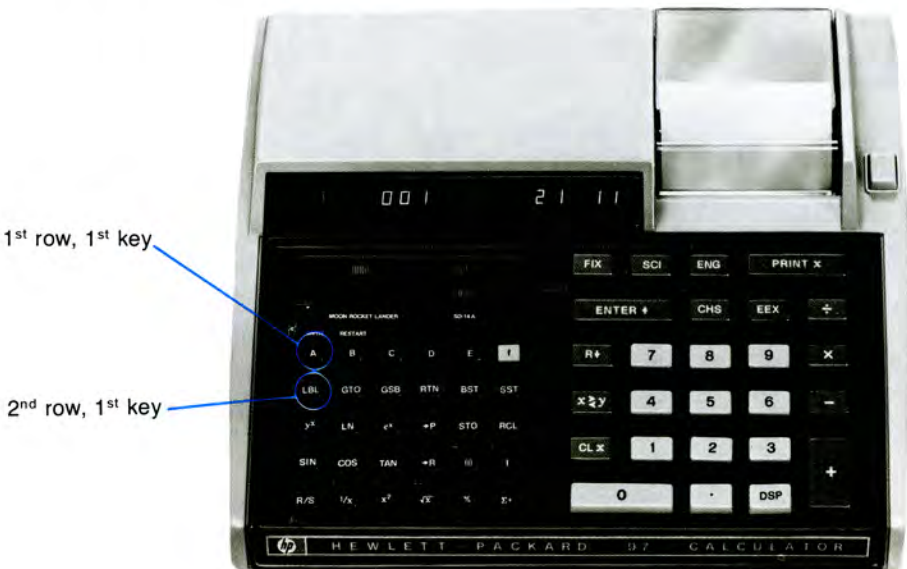
Refer to step 001 of the print-out for the Moon Rocket Lander. The step number is on the left, the symbol for the instruction is in the center, and on the right are the *keycodes* for the instruction. Each key on the HP-97 keyboard has a two-digit keycode.



For each keycode not preceded by a minus sign, the first digit denotes the *row* of the key on the left half of the keyboard and the second digit denotes the *number* of the key in that row. So keycode 21 identifies the 2<sup>nd</sup> row of the left keyboard, 1<sup>st</sup> key in that row. Always count from the top down and from left to right. Each key, no matter how large, counts as one.

The key in the 2<sup>nd</sup> row, 1<sup>st</sup> key of the left side of the keyboard is the **LBL** key.

The second keycode in the first line of the program is 11. This identifies the 1<sup>st</sup> row, 1<sup>st</sup> key; the **A** key. So the complete instruction identified by the keycodes 21 11 is **LBL A**.



Using this handy matrix system, you can easily identify any key by its keycode. For convenience digit keys are identified by keycodes 00 through 09. A keycode with a minus sign (-) before it identifies a key from the *right* side of the keyboard.

Thus you can see that the keycode 05 at step 002 of the Moon Rocket Lander program identifies the digit **[5]**, and the 00 keycode in step 003 and step 004 each identifies the digit **[0]**.

Now look at program step 015 on the print-out of the Moon Rocket Lander. The minus sign on the keycode -63 identifies the key as being on the right side of the keyboard, while the address 63 identifies the 6<sup>th</sup> row, 3<sup>rd</sup> key, the **[DSP]** key. Keycode 04 identifies the digit **[4]** key. So you can see that the complete instruction is **[DSP] [4]**.

Notice that each step of program memory can hold a complete operation, no matter whether the operation consists of one (e.g., **[e<sup>x</sup>]**), two (e.g., **[f] [π]**), or three (e.g., **[STO] [+ 5]**) keystrokes.

## Problems

- What would be the keycodes for the following operations: **[½x]**, **[f] [GRD]**, **[f] [HMS+]**, **[STO] [+ 1]**?
- What operations are identified by the following keycodes: -41, 16 54, 16 01, 16-63?
- How many steps of program memory would be required to load the following sections of programs?
  - 2 **[ENTER] 3 [+]**
  - 10 **[STO] 6 [RCL] 6 [x]**
  - 100 **[STO] 2 50 [STO] [x] 2 [RCL] 2 [f] [π] [x]**

## Clearing a Program

When you ran the magnetic card containing the Moon Rocket Lander program through the card reader with the PRGM-RUN switch set to RUN, the program was copied from the card into program memory in the calculator. Before you can key in a program, you will first want to clear, or erase, the Moon Rocket Lander program from the calculator's program memory. You can clear a program in any of three ways.

To clear a program from the calculator, you can *either*:

1. Press **f** **CLPRGM** with the PRGM-RUN switch PRGM **|||||** RUN set to PRGM. This replaces whatever instructions are in program memory with **R/S** instructions. In PRGM mode, **f** **CLPRGM** also specifies FIX 2 display mode, DEGREES trigonometric mode, and clears all flags. (A **R/S** instruction encountered in a program stops the execution of that program. A flag is a status indicator within a program. More about these later.) The stack and storage register contents remain intact when **f** **CLPRGM** is pressed.
2. Pass another magnetic card containing a program through the card reader with the PRGM-RUN switch PRGM **|||||** RUN set to RUN. This replaces whatever instructions are contained in the calculator's program memory with the instructions for the new program. (Reading a blank card does not alter the contents of program memory, and the calculator displays **Error** to indicate that the card has not been read.)
3. Turn the HP-97 OFF, then ON. This also replaces whatever instructions are in program memory with **R/S** instructions.

Now you are going to write your own program into the calculator from the keyboard, so to first clear the HP-97 of the previous program:

Slide the PRGM-RUN switch PRGM **|||||** RUN to PRGM.

Press **f** **CLPRGM** to clear program memory.

## Creating Your Own Program

In Meet the HP-97, you created, loaded, ran, and recorded a program that solved for the surface area of a sphere, given the diameter of that sphere. Now let's create, load, and run another program to show you how to use some of the other features of the HP-97.

If you wanted to use the HP-97 to manually calculate the area of a circle using the formula  $A = \pi r^2$  you could first key in the radius  $r$ , then square it by pressing **x<sup>2</sup>**. Next you would summon the quantity pi into the display by pressing **f** **π**. Finally you would multiply the squared radius and the quantity pi together by pressing **x**.

Remember that a *program* to solve a problem is nothing more than the keystrokes you would press to solve the problem manually. Thus, in order to create a program for the HP-97 that will solve for the area of *any* circle, you use the same keys you pressed to solve the problem manually.

The keys that you used to solve for area of a circle according to the formula  $A = \pi r^2$  are:



You will load these keystrokes into program memory. In addition, your program will contain two other operations, **LBL** **A** and **RTN**.



## The Beginning of a Program

To define the beginning of a program, you should use a **LBL** (*label*) instruction followed by one of the letter keys (**A**, **B**, **C**, **D** or **E**, or **f a** through **f e**). The use of labels permits you to have several different programs or parts of programs loaded into the calculator at any time, and to run them in the order you choose.

The digit keys (**0** through **9**), when prefaced by **LBL**, can also be used to define the beginning of a program. However, since you must then press **GSB** **n** from the keyboard if you want to select and execute that program, **LBL** **0** through **LBL** **9** are usually reserved for defining *routines*—that is, parts of larger programs.

## Ending a Program

To define the end of a program, you should use a **RTN** (*return*) instruction. When the calculator is executing a program and encounters a **RTN** instruction in program memory, it stops. For example, if the calculator were executing a program that had begun with **LBL** **C**, when it encountered a **RTN**, it would stop. Another instruction that will cause a running program to stop is **R/S**. When a running program executes a **R/S** instruction in program memory, it stops just as it does when it executes **RTN**. Good programming practice, however, dictates that you normally use a **RTN** instruction rather than **R/S** to define the end of your program; this is because **RTN** also sets the calculator back to step 000 of program memory.



## The Complete Program

The complete program to solve for the area of any circle given its radius is now:


<b>LBL</b> <b>A</b>	Assigns name to and defines beginning of program.
<b>x<sup>2</sup></b>	Squares the radius.
<b>f</b> <b>π</b>	Summons pi into the display.
<b>x</b>	Multiplies $r^2$ by $\pi$ and displays the answer.
<b>RTN</b>	Defines the end of and stops the program.

## Loading a Program

You can load a program into the calculator in either of two ways:


1. By passing a magnetic card containing program instructions through the card reader with the PRGM-RUN switch **PRGM**  **RUN** set to **RUN**.
2. By setting the PRGM-RUN switch **PRGM**  **RUN** to **PRGM** (*program*) and pressing the keys from the keyboard in the natural order you would press them to solve a problem manually.

Since we do not have a magnetic card that contains the program we have written to solve for the area of a circle, we will use this second method to load our program.



To load a program from the keyboard, simply slide the PRGM-RUN switch PRGM  RUN to PRGM (*program*). When the PRGM-RUN switch is in the PRGM position, the functions and operations that are normally executed when you press the keys are not executed. Instead, they are *stored* in program memory for later execution. *All operations on the keyboard except six can be loaded into program memory for later execution.* The six operations that cannot be loaded in as part of a program are:



 CLPRGM,  BST,  SST,  DEL,  GTO    ,  PRINT: 

These six operations are used to help you load, edit, and modify your programs in the calculator.

All other functions when pressed with the PRGM-RUN switch PRGM  RUN in PRGM mode are loaded into the calculator as program instructions to be executed later.

So if you have not already done so:

1. Slide the PRGM-RUN switch PRGM  RUN to PRGM.
2. Press  CLPRGM to clear program memory of any previous programs and to reset the calculator to the top of program memory.

You can tell that the calculator is at the top of program memory because the digits  will appear at the left of the display. The digits appearing at the left of the display with the PRGM-RUN switch PRGM  RUN set to PRGM indicate the *program memory step number* being shown at any time.

The keys that you must press to key in the program for the area of a circle are:

 LBL   
 x<sup>2</sup>  
   
 x  
 RTN

Press the first key  LBL, of the program.

Press

Display

 LBL



Now press the second key of the program, the **A** key.

Press	Display
<b>A</b>	<b>001</b> <b>21 11</b>

When the step number (001) of program memory appears on the left of the display, it indicates that a complete operation has been loaded into that step. As you can see from the keycodes present on the right side of the display, the operation is **LBL** (keycode 21) **A** (keycode 11). Nothing is loaded into program memory until a complete operation (whether 1, 2, or 3 keystrokes) has been specified.

Now load the remainder of the program by pressing the keys. Observe the program memory step numbers and keycodes.


Press	Display
<b>x<sup>2</sup></b>	<b>002</b> <b>53</b>
<b>f</b> <b>π</b>	<b>003</b> <b>16-24</b>
<b>x</b>	<b>004</b> <b>-35</b>
<b>RTN</b>	<b>005</b> <b>24</b>

The program for solving the area of a circle given its radius is now loaded into program memory of the HP-97. Notice that nothing could be loaded into the top of memory marker, step 000.

## Running a Program

To run a program, you have only to slide the PRGM-RUN switch to RUN, key in any “unknown” data that is required, and press the letter key (**A** through **E**, **f a** through **f e**) that labels your program.

For example, to use the program now in the calculator to solve for circles with radii of 3 inches, 6 meters, and 9 miles:


First, slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display
3 <b>A</b>	<b>28.27</b> Square inches.
6 <b>A</b>	<b>113.10</b> Square meters.
9 <b>A</b>	<b>254.47</b> Square miles.

Now let's see how the HP-97 executed this program.




## Searching for a Label

When you switched the PRGM-RUN switch PRGM  RUN to RUN, the calculator was set at step 005 of program memory, the last step you had filled with an instruction when you were loading the program. When you pressed the **A** key, the calculator began *searching* sequentially downward through program memory, beginning with that step 005, for a **LBL A** instruction. When the calculator searches, it does not execute instructions.

The calculator reached the last step of program memory, step 224, without encountering a **LBL A** instruction. It then passed step 000 again and continued searching sequentially through program memory for a **LBL A** instruction. Only when the calculator found a **LBL A** instruction in step 001 did it begin executing instructions.

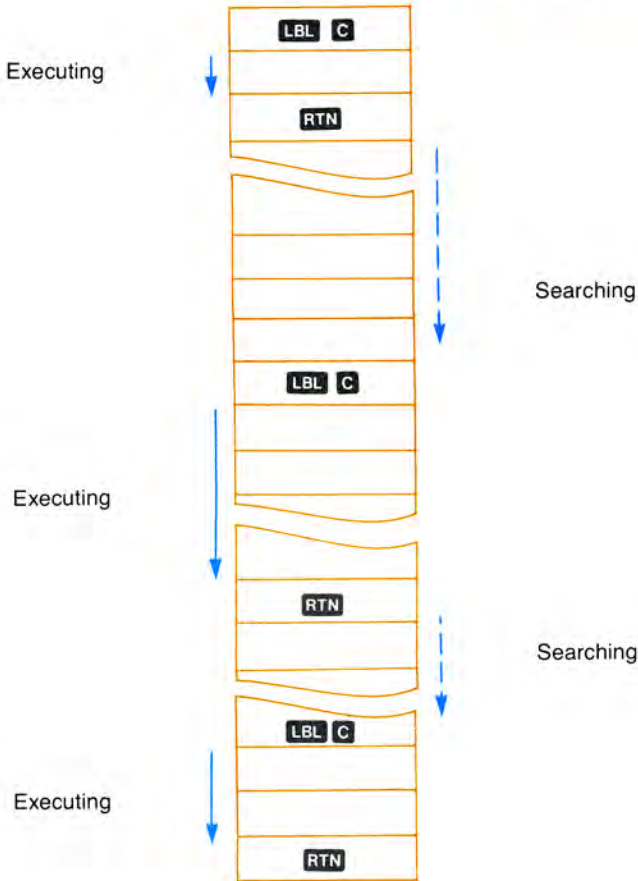
## Executing Instructions

When the calculator found the **LBL A** instruction in step 001, it ceased *searching* and began *executing* instructions. The calculator executes instructions in exactly the order you keyed them in, performing the  $x^2$  operation in step 002 first, then **f** **▢** as in step 003, etc., until it executes a **RTN** instruction or a **R/S** (*run/stop*) instruction. Since a **RTN** instruction is executed in step 005, the calculator stops there and displays the contents of the X-register. (To see the next step number of program memory after the one at which the calculator has stopped, you can briefly switch the PRGM-RUN switch PRGM  RUN to PRGM.)


If you key in a new value for the radius of a circle in RUN mode and press **A**, the HP-97 repeats this procedure. It searches sequentially downward through program memory until it encounters a **LBL A** instruction, then sequentially executes the instructions contained in the next steps of program memory until it executes a **RTN** or a **R/S** instruction.

You can see that it is possible to have many different programs or parts of a program loaded in the HP-97 at any time. You can run any one of these programs by pressing the letter key (**A** through **E**, **f** **▢** through **f** **▣**) that corresponds with its label.


It is also possible to have several different programs or routines defined by the same label. For example, suppose you had three programs in your HP-97 that were defined by **LBL C**. When you pressed **C**, the calculator would search sequentially through program memory from wherever it was located until it encountered the first **LBL C** instruction. The HP-97 would then execute instructions until it executed a **RTN** or a **R/S** instruction and stopped. When you pressed **C** again, the calculator would resume searching sequentially from the **RTN** or **R/S** through program memory until it encountered the second **LBL C** instruction, whereupon it would execute that **LBL C** and all subsequent instructions until it executed a **RTN** or a **R/S** instruction and stopped. When you pressed **C** a third time, the HP-97 would search downward to the third **LBL C** instruction and execute that program.



If you try to press a letter key ( **A** through **E** , **f** **a** through **f** **e** ) that is not contained as a label instruction in program memory, the HP-97 will execute no instruction and will display **Error** . For example, if your HP-97 contains only the program for area of a circle that you keyed in earlier, you can see this by simply pressing another letter key.

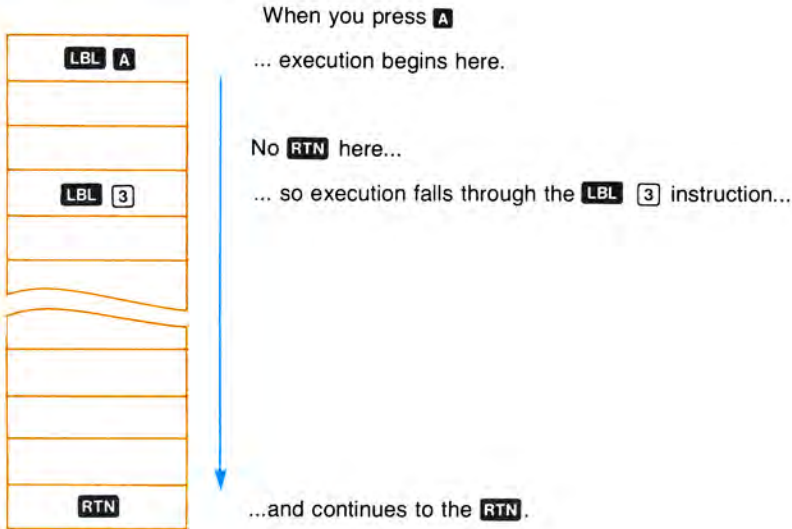
First, ensure that the PRGM-RUN switch PRGM  RUN is set to RUN.

Press	Display
<b>D</b>	<b>Error</b>

To clear the error from the display, you can press **CLX** , or any key on the keyboard, or you can slide the PRGM-RUN switch PRGM  RUN to PRGM. The calculator remains set at the current step of program memory.

## Labels and Step 000

The labels (A through E, 1 through 9, 0 through 9) in your programs act as addresses—they tell the calculator where to begin or resume execution. When a label is encountered as part of a program, execution merely “falls through” the label and continues onward. For example, in the program segment shown below, when you pressed A, execution would begin at LBL A and continue downward through program memory, on through the LBL 3 instruction, continuing until the RTN was encountered and execution was stopped.



Execution falls through step 000, too. You can load instructions into steps 001 through 224 of program memory, but you cannot load an instruction into step 000. In fact, step 000 merely acts as a kind of label in program memory, a beginning point for the loading of a program. When step 000 is encountered by a running program, execution continues without a halt from step 224 to step 001, just as if step 000 were not there.

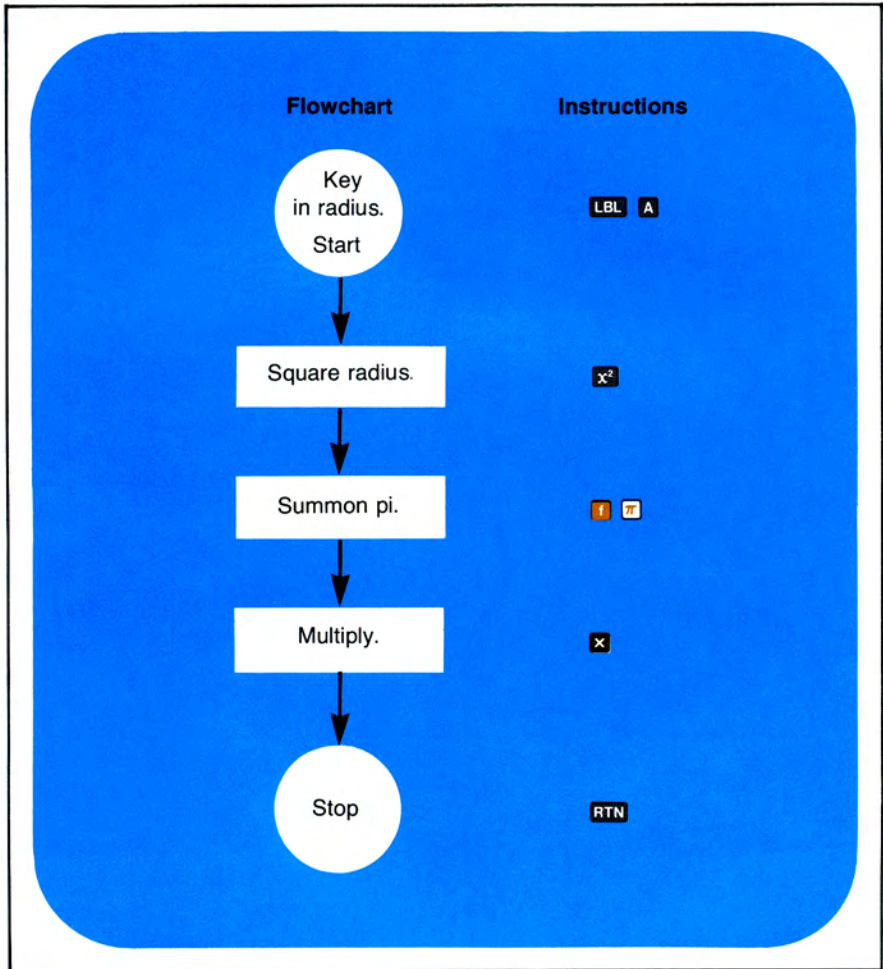
## Flowcharts

At this point, we digress for a moment from our discussion of the calculator itself to familiarize ourselves with a fundamental and extremely useful tool in programming—the flowchart.

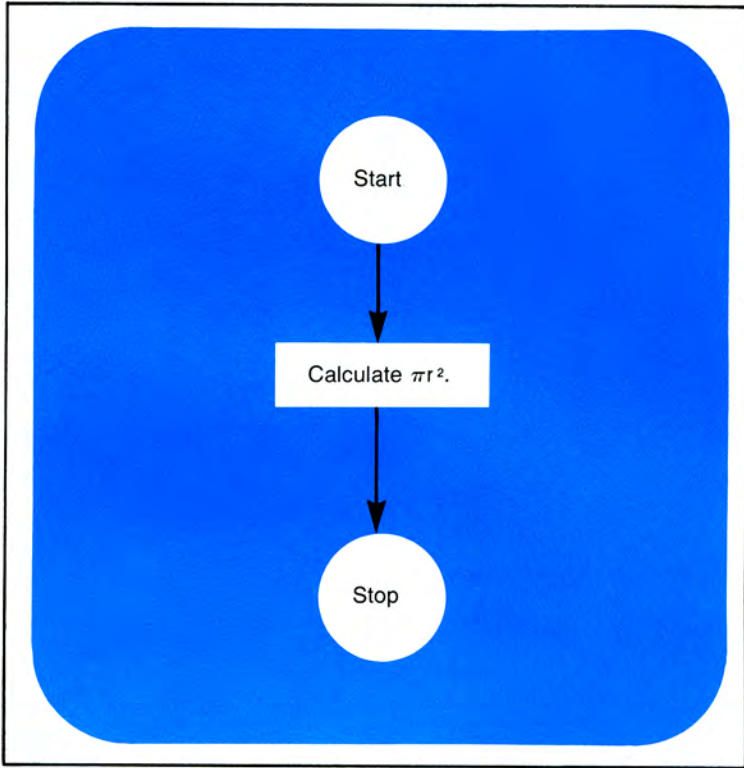
A flowchart is an *outline* of the way a program solves a problem. With 224 possible instructions, it is quite easy to get “lost” while creating a long program, especially if you try to simply load the complete program from beginning to end with no breaks. A flowchart is a shorthand that can help you design your program by breaking it down into smaller groups of instructions. It is also very useful as documentation—a road map that summarizes the operation of a program.



A flowchart can be as simple or as detailed as you like. Here is a flowchart that shows the operations you executed to calculate the area of a circle according to the formula  $A = \pi r^2$ . Compare the flowchart to the actual instructions for the program:



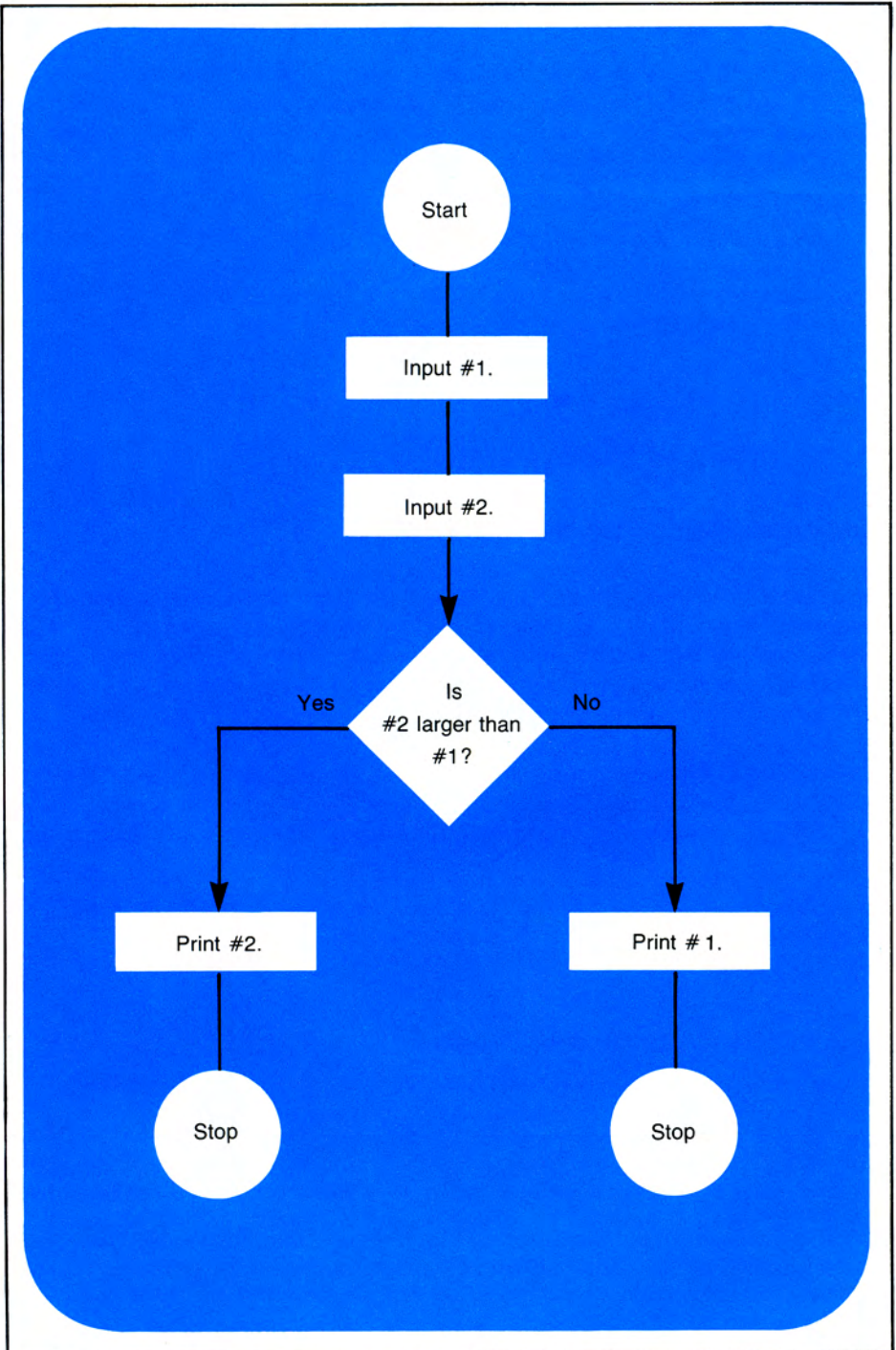
You can see the similarities. At times, a flowchart may duplicate the set of instructions exactly, as shown above. At other times, it may be more useful to have an entire group of instructions represented by a single block in the flowchart for the program to calculate the area of a circle:



Here an entire group of instructions was replaced by one block in the flowchart. This is a common practice, and one which makes a flowchart extremely useful in visualizing a complete program.

You can see how a flowchart is drawn linearly, from the top of the page to the bottom. This represents the general flow of the program, from beginning to end. Although flowcharting symbols sometimes vary, throughout this handbook and in the Standard Pac, we have held to the convention of circles for the beginning and end of a program or routine, and rectangles to represent groups of functions that take an input, process it, and yield a single output. We have used a diamond to represent a *decision*, where a single input can yield either of two outputs.

For example, if you had two numbers and wished to write a program that would print only the larger, you might design your program by first drawing a flowchart that looks like the one shown here on the following page:






After drawing the flowchart, you would go back and substitute groups of instructions for each element of the flowchart. When the program was loaded into the calculator and run, if #2 was larger than #1, the answer to the question ‘‘Is #2 larger than #1?’’ would be YES, and the program would take the left-hand path, print #2, and stop. If the answer to the question was NO, the program would execute the right-hand path, and #1 would be printed. (You will see later the many decision-making instructions available on your HP-97.)

As you work through this handbook, you will become more familiar with flowcharts. Use the flowcharts that illustrate the examples and problems to help you understand the many features of the calculator, and draw your own flowcharts to help you create, edit, eliminate errors in, and document your programs.

## The Printer and the Program


### Printer Operation during a Running Program

Like the other keys on your HP-97, the printer operates in the same natural, normal manner during a running program as it does when you are using the calculator manually. Thus, if you have the Print Mode switch set to TRACE during a running program, the printer will preserve a record of each operation and intermediate result calculated during the program, just as it would if you were pressing each key yourself.

In most cases, you will probably want the HP-97 to run a program as quickly as possible, and you will not want the running program to have to ‘‘slow down’’ to engage the printer, as it does in the TRACE mode of the Print Mode switch. To ensure the fastest program execution, place the Print Mode switch **MAN**  **NORM** in the MAN or NORM position. If you want the HP-97 to print some results during or at the end of a running program, simply place a **PRINT x** instruction in the program wherever printed results are required.

### Using the Printer for Creating Programs

The printer on your HP-97 is a valuable and time-saving tool that you can use not only to record answers and program listings, but also to aid you in creating and editing programs.

For example, when creating a program you can use the printer to generate the list of keystrokes that will later form the bulk of your program. With the Print Mode switch **MAN**  **NORM** set to NORM, the printer records a history of the calculations necessary to solve a problem. Then you can simply go back and follow the listing produced by the printer when loading instructions into program memory.


**Example:** The formula to calculate the total resistance of two parallel resistances in an electrical circuit is:

$$R_T = \frac{R_1 R_2}{R_1 + R_2}$$

Write a program that will permit you to key in any two parallel resistances and calculate the total resistance.



**Solution:** Begin by selecting a pair of sample resistances; say, 1500 ohms and 2200 ohms. Then solve for the total resistance using the formula above with the Print Mode switch set to NORM. To solve for parallel resistances of 1500 ohms and 2200 ohms:

Slide the Print Mode switch MAN  NORM to NORM.

Press	Display
1500 <b>ENTER</b> ↵	1500.00
<b>STO</b> 1	1500.00
2200	2200.
<b>×</b>	3300000.00
<b>f</b> <b>LAST X</b>	2200.00
<b>RCL</b> 1	1500.00
<b>+</b>	3700.00
<b>÷</b>	891.89

As you can see you have generated a list of keystrokes that solves the problem. Your list should look like this:

```

1500.00 ENT↑
          STO1
2200.00  ×
          LSTX
          RCL1
          +
          ÷
  
```

Now all you have to do is to add to this list slightly so that it will work for *all* values of R1 and R2. With the Print Mode switch still set to NORM, solve the problem again so that the value for R2 will be stored in register R<sub>1</sub> and the value for R1 will be placed in the LAST X register when the multiplication operation is performed:

```


1500.00 ENT↑
2200.00 STO1
      X↔Y
      X
      LSTX
      RCL1
      +
      ÷
    
```

Now assume that the values for R1 and R2 have been input to the Y- and X-registers, respectively. Define the program with **LBL** **A** and **RTN**, and it looks like this:

```

001 *LBLA      21 11
002  STO1     35 01
003  X↔Y     -41
004   X       -35
005  LSTX    16-63
006  RCL1    36 01
007   +      -55
008   ÷      -24
009  RTN     24
    
```

Switch to PRGM mode and define the beginning of the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

**Press**

**Display**



000

Clears previous programs and resets calculator status.

**LBL** **A**


001 21 11



Now follow the list of keystrokes to key in the rest of the program. After the last keystroke, define the end of the program with **RTN**.

Press	Display
<b>STO</b> 1	002 35 02
<b>x</b> $\bar{y}$	003 -41
<b>x</b>	004 -35
<b>f</b> LAST X	005 16-63
<b>RCL</b> 1	006 36 01
<b>+</b>	007 -55
<b>÷</b>	008 -24
<b>RTN</b>	009 24


Now switch back to RUN mode and run the program to see that it yields the same answer for your test case:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display
1500 <b>ENTER</b>	1500.00
2200	2200.
<b>A</b>	891.89

As you can see, the printer is a great aid in the creation of programs. To view the complete program listing, press **RTN**. **f** PRINT: PRGM.

## Program Listing

The printer gives you two different listings of your programs. With the Print Mode switch TRACE MAN  NORM set to MAN, the printer lists step number, operation, and keycode for each step of program memory, beginning with the current step and continuing until step 224 or two **R/S** instructions in a row are encountered. However, in the NORM or TRACE positions of the Print Mode switch, the printer lists only the step number and instruction, omitting the keycode. This type of listing is generated much faster, and is very useful for preserving a record of your program without the keycodes.

Here are examples of these listings:

Print Mode switch

TRACE  
MAN  NORM

set to MAN.

Print Mode switch

TRACE  
MAN  NORM

set to TRACE or

TRACE  
MAN  NORM

set to NORM.

```
001 *LELA 21 11
002 ST01 35 01
003 XZY -41
004 X -35
005 LSTX 16-53
006 RCL1 36 01
007 + -55
008 ÷ -24
009 RTN 24
010 R/S 51
```

```
001 *LELA
002 ST01
003 XZY
004 X
005 LSTX
006 RCL1
007 +
008 ÷
009 RTN
010 R/S
```

### Printing a Space

If you wish to insert a space between portions of your print-out or between answers, you can use the **PRINT: [SPACE]** (*print space*) function. Like the paper advance pushbutton, this function advances the paper one space without printing. Digit entry is not terminated by the paper advance pushbutton or by the **PRINT: [SPACE]** function.

For example:

Press

Display

123.

123.

**PRINT: [SPACE]**

123.

Paper advances one space.





456.

123456.

Digit entry was not terminated by printing a space.

From the keyboard, of course, the paper advance pushbutton is the easiest way to advance the paper without printing. From a program, however, the use of **PRINT: [SPACE]** instructions allows you to place as many spaces as you desire in your printed results.

## Problems

1. You have seen how to write, load, and run a program to calculate the area of a circle from its radius. Now write and load a program that will calculate the radius  $r$  of a circle given its area  $A$  using the formula  $r = \sqrt{A/\pi}$ . Be sure to slide the PRGM-RUN switch PRGM  RUN to PRGM and press  **CLPRGM** first to clear program memory. Define the program with **LBL**  **I**  **D** and **RTN**. After you have loaded the program, run it to calculate the radii of circles with areas of 28.27 square inches, 113.10 square meters, and 254.47 square miles.

(Answers:  inches,  meters,  miles.)

2. Write and load a program that will convert temperature in Celsius degrees to Fahrenheit, according to the formula  $F = 1.8C + 32$ . Define the program with **LBL** **C** and **RTN**, and run it to convert Celsius temperatures of  $-40^\circ$ ,  $0^\circ$ , and  $+72^\circ$ .

(Answers:  °F,  °F,  °F.)

3. Immediately after running the program in Problem #2, create a program that will convert temperature in degrees Fahrenheit back to Celsius according to the formula  $C = 5/9(F - 32)$ , defining it using **LBL** **D** and **RTN**, and load it into program memory immediately after the program you loaded in Problem #2. Run this new program to convert the temperatures in °F you obtained back to °C.

If you wrote and loaded the programs as called for in Problems #2 and #3, you should now be able to convert any temperature in Celsius to Fahrenheit by pressing **C**, and any temperature in Fahrenheit to Celsius by pressing **D**. You can see how you can have many different programs loaded into the HP-97 and select any one of them for running at any time.



001	*LBLE	21	15
002	X2		53
003	X#Y		-41
004	PRTX		-14
005	X2		53
006	+		-55
007	IX		54
008	PRTX		-14
009	RTN		24

11282.00 ENT↑

65482.448 GSBE

001 \*LBLE

002 X2

4287958996. \*\*\*

003 X#Y


11282.00 \*\*\*



## Program Editing



Often you may want to alter or add to a program that is loaded in the calculator. On your HP-97 keyboard, you will find several editing functions that permit you to easily change any steps of a loaded program *without* reloading the entire program.





As you may recall all functions and operations on the HP-97 keyboard can be recorded as instructions in program memory except six. These six functions are *program editing and manipulation functions*, and they can aid you in altering and correcting your programs.

### Nonrecordable Operations

**f** **CLPRGM** is one keyboard operation that cannot be recorded in program memory. When you press **f** **CLPRGM** with the PRGM-RUN switch PRGM  RUN set to PRGM, program memory is cleared to **R/S** instructions and the calculator is reset to top of memory (step 000) so that the first instruction will be stored in step 001 of program memory. **f** **CLPRGM** also sets the trigonometric mode to DEGREES, the display mode to FIX 2, and clears flags F0, F1, F2, and F3 (more about flags in section 13). With the PRGM-RUN switch set to RUN, **CLPRGM** only cancels the **f** prefix key that you have pressed before it.

**SST** (*single step*) is another nonrecordable operation. When you press **SST** with the PRGM-RUN switch PRGM  RUN set to PRGM, the calculator moves to and displays the next step of program memory. When you press **SST** down with the Program Mode switch PRGM  RUN set to RUN, the calculator displays the next step of program memory—when you release the **SST** key, the calculator executes the instruction loaded in that step. **SST** permits you to single step through a program, executing the program one step at a time or merely viewing each step without execution, as you choose.

**BST** (*back step*) is a nonrecordable keystroke that displays the *previous* step of program memory. When you press **BST** with the Program Mode switch PRGM  RUN set to PRGM, the calculator moves to and displays the previous step of program memory. When you press down **BST** with the Program Mode switch PRGM  RUN set to RUN, the calculator moves to and displays the contents of the previous step of program memory. When you then release **BST**, the original contents of the X-register are displayed. No instructions are executed.

**GTO**  **n** **n** **n** is another keyboard operation that cannot be loaded as an instruction. (**GTO** **A** or **GTO** followed by any other label, however, *can* be loaded as a program instruction. More about the use of this instruction later.) Whether the Program Mode switch is set to RUN or PRGM, when you press **GTO**  followed by a three-digit step number, the calculator transfers execution so that the next operation or instruction will begin at that step number. No instructions are executed. If the calculator is in RUN mode, you can verify that the calculator is set to the specified step by briefly sliding the Program Mode switch PRGM  RUN to PRGM. The **GTO**  **n** **n** **n** operation is especially useful in PRGM mode because it permits you to jump to any location in program memory for editing of or additions or corrections to your programs.



The **DEL** (*delete*) key is a nonrecordable operation that you can use to delete instructions from program memory. When the Program Mode switch **PRGM** **RUN** is set to **PRGM** and you press **f DEL**, the instruction at the current step of program memory is erased, and all subsequent instructions in program memory move upward one step. The section of program memory shown below illustrates what would happen when you press **f DEL** with the calculator set to step 005.

With the calculator set to step 005, when you press **f DEL**, program memory is changed...

... from this ...

001	*LBLA	21 11
002	X <sup>2</sup>	53
003	Pi	16-24
004	X	-35
005	PRTX	-14
006	RTN	24
007	R/S	51

... to this.

001	*LBLA	21 11
002	X <sup>2</sup>	53
003	Pi	16-24
004	X	-35
005	RTN	24
006	R/S	51

In **RUN** mode, pressing **DEL** merely clears (cancels) an **f** prefix key that you have pressed.

Another key, **f PRINT**: **PRGM** is not recordable in program memory but otherwise operates the same way whether the Program Mode switch is set to **PRGM** or **RUN**.

When you press **f PRINT**: **PRGM**, regardless of the setting of the Print Mode switch, the HP-97 immediately begins printing the contents of program memory beginning with the step to which the calculator is set. This feature allows you to list a complete program at any time, whether you are loading it, single-stepping through it, or because you simply wish to know the contents of program memory. The calculator prints the contents of program memory until it encounters two **R/S** instructions in succeeding steps, until you press **R/S** (or any key) from the keyboard, or until step 224 is printed.

Now let's load a program from the keyboard and use these editing tools to check and modify it.

## Pythagorean Theorem Program



The following program computes the hypotenuse of any right triangle, given the other two sides. The formula used is  $c = \sqrt{a^2 + b^2}$ .

On the following page are instructions for the program (basically, the same keys you would press to solve for  $c$  manually), assuming that values for sides  $a$  and  $b$  have been input to the X- and Y-registers of the stack.













To load the program:

First slide the Program Mode switch PRGM  RUN to PRGM. Then press  to clear program memory of any previous programs and reset the calculator to step 000 of program memory.

Finally, load the program by pressing the keys shown below.


Press	Display
 	001 21 15
	002 53
	003 -41
	004 53
	005 -55
	006 54
	007 24


With the program loaded into the HP-97, you can run the program. For example, calculate the hypotenuse of a right triangle with side  $a$  of 22 meters and side  $b$  of 9 meters.

Before you can run the program, you must *initialize* it.

## Initializing a Program

Initialization of a program means nothing more than setting up the program (providing inputs, setting display mode, etc.) prior to the actual running of it. Some programs contain initialization routines that set up the data to run the program. In other programs, you may have to initialize manually from the keyboard before running. In the case of the program for calculating the hypotenuse of a triangle, to initialize the program you must place the values for sides  $a$  and  $b$  in stack registers X and Y. (Notice that the *order* does not matter in this case.) Thus, to initialize this program:

First, slide the Program Mode switch PRGM  RUN to RUN.

Press	Display
22 	22.00
9	9.

The program for hypotenuse of a right triangle using the Pythagorean Theorem is now initialized for sides of 22 and 9 meters.

## Running the Program

To run the program you have only to press the user-definable key that selects this program.

Press	Display	
<b>E</b>	<b>23.77</b>	Length of side $c$ in meters.

To compute the hypotenuse of a right triangle with a side  $a$  of 73 miles and a side  $b$  of 99 miles:

Press	Display	
73 <b>ENTER</b>	<b>73.00</b>	Program initialized for new set of data before running.
99	<b>99.</b>	
<b>E</b>	<b>123.00</b>	Length of side $c$ in miles.

Now let's see how we can use the nonrecordable editing features of the HP-97 to examine and alter this program.

## Resetting to Step 000

As you know, when you press **f** **CLPRGM** with the Program Mode switch set to PRGM, the calculator is reset to step 000 and all instructions in program memory of the HP-97 are erased and replaced with **R/S** instructions. However, you can reset the HP-97 to step 000 of program memory while *preserving* existing programs in program memory by pressing **GTO** **▢** 000 in PRGM or RUN mode, or **RTN** in RUN mode.

To set the calculator to step 000 with the Pythagorean Theorem program loaded into program memory:

Press	Display	
<b>GTO</b> <b>▢</b> 000	<b>123.00</b>	Length of side $c$ remains in display from previous running of program.


You could also have pressed **RTN** in RUN mode to set the calculator to step 000. Slide the Program Mode switch PRGM **▣** **RUN** to PRGM to verify that the calculator is now set at step 000 of program memory.

Display
<b>000</b>

## Single-Step Execution of a Program

With the Program Mode switch set to RUN, you can execute a recorded program one step at a time by pressing the **SST** (*single-step*) key.

To single-step through the Pythagorean Theorem program using a triangle with side  $a$  of 73 miles and side  $b$  of 99 miles:

First slide the Program Mode switch PRGM  RUN to RUN.

Press	Display	
73 <b>ENTER</b>	<input type="text" value="73.00"/>	Program initialized for this set of data before running.
99	<input type="text" value="99."/>	

Now, press **SST** and hold it down to see the keycode for the next instruction. When you release the **SST** key, the next instruction is executed.

Press	Display	
<b>SST</b>	<input type="text" value="001"/> <input type="text" value="21 15"/>	Keycode for <b>LBL E</b> seen when you hold <b>SST</b> down. <b>LBL E</b> executed when you release <b>SST</b> .
	<input type="text" value="99.00"/>	

The first instruction of the program has executed when you pressed and release **SST**. (Notice that you didn't have to press **E**—when you are executing a program one step at a time, pressing the **SST** key begins the program without the need to press the user-definable **E** key.)

Continue executing the program by pressing **SST** again. When you hold **SST** down, you see the keycode for the next instruction. When you release **SST**, that instruction is executed.

Press	Display	
<b>SST</b>	<input type="text" value="002"/> <input type="text" value="53"/>	Keycode for <b>x<sup>2</sup></b> . Executed.
	<input type="text" value="9801.00"/>	

When you press **SST** a third time in RUN mode, step 003 of program memory is displayed. When you release the **SST** key, the instruction in that step, **x<sub>2</sub>y**, is executed, and the calculator halts.

Press	Display	
<b>SST</b>	<input type="text" value="003"/> <input type="text" value="-41"/>	Keycode for <b>x<sub>2</sub>y</b> Executed.
	<input type="text" value="73.00"/>	



Continue executing the program by means of the **SST** key. When you have executed the **RTN** instruction in step 007, you have completed executing the program and the answer is displayed, just as if the calculator had executed the program automatically, instead of via the **SST** key.

Press	Display
<b>SST</b>	004 53
	5329.00
<b>SST</b>	005 -55
	15130.00
<b>SST</b>	006 54
	123.00
<b>SST</b>	007 24
	123.00

You have seen how the **SST** key can be used in RUN mode to single-step through a program. Using the **SST** key in this manner can help you create and correct programs. Now let's see how you can use **SST**, **BST**, and **GTO**  $\square$   $\square$   $\square$   $\square$  in PRGM mode to help you modify a program.

## Modifying a Program

Since you have completed execution of the above program, the HP-97 is set at step 008. You can verify that the calculator is set at this step by sliding the Program Mode switch PRGM  $\square$   $\square$  RUN to PRGM and observing the step number and keycode in the display.

Now let's modify this Pythagorean Theorem program so that it will *print* the values of sides *a* and *b* and the calculated value of the hypotenuse, side *c*. First, print the program by going to step 000 and pressing **F** PRINT: **PRGM** so that you can see where instructions will have to be inserted to modify the program as required.

Press	Display
<b>RTN</b>	123.00

In RUN mode, pressing **RTN** from the keyboard moves the calculator to step 000 of program memory.

<b>F</b> PRINT: <b>PRGM</b>	123.00
-----------------------------	--------

You want to insert **PRINTx** instructions after each of these instructions.

Printer lists program instructions until it encounters second **R/S** in a row.

```

001 *LBLE 21 15
002 X² 53
003 X=Y -41
004 X² 53
005 + -55
006 JX 54
007 RTN 24
008 R/S 51
  
```

To begin modification of the loaded program, again reset the calculator to step 000 of program memory without erasing the program:

Press

Display


**GTO**  $\square$  000

**123.00**

Calculator reset to step 000 of program memory.

## Single-Step Viewing without Execution

You can use the **SST** key in PRGM mode to single-step to the desired step of program memory *without* executing the program. When you slide the Program Mode switch to PRGM, you should see that the calculator is reset to step 000 of program memory. When you press **SST** once, the calculator moves to step 001 and displays the contents of that step of program memory. No instructions are executed.

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press

Display

**000**

Step 000 of program memory displayed.

**SST**

**001      21 15**

Calculator moves to step 001 without executing instructions.

You can see that the calculator is now set at step 001 of program memory. If you press a recordable operation now, it will be loaded in the *next* step, step 002, of program memory, and all subsequent instructions will be “bumped” down one step in program memory. Thus, to load the **PRINT x** instruction so that the calculator will print the value of side  $b$  during execution:

Press

Display

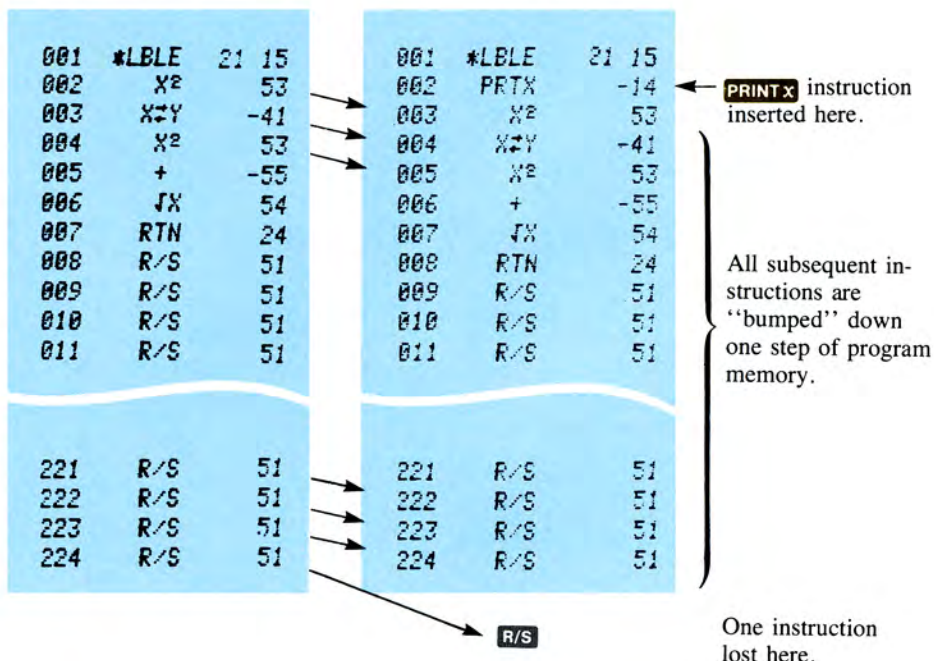
**PRINT x**

**002      -14**

Now let's see what happened in program memory when you loaded that **PRINTx** instruction. With the calculator set at step 001, when you pressed **PRINTx**, program memory was altered...

... from this ...

... to this.



You can see that when you insert an instruction in a program, all instructions after the inserted one are moved down one step of program memory, and the instruction formerly loaded in step 224 is lost and cannot be recovered. In this case, the last instruction was a **R/S** instruction and was not used in the program. Note, however, that if you inserted an instruction into program memory when step 224 contained an instruction used in a program, that instruction, too, would be lost. You should always view the contents of the last few steps of program memory before adding instructions to a program to ensure that no vital instructions will be lost from there.

## Going to a Step Number

It is easy to see that if you wanted to single-step from step 000 to some remote step number in program memory, it would take a great deal of time and a number of presses of the **SST** key. So the HP-97 gives you another nonrecordable operation, **GTO**  $\square$   $\square$   $\square$   $\square$ , that permits you to go to *any* step number of program memory.

Whether the Program Mode switch is set to PRGM or to RUN, when you press **GTO**  $\square$   $\square$   $\square$   $\square$ , the calculator immediately jumps to the program memory step number specified



by the three-digit number  $\square$   $\square$   $\square$ . No instructions are executed. In RUN mode, you can momentarily slide the Program Mode switch to PRGM to view this program information, while if the calculator is already in PRGM mode, the step number and keycode for the instruction contained in that step are displayed. Program printing, searching, or execution then will begin with that step of program memory. Loading will begin with the next step of program memory.

For example, to add a **PRINT X** instruction to print the value for the hypotenuse that is now calculated by the instruction in step 007, you can first press **GTO** (*go to*) followed by a decimal point and the appropriate three-digit step number of program memory. Then press **PRINT X** to place that instruction in the *following* step of program memory. Remember that when you add an instruction in this manner, each subsequent instruction is moved down one step in program memory, and the last instruction is lost. To add a **PRINT X** instruction after the **↵** instruction that is now loaded into step 007:

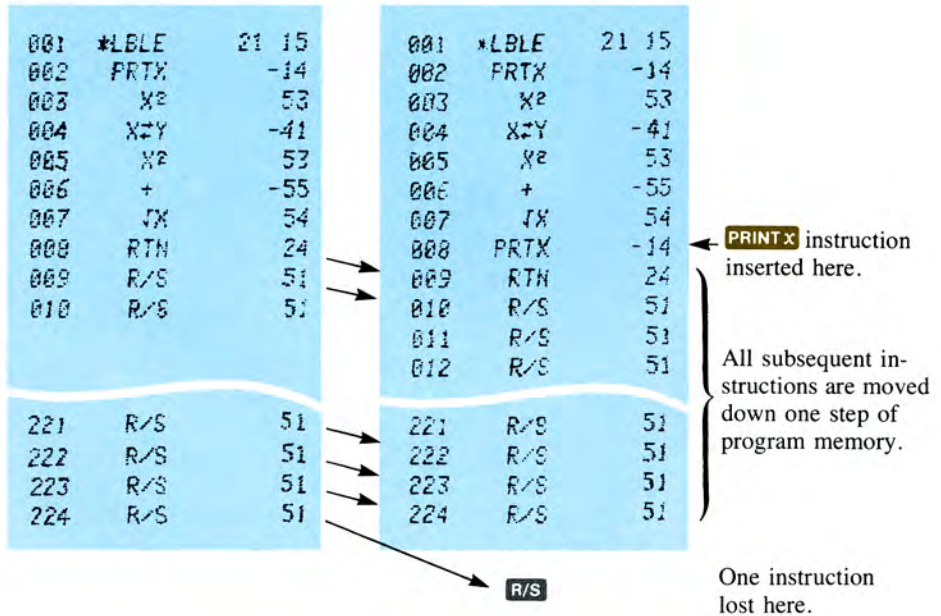
Press	Display
<b>GTO</b> $\square$ 007	<b>007</b> <b>54</b>
<b>PRINT X</b>	<b>008</b> <b>-14</b>

As you load the **PRINT X** instruction into step 008, the instruction that was *formerly* in step 008 is moved to step 009, and the instructions in subsequent steps are similarly moved down one step. The **R/S** instruction in step 224 is lost from program memory.

When you added the **PRINT X** instruction after step 007, program memory was altered...

... from this ...


... to this.





## Stepping Backward through a Program




The **BST** (*back step*) key allows you to back step through a loaded program for editing whether the calculator is in RUN or PRGM mode. When you press **BST**, the calculator backs up one step in program memory—if the calculator is in RUN mode, the calculator moves to and displays the contents of the previous step of program memory when you hold the **BST** key depressed, then displays the original contents of the X-register when released. If the calculator is in PRGM mode, you see only the step number and keycode of the previous step.

You now have one more **PRINT X** instruction to add to the Pythagorean Theorem program. The **PRINT X** instruction should be added after the **X $\leftrightarrow$ Y** instruction, keycode -41, that is now loaded in step 004 of program memory. If you have just completed loading a **PRINT X** instruction in step 008 as described above, the calculator is set at step 008 of program memory. You can use the **BST** key to back the calculator up to step 004, then insert the **PRINT X** instruction in step 005. To begin:

Ensure that the Program Mode switch PRGM  RUN is set to PRGM.

Press	Display	
		Calculator initially set to step 008.
<b>BST</b>		Pressing <b>BST</b> once moves the calculator back one step in program memory.

When you press **BST**, the calculator backs up one step in program memory. No instructions are executed when you use the **BST** key. Continue using the **BST** key to move backwards through program memory until the calculator displays step 004.

Press	Display
<b>BST</b>	
<b>BST</b>	
<b>BST</b>	

Since you wish to insert the **PRINT X** instruction *after* the **X $\leftrightarrow$ Y** instruction now loaded in step 004, you move the calculator to step 004 first. As always, when you key in an instruction, it is loaded into the next step *after* the step being displayed. Thus, if you press **PRINT X** now, that instruction will be loaded into step 005 of program memory, and all subsequent instructions will be moved down, or “bumped”, one step.

Press	Display
<b>PRINT X</b>	

## Verifying Program Changes

You have now finished modifying the Pythagorean Theorem program to print the values of all three sides when it is run. The altered program is shown below:

```

001 *LBLE      21 15
002  PRTX      -14
003   X2       53
004   X2Y      -41
005  PRTX      -14
006   X2       53
007   +        -55
008   √X       54
009  PRTX      -14
010  RTN       24
011  R/S       51
  
```

You can verify that the program in your HP-97 is the same as the one shown by setting the calculator to step 000 and printing the program. To print the modified Pythagorean Theorem program now loaded in your calculator:

Press	Display	
<b>GTO</b> $\square$ 000	<span style="border: 1px solid black; padding: 2px;">000</span>	Returns calculator to step 000.
<b>PRINT:</b> <span style="border: 1px solid black; padding: 2px;">PRGM</span>		Prints contents of program memory. Halts printing of program memory after step 011.

Verify that the program printed by your HP-97 duplicates the one shown above.

## Running the Modified Program

To run the Pythagorean Theorem program, you have only to key in values for sides  $a$  and  $b$  and press **E**. The HP-97 will calculate the value of side  $c$ , and it should now print values for sides  $a$ ,  $b$ , and  $c$ . For example, to compute the hypotenuse of a right triangle with sides  $a$  and  $b$  of 22 meters and 9 meters:

Slide the PRGM-RUN switch **PRGM**  $\blacksquare$  **RUN** to **RUN**.

Press	Display	
22 <b>ENTER</b> +	<span style="border: 1px solid black; padding: 2px;">22.00</span>	Program initialized. The answer in meters.
9	<span style="border: 1px solid black; padding: 2px;">9.</span>	
<b>E</b>	<span style="border: 1px solid black; padding: 2px;">23.77</span>	

```


9.00 ***
22.00 ***
23.77 ***
99.00 ***
73.00 ***
123.00 ***
  
```


Now run the program for a right triangle with sides  $a$  and  $b$  of 73 miles and 99 miles.


(Answer: 123 miles.)



## Deleting an Instruction

Often in the modification of a program you may wish to delete an instruction from program memory. To delete the instruction to which the calculator is set, merely press the nonrecordable operation **f** **DEL** (*delete*) with the HP-97 Program Mode switch PRGM  RUN set to PRGM. (When the Program Mode switch is set to RUN, pressing **DEL** does nothing except cancel a pressed prefix key **f**.) When you delete an instruction from program memory using the **DEL** key, all subsequent instructions in program memory are moved *up* one step, and a **R/S** instruction is loaded into step 224. The calculator moves to the step *before* the deleted step and displays it.

For example, if you wanted to modify the Pythagorean Theorem program that is now loaded into the calculator so that *only* the value for side *c* was printed, you would have to delete the **PRINT x** instructions, keycode -14, that are presently loaded in steps 002 and 005 of program memory. To delete these instructions, you must first set the calculator at these steps using **SST**, **BST** or **GTO**  **n** **n** **n**, then press **f** **DEL**. To delete the **PRINT x** instruction now loaded in step 002:

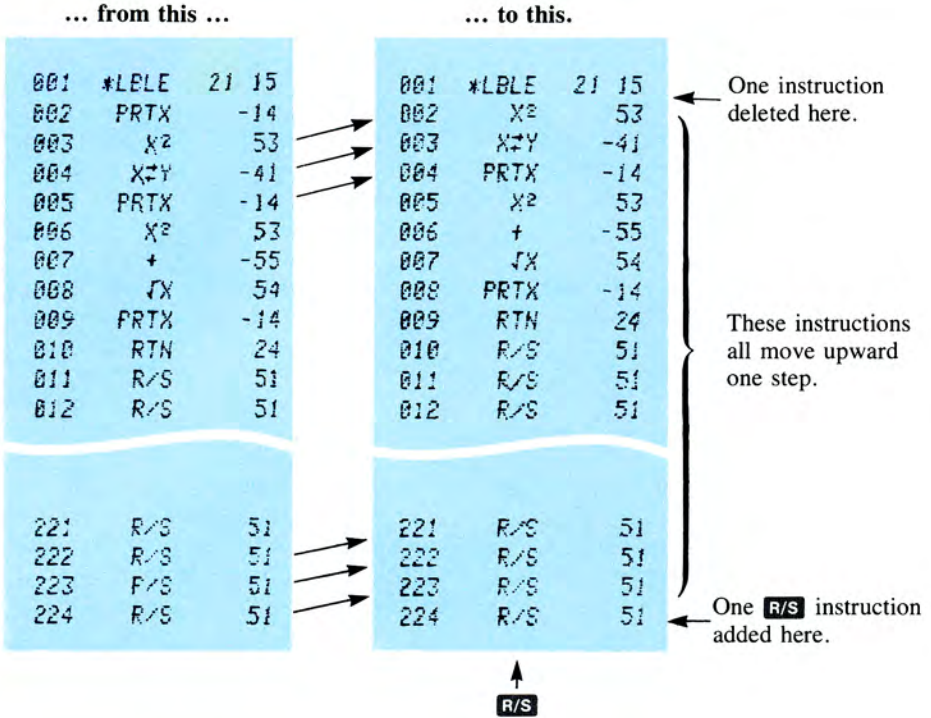
First, slide the Program Mode switch PRGM  RUN to PRGM.

Press	Display	
<b>GTO</b> .002	<b>002</b> <b>-14</b>	Step 002 is displayed.
<b>f</b> <b>DEL</b>	<b>001</b> <b>21 15</b>	The instruction in step 002 is deleted and the calculator moves to step 001.

You can use the **SST** key to verify that the **PRINT x** instruction, keycode -14, has been deleted, and subsequent instructions have been moved up one step.

Press	Display	
<b>SST</b>	<b>002</b> <b>53</b>	The instruction formerly in step 003 was moved up to step 002, and all subsequent instructions were moved up one step, when you pressed <b>f</b> <b>DEL</b> .

When you set the calculator to step 002 of program memory and pressed **f** **DEL**, program memory was altered...



To delete the **PRINTx** instruction now loaded in step 004 you can use the **SST** key to single-step down to that step number and then delete the instruction with the **f** **DEL** operation.

Press	Display
<b>SST</b>	003 -41
<b>SST</b>	004 -14
<b>f</b> <b>DEL</b>	003 -41

The **PRINTx** instruction, keycode -14, is deleted from step 004 and the calculator displays step 003. Subsequent instructions move up one step of program memory.

If you have modified the program as described above, the HP-97 should now print only the computed value for the hypotenuse, side  $c$ , of a right triangle when sides  $a$  and  $b$  are input to the X- and Y-registers of the stack and the Pythagorean Theorem program is run.



Slide the Program Mode switch PRGM  RUN to RUN, and run the program for right triangles with:

Sides  $a$  and  $b$  of 17 and 34 meters. Answer for side  $c$  is  
38.01 meters.

Sides  $a$  and  $b$  of 5500 rods and  
7395 rods. Answer for side  $c$  is  
9216.07 rods.


```

38.01 ***
9216.07 ***
    
```

To replace any instruction with another, simply set the calculator to the desired step of program memory, press   to delete the first instruction, then press the keystrokes for the new instruction.

## Using the Printer for Editing

In the TRACE position of the Print Mode switch, the printer preserves a record of every instruction executed in a running program, as well as all intermediate and final answers. This feature is a valuable aid in debugging and editing programs. To see how the printer reproduces the action of a program, slide the Print Mode switch to TRACE and run the Pythagorean Theorem program to solve for a triangle with sides  $a$  and  $b$  of 11282 kilometers and 65482.448 kilometers:

Slide the Print Mode switch MAN  TRACE to TRACE.

Press Display

11282  11282.00  
 65482.448 65482.448  
 66447.23 Kilometers .

```

11282.00 ENT↑
65482.448 OSBE
001 *LBLE
002 X²
4287950996. ***
003 X÷Y
11282.00 ***
004 X²
127283524.0 ***
005 +
4415234520. ***
006 JX
66447.23 ***
007 PRTX
66447.23 ***
008 RTN
    
```



The printer shows every keystroke, every instruction executed, and, where calculated, every intermediate and final result.

When a program halts in the middle of execution because of an error or because of an overflow, you can slide the PRGM-RUN switch to PRGM to see the step number and keycode of the instruction that caused the error or overflow. It may be more helpful, however, to run the program with the Print Mode switch set to TRACE so that you chart the events, step-by-step, that led to the error.

With the printer set to the TRACE mode, you can print the operation of the entire program, or by first addressing the desired beginning step of program memory with **GTO**  $\square$   $\square$   $\square$   $\square$ , **SST**, or **BST**, you can print only a portion of the operation of the program if you desire. You can even print all or only a portion of a program by beginning execution with the Print Mode switch set to, say, MAN. Then in the middle merely slide the Print Mode switch to TRACE, and the printer will record all operations from that point onward. There is no need even to stop execution.

You can use the printer in the TRACE mode in conjunction with **SST** to slow down execution even more. With the Print Mode switch set to TRACE, each time you press the **SST** key, one instruction is executed and the instruction and any results are also printed. With this feature, you can examine your programs step-by-step with a fine-toothed comb!

## Problems

1. You may have noticed that there is a single keyboard operation, the **→P** key, that calculates the hypotenuse, side  $c$ , of a right triangle with sides  $a$  and  $b$  input to the X- and Y-registers. Replace the **x<sup>2</sup>**, **x<sup>2</sup>→y**, **x<sup>2</sup>**, **+**, and **√x** instructions in the Pythagorean Theorem program with the single **→P** instruction, as follows:
  - a. Use the **GTO**  $\square$   $\square$   $\square$   $\square$  and **PRINT: PRGM** keys to verify that the Pythagorean Theorem program in your HP-97 contains the instructions shown below.

001	#LBLE	21	15
002	X <sup>2</sup>		53
003	X <sup>2</sup> →Y		-41
004	X <sup>2</sup>		53
005	+		-55
006	√X		54
007	PRTX		-14
009	RTN		24
009	R/S		51

} Replace all of these instructions with a **→P** instruction.

- b. Use the **GTO**  $\square$   $\square$   $\square$   $\square$  keyboard operation to go to step 006, the last instruction to be deleted in the program.

- c. Use the **DEL** keyboard operation in PRGM mode to delete the instructions in steps 006, 005, 004, 003, and 002.

**Note:** When modifying a program, you should always *delete* instructions before you *add* others, to ensure that no vital instructions are “bumped” from the bottom of program memory and lost.

- d. Load the **→P** instruction into step 002.  
e. Verify that the modified program looks like the one below.

```
001 *LELE      21 15
002   →P       34
003   PRTX     -14
004   RTN      24
005   R/S      51
```

- f. Switch to RUN mode and run the program for a right triangle with sides  $a$  and  $b$  of 73 feet and 112 feet.

(Answer: 133.69 feet)

2. The following program is used by the manager of a savings and loan company to compute the future amounts of savings accounts according to the formula  $FV = PV(1 + i)^n$ , where  $FV$  is future value or amount,  $PV$  is present value,  $i$  is the periodic interest rate expressed as a decimal, and  $n$  is the number of periods. With  $PV$  entered into the Y-register,  $n$  keyed into the X-register, and an annual standard interest rate of 7.5%, the program is:

```
001 *LELA      21 11
002   1        01
003   ENT↑     -21
004   .        -62
005   0        00
006   7        07
007   5        05
008   +        -55
009   M*Y     -41
010   Y*      31
011   ×       -35
012   RTN      24
013   R/S      51
```

- a. Load the program into the calculator.  
b. Run the program to find the future amount of \$1,000 invested for 5 years.

(Answer: \$1,435.63)

Of \$2,300 invested for 4 years.

(Answer: \$3,071.58)

- c. Alter the program to account for a change of the annual interest rate from 7.5% to 8%, and add a **PRINT X** instruction so that the answer (future value) is printed.
- d. Run the program for the new interest rate to find the future value of \$500 invested for 4 years; of \$2,000 invested for 10 years.

(Answers: \$680.24; \$4,317.85)

3. The following program calculates the time it takes for an object to fall to the earth when dropped from a given height. (Friction from the air is not taken into account.) When the program is initialized by keying the height *h* in meters into the displayed X-register and **A** is pressed, the time *t* in seconds the object takes to fall to earth is computed according to the formula

$$t = \sqrt{\frac{2h}{9.8 \text{ meters/sec}^2}}$$

- a. Clear all previously recorded programs from the calculator and load the program below.

```

001 *LBLA      21 11
002 ENT↑      -21
003 2          02
004 ×         -35
005 9         09
006 .         -62
007 8         08
008 ÷         -24
009 √X       54
010 RTN      24
    
```

- b. Run the program to compute the time taken by a stone to fall from the top of the Eiffel Tower, 300.51 meters high. From a blimp stationed 1000 meters in the air.

(Answers: 7.83 seconds, 14.29 seconds)

- c. Alter the program to compute the time of descent when the height in *feet* is known, according to the formula

$$t = \sqrt{\frac{2h}{32.1740 \text{ feet/sec}^2}}$$

- d. Run the altered program to compute the time taken by a stone to fall from the top of the Grand Coulee Dam, 550 feet high. From the 1350-foot height of the World Trade Center buildings in New York City.

(Answers: 5.85 seconds, 9.16 seconds)



001	*LBLA	21	11
002	EEX	-23	
003	4	04	
004	X≠Y	-41	
005	X>Y?	16-34	
006	GTOB	22	12
007	1	01	
008	5	05	
009	GTOC	22	13
010	*LBLB	21	12
011	2	02	
012	0	00	
013	*LBLC	21	13
014	%	55	
015	RTN	24	

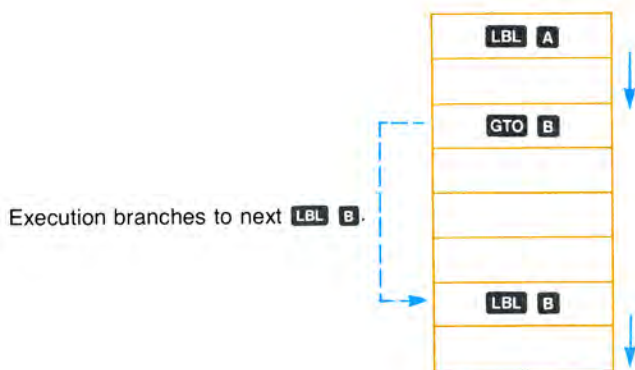
## Branching

### Unconditional Branching and Looping

You have seen how the nonloadable operation **GTO**  $\square$   $\square$   $\square$   $\square$  can be used from the keyboard to transfer execution to any step number of program memory. You can also use the **GTO** (*go to*) instruction as part of a program, but in order for **GTO** to be *recorded* as an instruction, it must be followed by a label designator (**A** through **E**, **f** **a** through **f** **e**, or **0** through **9**). It can also be followed by **(i)**—more about using **(i)** later.

When the calculator is executing a program and encounters a **GTO** **B** instruction, for example, it immediately halts execution and begins searching sequentially downward through program memory for that label. When the first **LBL** **B** instruction is then encountered, execution begins again.

By using a **GTO** instruction followed by a label designator in a program, you can transfer execution to any part of the program that you choose.





A **GTO** instruction used this way is known as an *unconditional branch*. It always *branches* execution from the **GTO** instruction to the specified label. (Later, you will see how a conditional instruction can be used in conjunction with a **GTO** instruction to create a *conditional branch*—a branch that depends on the outcome of a test.)


A common use of a branch is to create a “loop” in a program. For example, the following program calculates and prints the square roots of consecutive whole numbers beginning with the number 1. The HP-97 continues to compute the square root of the next consecutive whole number until you press **R/S** to stop program execution (or until the calculator overflows).




To key in the program:

First, slide the Program Mode switch PRGM  RUN to PRGM.

Press  **CLPRGM** to clear program memory and reset the calculator to step 000.

Press	Display
<b>LBL</b> <b>A</b>	001      21 11
0	002      00
<b>STO</b> 1	003      35 01
<b>LBL</b> 7	004      21 07
1	005      -01
<b>STO</b> + 1	006      35-55 01
<b>RCL</b> 1	007      36 01
<b>PRINT</b> <b>x</b>	008      -14
$\sqrt{x}$	009      54
<b>PRINT</b> <b>x</b>	010      -14
 <b>PRINT:</b> <b>SPACE</b>	011      16-11
<b>GTO</b> 7	012      22 07
<b>RTN</b>	013      24

To run the program, slide the Program Mode switch PRGM  RUN to RUN and press **A**. The program will begin printing a table of integers and their square roots and will continue until you press **R/S** from the keyboard or until the calculator overflows.

**How it works:** When you press **A**, the calculator searches through program memory until it encounters the **LBL** **A** instruction that begins the program. It executes that instruction and each subsequent instruction in order until it reaches step 012, the **GTO** 7 instruction.

The **GTO** 7 instruction causes the calculator to *search* once again, this time for a **LBL** 7 instruction in the program. When it encounters the **LBL** 7 instruction loaded in step 004, execution begins again from that **LBL** 7. (Notice that the address after a **GTO** instruction in a program is a *label*, not a step number.)

Since execution is transferred to the **LBL** 7 instruction in step 004 each time the calculator executes the **GTO** 7 instruction in step 012, the calculator will remain in this “loop”, continually adding one to the number in storage register  $R_1$  and printing the new number and its square root.





001	*LBLA	21	11
002	0	00	
003	STO1	35	01
004	*LBL7	21	07
005	1	01	
006	ST+1	35-55	01
007	RCL1	36	01
008	PRTX	-14	
009	JX	54	
010	PRTX	-14	
011	SPC	16-11	
012	GTO7	22	07
013	RTN	24	
014	R/S	51	

Looping techniques like the one illustrated here are common and extraordinarily useful in programming. By using loops, you take advantage of one of the most powerful features of the HP-97—the ability to update data and perform calculations automatically, quickly, and, if you so desire, endlessly.

You can use unconditional branches to create a loop, as shown above, or in any part of a program where you wish to transfer execution to another label. When the calculator executes a **GTO** instruction, it searches sequentially downward through program memory and begins execution again at the first specified label it encounters.

## Problems

- The following program calculates and prints the square of the number 1 each time it is run. Key the program in with the PRGM-RUN switch PRGM  RUN set to PRGM, then switch to RUN and run the program a few times to see how it works. Finally, modify the program by inserting a **LBL D** instruction after the **STO 1** instruction in step 003, and a **GTO D** instruction after the **f PRINT: [SPACE]** instruction. This should create a loop that will continually print a new number and its square, then increment the number by 1, print it, and compute and print *its* square, etc. To load the original program, before modification, slide the PRGM-RUN switch PRGM  RUN to PRGM. Then:

### Press

**LBL B**  
 0  
**STO 1**  
 1  
**STO + 1**  
**RCL 1**  
**PRINT X**  
 $x^2$   
**PRINT X**  
**f PRINT: [SPACE]**  
**RTN**

### Display

001	21	12
002	00	
003	35	01
004	01	
005	35-55	01
006	36	01
007	-14	
008	53	
009	-14	
010	16-11	
011	24	

2. Use the flowchart on the opposite page to create a program that computes and prints the future value ( $FV$ ) of a compound interest savings account in increments of one year, according to the formula:

$$FV = PV(1 + i)^n$$

where  $FV$  = future value of the saving account.

$PV$  = present value (or principal) of the account.

$i$  = interest rate (expressed as a decimal fraction; e.g., 6% is expressed as 0.06).

$n$  = number of compounding periods (usually, years).



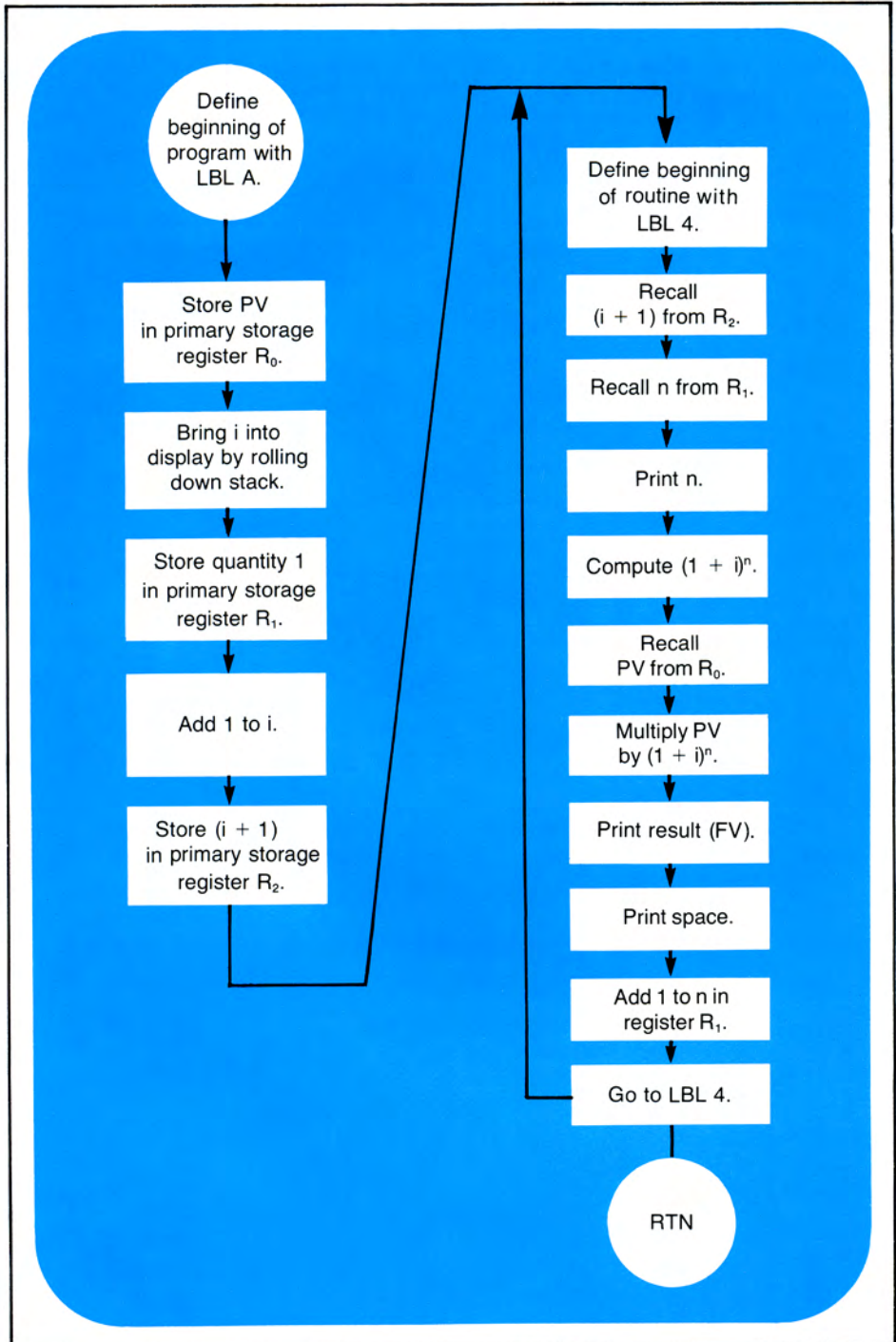
Assume that program execution will begin with  $i$  entered into the Y-register of the stack and with  $PV$  keyed into the displayed X-register.

After you have written and loaded the program, run it for an initial interest rate  $i$  of 6% (keyed in as .06) and an initial deposit (or present value,  $PV$ ) of \$1000.

(Answer: 1<sup>st</sup> year, \$1060; 2<sup>nd</sup> year, \$1123.60; 3<sup>rd</sup> year, \$1191.02, etc.)

The program will continue running until you press **R/S** (or any key) or the HP-97 overflows. You can see how your savings would grow from year to year. Try the program for different interest rates  $i$  and values of  $PV$ .

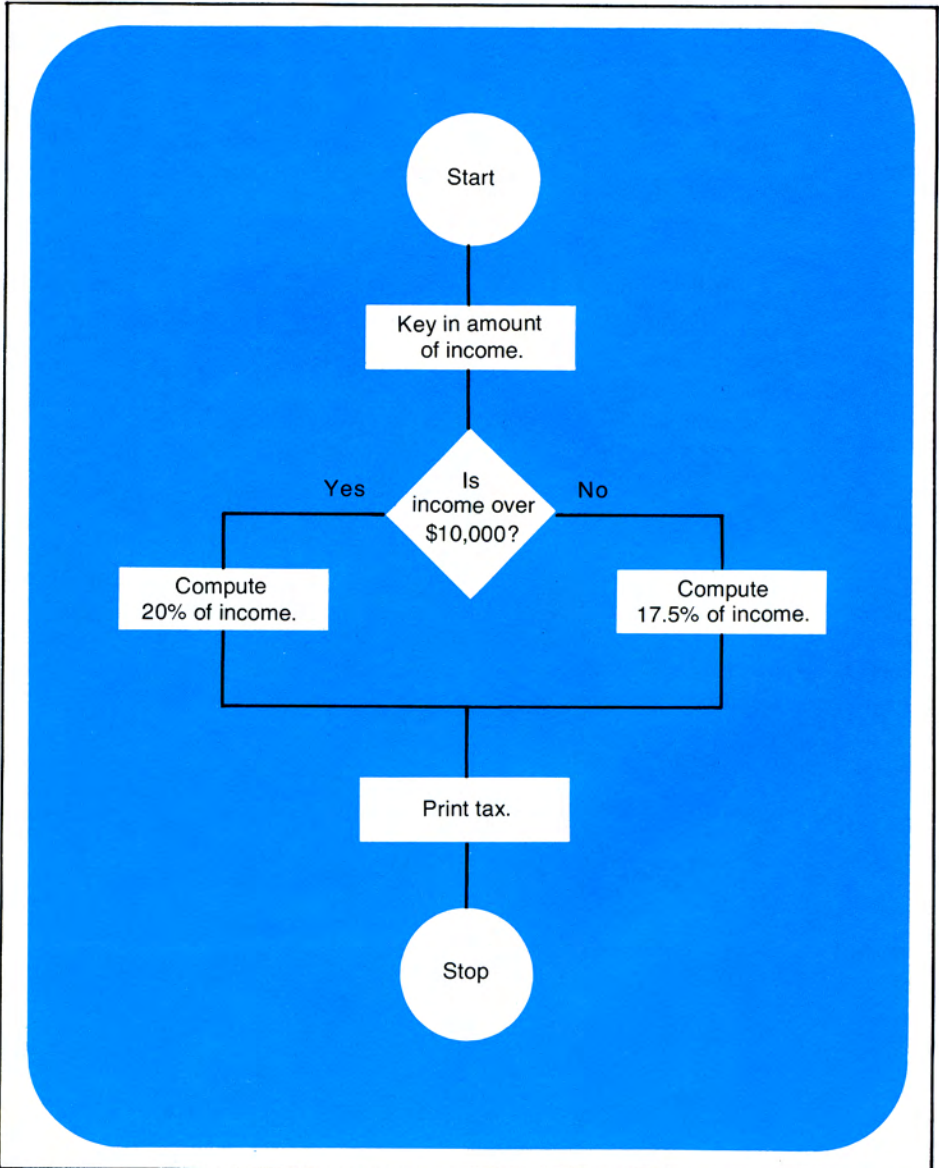
3. Write a program using **GTO** that will use the factorial function (**NI**) to calculate and print the factorials of successive integers beginning with the number 1. (Hint: Place 1 in a storage register, recall it, then use storage register arithmetic to increment the number in the storage register, etc.)





## Conditionals and Conditional Branches

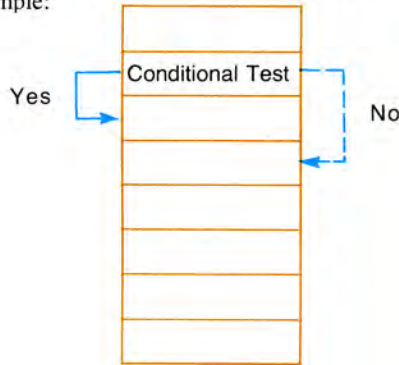
Often there are times when you want a program to make a decision. For example, suppose an accountant wishes to write a program that will calculate and print the amount of tax to be paid by a number of persons. For those with incomes of \$10,000 per year or under, the amount of tax is 17.5%. For those with incomes of over \$10,000, the tax is 20%. A flow chart for the program might look like this:



The *conditional* operations on your HP-97 keyboard are useful as program instructions to allow your calculator to make decisions like the one shown above. The eight conditionals that are available on your HP-97 are:

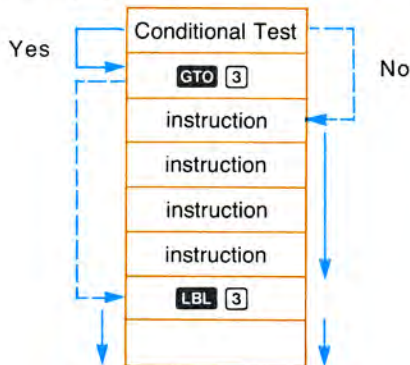
- f**  $x \neq y?$  tests to see if the value in the X-register is unequal to the value in the Y-register.
- f**  $x = y?$  tests to see if the value in the X-register is equal to the value in the Y-register.
- f**  $x > y?$  tests to see if the value in the X-register is greater than the value in the Y-register.
- f**  $x \leq y?$  tests to see if the value in the X-register is less than or equal to the value in the Y-register.
- f**  $x \neq 0?$  tests to see if the value in the X-register is unequal to zero.
- f**  $x = 0?$  tests to see if the value in the X-register is equal to zero.
- f**  $x > 0?$  tests to see if the value in the X-register is greater than zero.
- f**  $x < 0?$  tests to see if the value in the X-register is less than zero.

Each conditional essentially asks a question when it is encountered as an instruction in a program. If the answer is YES, program execution continues sequentially downward with the next instruction in program memory. If the answer is NO, the calculator branches *around* the next instruction. For example:




You can see that after it has made the conditional test, the calculator will *do* the next instruction if the test is *true*. This is the “DO if TRUE” rule.

The step immediately following the conditional test can contain any instruction. The most commonly used instruction, of course, will be a **GTO** instruction. This will branch program execution to another section of program memory if the conditional test is true.



Now let's look at that accountant's problem again. For persons with incomes of more than \$10,000 he wants to compute a tax of 20%. For persons with incomes of \$10,000 or less, the tax is 17.5%. The following program will test the amount in the X-register and compute and print the correct percentage of tax.

To key in the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press

Display

000

001 21 11

002 -14

Prints amount of income.



003 -23

4

004 04



005 -41

Amount of \$10,000 placed in Y-register.

006 16-34

007 22 12

If amount of income is greater than \$10,000, go to portion of program defined by label B.

1

008 01

7

009 07



010 -62

5

011 05

012 22 13

Tax percentage for this portion of program is 17.5.

013 21 12

2

014 02

0

015 00

Tax percentage for this portion of program is 20.

016 21 13



017 55


018 -14



019 24



To run the program to compute taxes on incomes of \$15,000 and \$7,500:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press

Display

15000 **A**

3000.00

7500 **A**

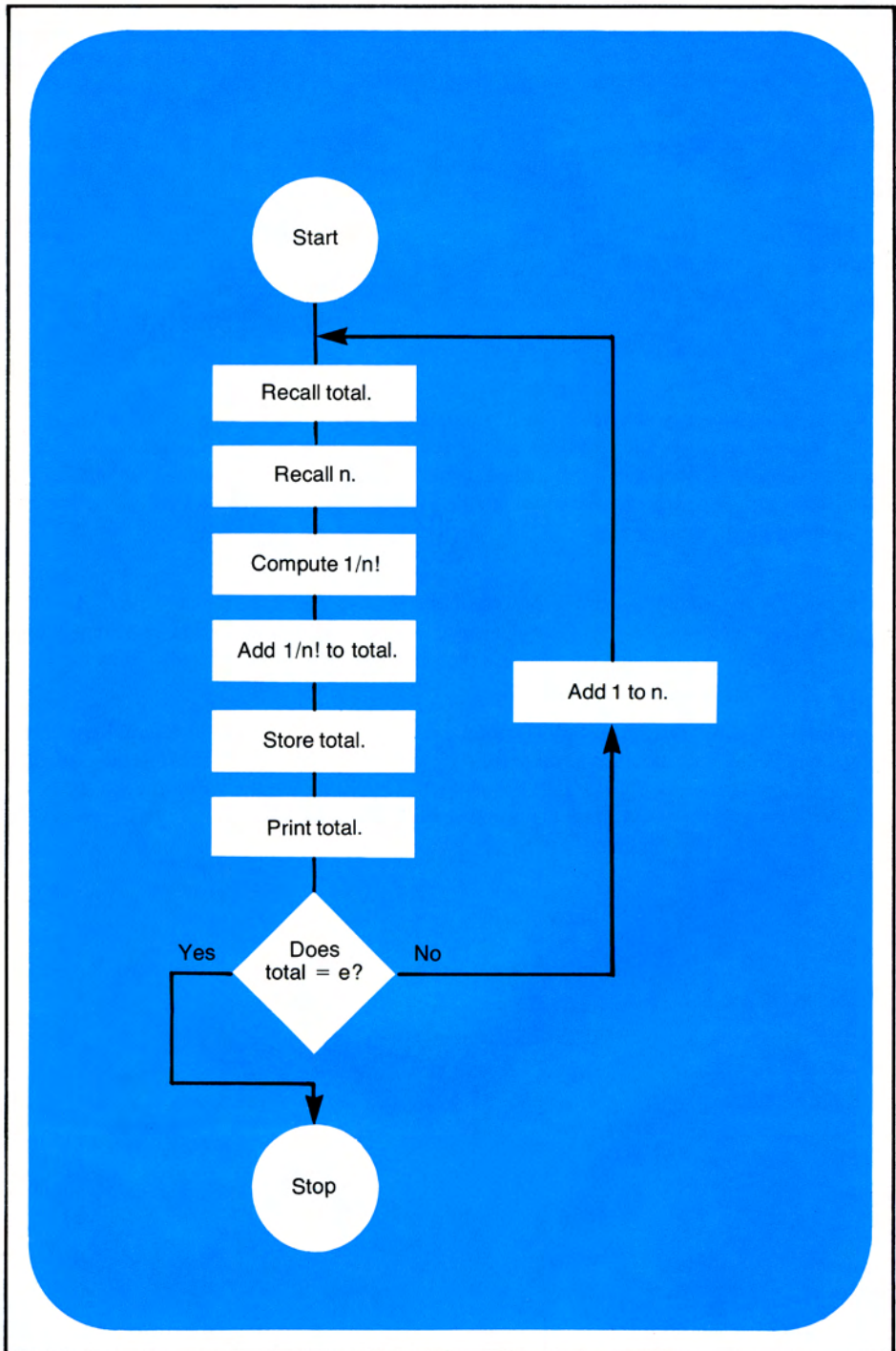
1312.50

```
15000.00 ***
3000.00 ***
7500.00 ***
1312.50 ***
```


Another place where you often want a program to make a decision is within a loop. The loops that you have seen have to this point been *infinite* loops—that is, once the calculator begins executing a loop, it remains locked in that loop, executing the same set of instructions over and over again, forever (or, more practically, until the calculator overflows or you halt the running program by pressing **R/S** or any other key).


















You can use the decision-making power of the conditional instructions to shift program execution out of a loop. A conditional instruction can shift execution out of a loop after a specified number of iterations or when a certain value has been reached within the loop.

**Example:** As you know, your HP-97 contains a value for  $e$ , the base of natural logarithms. (You can display the calculator's value for  $e$  by pressing **1** **e<sup>x</sup>**.) The following program uses the series  $e = 1/0! + 1/1! + 1/2! + \dots + 1/n!$  to *approximate* the value for  $e$ . After each iteration through the loop, the latest approximation is printed and compared to the *calculator's* value for  $e$ . When the two values are equal, the execution is transferred out of the loop to stop the program.





To load the program into the calculator:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press	Display
	000
	001 21 11
	002 36 01
	003 36 00
	004 16 52
	005 52
	006 -55
	007 -63 09
	008 35 01
	009 -14
1	010 01
	011 33
	012 16-33
	013 22 07
1	014 01
	015 35-55 00
	016 22 11
	017 21 07
	018 24

To initialize the program ensure that the primary storage registers are cleared to zero. Then press **A** to run the program.

First, slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display
	0.00
<b>A</b>	2.718281828

Ensures that storage registers are cleared to zero initially.

```

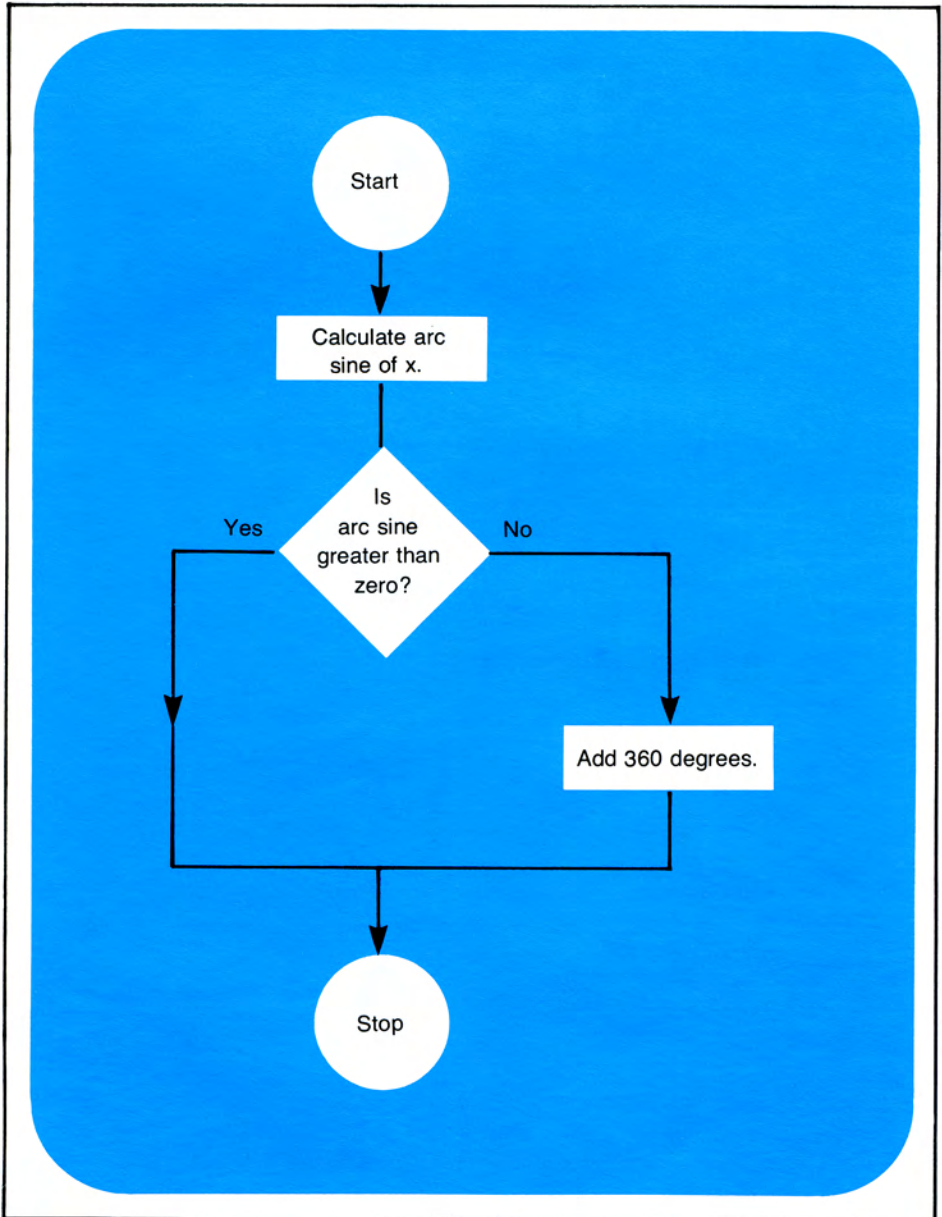
1.000000000 ***
2.000000000 ***
2.500000000 ***
2.666666667 ***
2.708333334 ***
2.716666667 ***
2.718055556 ***
2.718253969 ***
2.718278771 ***
2.718281527 ***
2.718281803 ***
2.718281828 ***
  
```

You can see that execution continues within the loop until the approximation for  $e$  equals the calculator's value for  $e$ . When the instruction **X=Y?** in step 012 is finally true, execution is transferred out of the loop by the subsequent **GTO 7** instruction and halted by the **RTN** instruction.



## Problems

1. Write a program that will calculate the arc sine (that is,  $\sin^{-1}$ ) of a value that has been keyed into the displayed X-register. Test the resulting angle with a conditional, and if it is negative or zero, add 360 degrees to it to make the angle positive. Use the flowchart below to help you write the program:



2. The program below contains a loop that prints a table of consecutive integers and their common logarithms. You can specify the *lowest* integer by storing a number in primary storage register  $R_0$ , but the program will continue printing until you press **R/S** or any other key from the keyboard, or until the calculator's capacity for display is exceeded.

```

001 *LBLA      21 11
002 DSP9      -63 09
003 RCL0      36 00
004 INT       16 34
005 PRTX      -14
006 LOG       16 32
007 PRTX      -14
008 1         01
009 ST+0      35-55 00
010 GTOA      22 11
011 RTN       24

```

Using the additional instructions **RCL 8**, **X>Y?**, **GTO B** and **LBL B**, you should be able to modify this program to halt execution when a certain number is reached. As you add these instructions, assume that the value for the upper limit has been stored in primary storage register  $R_8$ .

When the program is running and the value in register  $R_0$  becomes greater than the limit you store in register  $R_8$ , program execution should be transferred out of the loop to the **RTN** instruction to halt the running program.

Modify the program, key it into the calculator, and initialize the calculator by storing a lower limit of 1 in register  $R_0$  and an upper limit of 5 in register  $R_8$ . Then run the program. Your printed copy should look like the one below. Try other upper and lower limits. (The lower limit must always be greater than zero, and the upper limit should be greater than the lower limit.)

```

1.000000000 ***
0.000000000 ***
2.000000000 ***
0.301029996 ***
3.000000000 ***
0.477121255 ***
4.000000000 ***
0.602059991 ***
5.000000000 ***
0.698970004 ***

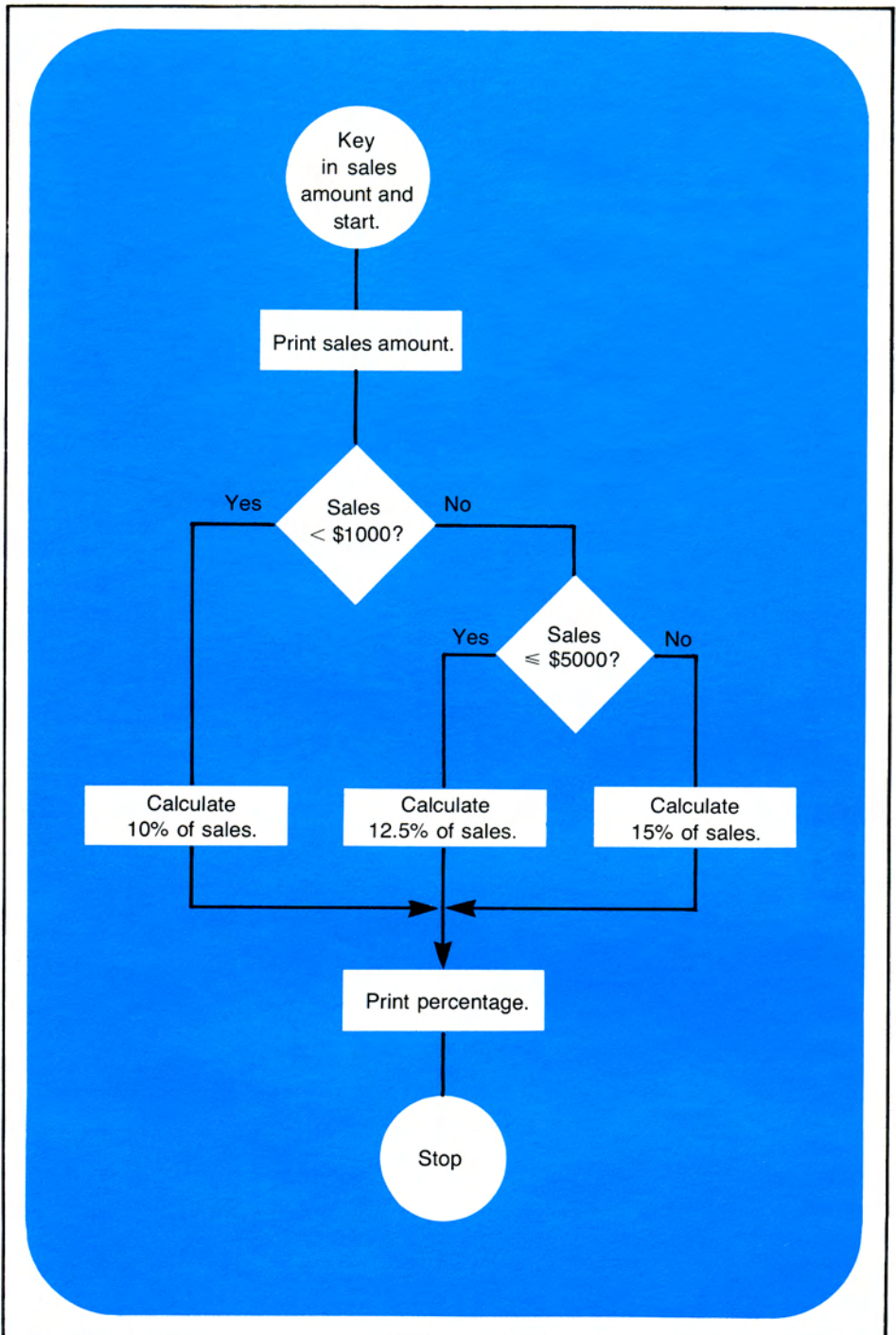
```

- Use the flowchart on the opposite page to help you write a program that will allow a salesman to compute his commissions at the rates of 10% of sales of up to \$1000, 12.5% for sales of \$1000 to 5000, and 15% for sales of over \$5000. The program should print the amount of sales and the amount of commission.

Load the program and run it for sales amounts of \$500, \$1000, \$1500, \$5000, and \$6000.

(Answers: \$50.00, \$125.00, \$187.50, \$625.00, \$900.00)






001	*LBLA	21 11
002	PREG	16-13
003	P+S	16-51
004	*LBL1	21 01
005	CLX	-51
006	PSE	16 51
007	X=0?	16-43
008	GTO1	22 01
009	PRTX	-14
010	R/S	51
011	$\Sigma+$	56
012	$\bar{X}$	16 53
013	PRTX	-14
014	GTO1	22 01
015	RTN	24








## Interrupting Your Program



### Using


As you know, the  (*run/stop*) function can be used either as an instruction in a program or pressed from the keyboard.


When pressed from the keyboard:

1. If a program is running,  stops the program.
2. If a program is stopped or not running, and the calculator is in RUN mode,  starts the program running beginning with the current location in program memory.

When executed as an instruction during a running program,  stops program execution after its step of program memory. If  is then pressed from the keyboard, execution begins with the current step of program memory. (When  is pressed, it displays the step number and keycode of that current step—when released, execution begins with that step.)

You can use these features of the  instruction to stop a running program at points where you want to key in data. After the data has been keyed in, restart the program using the  key from the keyboard.

**Example:** The following program lets you key in a percentage discount and calculates the cumulative cost of various quantities of differently priced items from which the discount has been subtracted.  instructions are inserted in the program to allow you to key in data at various points.

Slide the PRGM-RUN switch  RUN to PRGM.

#### Press

 CLPRGM  
 LBL   a  
 CLREG  
 STO 0  
 LBL 9  
 R/S  
 ENTER    
 R/S  
 x  
 RCL 0  
 %  
 −  
 STO  + 1  
 RCL 1  
 GTO 9  
 RTN

#### Display

000	
001	21 16 11
002	16-53
003	35 00
004	21 09
005	51
006	-21
007	51
008	-35
009	36 00
010	55
011	-45
012	35-55 01
013	36 01
014	22 09
015	24

Store discount percentage in  $R_0$ .  
 Stop to key in quantity.  
 Stop to key in price.  
 Add to running total in  $R_1$ .  
 Recall running total for display.



Now run the program to calculate the cumulative total of the following purchases at a discount of 15%:

Quantity	Price of Each
5	\$ 7.35
7	\$12.99
14	\$14.95


Then run the program to calculate the cumulative total of the following purchases at a discount of 25%:

Quantity	Price of Each
7	\$ 4.99
12	\$ 1.88
37	\$ 8.50

In order to calculate the cumulative total for each percentage of discount, merely key in the percentage value and press **f** **a**. When the calculator stops executing the first time, key in the quantity of an item and press **R/S** from the keyboard to resume execution.

When the program stops a second time, key in the price of that item and again press **R/S** to resume program execution from that point.

To run the program:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display	
15	<input type="text" value="15."/>	Key in percentage of discount.
<b>f</b> <b>a</b>	<input type="text" value="15.00"/>	
5 <b>R/S</b>	<input type="text" value="5.00"/>	The first quantity.
7.35 <b>R/S</b>	<input type="text" value="31.24"/>	Running total.
7 <b>R/S</b>	<input type="text" value="7.00"/>	
12.99 <b>R/S</b>	<input type="text" value="108.53"/>	Running total.
14 <b>R/S</b>	<input type="text" value="14.00"/>	
14.95 <b>R/S</b>	<input type="text" value="286.43"/>	Cumulative cost for items at 15% discount.
25	<input type="text" value="25."/>	Percentage of discount.
<b>f</b> <b>a</b>	<input type="text" value="25.00"/>	
7 <b>R/S</b>	<input type="text" value="7.00"/>	The first quantity.

Press	Display	
4.99 <b>R/S</b>	<b>26.20</b>	Running total.
12 <b>R/S</b>	<b>12.00</b>	
1.88 <b>R/S</b>	<b>43.12</b>	Running total.
37 <b>R/S</b>	<b>37.00</b>	
8.50 <b>R/S</b>	<b>278.99</b>	Cumulative cost for items at 25% discount.

If you have a number of halts for data entries like the ones shown here, it may be helpful to “identify” each step by recording a familiar number into the program immediately before each **R/S** instruction. When the calculator then stops execution because of the **R/S** instruction, you can look at the displayed X-register to see the “identification number” for the required data input at that point. For example, if your program contained eight stops for data inputs, it might be helpful to have the numbers 1 through 8 appear so that you would know which input was required each time. (Don’t forget that the “identification number” will be pushed up into the Y-register of the stack when you key in a new number.)

## Using Pause

### Pausing to View Output

You now know two instructions that will slow or halt a running program for data output—**PRINT X** and **R/S**, **PRINT X** can print the value contained in the X-register at any point in the program, while **R/S** stops a running program and allows you to view results in the display.

Another instruction that can be used to slow a running program for data input or to view output is the **PAUSE** instruction. An **f PAUSE** instruction executed in a program momentarily interrupts program execution. The length of the pause is about one second, although more **PAUSE** instructions in subsequent steps of program memory can be used to lengthen viewing time, if desired.

You can use **f PAUSE** in a program to monitor the operation of the program without printing every result.


**Example:** The following program calculates an approximate value for pi according to the

$$\text{equation } \pi = \sqrt{\frac{6}{1^2} + \frac{6}{2^2} + \frac{6}{3^2} + \dots + \frac{6}{n^2}}$$

After each iteration of  $\frac{6}{n^2}$ , the calculator pauses to show the latest approximation and then compares it to the calculator’s internal value for pi. When the approximation and the calculator’s value for pi are equal, execution is transferred out of the loop and the approximated value for pi is printed, along with the number of iterations it took for the value to approximate  $\pi$ .

**Note:** In this program, the **DSP** 1 and **RND** instructions are used to round both pi and its approximation to one decimal place so that the approximation converges quickly.

To key in the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

**Press**

**Display**

**f** **CLPRGM**

000

**LBL** **A**

001 21 11

**f** **CL REG**

002 16-53

**FIX**

003 -11

**DSP** 1

004 -63 01

**LBL** 1

005 21 01

1

006 01

**STO** **+** 2

007 35-55 02

Iteration number maintained in R<sub>2</sub>.

**RCL** 1

008 36 01

**RCL** 2

009 36 02

**f** **PAUSE**

010 16 51

Pause to display iteration number.

**x<sup>2</sup>**

011 53

**1/x**

012 52

6

013 06

**x**

014 -35

**+**

015 -55

**STO** 1

016 35 01

**√x**

017 54

**f** **RND**

018 16 24

Approximation for pi calculated.

Approximation rounded to one decimal place.

Pause to display approximation.

Calculator's value for pi summoned, rounded, and displayed.

If values are not equal, go to **LBL** 1.

Iterative loop

**f** **PAUSE**

019 16 51

**f** **π**

020 16-24

**f** **RND**

021 16 24

**f** **PAUSE**

022 16 51

**f** **X≠Y?**

023 16-32

**GTO** 1

024 22 01

**x<sup>2</sup>y**

025 -41

**PRINT x**

026 -14

Print approximation for pi.

**RCL** 2

027 36 02

**PRINT x**

028 -14


Print number of loop iterations.

**RTN**

029 24



To run the program:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press

Display

**A**

11.0

```
3.1 ***
11.8 ***
```

You can see that during each iteration through the loop, the calculator pauses to display the iteration number, the latest approximation of pi, and the calculator's value for pi. You can actually watch the approximation converge to the actual value. When the approximation and the calculator's value for pi (to one decimal place) are no longer unequal, execution is transferred out of the loop and the approximation and the number of iterations are printed.

If you wish, you can change the **[DSP]** 1 instruction in step 004 to a **[DSP]** 2 instruction and run the program again to see how many iterations it takes for the series to converge to two decimal places. (This program will take several minutes to run.)

## Pausing for Input

When the calculator executes a **[PAUSE]** instruction, program execution actually halts for the period of time (about one second) of the pause. You can use a pause like this to key data into or perform functions from the keyboard in a program, instead of using a **[R/S]** instruction to stop the running program completely.

When you press any key during the one-second "window" while the calculator is executing a **[PAUSE]** instruction, that key actually operates, and you have an additional one second of time to view the result or to press another key. If you press yet another key during the subsequent one second, the calculator will perform that operation and pause for another second.

If you press a function key during a pause, the function key operates upon the number contained in the X-register at the time. The result of the function is then seen in the display for about one second. Any function key that is programmable can also be operated from the keyboard during a **[PAUSE]**.


If you press a digit key, or a series of digit keys, during a pause, the number appears in the display for the length of a pause (about one second) after you key in the number. (If a number has been input from the program immediately before the pause, that number is first terminated by the **[PAUSE]** instruction.) The number that you key in is terminated at the end of the pause. Any subsequent digits in a program will then be part of a new number.

When a **[PAUSE]** instruction has completed execution, the program continues to be executed sequentially. If you have performed a function, or keyed in a number, program execution begins with the next instruction using the number that is in the displayed X-register at the end of the pause. (You can also read a magnetic card during a **[PAUSE]**. More about this in section 14, Card Reader Operations.)

Number termination occurs at the end of each **PAUSE**, so you should not attempt to key in a number during more than one subsequent pause. Since you have about one second after your last keystroke to continue keying in digits or functions, you don't need more than one **PAUSE** instruction to key in even a very long number.


**Example:** The following program calculates the average value of any number of values. Each new value is keyed in during the pause, and the value of the average is then updated and printed. If no new number is keyed in, no new value is printed.

To key in the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press	Display	
<b>f</b> CLPRGM	000	
<b>LBL</b> A	001 21 11	
<b>f</b> CL REG	002 16-53	} Clears secondary storage registers.
<b>f</b> P<S	003 16-51	
<b>LBL</b> 1	004 21 01	
<b>CLX</b>	005 -51	
<b>f</b> PAUSE	006 16 51	Pause for input.
<b>f</b> X=0?	007 16-43	} If no input, go to <b>LBL</b> 1.
<b>GTO</b> 1	008 22 01	
<b>f</b> PRINT: <b>SPACE</b>	009 16-11	} Otherwise, print input, and calculate and print new average.
<b>PRINT X</b>	010 -14	
<b>Σ+</b>	011 56	
<b>f</b> X	012 16 53	
<b>PRINT X</b>	013 -14	
<b>GTO</b> 1	014 22 01	Then go to <b>LBL</b> 1 again.
<b>RTN</b>	015 24	

Now run the program to find the average of 1, 2, and 3; of 157, 839, 735, 422, and 12.1.

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display
<b>A</b>	0.00

The program is now running. Each time the display pauses and shows 0.00, you can key in a value and it will be averaged with previous values in the calculator. If you key in no value at the pause, no new average will be computed and printed. To stop the program and start it for a new set of data, press **R/S** (or any key).

Press

Display

1

2

3

**R/S**

0.00  
0.00  
0.00  
0.00

Average of 1 and 2.

Average of 1, 2, and 3.

Stops the program.

1.00 \*\*\*  
1.00 \*\*\*  
2.00 \*\*\*  
1.50 \*\*\*  
3.00 \*\*\*  
2.00 \*\*\*

**A**

157

839

735

422

12.1

**R/S**

0.00  
0.00  
0.00  
0.00  
0.00  
0.00

Starts the program again.

Latest average.

Stops the program.

157.00 \*\*\*  
157.00 \*\*\*  
839.00 \*\*\*  
498.00 \*\*\*  
735.00 \*\*\*  
577.00 \*\*\*  
422.00 \*\*\*  
538.25 \*\*\*  
12.10 \*\*\*  
433.02 \*\*\*

You can see that it is easy to key in a number of any length during the execution of a **PAUSE** instruction.

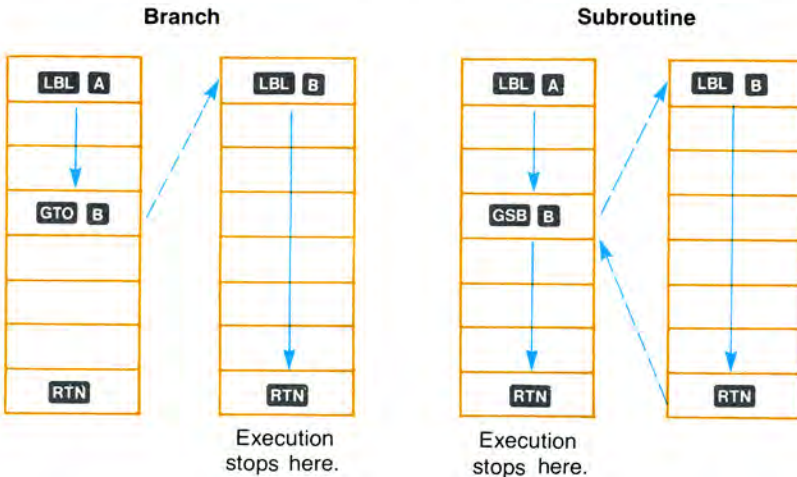


001	*LBLA	21	11
002	STOB	35	00
003	GSBE	23	15
004	*LBLB	21	15
005	RCLB	35	00
006	9		09
007	9		09
008	7		07
009	X		-35
010	FRC	15	44
011	STOB	35	00
012	6		06
013	X		-35
014	1		01
015	+		-55
016	INT	15	34

## Subroutines

Often, a program contains a certain series of instructions that are executed several times throughout the program. When the same set of instructions occurs more than once in a program, it can be executed as a subroutine. A subroutine is selected by the **GSB** (*go to subroutine*) operation, followed by a label address (**A** through **E**, **f a** through **f e**, and **0** through **9**). You can also select a subroutine with **GSB (i)**—more about **(i)** later.

A **GSB** instruction transfers execution to the routine specified by the label address, just like a **GTO** instruction. However, after a **GSB** instruction has been executed, when the running program then executes a **RTN** (*return*), execution is transferred back to the next instruction after the **GSB**. Execution then continues sequentially downward through program memory. The illustration below should make the distinction between **GTO** and **GSB** more clear.



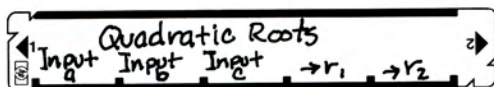
In the illustration on the left if you pressed **A** from the keyboard, the program would execute instructions sequentially downward through program memory. If it encountered a **GTO B** instruction, it would then search for the next **LBL B** and continue execution from there, until it encountered a **RTN**. When it executed the **RTN** instruction, execution would stop.

However, if the running program encounters a **GSB B** (*go to subroutine B*) instruction, as shown on the right, it searches downward for the next **LBL B** and resumes execution. When it encounters a **RTN** (*return*), program execution is once again transferred, this time back to the point of origin of the subroutine, and execution *resumes* with the next instruction after the **GSB B**.



As you can see, the only difference between a subroutine and a normal branch is the transfer of execution *after* the **RTN**. After a **GTO**, the next **RTN** halts a running program; after a **GSB**, the next **RTN** returns execution back to the main program, where it continues until another **RTN** (or a **R/S**) is encountered. The same routine may be executed by **GTO** and **GSB** any number of times in a program.

**Example:** A quadratic equation is of the form  $ax^2 + bx + c$ . Its two roots may be found by the formulas  $r_1 = \frac{-b + \sqrt{b^2 - 4ac}}{2a}$  and  $r_2 = \frac{-b - \sqrt{b^2 - 4ac}}{2a}$ . Notice the similarity between the solutions for  $r_1$  and  $r_2$ . The program below permits you to key the values for  $a$ ,  $b$ , and  $c$  beneath user-definable keys **A**, **B**, and **C**; the resultant roots  $r_1$  and  $r_2$  are available by pressing **D** and **E**. Were you to record this program on a magnetic card, the card might look like this:



Here is a complete program for calculating the two roots of a quadratic equation:

Input a

Input b

Input c

```
001 *LBLA 21 11
002 ST01 35 01
003 RTN 24
```

```
004 *LBLB 21 12
005 ST02 35 02
006 RTN 24
```

```
007 *LBLC 21 13
008 ST03 35 03
009 RTN 24
```



Calculate  $r_1$ 

010	*LBLD	21	14
011	RCL2	36	02
012	CHS	-22	
013	RCL2	36	02
014	X <sup>2</sup>	53	
015	RCL1	36	01
016	RCL3	36	03
017	x	-35	
018	4	04	
019	x	-35	
020	-	-45	
021	√X	54	
022	+	-55	
023	RCL1	36	01
024	2	02	
025	x	-35	
026	÷	-24	
027	RTN	24	

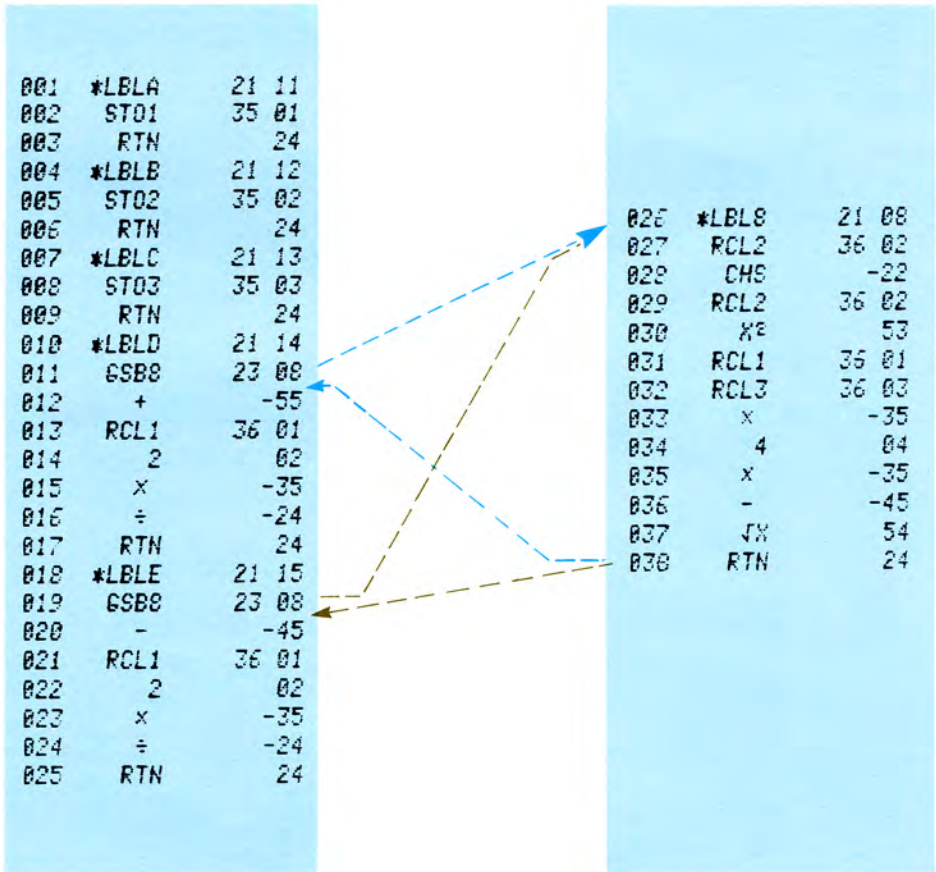
These sections  
of program  
memory are  
identical.

Calculate  $r_2$ 

028	*LBLD	21	15
029	RCL2	36	02
030	CHS	-22	
031	RCL2	36	02
032	X <sup>2</sup>	53	
033	RCL1	36	01
034	RCL3	36	03
035	x	-35	
036	4	04	
037	x	-35	
038	-	-45	
039	√X	54	
040	-	-45	
041	2	02	
042	RCL1	36	01
043	x	-35	
044	÷	-24	
045	RTN	24	

Since the routine for calculating  $r_1$  contains a large section of program memory that is identical to a large section in the routine for calculating  $r_2$ , you can simply create a *subroutine* that will execute this section of instructions. The subroutine is then called up and executed in both the solution for  $r_1$  and the solution for  $r_2$ .


This illustrates how the subroutine is used in the program.



With the modified program, when you press **D** execution begins with the **LBL D** instruction in step 010. When the **GSB 8** instruction in step 011 is encountered, execution transfers to **LBL 8** in step 026 and computes the quantities  $-b$  and  $\sqrt{b^2 - 4ac}$ , placing them in the X- and Y-registers of the stack, ready for addition or subtraction. When the **RTN** instruction in step 038 is encountered, execution transfers back to the main routine and continues with the **+** instruction in step 012. Thus the root  $r_1$  is computed and displayed, and the routine stops with the **RTN** in step 017.

When you press **E**, execution begins with **LBL E**, transfers out to execute the **LBL 8** subroutine, and returns. This time  $\sqrt{b^2 - 4ac}$  is *subtracted* from  $-b$ , and root  $r_2$  is computed. By using a subroutine, seven steps of program memory are saved!

To key in the program and the subroutine:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press

Display

 **CLPRGM**

000

**LBL** A

001 21 11

**STO** 1

002 35 01

**RTN**

003 24

} Stores  $a$  in  $R_1$ .

**LBL** B

004 21 12

**STO** 2

005 35 02

**RTN**

006 24

} Stores  $b$  in  $R_2$ .

**LBL** C

007 21 13

**STO** 3

008 35 03

**RTN**

009 24

} Stores  $c$  in  $R_3$ .

**LBL** D

010 21 14

**GSB** 8

011 23 08

**+**

012 -55

**RCL** 1

013 36 01

2

014 02

**x**

015 -35

**÷**

016 -24

**RTN**

017 24

} Calculates  $r_1 = \frac{-b + \sqrt{b^2 - 4ac}}{2a}$ .

**LBL** E

018 21 15

**GSB** 8

019 23 08

**-**

020 -45

**RCL** 1

021 36 01

2

022 02

**x**

023 -35

**÷**

024 -24

**RTN**

025 24

} Calculates  $r_2 = \frac{-b - \sqrt{b^2 - 4ac}}{2a}$ .

**LBL** 8

026 21 08

**RCL** 2

027 36 02

**CHS**

028 -22

**RCL** 2

029 36 02

**x<sup>2</sup>**

030 53

**RCL** 1

031 36 01

**RCL** 3

032 36 03

**x**

033 -35

4

034 04

**x**

035 -35

**-**

036 -45

**√x**

037 54

**RTN**

038 24


} Subroutine places  $-b$  in Y-register and  $\sqrt{b^2 - 4ac}$  in X-register, ready for addition or subtraction.



To initialize the program, you key in  $a$  and press **A**, key in  $b$  and press **B**, and key in  $c$  and press **C**. Then, to find root  $r_1$ , press **D**. To find root  $r_2$ , press **E**.

Run the program now to find the roots of the equation  $x^2 + x - 6 = 0$ ; of  $3x^2 + 2x - 1 = 0$ .

To run the program:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display	
1 <b>A</b>	1.00	
1 <b>B</b>	1.00	
6 <b>CHS</b> <b>C</b>	-6.00	
<b>D</b>	2.00	Calculates the first root, $r_1$ .
<b>E</b>	-3.00	Calculates the second root, $r_2$ .
3 <b>A</b>	3.00	
2 <b>B</b>	2.00	
1 <b>CHS</b> <b>C</b>	-1.00	
<b>D</b>	0.33	Calculates $r_1$ .
<b>E</b>	-1.00	Calculates $r_2$ .

If the quantity  $b^2 - 4ac$  is a negative number, the calculator will display **Error** and the running program will stop. For a more efficient and accurate method of finding the roots of a quadratic equation, see the Polynomial Evaluation program in your *HP-97 Standard Pac*.

**Note:** When loading instructions into the calculator in PRGM mode, you can load a **GSB** **A** through **E** or **GSB** **f** **a** through **f** **e** by simply pressing the appropriate user-definable key(s). For example, to load the instruction **GSB** **A** you can simply press **A**; the keycode for **GSB** **A**, 23 11, will appear in the display. For clarity and ease of reference, however, in this handbook the complete key-stroke sequence is always shown.


## Routine-Subroutine Usage

Subroutines give you extreme versatility in programming. A subroutine can contain a loop, or it can be executed as part of a loop. Another common and space-saving trick is to use the same routine both as a subroutine and as part of the main program.

**Example:** The program below simulates the throwing of a pair of dice, printing first the value of one die (an integer from one to six) and then that of the second die (another integer from one to six). The “heart” of the program is a random number generator (actually a pseudo random number generator) that is executed first as a subroutine and then as part of the main program. When you key in a first number (called a “seed”), and press **A**, the digit for the first die is generated and printed using the **E** routine as a subroutine. Then the digit for the second die is generated using the same routine as part of the main program.



To key in the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

### Press

**I** **CLPRGM**  
**LBL** **A**  
**STO** 0  
**I** **PRINT:** **SPACE**  
**GSB** **E**  
  
**LBL** **E**  
**RCL** 0  
9  
9  
7  
**x**  
**I** **FRAC**  
**STO** 0  
6  
**x**  
1  
**+**  
**I** **INT**  
**DSP** 0  
**PRINT** **x**  
**RTN**

### Display


000	
001	21 11
002	35 00
003	16-11
004	23 15
005	21 15
006	36 00
007	09
008	09
009	07
010	-35
011	16 44
012	35 00
013	06
014	-35
015	01
016	-55
017	16 34
018	-63 00
019	-14
020	24

**E** executed first as subroutine.

**E** then executed as a routine.

Now slide the PRGM-RUN switch to RUN and “roll” the dice with your HP-97. To roll the dice, key in a decimal “seed” (that is,  $0 < n < 1$ ). Then press **A**. The calculator will print the number rolled by the first die, then the number rolled by the second. To make another roll, key in a new seed and press **A** again.

You can play a game with your friends using the “dice.” If your first “roll” is 7 or 11, you win. If it is another number, that number becomes your “point.” You then keep “rolling” (keying in seeds and pressing **A**) until the dice again total your point (you win) or you roll a 7 or an 11 (you lose). To run the program:

Slide the PRGM-RUN switch **PRGM**  **RUN** to RUN.

**Press**

.2315478 <b>A</b>	Your point is 10. →	{ 6. *** 4. ***
.3335897 <b>A</b>	You missed your point. →	{ 4. *** 1. ***
.9987562 <b>A</b>	Missed it again. →	{ 5. *** 4. ***
.9987563 <b>A</b>	Congratulations! You win. →	{ 5. *** 5. ***

Now try it again.

**Press**

.21387963 <b>A</b>	Your point is 4. →	{ 2. *** 2. ***
.6658975 <b>A</b>	Whoops! You lose. →	{ 6. *** 1. ***

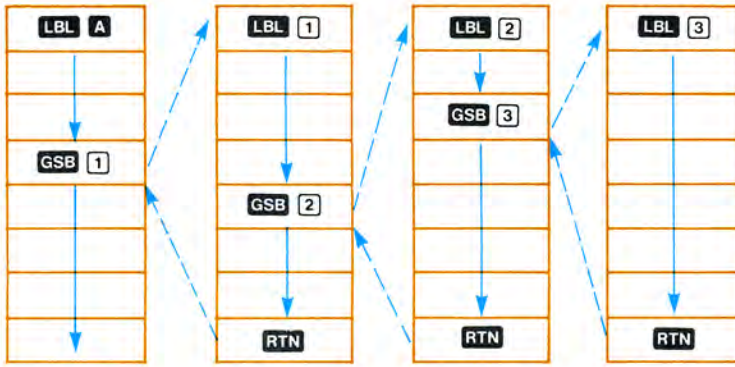


## Subroutine Limits

A subroutine can call up another subroutine, and that subroutine can call up yet another. Subroutine branching is limited only by the number of *returns* that can be held pending by the HP-97. Three subroutine returns can be held pending at any one time in the HP-97. The diagram below should make this more clear.

Three returns can be pending.

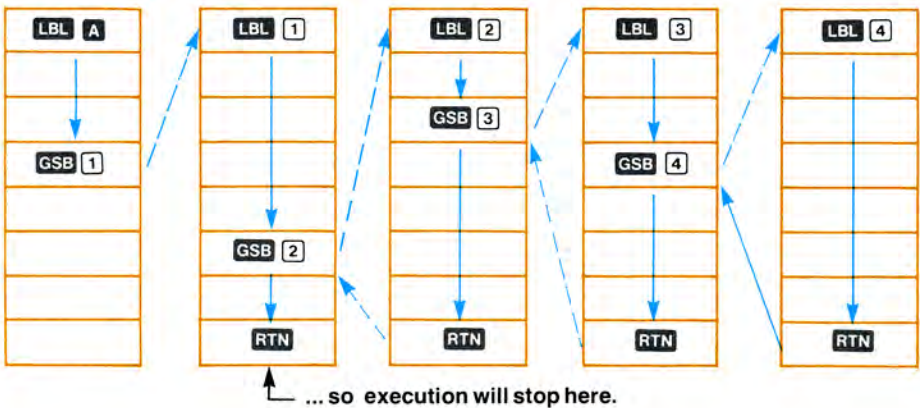
Main Program



The calculator can return back to the main program from subroutines that are three deep, as shown. However, if you attempt to call up subroutines that are four deep, the calculator will execute only three returns:

Only three returns can be pending...

Main Program



Naturally, the calculator can execute the **RTN** instruction as a *stop* any number of times. Also, if you press **A** through **E**, **f** **a** through **f** **e**, or **GSB A** through **E**, **GSB f a** through **f e**, or **GSB 0** through **9** from the *keyboard*, all *pending* **RTN** instructions are forgotten by the calculator.

If you are executing a program one step at a time with the **SST** key and encounter a **GSB** instruction, the calculator will execute the entire subroutine before continuing to the next step. However, only one **RTN** instruction may be executed as the result of a **GSB** instruction during single-step execution; so if a program contains a subroutine within a subroutine, execution will not return to the main program during **SST** execution.

## Problems

- Look closely at the program for finding roots  $r_1$  and  $r_2$  of a quadratic equation (page 181). Can you see other instructions that could be replaced by a subroutine? (Hint: Look at steps 013 through 016 and steps 021 through 024.) Modify the program by using another subroutine and run it to find the roots of  $x^2 + x - 6 = 0$ ; of  $3x^2 + 2x - 1 = 0$ .

Answers: 2, -3; 0.33, -1.

How many more steps of program memory did you save?

- The area of a sphere can be calculated according to the equation  $A = 4\pi r^2$ , where  $r$  is the radius. The formula for finding the volume of a sphere is  $V = \frac{4\pi r^3}{3}$ . This may also be expressed as  $V = \frac{r \times A}{3}$ .

Create and load a programs to calculate the area  $A$  of a sphere given its radius  $r$ . Define the program with **LBL A** and **RTN** and include an initialization routine to store the value of the radius. Then create and load a second program to calculate the volume  $V$  of a sphere, using the equation  $V = \frac{r \times A}{3}$ . Define this second program with **LBL B** and **RTN**, and include the instruction **GSB 1** to use a portion of program A as a subroutine calculating area.

Run the two program to find the area and volume of the planet earth, a sphere with a radius of about 3963 miles. Of the earth's moon, a sphere with a radius of about 1080 miles.

Answers: Earth area = 197359487.5 square miles  
 Earth volume =  $2.6071188 \times 10^{11}$  cubic miles  
 Moon area = 14657414.69 square miles  
 Moon volume = 5276669290 cubic miles.

3. Create, load, and run a program that will print all permutations of three integers that you have stored in registers  $R_1$ ,  $R_2$ , and  $R_3$ . For example, all permutations of the integers 1, 2, and 3 might be printed as:

```
123
132
213
231
312
321
```

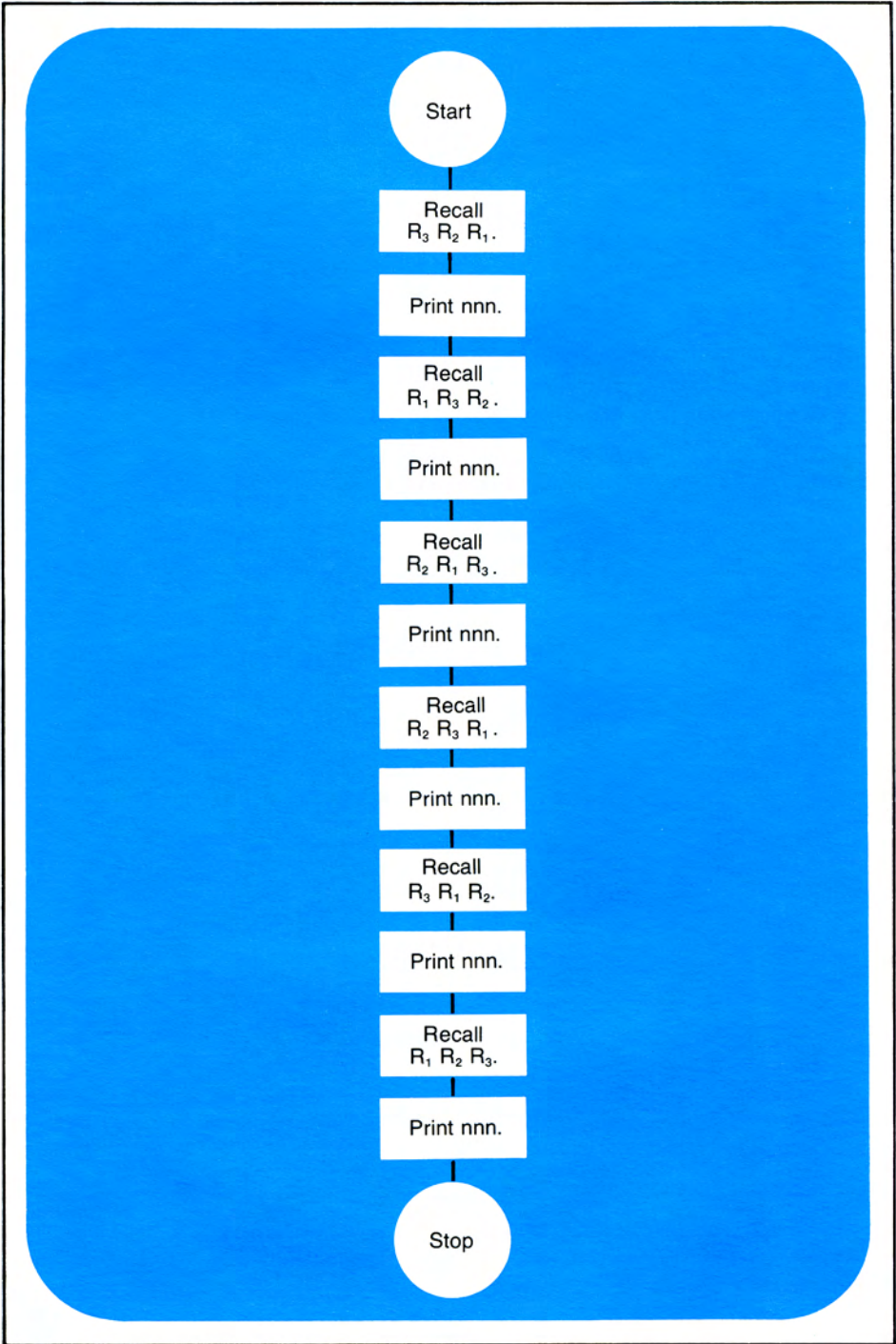
The following subroutine will cause the digits you recall from  $R_1$ ,  $R_2$ , and  $R_3$  to be printed as a permutation in the order you have recalled them. Use this subroutine and the flowchart on the following page to help you create and load the program.

```
027 *LEL1      21 01
028          1      01
029          0      00
030          0      00
031          x      -35
032 X=Y       -41
033          1      01
034          0      00
035          x      -35
036 R↑       15-31
037          +      -55
038          +      -55
039 PRTX     -14
040 RTN      24
```

This subroutine prints numbers recalled into the Z-, Y-, and X-registers of the stack as nnn.

The program should recall the contents of storage registers  $R_1$ ,  $R_2$ , and  $R_3$  into the Z-, Y-, and X-registers of the stack and then use the "print nnn" subroutine to print them in the order that they are recalled.





When you have created and loaded the program, store the digits 5, 7, and 9 into storage registers  $R_1$ ,  $R_2$ , and  $R_3$ , respectively. Then run the program to show all the permutations of these three numbers.

Answer: 579  
795  
957  
597  
759  
975

001	*LBLA	21	11	
002	RCLI	36	46	
003	PSE	16	51	
004	ISZI	16	26	46
005	GTOA	22	11	
006	1		01	
007	STOI	35	46	
008	GTOA	22	11	
009	RTN		24	

0.00 STOI

CSBA

001 \*LBLA

002 RCLI

0.00 \*\*\*

003 PSE




## Controlling the I-Register


The I-register is one of the most powerful programming tools available to you on your HP-97. In a preceding section, Storing and Recalling Numbers, you learned about the use of the I-register as a simple storage register, similar to registers R<sub>0</sub> through R<sub>9</sub>, R<sub>A</sub> through R<sub>E</sub>, and R<sub>S0</sub> through R<sub>S9</sub>. And of course, you can always use the I-register this way, as another storage register, whether you are using it as an instruction in a program or operating manually from the keyboard.

But the I-register is much more powerful than a mere storage register. Using the instructions **I**, **0**, and **X2I** in conjunction with other instructions, you can specify the storage register addresses of **STO** and **RCL**, the label addresses of **GTO** and **GSB**, or the number of digits displayed by a **DSP** instruction. By storing a negative number in the I-register, you can even transfer execution to any step number of program memory. The **ISZ** and **DSZ** instructions allow you to increment (add one to) or decrement (subtract one from) the current value in I (or, using **0**, to increment or decrement *any* storage register). This is a feature that you will find extremely useful in controlling loops.


### Storing a Number in I

To store a number in the I-register, you can use the **STO I** operation. For example, to store the number 7 in the I-register:

Ensure that the PRGM-RUN switch PRGM  RUN is set to RUN.

Press	Display
7 <b>STO I</b>	

To recall a number from the I-register into the displayed X-register, you do not have to use the **RCL** operation—you merely press **I**.

Press	Display
<b>CLX</b>	
<b>I</b>	

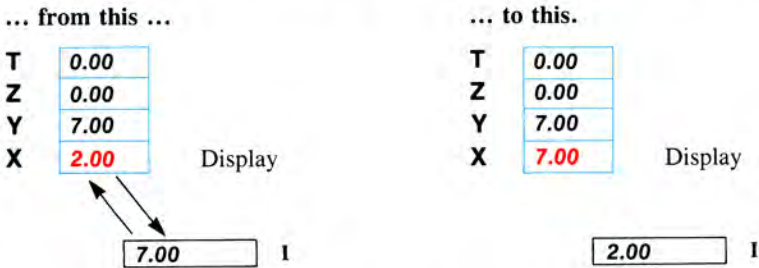
The number stored in I is recalled.

## Exchanging x and I

In a manner similar to the **x↔y** and **P↔S** operations, the **f X↔I** operation exchanges the contents of the displayed X-register with those of the I-register. For example, key the number 2 into the displayed X-register and exchange the contents of the X-register with those of the I-register now:

Press	Display	
2	<input type="text" value="2."/>	Contents of X-register and I-register exchanged.
<b>f X↔I</b>	<input type="text" value="7.00"/>	

When you pressed **f X↔I**, the contents of the stack and the I-register were changed...



To restore the X-register and I-register contents to their original positions:

Press	Display
<b>f X↔I</b>	<input type="text" value="2.00"/>

## Incrementing and Decrementing the I-Register


You have seen how a number can be stored in the I-register and then changed, either by storing another number there, or by using the **f X↔I** operation. You will find both of these methods useful, whether you are utilizing them as instructions in a program or using them manually from the keyboard.

Another way of altering the contents of the I-register, and one that is most useful during a program, is by means of the **f ISZ I** (*increment, skip if zero*) and **f DSZ I** (*decrement, skip if zero*) instructions. These instructions either add the number 1 to (increment) or subtract the number 1 from (decrement) the I-register each time they are executed. In a running program, if the number in the I-register has become zero, program execution *skips* the next step after the **ISZ I** or **DSZ I** instruction and continues execution (just like a false conditional instruction).

The **f** **ISZ** and **f** **DSZ** instructions always increment or decrement first; *then* the test for zero is made. For test purposes, numbers between but not including -1 and +1 are the same as zero.

**Example:** Here is a program that illustrates how **f** **ISZ** **I** works. It contains a loop that pauses to display the current value in the I-register, then uses the **f** **ISZ** **I** instruction to increment that value. The program will continue to run, continually adding one to and displaying the contents of the I-register, until you press **R/S** (or any key) from the keyboard.

To key in the program:

Slide the PRGM-RUN switch **PRGM**  **RUN** to **PRGM**.

Press	Display	
<b>f</b> <b>CLPRGM</b> <b>LBL</b> <b>A</b> <b>I</b>	<b>000</b> <b>001 21 11</b> <b>002 36 46</b>	Recalls I-register contents.
<b>f</b> <b>PAUSE</b>	<b>003 16 51</b>	Pauses to display contents.
<b>f</b> <b>ISZ</b> <b>I</b>	<b>004 16 26 46</b>	Adds 1 to I-register.
<b>GTO</b> <b>A</b>	<b>005 22 11</b>	If contents of I-register are not zero, execution transfers back to <b>LBL</b> <b>A</b> .
<b>I</b>	<b>006 01</b>	If contents of I-register are zero, 1 is placed in I-register.
<b>STO</b> <b>I</b> <b>GTO</b> <b>A</b> <b>RTN</b>	<b>007 35 46</b> <b>008 22 11</b> <b>009 24</b>	

Now run the program beginning with a value of 0 in the I-register. Stop the program after five iterations or so by pressing **R/S**.



Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display	
0 <b>STO</b> <b>I</b>	0.00	Zero stored in I-register.
<b>A</b>	0.00	
	1.00	
	2.00	
	3.00	
	4.00	
<b>R/S</b>	5.00	

Although the **ISZ** **I** and **DSZ** **I** instructions increment and decrement the I-register by 1, the value of the I-register need not be a whole number. For example:

Press	Display
5.28 <b>CHS</b>	-5.28
<b>STO</b> <b>I</b>	-5.28
<b>A</b>	-5.28
	-4.28
	-3.28
	-2.28
	-1.28
<b>R/S</b>	1.00

In practice, you will find that you will usually use **ISZ** **I** and **DSZ** **I** with numbers that are integers, since these instructions are most useful as counters—that is, to control the number of iterations of a loop—and to select storage registers, subroutines, or display settings. (More about using the I-register as a selection register later.)

The **DSZ** (*decrement, skip if zero*) instruction operates in the same manner as the increment instruction, except that it subtracts, rather than adds, one each time it is used. When a running program executes an **I** **DSZ** **I** instruction, for example, it subtracts 1 from the contents of the I-register, then tests to see if the I-register is 0. (A number between +1 and -1 tests as zero.) If the number in the I-register is greater than zero, execution continues with the next step of program memory. If the number in the I-register *is* zero, the calculator skips one step of program memory before resuming execution.


**Example:** The island of Manhattan was sold in the year 1624 for \$24.00. The program below shows how the amount would have grown each year if the original amount had been placed in a bank account drawing 5% interest compounded annually. The number of years for which you want to see the amount is stored in the I-register, then the **DSZ 1** instruction is used to keep track of the number of iterations through the loop.



Were you to prepare a magnetic card to store this program, it might look like this:



To key in the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press

Display

**1** **CLPRGM**

**LBL A**

**STO 1**

1

6

2

4

**STO 1**

2

4

**STO 2**

**RTN**

000	
001	21 11
002	35 46
003	01
004	06
005	02
006	04
007	35 01
008	02
009	04
010	35 02
011	24

} Initialization routine.

## Press

**LBL** **B**  
**RCL** 2  
 5  
**%**  
**STO** **+** 2  
 1  
**STO** **+** 1  
**I** **DSZ** **I**  
**GTO** **B**

## Display

012	21 12
013	36 02
014	05
015	55
016	35-55 02
017	01
018	35-55 01
019	16 25 46
020	22 12

Counting loop,  
controlled by  
I-register and  
**DSZ** **I**.


**I** **PRINT**: **SPACE**

**RCL** 1  
**DSP** 0  
**PRINT** **x**  
**RCL** 2  
**DSP** 2  
**PRINT** **x**  
**RTN**

021	16-11
022	36 01
023	-63 00
024	-14
025	36 02
026	-63 02
027	-14
028	24

← When value in I  
becomes zero, execu-  
tion skips to here,  
and year and amount  
are printed.

To run the program, key in the number of years for which you want to see the amount. Press **A** to store the number of years in the I-register and otherwise initialize the program. Then press **B** to run the program.

For example, to run the program to find the amount of the account after 5 years; after 15 years: Slide the PRGM-RUN switch PRGM  RUN to RUN.

## Press

5 **A**  
**B**

## Display

24.00
30.63

Program initialized.  
After five years, in  
1629, the account  
would have been  
worth \$30.63.

15 **A**  
**B**

24.00
49.89

Program initialized.  
After 15 years, in  
1639, the account  
would have been  
worth \$49.89.

1629. \*\*\*  
30.63 \*\*\*

1639. \*\*\*  
49.89 \*\*\*



**How it works:** When you key in the number of years and initialize the program by pressing **A**, the number of years is stored in the I-register by the **STO I** instruction. The year (1624) is stored in primary storage register R<sub>1</sub>, and the amount (\$24.00) is stored in primary storage register R<sub>2</sub>.

When you then press **B**, calculation begins. Each time through the loop, 5% of the amount is computed and added to the amount in R<sub>2</sub>, and one (1) year is added to the year in R<sub>1</sub>. The **DSZ I** instruction subtracts one from the I-register; if the value in I is not then zero, execution is transferred back to **LBL B** and the loop is executed again.

The loop continues to be executed until the value in the I-register becomes zero. Then execution skips to the **I PRINT: [SPACE]** instruction in program memory step 021. Execution continues sequentially downward from step 021, recalling the current year from R<sub>1</sub> and formatting and printing it, then recalling the current amount from R<sub>2</sub> and formatting and printing that underneath the year.

To see what the amount in the account would be in 1976, you can key in the number of years from 1624 to 1976 (the number is 352) and initialize and run the program. (This will take 4–5 minutes to run, plenty of time to go get a cup of coffee.)

## Problems

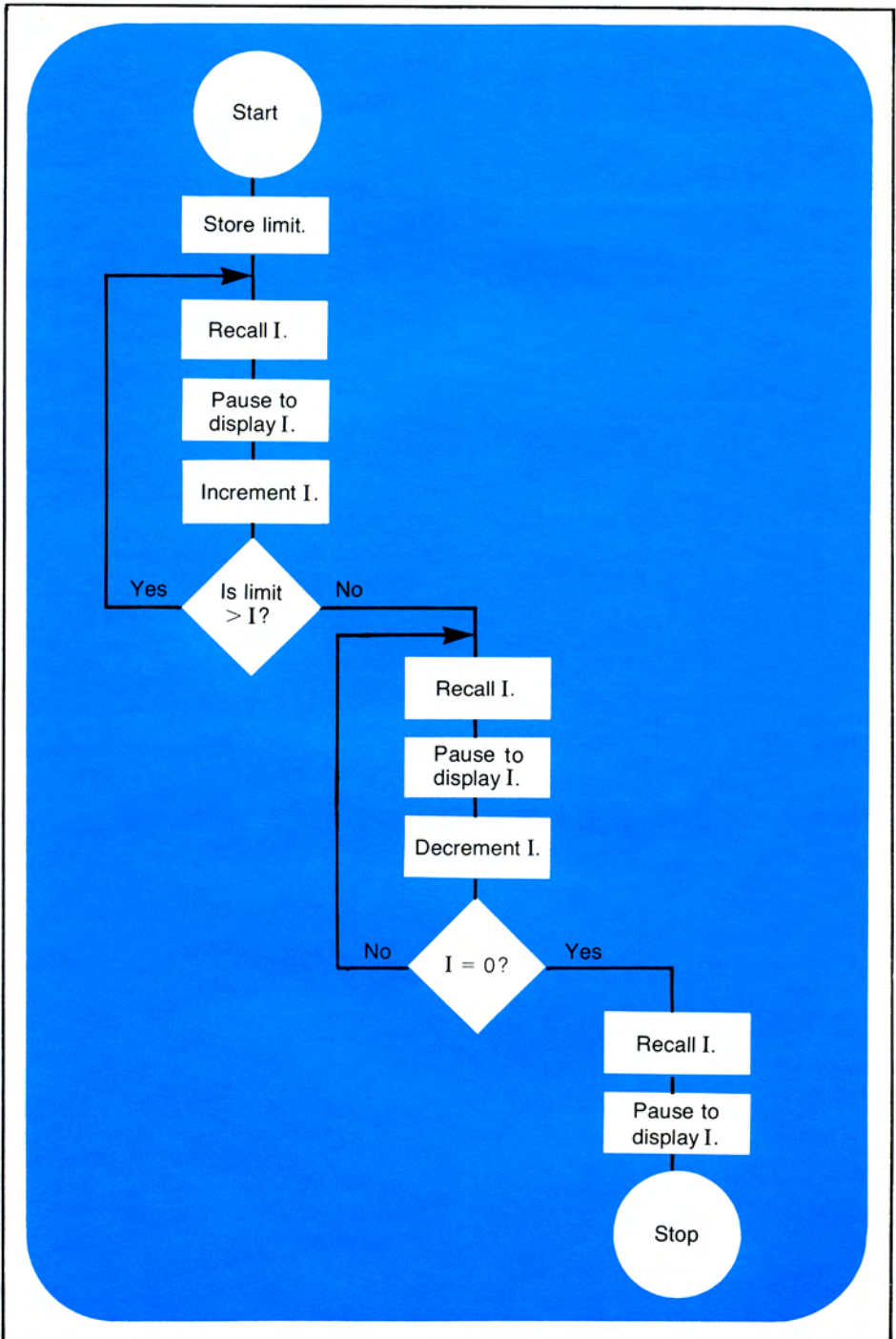
- When you press **A**, the program below stores in primary storage register R<sub>9</sub> a number that you have keyed in, then decrements the value in R<sub>9</sub> using storage register arithmetic. Each time through the loop, the program pauses to show the current value in R<sub>9</sub>. When the value in R<sub>9</sub> reaches zero, the program stops. Write, load, and run a program that uses the I-register and **I [DSZ] I** instead of R<sub>9</sub> and **I [X≠0?] I** to give the same results.

```

001 *LELA      21 11
002  ST09     35 09
003 *LEL1     21 01
004  FSE     16 51
005    1      01
006  ST-9    35-45 09
007  RCL9    36 09
008  X≠0?    16-42
009  ST01    22 01
010  FTN     24
011  R/S     51

```

2. Write and load a program using `ISZ I` to illustrate how an initial deposit of \$1000 would grow year-by-year at a yearly compound interest rate of 5.5%. The program should print the current year and subsequent years, together with the value of the account for each year. The program should contain an infinite loop that you can stop by pressing `R/S` from the keyboard whenever you wish. Run the program to print the year and amount for at least 5 years.
3. Write, load, and run a program that will count from zero *up* to a limit using the `ISZ I` instruction, and then count back down to zero using the `DSZ I` instruction. The program can contain two loops, and it can contain a conditional instruction besides the `ISZ I` and `DSZ I` instructions. Use the flowchart on the opposite page to help you.





001	STOI	35	46
002	X#I	16-41	
003	ISZI	16	26 46
004	DSZI	16	25 46
005	DSP:	-63	45
006	STD:	35	45
007	RCL:	36	45
008	ST+:	35-55	45
009	ST-:	35-45	45
010	STX:	35-35	45
011	ST÷:	35-24	45
012	ISZ:	16	26 45
013	DSZ:	16	25 45
014	GTO:	22	45
015	GSP:	23	45

## Using the I-Register for Indirect Control

You have seen how the value in the I-register can be altered using the **STO**, **X↑**, **ISZ** **I** and **DSZ** **I** operations. But the value contained in the I-register can also be used to *control* other operations. The **I** (*indirect*) function combined with certain other functions allows you to control those functions using the current number in the I-register. **I** uses the number stored in the I-register as an *address*.

The indirect operations that can be controlled by the I-register are:

**DSP** **I**, when the number in the I-register is 0 through 9, changes display formatting so that the number in the display contains the number of decimal places specified by the current number in the I-register.

**STO** **I**, when the number in the I-register is 0 through 25, stores the value that is in the display in the primary or secondary storage register addressed by the current number in the I-register.

**RCL** **I**, when the number in the I-register is 0 through 25, recalls the contents of the primary or secondary storage register addressed by the current number in the I-register.

**STO** **+** **I**, **STO** **-** **I**, **STO** **x** **I**, and **STO** **÷** **I**, when the number in the I-register is 0 through 25, perform storage register arithmetic upon the contents of the primary or secondary storage register addressed by the current number in the I-register.

**ISZ** **I**, when the number in the I-register is 0 through 25, increments (adds 1 to) the contents of the primary or secondary storage register addressed by the current number in the I-register. In a running program, one step is skipped if the contents of the addressed register are then zero.

**DSZ** **I**, when the number in the I-register is 0 through 25, decrements (subtracts 1 from) the contents of the primary or secondary storage register addressed by the current number in the I-register. In a running program, one step is skipped if the contents of the addressed register are then zero.

**GTO** **I**, when the number in the I-register is 0 or a positive 1 through 19, transfers execution of a running program sequentially downward through program memory to the next label specified by the current number in the I-register.

**GTO** **I**, when the number in the I-register is a negative number between -1 and -999, transfers execution of a running program *back* in program memory the number of steps specified by the current negative number in the I-register.

**GSB** **I**, when the number in the I-register is 0 through 19, transfers execution of a running program to the subroutine specified by the current number in the I-register. Like a normal subroutine, when a **RTN** is then encountered, execution transfers forward and continues with the step following the **GSB** **I** instruction.



**GSB** (i), when the number in the I-register is a negative number between -1 and -999, transfers execution of a running program *back* in program memory the number of steps specified by the current negative number in the I-register. Operation is then like a normal subroutine.


If the number in the I-register is outside the specified limits when the calculator attempts to execute one of these operations, the display will show **Error**. When using the (i) function, the calculator uses for an address only the integer portion of the number currently stored in the I-register. Thus, 25.99998785 stored in the I-register retains its full value there, but when used as address (i), it is read as 25 by the calculator.






In all cases using the (i) (*indirect*) function, the HP-97 looks at only the integer portion of the current number stored in the I-register.

You can already see that using the I-register and the (i) function in conjunction with these other functions gives you a tremendous amount of computing power and exceptional programming control. Now let's have a closer look at these operations.

## Indirect Display Control

You can use the current number in the I-register in conjunction with the **DSP** key to control the number of decimal places to which a number is displayed and printed. When **DSP** (i) is performed, the display is seen rounded to the number of decimal places specified by the current value contained in the I-register. (The display is *seen* rounded, but of course, the calculator maintains its full accuracy, 10 digits multiplied by 10 raised to a two-digit exponent, internally.) The number in the I-register can be any value, positive or negative, from 0 through 9. The **DSP** (i) operation is most useful as part of a program, but it can also be executed manually from the keyboard. For example:

Slide the PRGM-RUN switch PRGM  RUN to RUN.


Press	Display	
5 <b>STO</b> <b>I</b>		Normal FIX 2 display.
<b>CLX</b>		
<b>DSP</b> (i)		FIX 5 display specified because of the number 5 that is stored in the I-register.
9 <b>STO</b> <b>I</b>		FIX 9 display selected by the number in the I-register.
<b>DSP</b> (i)		



Thus, by controlling the number in the I-register, you can control many different display options with very few instructions in a program.


**Example:** The following program prints an example of each display format that is available on your HP-97. It utilizes a subroutine loop containing the **DSZ** **I** and **DSP** **(i)** instructions to automatically change the number of decimal places printed.

To key in the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press	Display		
<b>f</b> <b>CLPRGM</b>	000		
<b>LBL</b> <b>A</b>	001 21 11	} Initializes program.	
<b>CLX</b>	002 -51		
<b>SCI</b>	003 -12	} Illustrates scientific notation.	
<b>GSB</b> <b>B</b>	004 23 12		
<b>ENG</b>	005 -13	} Illustrates engineering notation.	
<b>GSB</b> <b>B</b>	006 23 12		
<b>FIX</b>	007 -11	} Specifies fixed point notation.	
<b>LBL</b> <b>B</b>	008 21 12		
9	009 09	} Initializes I-register to 9.	
<b>STO</b> <b>I</b>	010 35 46		
<b>LBL</b> 0	011 21 00	} Sets displayed decimal places to current value in I-register.	
<b>RCL</b> <b>I</b>	012 36 46		
<b>DSP</b> <b>(i)</b>	013 -63 45		
<b>PRINT X</b>	014 -14		
<b>f</b> <b>DSZ</b> <b>I</b>	015 16 25 46	} Decrementing loop.	
<b>GTO</b> 0	016 22 00		
<b>RCL</b> <b>I</b>	017 36 46		
<b>DSP</b> <b>(i)</b>	018 -63 45		
<b>PRINT X</b>	019 -14		
<b>RTN</b>	020 24		} Subroutine B

To run the program and see the types of display formatting available on your HP-97:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press

Display

**A**

**0.**

```

9.00000000+02 ***
8.00000000+00 ***
7.00000000+00 ***
6.000000+00 ***
5.00000+00 ***
4.0000+00 ***
3.000+00 ***
2.00+00 ***
1.0+00 ***
0.+00 ***
9.00000000+00 ***
8.00000000+00 ***
7.00000000+00 ***
6.000000+00 ***
5.00000+00 ***
4.0000+00 ***
3.000+00 ***
2.00+00 ***
1.0+00 ***
0.+00 ***
9.00000000 ***
8.00000000 ***
7.0000000 ***
6.000000 ***
5.00000 ***
4.0000 ***
3.000 ***
2.00 ***
1.0 ***
0. ***
    
```

If a number containing a fraction is stored in the I-register, **[DSP]** **[I]** reads only the integer portion of the number. Thus, the I-register can contain a number as large as 9.99999999, and the **[DSP]** **[I]** operation will still execute. For example:

Press	Display
9.99999999	<b>9.99999999</b>
<b>STO</b> <b>I</b>	<b>10.</b>
<b>GSB</b> 0	<b>1.</b>

Display is rounded, but number maintains its original value inside the calculator.

Since the HP-97 is in FIX mode, executing the loop yields the illustration of fixed point notation. (Notice that rounding occurs. Thus, 8.99999999 is rounded to 9.00000000 when printed in FIX 8, etc.)

```

9.99999999 ***
9.00000000 ***
8.00000000 ***
7.00000000 ***
6.00000000 ***
5.00000000 ***
4.00000000 ***
3.00000000 ***
2.00000000 ***
1.00000000 ***

```

The HP-97 displays **Error** if the number in the I-register is greater than 9.99999999 when a **DSP** **(i)** instruction is executed. For example:

Press	Display
10 <b>STO</b> <b>I</b>	<b>10.</b>
<b>GSB</b> 0	<b>Error</b>

As with all error conditions, pressing any key clears the error and returns to the display the last value present there before the error.

Press	Display
<b>R/S</b>	<b>10.</b>

By using **DSP** **(i)**, you have tremendous versatility in the types of output formats your HP-97 produces. With **DSP** **(i)** instructions, for example, the width of a printed number (that is, the number of characters printed) can be made dependent on data. This means that simple bar graphs can be created with the printer.

## Indirect Store and Recall

You can use the number in the I-register to address the 26 storage registers that are in your HP-97. When you press **STO** **(i)**, the value that is in the display is stored in the storage register addressed by the number in the I-register. **RCL** **(i)** addresses the storage registers in a like manner, as do the storage register arithmetic operations **STO** **+** **(i)**, **STO** **-** **(i)**, **STO** **×** **(i)**, and **STO** **÷** **(i)**. (If you have forgotten the normal operation of the storage registers, or of storage register arithmetic, go back and review section 4, Storing and Recalling Numbers, in this handbook.)



When using **STO** (i), **RCL** (i), or any of the storage register arithmetic operations utilizing the (i) function, the I-register can contain positive or negative numbers from 0 through 25. The numbers 0 through 9 address primary storage registers R<sub>0</sub> through R<sub>9</sub>, while numbers from 10 through 19 will address secondary storage registers R<sub>S0</sub> through R<sub>S9</sub>. (You do not have to use the **P<S** function with (i).) Numbers 20 through 24 address storage registers R<sub>A</sub> through R<sub>E</sub>, and with the number 25 in the I-register, (i) addresses the I-register itself!

The diagram below should illustrate these addresses more clearly.

**Primary Registers**


	(i) Address
I	<input type="text"/> 25
R <sub>E</sub>	<input type="text"/> 24
R <sub>D</sub>	<input type="text"/> 23
R <sub>C</sub>	<input type="text"/> 22
R <sub>B</sub>	<input type="text"/> 21
R <sub>A</sub>	<input type="text"/> 20

**Secondary Registers**

	(i) Address
R <sub>S9</sub>	<input type="text"/> 19
R <sub>S8</sub>	<input type="text"/> 18
R <sub>S7</sub>	<input type="text"/> 17
R <sub>S6</sub>	<input type="text"/> 16
R <sub>S5</sub>	<input type="text"/> 15
R <sub>S4</sub>	<input type="text"/> 14
R <sub>S3</sub>	<input type="text"/> 13
R <sub>S2</sub>	<input type="text"/> 12
R <sub>S1</sub>	<input type="text"/> 11
R <sub>S0</sub>	<input type="text"/> 10

	(i) Address
R <sub>9</sub>	<input type="text"/> 9
R <sub>8</sub>	<input type="text"/> 8
R <sub>7</sub>	<input type="text"/> 7
R <sub>6</sub>	<input type="text"/> 6
R <sub>5</sub>	<input type="text"/> 5
R <sub>4</sub>	<input type="text"/> 4
R <sub>3</sub>	<input type="text"/> 3
R <sub>2</sub>	<input type="text"/> 2
R <sub>1</sub>	<input type="text"/> 1
R <sub>0</sub>	<input type="text"/> 0

By using the calculator manually, you can easily see how **STO** (i) and **RCL** (i) are used in conjunction with the I-register to address the different storage registers:

Ensure that the PRGM-RUN switch PRGM  RUN is set to RUN.

Press	Display	
<b>CLx</b> <b>DSP</b> 2	0.00	
<b>f</b> <b>CL REG</b>	0.00	} Clears all storage registers, including the I-register, to zero.
<b>f</b> <b>P&lt;S</b>	0.00	
<b>f</b> <b>CL REG</b>	0.00	
5 <b>STO</b> <b>I</b>	5.00	Stores the number 5 in the I-register.
1.23 <b>STO</b> (i)	1.23	Stores the number 1.23 in the storage register addressed by the number in I—that is, storage register $R_5$ .
24 <b>STO</b> <b>I</b>	24.00	The number 24 is stored in the I-register.
85083 <b>STO</b> (i)	85083.00	This number stored in the storage register ( $R_E$ ) addressed by the current number (24) in I.
12 <b>STO</b> <b>I</b>	12.00	Stores the number 12 in the I-register.
77 <b>EEX</b> 43	77. 43	
<b>STO</b> (i)	7.70000000 44	Stores the number $7.7 \times 10^{44}$ in the storage register addressed by the number in I—that is, in secondary storage register $R_{S2}$ .

Notice that the number was stored *directly* in secondary storage register  $R_{S2}$ . You do not have to use the **P<S** function to access the secondary storage registers when using the (i) function.

To recall numbers that are stored in any register, you can use the **RCL** (*recall*) key followed by the number or letter key of the register address. (For secondary storage registers, use the **P<S** function to exchange contents of the primary and secondary registers before using the **RCL** function.) However, when the address currently stored in the I-register is correct, you can recall the contents of a storage register by simply pressing (i) (or **RCL** (i)). For example:

**Press**

RCL 5

**Display**

1.23

Contents of storage register  $R_5$  recalled to displayed X-register.

(i)

7.70000000 44

Since the I-register still contains the number 12, this operation recalls the contents of the storage register (secondary register  $R_{S2}$ ) addressed by the number 12.

By changing the number in the I-register, you change the address specified by **STO** (i) or **RCL** (i). For example:

**Press**24 **STO** I**Display**

24.00

RCL (i)

85083.00

Contents of storage register  $R_E$  recalled to displayed X-register.

5 **STO** I

5.00

RCL (i)

1.23

Contents of storage register  $R_5$  recalled to displayed X-register.

Storage register arithmetic is performed upon the contents of the register addressed by I by using **STO** + (i), **STO** - (i), **STO** × (i), and **STO** ÷ (i). Again, you can access any storage register, primary or secondary—you never have to use the **P+S** function when using the I-register for addressing. For example:

**Press**1 **STO** + (i)**Display**

1.00

1 added to number in storage register ( $R_5$ ) currently addressed by the I-register.

RCL (i)

2.23

2 **STO** × (i)

2.00

RCL (i)

4.46

CLX

0.00

RCL 5


4.46



Naturally, the most effective use of the I-register as an address for **STO** and **RCL** is in a program.

**Example:** The following program uses a loop to place the number representing its address in storage registers  $R_0$  through  $R_9$ ,  $R_{S0}$  through  $R_{S9}$ , and  $R_A$  through  $R_E$ . During each iteration through the loop, program execution pauses to show the current value of I. When I reaches zero, execution finally is transferred out of the loop by the **f** **DSZ** **I** instruction and the program stops.

To key in the program:

Slide the PRGM-RUN switch **PRGM**  **RUN** to **PRGM**.

### Press

**f** **CLPRGM**

**LBL** **A**

**f** **CL REG**

**f** **P<S**

**f** **CL REG**

2

5

**STO** **I**

**LBL** 1

**I**

**STO** (i)

**f** **PAUSE**

**f** **DSZ** **I**

**GTO** 1

**f** **PRINT:** **REG**

**f** **P<S**

**f** **PRINT:** **REG**

**f** **P<S**

**RTN**

### Display

000

001 21 11

002 16-53

003 16-51

004 16-53

005 02

006 05

007 35 46

008 21 01

009 36 46

010 35 45

011 16 51

012 16 25 46

013 22 01

014 16-13

015 16-51

016 16-13

017 16-51

018 24

Program initialized.

Current value in I stored in storage register addressed by (i).

Pause to display current value of I.

Subtract one from value in I-register.


If  $I \neq 0$ , execute loop again.

Otherwise, print the contents of all the storage registers.

Restores contents of secondary storage registers for possible later calculations.

When the program is run, it begins by clearing the storage registers and placing 25 in the I-register. Then execution begins, recalling the current value in the I-register and storing that number in the corresponding address—for example, when the I-register contains the number 17, that number is recalled and stored in the storage register (R<sub>S7</sub>) that is addressed by the number 17. Each time through the loop, the number in the I-register is decremented, and the result is used both as data and as an address by the **STO** (f) instruction. When the number in the I-register reaches zero, execution transfers out of the loop and the contents of all storage registers are printed.

To run the program:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

**Press**                      **Display**

**A**                              0.00


0.00	0
1.00	1
2.00	2
3.00	3
4.00	4
5.00	5
6.00	6
7.00	7
8.00	8
9.00	9
20.00	A
21.00	B
22.00	C
23.00	D
24.00	E
0.00	I
10.00	0
11.00	1
12.00	2
13.00	3
14.00	4
15.00	5
16.00	6
17.00	7
18.00	8
19.00	9
20.00	A
21.00	B
22.00	C
23.00	D
24.00	E
0.00	I

Notice that the contents of the I-register have been decremented to zero.

You do not have to address secondary storage registers  $R_{S0}$  through  $R_{S9}$  indirectly by using **STO** (i) and **RCL** (i). In some cases, in fact, using the **P $\pm$ S** function in conjunction with **STO** (i) and **RCL** (i) can be a powerful programming tool, since you can use the same instructions to process two sets of data.

For example, suppose you had quantities  $A_1, A_2, A_3, A_4, A_5$  stored in primary storage registers  $R_1$  through  $R_5$ , and quantities  $B_1, B_2, B_3, B_4,$  and  $B_5$  stored in secondary storage registers  $R_{S1}$  through  $R_{S5}$ . If you wanted to find the average value of  $\frac{A_1}{B_1} + \frac{A_2}{B_2} + \dots + \frac{A_n}{B_n}$  (where  $n = 5$ , in this case) you could use **RCL** (i) and **DSZ** I in conjunction with the **P $\pm$ S** function as shown in the program below.

To key in the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press

Display

<b>f</b> <b>CLPRGM</b>	<table border="1"><tr><td>000</td><td></td></tr></table>	000		
000				
<b>LBL</b> <b>C</b>	<table border="1"><tr><td>001</td><td>21 13</td></tr></table>	001	21 13	} Sets number of iterations through loop.
001	21 13			
5	<table border="1"><tr><td>002</td><td>05</td></tr></table>	002	05	
002	05			
<b>STO</b> <b>I</b>	<table border="1"><tr><td>003</td><td>35 46</td></tr></table>	003	35 46	
003	35 46			
0	<table border="1"><tr><td>004</td><td>00</td></tr></table>	004	00	
004	00			
<b>STO</b> 0	<table border="1"><tr><td>005</td><td>35 00</td></tr></table>	005	35 00	} $A_n$ and $B_n$ brought into Y- and X-registers and printed.
005	35 00			
<b>LBL</b> 8	<table border="1"><tr><td>006</td><td>21 08</td></tr></table>	006	21 08	
006	21 08			
<b>RCL</b> (i)	<table border="1"><tr><td>007</td><td>36 45</td></tr></table>	007	36 45	
007	36 45			
<b>f</b> <b>PRINT:</b> <b>SPACE</b>	<table border="1"><tr><td>008</td><td>16-11</td></tr></table>	008	16-11	
008	16-11			
<b>PRINT X</b>	<table border="1"><tr><td>009</td><td>-14</td></tr></table>	009	-14	
009	-14			
<b>f</b> <b>P<math>\pm</math>S</b>	<table border="1"><tr><td>010</td><td>16-51</td></tr></table>	010	16-51	
010	16-51			
<b>RCL</b> (i)	<table border="1"><tr><td>011</td><td>36 45</td></tr></table>	011	36 45	
011	36 45			
<b>PRINT X</b>	<table border="1"><tr><td>012</td><td>-14</td></tr></table>	012	-14	
012	-14			
<b><math>\div</math></b>	<table border="1"><tr><td>013</td><td>-24</td></tr></table>	013	-24	
013	-24			
<b>f</b> <b>P<math>\pm</math>S</b>	<table border="1"><tr><td>014</td><td>16-51</td></tr></table>	014	16-51	Original contents of secondary storage registers restored to those registers.
014	16-51			
<b>STO</b> <b>+</b> 0	<table border="1"><tr><td>015</td><td>35-55 00</td></tr></table>	015	35-55 00	Total stored and updated in register $R_0$ .
015	35-55 00			



Press

Display

I DSZ I

016 16 25 46

GTO 8

017 22 08

If, after decrementing, I has not reached zero, execute the loop again.

RCL 0

018 36 00

5

019 05

+

020 -24

DSP 9

021 -63 09

I PRINT: SPACE

022 16-11

PRINT X

023 -14

DSP 2

024 -63 02

RTN

025 24

Otherwise, compute, format, and print the average and stop.

Now run the program for the following values of  $A$  and  $B$ :

A	73	81	97.6	115.9	244.8
B	21	47	68	102.88	179

First initialize the program by placing the values for  $B$  in secondary storage registers  $R_{S1}$  through  $R_{S5}$  and the values for  $A$  in corresponding primary registers  $R_1$  through  $R_5$ . To initialize and run the routine:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press

Display

21 STO 1

21.00

47 STO 2

47.00

68 STO 3

68.00

102.88 STO 4

102.88

179 STO 5

179.00

I P&lt;S

179.00

73 STO 1

73.00

81 STO 2

81.00

97.6 STO 3

97.60

115.9 STO 4

115.90

244.8 STO 5

244.80

Now press **C** to run the program and print the data and the average.

Press

**C**

Display

1.83

```

244.00 ***
179.00 ***

115.50 ***
102.88 ***

97.60 ***
66.00 ***

81.00 ***
47.00 ***

73.00 ***
21.00 ***

1.825009365 ***

```

Although for this illustration we stored the data manually before beginning, it would be a simple matter to create an initialization routine that, when loaded into the calculator, would permit you to key in data during a **PAUSE** instruction. The routine could use the **STO** **(f)** function to store the original data in the proper registers as you keyed it in.

## Indirect Incrementing and Decrementing of Storage Registers

In section 11, you learned how to increment or decrement the I-register by using the instructions **ISZ** **(I)** and **DSZ** **(I)**. By using the number in the I-register as an *address*, the instructions **f ISZ** **(f)** and **f DSZ** **(f)** increment or decrement the contents of the *storage register* addressed by the number in I.

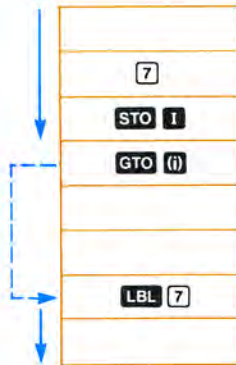
The indirect addressing of the storage registers for **ISZ** **(f)** and **DSZ** **(f)** is the same as that for **STO** **(f)**, **RCL** **(f)**, and storage register arithmetic using **(f)**. When using **ISZ** **(f)** and **DSZ** **(f)**, the calculator looks at only the integer portion of the absolute value of the number stored in the I-register. An attempted **ISZ** **(f)** or **DSZ** **(f)** operation when the number in I is 26 or greater results in an error condition.

**ISZ** (i) and **DSZ** (i) function very similarly to **ISZ** I and **DSZ** I. When an **ISZ** (i) or **DSZ** (i) instruction is performed in a running program, the calculator first increments (adds 1 to) or decrements (subtracts 1 from) the contents of the storage register addressed by the number in the I-register. If the contents of the storage register addressed by the number in I are then zero (actually, if they are between -1 and +1), the calculator skips one step. If the contents of the storage register addressed are *not* then zero, execution continues with the next step of program memory after the **ISZ** (i) or **DSZ** (i) instruction.

## Indirect Control of Branches and Subroutines

Like display control using **DSP** (i) and addressing of storage registers using **STO** (i) and **RCL** (i), you can address routines, subroutines, even entire programs with the I-register.

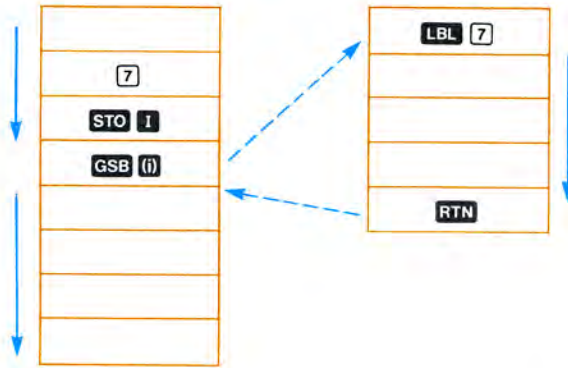
To address a routine using the I-register, use the instruction **GTO** (i). When a running program encounters a **GTO** (i) instruction, execution is transferred sequentially downward to the **LBL** that is addressed by the number in the I-register. Thus, with the number 7 stored in I, when the instruction **GTO** (i) is encountered, execution is transferred downward in program memory to the next **LBL** 7 instruction before resuming.



Naturally, you can also press **GTO** (i) from the keyboard to begin execution from the specified **LBL**.

Subroutines can also be addressed and utilized with the I-register. When **GSB** (i) is executed in a running program (or pressed from the keyboard), execution transfers to the specified **LBL** and executes the subroutine. When a **RTN** is encountered, execution transfers back to the next instruction after the **GSB** (i) and resumes. For example, with the number 7 stored in the I-register, **GSB** (i) causes execution of the subroutine defined by **LBL** 7 and **RTN**.





The simple-to-remember addressing using the I-register is the same for **GTO (i)** and **GSB (i)**. If the I-register contains zero or a positive number from 1 through 9, **GTO (i)** addresses **LBL 0** through **LBL 9**. When the number in I is a positive 10 through 14, **LBL A** through **LBL E** are addressed, while positive 15 through 19 address **LBL f a** through **LBL f e**. Label addressing is illustrated below.

If the number in I is: **GTO (i)** or **GSB (i)** transfers execution to:

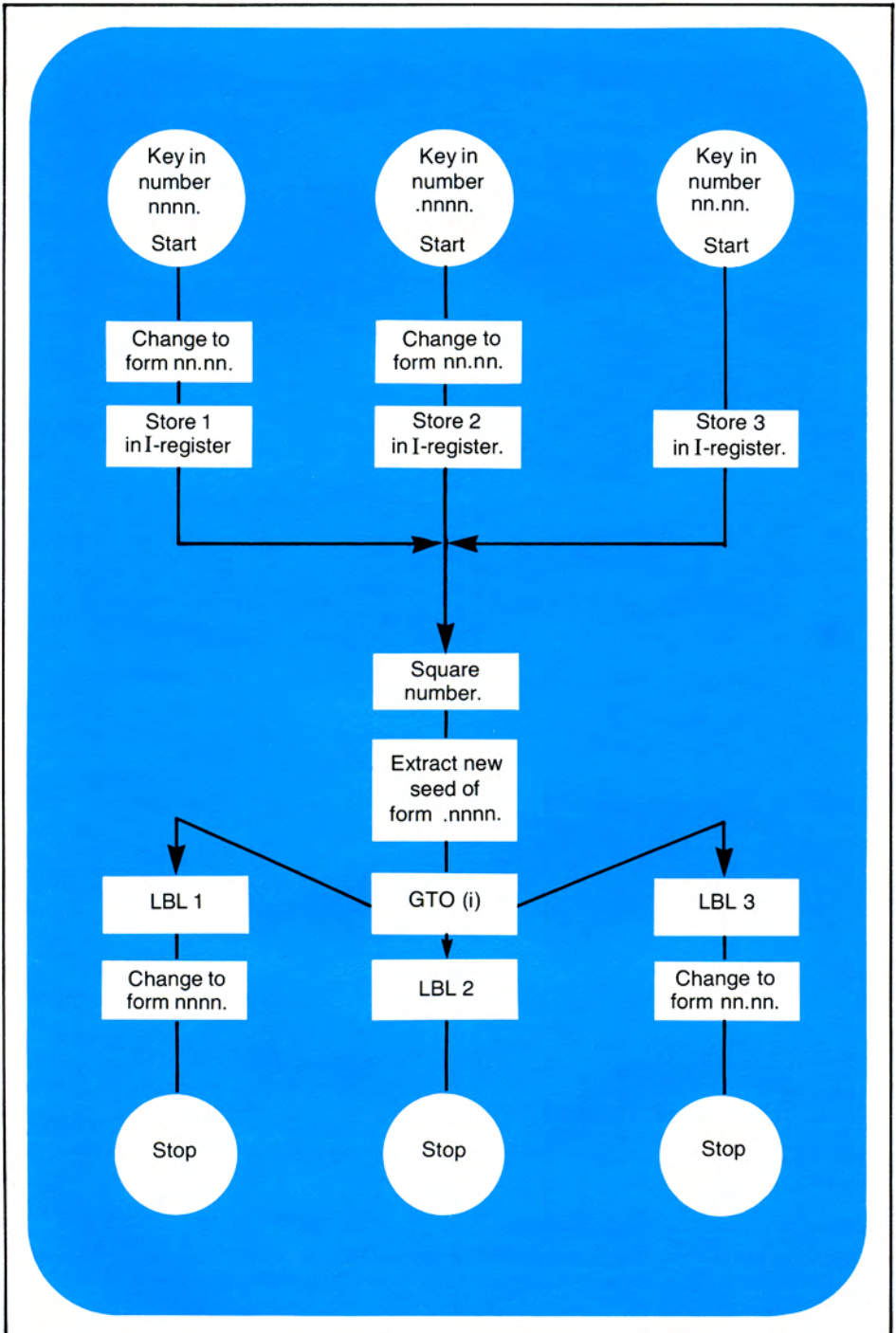
0	<b>LBL 0</b>
1	<b>LBL 1</b>
2	<b>LBL 2</b>
3	<b>LBL 3</b>
4	<b>LBL 4</b>
5	<b>LBL 5</b>
6	<b>LBL 6</b>
7	<b>LBL 7</b>
8	<b>LBL 8</b>
9	<b>LBL 9</b>
10	<b>LBL A</b>
11	<b>LBL B</b>
12	<b>LBL C</b>
13	<b>LBL D</b>
14	<b>LBL E</b>
15	<b>LBL f a</b>
16	<b>LBL f b</b>
17	<b>LBL f c</b>
18	<b>LBL f d</b>
19	<b>LBL f e</b>

Remember that the numbers in the I-register must be positive or zero (negative numbers cause rapid reverse branching, which we will discuss later), and that the calculator looks at only the integer portion of the number in I when using it for an address.

**Example:** One method of generating pseudo random numbers in a program is to take a number (called a “seed”) square it, and then remove the center of the resulting square and square *that*, etc. Thus, a seed of 5182 when squared yields 26853124. A random number generator could then extract the four center digits, 8531, and square that value. Continuing for several iterations through a loop would generate several random numbers.

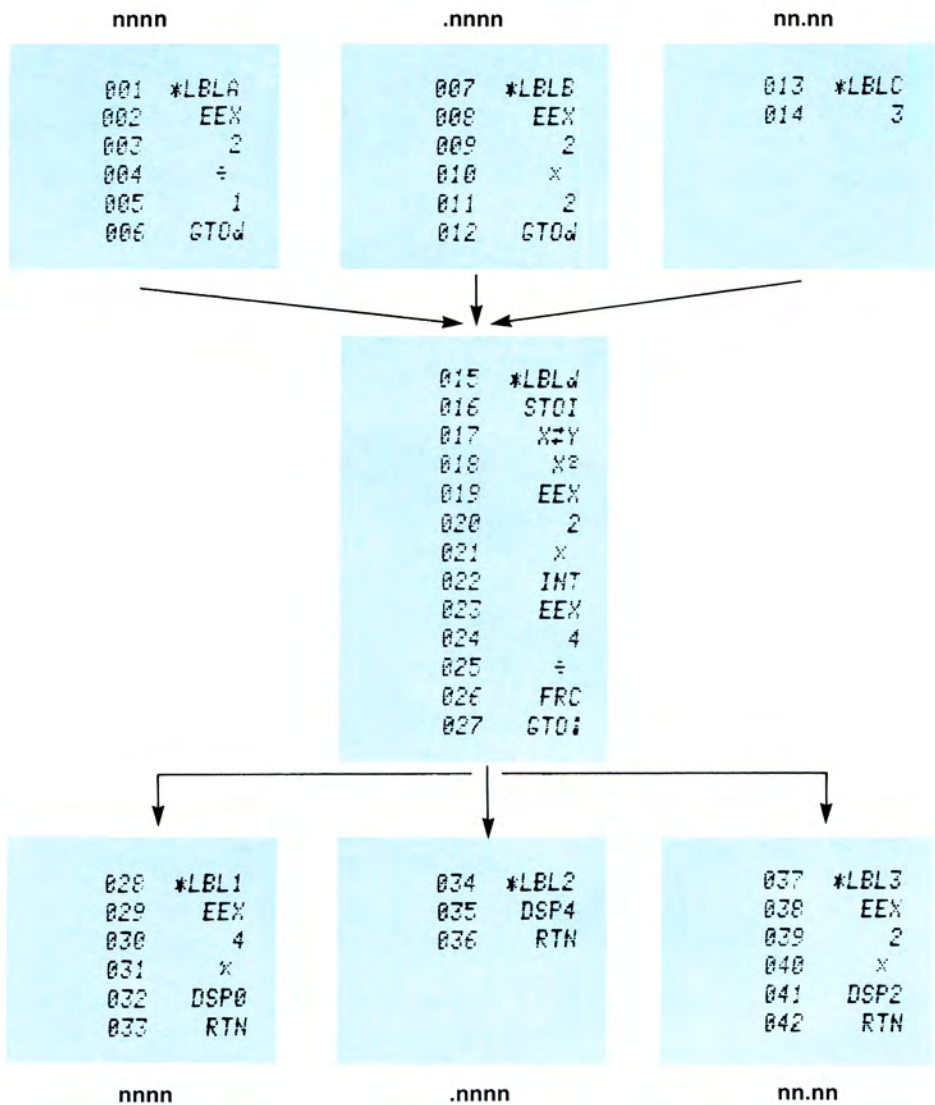
The following program uses the **GTO** **(I)** instruction to permit you to key in a four-digit seed in any of three forms: *nnnn*, *.nnnn*, or *nn.nn*. The seed is squared and the square truncated by the main part of the program, and the resulting four-digit random number is displayed in the form of the original seed: *nnnn*, *.nnnn*, or *nn.nn*.

A flowchart for the program might look like the one on page 217.






You can see how actual implementation of the program matches the flowchart.


































The use of the **GTO (i)** instruction lets you select the operations that are performed upon the number after the main portion of the program.

By storing 1, 2, or 3 in the I-register depending upon the format of the seed, the program selects the form of the result after it is generated by the main portion of the program. Although the program shown here stops after each result, it would be a simple matter to create a loop that would iterate several times, increasing the apparent randomness of the result each time.

To key in the complete program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

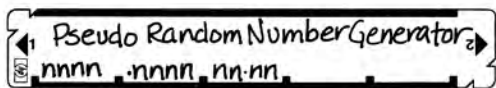
Press	Display	
	000	
	001 21 11	
	002 -23	} Changes <i>nnnn</i> to <i>nn.nn</i> .
2	003 02	
	004 -24	
1	005 01	
  	006 22 16 14	Places 1 in X-register for storage in I.
	007 21 12	} Changes <i>.nnnn</i> to <i>nn.nn</i> .
	008 -23	
2	009 02	
	010 -35	
2	011 02	
  	012 22 16 14	Places 2 in X-register for storage in I.
	013 21 13	} Places 3 in X-register for storage in I.
3	014 03	
  	015 21 16 14	} Stores address of later operation in I.
 	016 35 46	
	017 -41	Brings <i>nn.nn</i> to X-register.
	018 53	Squares <i>nn.nn</i> .
	019 -23	} Truncates two final digits of square.
2	020 02	
	021 -35	
 	022 16 34	
	023 -23	} Truncates two leading digits of square.
4	024 04	
	025 -24	
 	026 16 44	
 	027 22 45	Transfers execution to appropriate operational routine.

Press	Display	
<b>LBL</b> 1	<b>028</b> <b>21 01</b>	} Result appears as <i>nnnn.</i>
<b>EEX</b>	<b>029</b> <b>-23</b>	
4	<b>030</b> <b>04</b>	
<b>X</b>	<b>031</b> <b>-35</b>	
<b>DSP</b> 0	<b>032</b> <b>-63 00</b>	
<b>RTN</b>	<b>033</b> <b>24</b>	
<b>LBL</b> 2	<b>034</b> <b>21 02</b>	} Result appears as <i>.nnnn.</i>
<b>DSP</b> 4	<b>035</b> <b>-63 04</b>	
<b>RTN</b>	<b>036</b> <b>24</b>	
<b>LBL</b> 3	<b>037</b> <b>21 03</b>	} Result appears as <i>nn.nn.</i>
<b>EEX</b>	<b>038</b> <b>-23</b>	
2	<b>039</b> <b>02</b>	
<b>X</b>	<b>040</b> <b>-35</b>	
<b>DSP</b> 2	<b>041</b> <b>-63 02</b>	
<b>RTN</b>	<b>042</b> <b>24</b>	

We could also have used a subroutine for the digits for 100 (that is, **EEX** 2) in steps 002-003, 008-009, 019-020, and 038-039, but we have used this more straightforward program to illustrate the use of the **GTO (I)** instruction.


When you key in a four-digit seed number in one of the three formats shown, an address (1, 2, or 3) is placed in the I-register. This address is used by the **GTO (I)** instruction in step 027 to transfer program execution to the proper routine so that the new random number is seen in the same form as the original seed.




Were you to record this program on a magnetic card, you might wish to mark your card so that it looked like this:








Now run the program for seeds of 5182, .5182 and 51.82. To run the program:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display	
5182 <b>A</b>		Random number generated in the proper form.
.5182 <b>B</b>		
51.82 <b>C</b>		

The program generates a random number of the same form as the seed you keyed in. To use the random number as a new seed (simulating the operation of an actual random number generator, in which a loop would be used to decrease the apparent predictability of each succeeding number), continue pressing the appropriate user-definable key:

Press	Display	
<b>C</b>		Each succeeding number appears to be more random.
<b>C</b>		
<b>C</b>		

With a few slight modifications of the program, you could have used a **GSB** (f) instruction instead of a **GTO** (f) instruction.

## Rapid Reverse Branching

Using **GTO** (f) and **GSB** (f), with a negative number stored in I, you can actually branch to any *step number* of program memory.

As you know, when a **GTO** or **GSB** instruction is executed, the calculator does not execute further instructions until it has searched downward through program memory and located the next *label* addressed by **GTO** or **GSB**. When **GTO** (f) or **GSB** (f) is executed in a running program, with 0 or a positive 1 through 19 stored in the I-register, the running program searches downward through program memory until it locates the next **LBL** addressed by the number in **I**. Then execution resumes.

With a *negative* number stored in the I-register, however, execution is actually transferred *backward* in program memory when **GTO** (f) or **GSB** (f) is executed. The calculator does not search for a label, but instead transfers execution *backward* the number of steps specified by the negative number in the I-register. (This is advantageous because the search is often much faster than searching for a label, and because you can thus transfer execution even though all labels in the calculator have been used for other purposes.)

For example, in the section of program memory shown below, -12 is stored in the I-register. Then, when step 207, **GTO (I)**, is executed, the running program jumps backward 12 steps through program memory to step 195 (that is, step 207 - 12 = 195), and execution resumes again with step 195 of program memory.

With -12 stored in I, execution transferred backward 12 steps by **GTO (I)**.

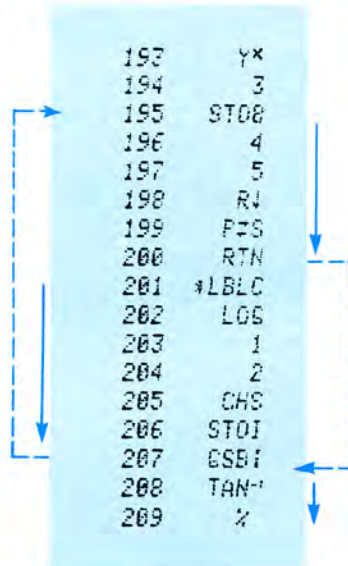
193	Y*
194	3
195	STO8
196	4
197	5
198	R↓
199	F↔S
200	RTN
201	*LBLC
202	LOG
203	1
204	2
205	CHS
206	STOI
207	GTOI
208	TAN <sup>-1</sup>
209	%

When **GTO (I)** has been performed in a running program, execution then continues until the next **RTN** or **R/S** instruction is encountered, whereupon the running program stops. Thus, if you pressed **C** with the instructions shown above loaded into the calculator, the instructions in steps 201 through 207 would be executed in order. Then the program would jump backward and execute step 195 next, continuing with 196, 197, etc., until the **RTN** instruction was encountered in step 200. The running program would then stop.

With a negative number stored in the I-register, **GSB (I)** also transfers execution backward the number of steps specified by **I**. However, subsequent instructions are then executed as a *subroutine*, so when the next **RTN** instruction is encountered, execution transfers back to the instruction following the **GSB (I)** instruction (just like a normal subroutine would be executed).

The section of program memory on the next page shows how **GSB (I)** operates. If you press **C**, -12 will be stored in the I-register. When **GSB (I)** is then executed a running program jumps back 12 steps from step 207 and resumes execution with step 195. When the **RTN (return)** instruction in step 200 is encountered, execution returns and continues with step 208.

With -12 stored in I, execution transferred backward 12 steps by **GSB (i)**.



Then the **RTN** instruction causes a return, and execution resumes with step 208.

Rapid reverse branching using **GTO (i)** and **GSB (i)** is extremely useful as part of your programs. Rapid reverse branching permits you to transfer execution to *any* step number of program memory. With a negative number stored in the I-register, the resulting step number can always be found by combining the negative number in I with the step number of the **GTO (i)** or **GSB (i)** instruction.

Execution can even be transferred backward past step 000. To find the resulting step number of program memory, find the sum of the negative number in the I-register and the step number containing the **GTO (i)** or **GSB (i)** instruction, then add 224. Thus, if the I-register contained -12 and a **GTO (i)** instruction were encountered in step 007, execution would be transferred to step 219 of program memory ( $7-12 + 224 = 219$ ).

**Example:** Named after a 13<sup>th</sup>-century mathematician, the Fibonacci series is a series of numbers that expresses many relationships found in mathematics, architecture, and nature. (For example, in many plants, the proliferation of branches follows a series of Fibonacci numbers.) The series is of the form 0, 1, 1, 2, 3, 5, 8, 13..., where each element is the sum of the two preceding elements.






The program below contains an infinite loop that generates and prints the Fibonacci series. Although you normally would probably not set up a single routine that began in step 211 and continued through step 008, the routine below illustrates how the **GTO (I)** instruction coupled with a negative number in the I-register can transfer program execution back in program memory, even past step 000.

211	*LBLA	21 11	
212	1	01	
213	0	00	
214	CHS	-22	
215	STOI	35 46	
216	0	00	
217	STO0	35 00	
218	1	01	
219	STO1	35 01	
220	PRTX	-14	
221	RCL0	36 00	} Infinite loop.
222	RCL1	36 01	
223	+	-55	
224	PRTX	-14	
001	STO0	35 00	
002	RCL0	36 00	
003	RCL1	36 01	
004	+	-55	
005	PRTX	-14	
006	STO1	35 01	
007	GTO:	22 45	
008	RTN	24	

Execution transferred  
-10 steps.

When the program is run, steps 212 through 215 store  $-10$  in the I-register. Thereafter, execution of the **GTO (I)** instruction in step 007 causes the running program to jump back 10 steps and resume execution with step 221 (that is,  $007 - 10 + 224 = 221$ ). Thus, an infinite loop is set up that generates and prints the Fibonacci series until you stop the program by pressing **R/S** (or any key) from the keyboard.

To load the complete program, you must first load the instructions in steps 001 through 008, then go to step 210 and load the instructions into steps 211 through 224. To load the program into the calculator:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press

Display

<b>I</b> <b>CLPRGM</b>	<b>000</b>
<b>STO</b> 0	<b>001 35 00</b>
<b>RCL</b> 0	<b>002 36 00</b>
<b>RCL</b> 1	<b>003 36 01</b>
<b>+</b>	<b>004 -55</b>
<b>PRINT x</b>	<b>005 -14</b>
<b>STO</b> 1	<b>006 35 01</b>
<b>GTO</b> (i)	<b>007 22 45</b>
<b>RTN</b>	<b>008 24</b>

Now go to step 210 and continue loading instructions, beginning with the **LBL A** contained in step 211:

Press

Display

<b>GTO</b> .210	<b>210 51</b>
<b>LBL</b> <b>A</b>	<b>211 21 11</b>
1	<b>212 01</b>
0	<b>213 00</b>
<b>CHS</b>	<b>214 -22</b>
<b>STO</b> <b>I</b>	<b>215 35 46</b>
0	<b>216 00</b>
<b>STO</b> 0	<b>217 35 00</b>
1	<b>218 01</b>
<b>STO</b> 1	<b>219 35 01</b>
<b>PRINT x</b>	<b>220 -14</b>
<b>RCL</b> 0	<b>221 36 00</b>
<b>RCL</b> 1	<b>222 36 01</b>
<b>+</b>	<b>223 -55</b>
<b>PRINT x</b>	<b>224 -14</b>

Now switch to RUN mode and run the program. Press **R/S** (or any key) to stop the program after you have seen how quickly the Fibonacci series increases.

To run the program:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press **A** **Display**

**A**  
**R/S** 610.00

```

1.00 ***
1.00 ***
2.00 ***
3.00 ***
5.00 ***
8.00 ***
13.00 ***
21.00 ***
34.00 ***
55.00 ***
89.00 ***
144.00 ***
233.00 ***
377.00 ***
610.00 ***

```

Each element in the Fibonacci series is the sum of the previous two elements in the series.

Rapid reverse branching can be specified with numbers from -1 through -999 in the I-register. If the number in I is greater than 224, the search continues backward through program memory the number of steps specified. If you attempt to execute **GTO (f)** or **GSB (f)** when magnitude of the integer portion of the negative number in I is greater than 999, the calculator displays Error.

## Problems

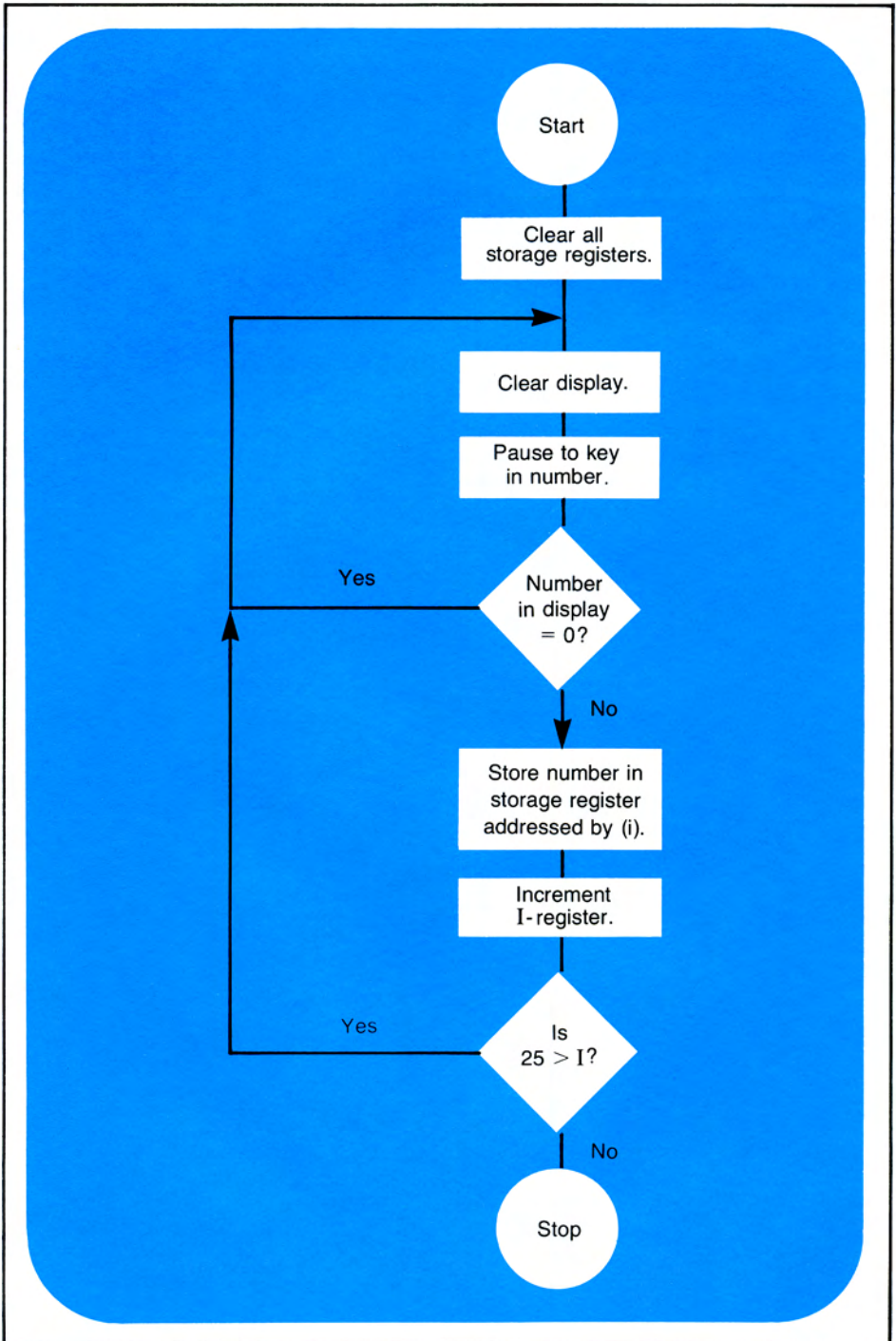
1. a. Create and load a program using **ISZ I** and **STO (f)** that permits you to key in a series of values during successive pauses. The values should be stored in storage registers  $R_0$  through  $R_9$ ,  $R_{S0}$  through  $R_{S9}$ , and  $R_A$  through  $R_E$  in the order you key them in. Use the flowchart on the opposite page to help you.

b. Now create and load a program immediately after the first one that will recall and print the contents of each storage register in reverse order (that is, print  $R_E$  first, then  $R_D$ , etc.). The program should stop running after it has printed the contents of  $R_0$ .

Run the program you loaded for problem 1a, keying in a series of 25 different values. Then run the program you loaded for 1b. All 25 values should be printed, but the last one you keyed in should be the first printed, etc.

2. Modify the Random Number Generator program on pages 219-220 to use **GSB (f)** instead of **GTO (f)** for control. Run the program with the same seed numbers to ensure that it still runs correctly.





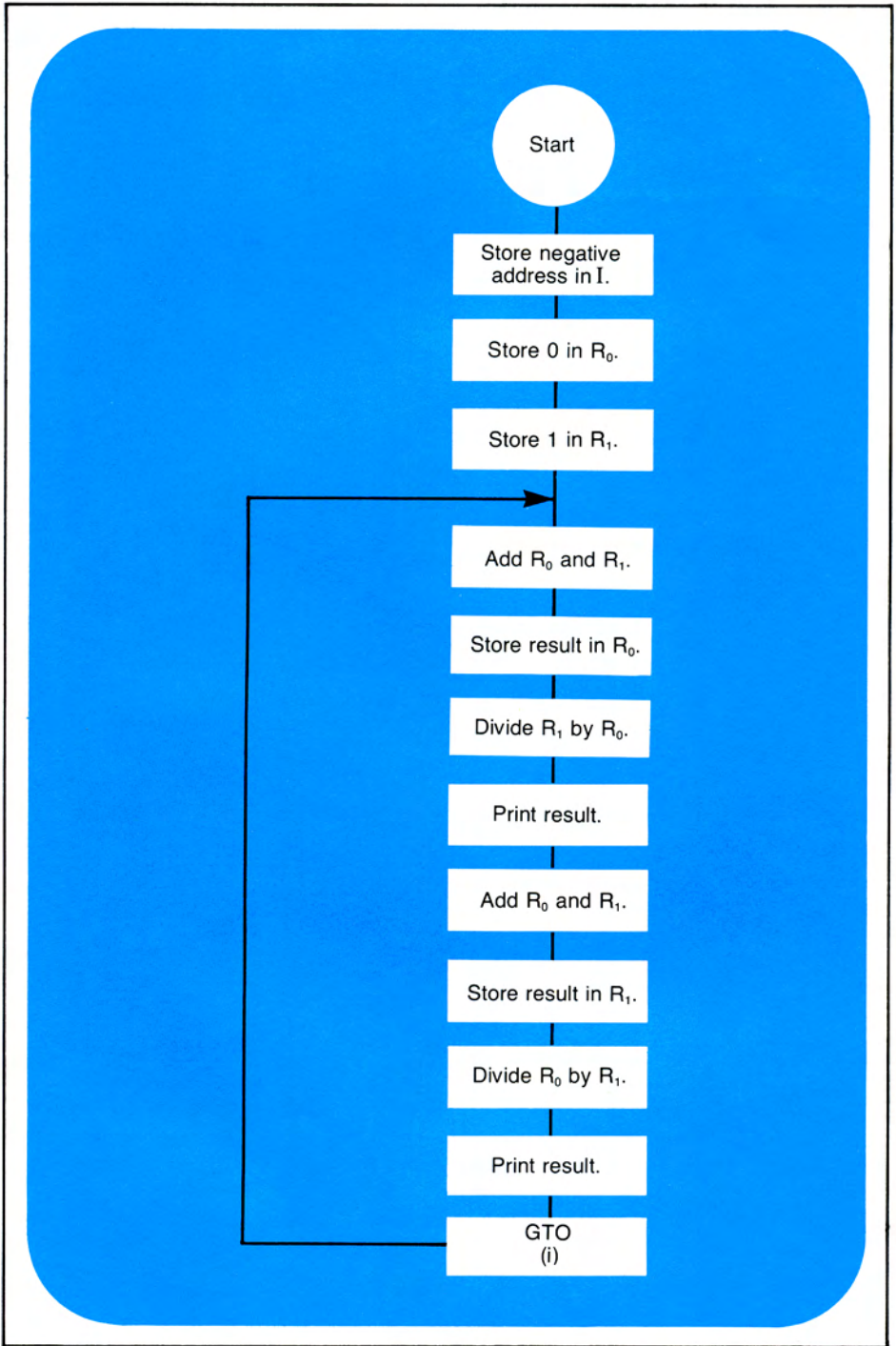
3. One curious fact about the Fibonacci series is that the quotients of successive terms converge to a common value. This value was known to the ancient Greeks as the “golden ratio” because it expressed the ideal ratio of width to length that gave the most aesthetically appealing building or room.

Create, load and run a program that will yield this ideal ratio. You should be able to calculate and print each successive ratio (for example,  $2/3$ ,  $3/5$ ,  $5/8$ ,  $8/13$ , etc.) until the series converges to the value of the golden ratio. Create a loop by using

the rapid reverse branching power of the **GTO** (i) instruction with a negative number in the I-register. Use the flowchart on the opposite page to help you.

When you are satisfied that the golden ratio has been calculated, you can press **R/S** from the keyboard to stop the infinite loop. (The value of the golden ratio should be 0.618033989.)







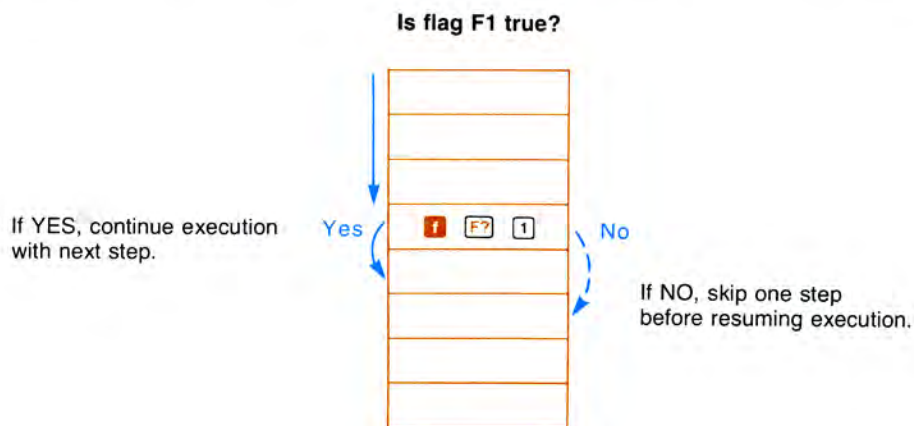
001	SF0	16	21	00
002	SF1	16	21	01
003	SF2	16	21	02
004	SF3	16	21	03
005	F0?	16	23	00
006	F1?	16	23	01
007	F2?	16	23	02
008	F3?	16	23	03
009	CF0	16	22	00
010	CF1	16	22	01
011	CF2	16	22	02
012	CF3	16	22	03

## Flags

Besides the conditionals ( $x=y?$ ,  $x>0?$ , etc.) and the tests for zero ( $\text{ISZ } 0$ ,  $\text{DSZ } 0$ ,  $\text{ISZ } 1$ ,  $\text{DSZ } 1$ ), you can also use *flags* for tests in your programs. A flag actually is a memory device that can be either SET (true) or CLEAR (false). A running program can then *test* the flag later in the program and make a decision, depending upon whether the flag was set or clear.

There are four flags, F0, F1, F2, and F3, available for use in your HP-97. To set a flag true, use the instruction  $\text{STF}$  (*set flag*) followed by the digit key ( $0$ ,  $1$ ,  $2$ ,  $3$ ) of the desired flag. The instruction  $\text{CLF}$  (*clear flag*) is used to clear flags.

When using flags, decisions are made using the instruction  $\text{F?}$  (*is flag true?*) followed by the digit key ( $0$ ,  $1$ ,  $2$ ,  $3$ ) specifying the flag to be tested. When a flag is tested by an  $\text{F?}$  instruction, the calculator executes the next step if the flag is set (this is the “DO if TRUE” rule again). If the flag is clear, the next step of program memory is skipped before execution resumes.



### Command-Cleared Flags

There are two types of flags. Flags F0 and F1 are *command-cleared flags*—that is, once they have been set by an  $\text{STF } 0$  or  $\text{STF } 1$  operation, they remain set until they are commanded to change by the  $\text{CLF } 0$  or  $\text{CLF } 1$  operations. Command-cleared flags are generally used to remember program status (e.g., are printed outputs desired?).



## Test-Cleared Flags

Flags F2 and F3 are *test-cleared flags*. They are cleared by a test operation. For example, if you had set flag F2 with an **F** **STF** 2 operation and then it was tested later in a program with an **F** **F?** 2 instruction, flag F2 would be cleared by the test—execution would continue with the next step of program memory (the “DO if TRUE” rule), but the flag would then be cleared and would remain cleared until it was set again. The test-cleared flags are used to save the **F** **CLF** operation after a test. (However, test-cleared flags can be cleared by the **F** **CLF** operation, if desired.)

Besides being a test-cleared flag, flag F3 alone is *set by digit entry*—that is, as soon as you key in a number from the keyboard, flag F3 is set. It is also set when the magnetic card reader is used to load data into the storage registers from a card.


Even though you do not test or use flag F3 in a program, it is nevertheless set by digit entry from the keyboard or data loading from the magnetic card reader.

All flags are cleared when the HP-97 is first turned ON or when **F** **CLPRGM** is pressed in PRGM mode. Whenever a magnetic program card is passed through the card reader, the flags are set or cleared according to status information recorded on the card.

Now look at the way these flags can be used in programs.

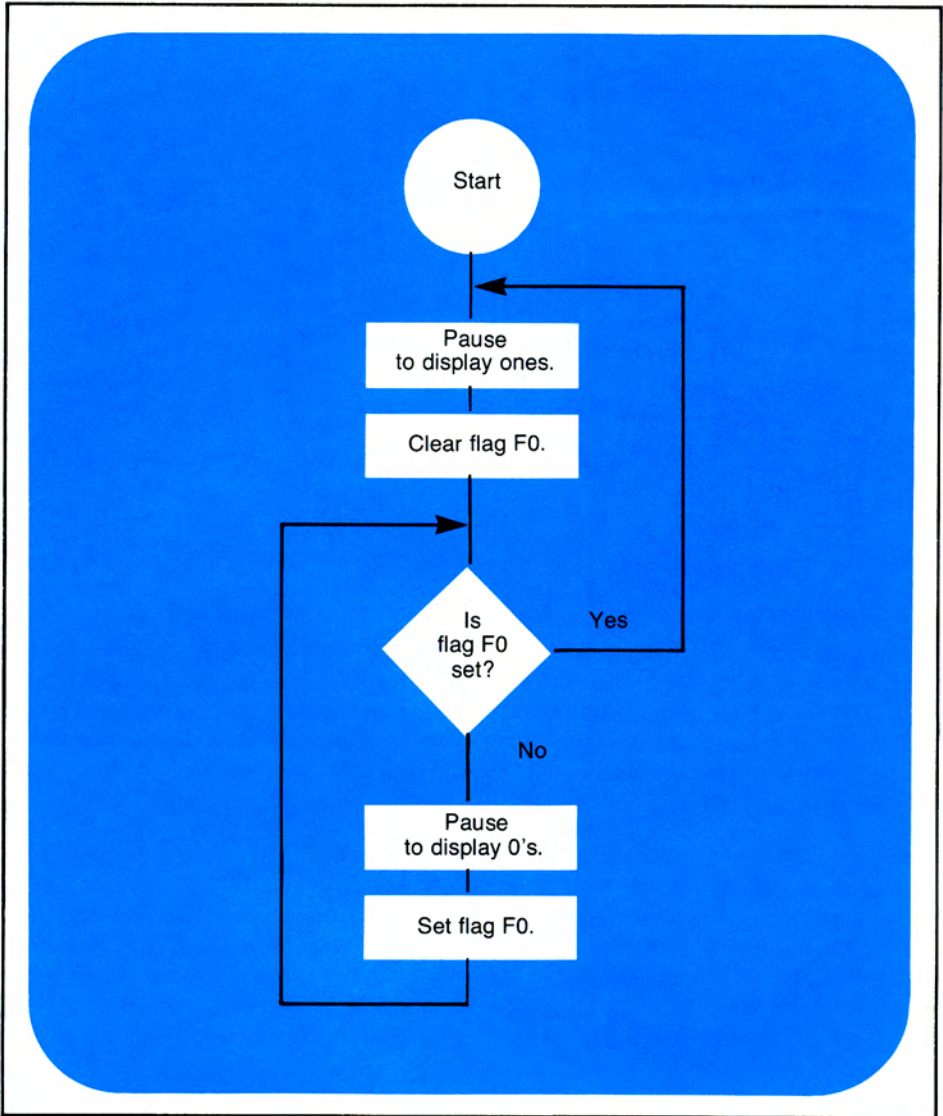
**Example:** The following program contains an infinite loop that illustrates the operation of a flag. (In this case, the flag used is command-cleared flag F0.) The program alternately displays all 1’s and all 0’s by changing the status of the flag, and thus, the result of the test in step 007, each time through the loop. A flowchart for the simple program might look like the one on the opposite page.

The program assumes that you have the number 0 in storage register R<sub>0</sub> and the number 1.11111111 has been stored in storage register R<sub>1</sub>.


Slide the PRGM-RUN switch **PRGM**  **RUN** to **PRGM**.

Press	Display	
<b>F</b> <b>CLPRGM</b>	<b>000</b>	
<b>LBL</b> <b>A</b>	<b>001      21 11</b>	} Recalls and displays ones from register R <sub>1</sub> .
<b>DSP</b> 9	<b>002      -63 09</b>	
<b>RCL</b> 1	<b>003      36 01</b>	
<b>F</b> <b>PAUSE</b>	<b>004      16 51</b>	
<b>F</b> <b>CLF</b> 0	<b>005      16 22 00</b>	} Clears flag F0.
<b>LBL</b> <b>B</b>	<b>006      21 12</b>	
<b>F</b> <b>F?</b> 0	<b>007      16 23 00</b>	} Test flag F0.
<b>GTO</b> <b>A</b>	<b>008      22 11</b>	} If set (true), go to <b>LBL</b> <b>A</b> .
<b>RCL</b> 0	<b>009      36 00</b>	} Otherwise, recall and display zeros from register R <sub>0</sub> , set flag F0, and go to <b>LBL</b> <b>B</b> .
<b>F</b> <b>PAUSE</b>	<b>010      16 51</b>	
<b>F</b> <b>STF</b> 0	<b>011      16 21 00</b>	
<b>GTO</b> <b>B</b>	<b>012      22 12</b>	
<b>RTN</b>	<b>013      24</b>	





Now switch to RUN mode and initialize and run the program. To run the program:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display	
0	0.	} Initializes the program.
<b>FIX</b>	0.00	
<b>DSP</b> 9	0.00000000	
<b>STO</b> 0	0.00000000	
1.11111111	1.11111111	
<b>STO</b> 1	1.11111111	} All ones and all zeros displayed alternately.
<b>A</b>	1.11111111	
	0.00000000	

To stop the running program at any time, merely press **R/S** (or any key) from the keyboard.

**How it works.** After you have initialized the program by storing all zeros in register  $R_0$  and all ones in register  $R_1$ , the program begins running when you press **A**. The **RCL** 1 and **f PAUSE** instructions in steps 003 and 004 pause to display all ones from storage register  $R_1$ . The **f CLF** 0 instruction in step 005 clears flag  $F_0$ . (Since the flag is already clear when you begin the program, the status of the flag simply remains the same.)

There is no **RTN** after the routine begun by **LBL** **A**, so execution continues through the **LBL** **B** instruction in step 006 to the test, **f F?** 0, in step 007. The **f F?** instruction asks the question “Is flag  $F_0$  set (true)?” Since the flag has been cleared earlier, the answer is NO, and execution skips one step of program memory and continues with the **RCL** 0 instruction in step 009. The **RCL** 0 and **f PAUSE** instructions in steps 009 and 010 pause to display all zeros from register  $R_0$ . Flag  $F_0$  is then set by the **f STF** 0 instruction in step 011, and execution is transferred to **LBL** **B** by the **GTO** **B** instruction in step 012.

With flag  $F_0$  now set, the test **f F?** 0 (“Is flag  $F_0$  true?”) is now YES, so the calculator executes the **GTO** **A** instruction in step 008, the next step after the test. After again pausing to display all zeros, the flag is cleared, and the program continues in an endless cycle, alternately displaying ones and zeros, until you stop execution from the keyboard.

The above program utilized one of the two command-cleared flags, so an **f CLF** instruction was required to clear it each time. However, you should also be able to modify this program using one of the test-cleared flags,  $F_2$  or  $F_3$ , and shorten the program, thereby saving one step of memory.

## Data Entry Flag

The data entry flag, flag F3, is a flag that is set for data entry and cleared upon test. These features of this flag can be used for interchangeable solutions in a program.

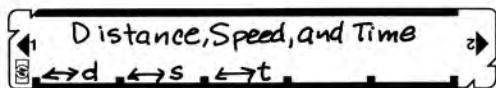
**Example:** The program below calculates the distance ( $d$ ), speed ( $s$ ), or time ( $t$ ) for a moving body according to the following formulas:

$$d = st \quad \text{distance} = \text{speed} \times \text{time}$$

$$s = \frac{d}{t} \quad \text{speed} = \text{distance} \div \text{time}$$

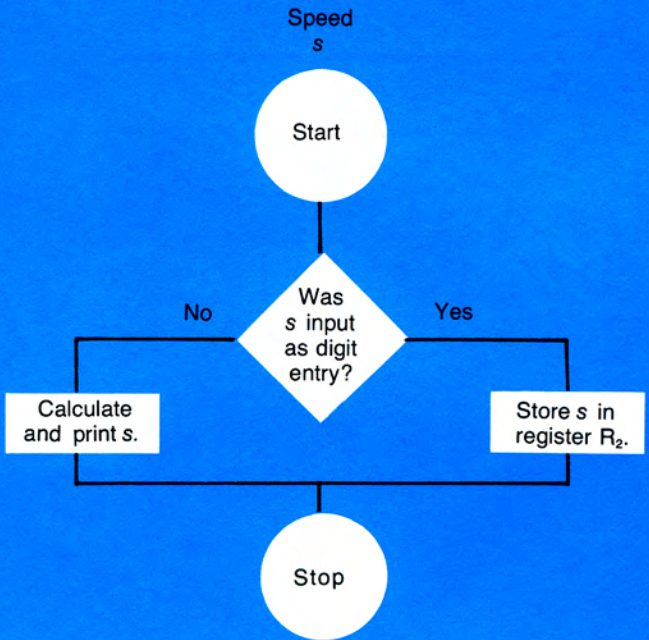
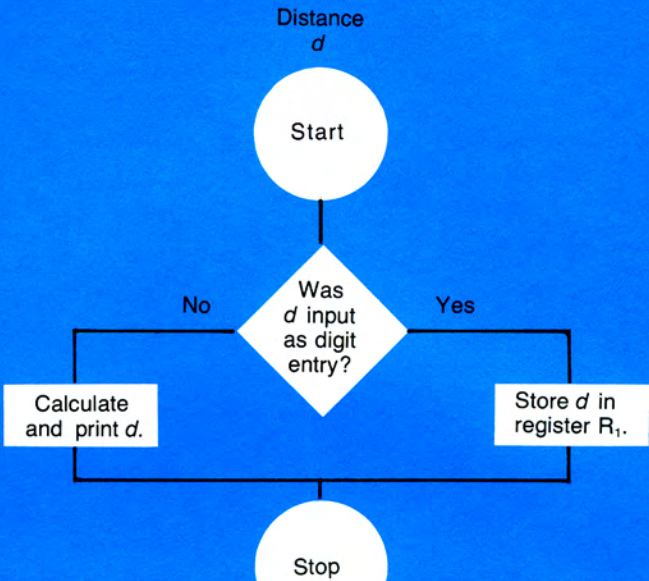
$$t = \frac{d}{s} \quad \text{time} = \text{distance} \div \text{speed}$$

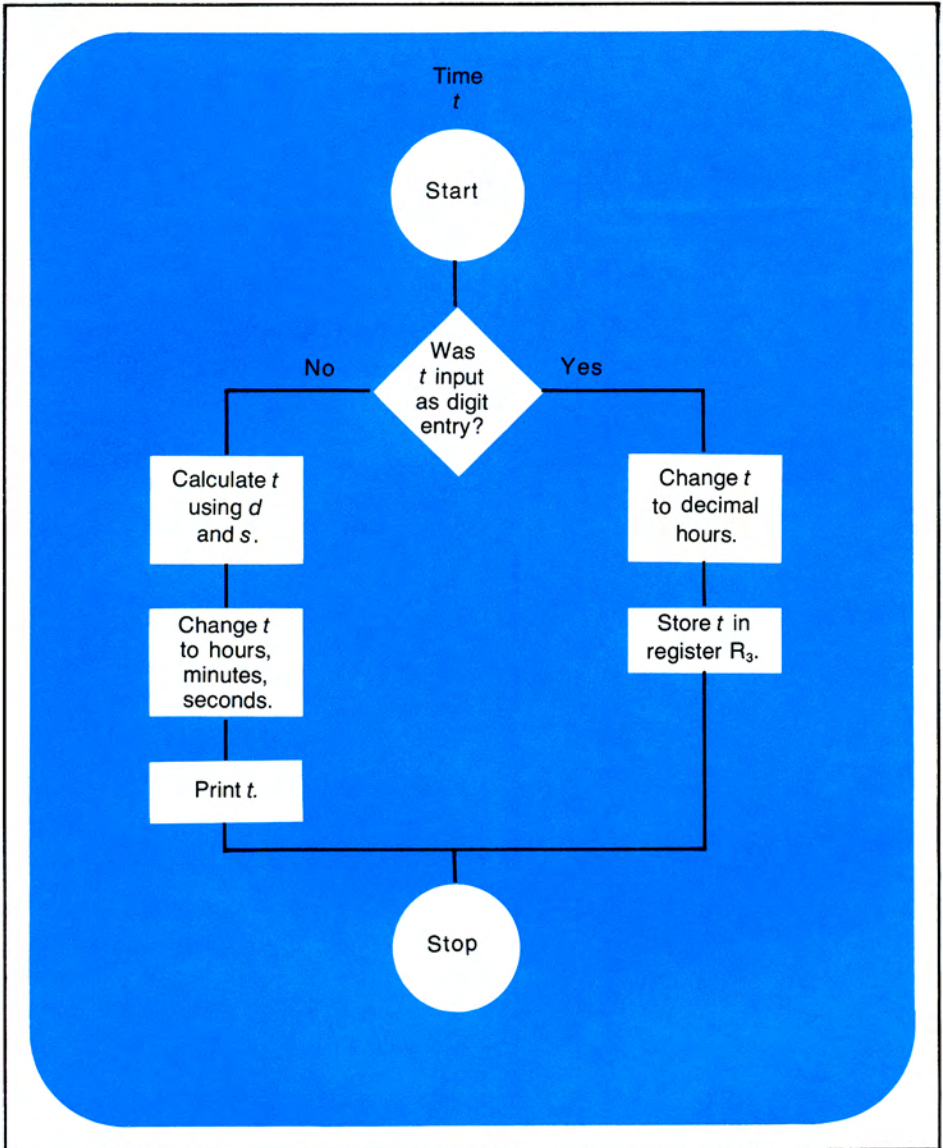
Given any two of the quantities  $d$ ,  $s$ , and  $t$ , the program will calculate the third. The program uses the test-clearing feature of data entry flag F3 to decide whether to store a quantity away or to use previously stored quantities for calculation. If you recorded the program on a magnetic card, the card might look like this:




As you can see from the flowcharts shown on the following pages, when the user-definable key **A**, **B**, or **C** is pressed, a decision is made. If you have keyed in a value, that value is stored for further calculations. If you have not keyed in a value, the program calculates the desired quantity. The decision to store or to calculate is made depending upon whether the data entry flag, flag F3, is set or cleared.













To key in the program:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

**Press****Display**

 CLPRGM	000
LBL A	001      21 11
1	002      01
STO I	003      35 46
x↔y	004      -41
 F? 3	005    16 23 03
GTO 1	006      22 01
RCL 2	007      36 02
RCL 3	008      36 03
x	009      -35
PRINT x	010      -14
RTN	011      24
LBL B	012      21 12
2	013      02
STO I	014      35 46
x↔y	015      -41
 F? 3	016    16 23 03
GTO 1	017      22 01
RCL 1	018      36 01
RCL 3	019      36 03
÷	020      -24
PRINT x	021      -14
RTN	022      24
LBL C	023      21 13
 F? 3	024    16 23 03
GTO 2	025      22 02
RCL 1	026      36 01
RCL 2	027      36 02
÷	028      -24
 →H.MS	029      16 35
PRINT x	030      -14
RTN	031      24
LBL 1	032      21 01
STO (i)	033      35 45
RTN	034      24
LBL 2	035      21 02
 H.MS→	036      16 36
STO 3	037      35 03
RTN	038      24

If digit entry flag set, distance is stored. If flag is cleared, distance is calculated.

If digit entry flag set, speed is stored. If flag is cleared, speed is calculated.

If digit entry flag set, time is stored. If flag is cleared, time is calculated.

Routine to store distance or speed in appropriate storage register.


Routine to convert time from *hours, minutes, seconds* format to decimal hours for calculation.



Since the data entry flag F3 is also a test-clearing flag, it is cleared as soon as it is tested during each routine. Therefore, you do not have to use an **f** **CLF** instruction in each routine to prepare the flag for a new case.

**Running the program.** At this writing, the world speed record for an aircraft over a straight course is 2070.101 miles per hour by a Lockheed YF12A. Run the program to find the time at this speed that it would take the aircraft to travel the 3500 miles from New York to London.

To run the program:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display	
<b>DSP</b> 6	<b>0.000000</b>	Initializes program.
3500 <b>A</b>	<b>3500.000000</b>	
2070.101 <b>B</b>	<b>2070.101000</b>	
<b>C</b>	<b>1.412666</b>	The time would be 1 hour, 41 minutes, 26.66 seconds.

1.412666 \*\*\*

Now run the program to find out how far an automobile averaging 95 kilometers per hour could travel in 2 days.

Press	Display	
95 <b>B</b>	<b>95.000000</b>	
2 <b>ENTER</b> <b>+</b>	<b>2.000000</b>	
24 <b>X</b>	<b>48.000000</b>	
<b>C</b>	<b>48.000000</b>	
<b>A</b>	<b>4560.000000</b>	The automobile would travel 4560 kilometers.

4560.000000 \*\*\*

The present Olympic record for the 1500-meter run is 3 minutes, 34.9 seconds, set at the 1968 Olympic Games by Kipchoge Keino of Kenya. What was Keino's speed in kilometers per hour?

(A kilometer is equal to 1000 meters, so key in the distance as 1.5 kilometers.)



**Press**1.5 **A**.03349 **C****B****Display****1.50000****0.059694****25.127967**

Distance keyed in.

Time converted to  
decimal hours.Keino's speed was  
about 25 kilometers  
per hour.

25.127967 \*\*\*

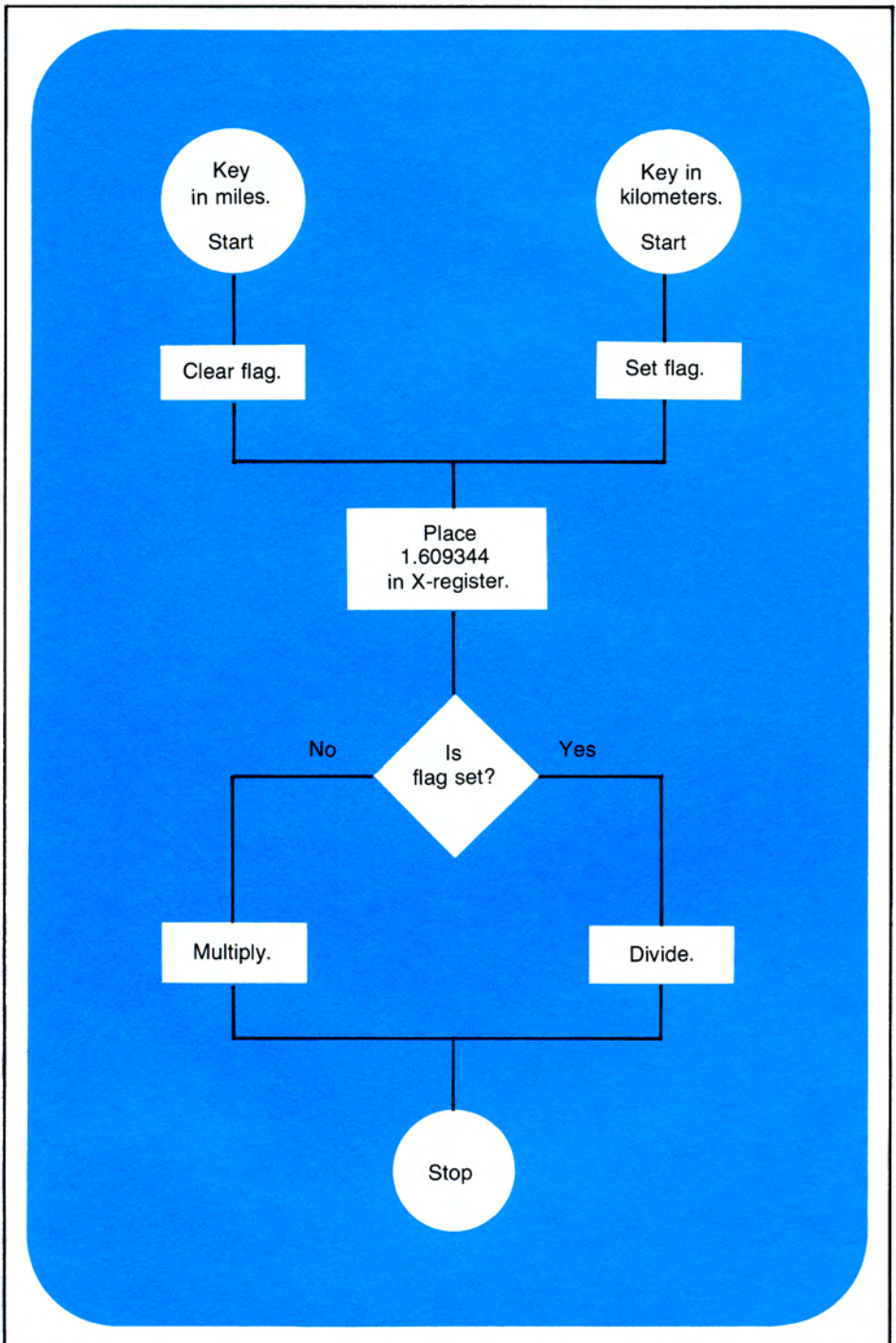
Notice in the above program how a flag can be used to make a decision and change the execution of a program based upon past events. Remember, too, that the status of any flag can be changed from the keyboard or from a running program.

**Problems**

1. Modify the program on page 232 that alternately displays all zeros and all ones. Use test-clearing flag F2 or F3 instead of command-clearing flag F0. Your program should be one step shorter, since flags F2 and F3 clear when they are tested, and do not require an **f** **CLF** instruction.
2. One mile is equal to 1.609344 kilometers. Use the flowchart on the opposite page to create and load a program that will permit you to key in distance in either miles (define the routine with **LBL B**) or kilometers (define this routine with **LBL f b**) and, using a flag and a subroutine, either multiply or divide to convert from one unit of measure to the other. (Hint:  $\frac{1}{x} \times$  yields the same result as  $\div$ .)

Run the program to convert 26 miles into kilometers; to convert 1500 meters (1.5 kilometers) into miles.

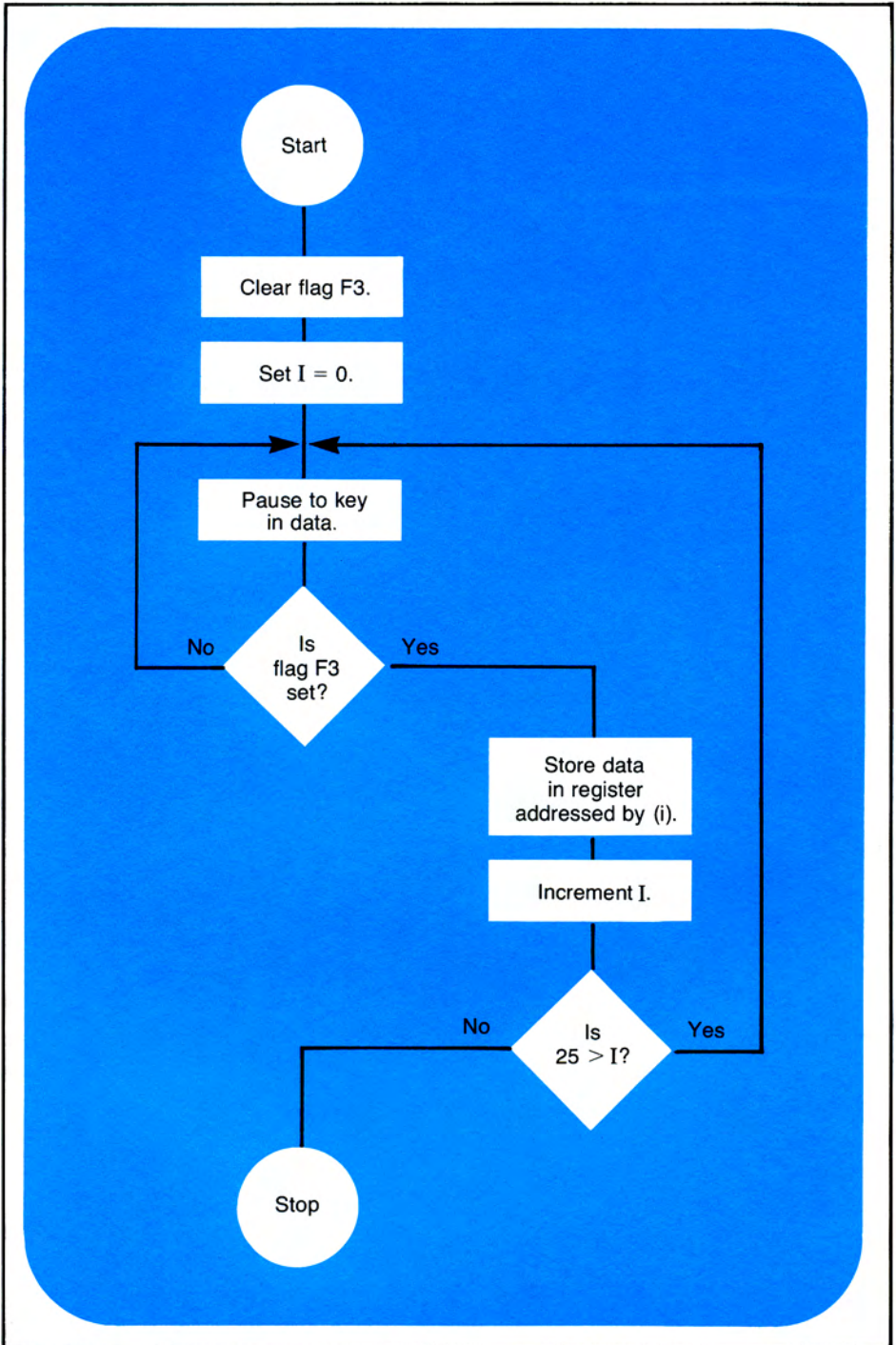
(Answers: 41.84 kilometers; 0.93 miles.)





3. Create and load a program that stores in successive storage registers values that you key in during a pause. Use the data entry flag F3 to make a decision whether to store the number or merely to wait for another input. Use the flowchart on the opposite page to help you. By using the data entry flag F3, you can key in values for zero and have them stored too.

When you have loaded the program, run it to check its operation. You should be able to store up to 25 values (including values of zero) in succeeding storage registers. Manually recall a few random values from some of the storage registers to ensure that the program has operated correctly.





WDTA  
GSBA  
001 \*LBLA  
002 ST09  
003 2  
004 ST01  
005 \*LBL1  
006 DSZI  
007 GT01  
008 \*LBL1  
009 DSZI  
010 MRG  
011 PSE  
2.00 \*\*\*  
016 \*LBLB



## Card Reader Operations

The programs that you have manually loaded into the HP-97 can be preserved permanently on magnetic cards. In addition, data from the storage registers can also be preserved on magnetic cards. By using magnetic cards and the card reader in your HP-97 Programmable Printing Calculator, you can increase the capability of your machine almost infinitely.

### Magnetic Cards

The prerecorded magnetic cards and the blank cards that you received with your HP-97 and Standard Pac are all alike—the only difference is the information that is recorded upon them. Each card contains two sides, or tracks, where program information or data can be recorded.

**Note:** Whether passing side 1 or side 2 of the card through the card reader, always have the printed face of the card up.



Each side of the card is the same, and it does not matter which side is used first. In this handbook, we have adopted the convention of using side 1 first, then side 2; but as you will see, you can record onto or load from a magnetic card in any order you choose. Each side may contain either data *or* program information, but not both at once.


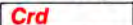
All magnetic cards are alike physically. Depending upon the type of information recorded upon it, however, a card may be considered a *program card*, a *data card*, or even a *mixed card* (where one side contains program information and the other side contains data).

### Program Cards

#### Recording a Program onto a Card

A program that you have loaded into the HP-97 is not permanent—it will be lost when you turn off the calculator. You can, however, save any program permanently by recording it on a magnetic card.

To record a loaded program from program memory onto a magnetic card:


1. Set the PRGM-RUN switch **PRGM**  **RUN** to **PRGM**.
2. Select a blank, unprotected (unclipped) magnetic card from the packet of blank cards shipped with your HP-97.
3. Pass side 1 of the card through the card reader exactly as you did when loading a prerecorded program from the card to the calculator.
  - a. If a program fills up only 112 steps or fewer of program memory, the contents of *all* of program memory (that is, the program instructions in steps 001 through 112 and the **R/S** instructions in steps 113 through 224) are recorded on side 1 of the card. The **R/S** instructions in steps 113 through 224 are in a “compressed” form. The calculator displays the current program memory step to show you that the entire program has been recorded.
  - b. If the program fills up more than 112 steps of program memory (that is, if steps 113 through 224 contain instructions other than **R/S** ) the calculator displays **Crd**  to prompt you that another side of the card must be passed through the card reader to record the entire program. Pass the second side of the card through the card reader. The calculator then displays the current program memory step to show you that the entire program has been recorded.
4. The entire program is now recorded on the magnetic card, and also remains loaded in program memory of the calculator. The contents of the data storage registers and the stack of the calculator remain unchanged.

When you pass an unprotected card through the card reader with the PRGM-RUN switch set to PRGM, whatever program instructions or data previously recorded on the card are wiped out and replaced by the contents of the HP-97 calculator’s program memory.


Besides the actual program memory step numbers and instructions, the HP-97 also records the following information on a program card on both the *first* pass and the *second* pass through the card reader:

1. The fact that a program (not data) is being recorded.
2. The fact that this is side 1 (or side 2).
3. Whether or not two passes are required.
4. Current status of flags F0, F1, F2, and F3 within the calculator.
5. Current status of trigonometric mode (i.e., DEG, RAD, or GRD) within the calculator.
6. Current display format of the calculator.
7. A checksum (a code to verify that the program is complete when it is reloaded).




Before recording a program, be sure that the flags are set or cleared as initially required by the program, and that the trigonometric mode and display format are properly specified. All of this information is later read by the card reader when the program is reloaded back into the calculator.

If any of the required information or program memory steps are not recorded during a read, the HP-97 display will show **Error**  to indicate that the recording of the card was not complete. Clear the error by pressing any key (the key function is not executed), then pass the same side of the card through the card reader again.

## Reloading a Recorded Program from a Card

Once a program has been recorded on a magnetic card, you can reload it into the calculator any number of times. The procedure for reloading a program from a magnetic card is the same as that for loading a prerecorded program from a magnetic card into the calculator (see page 112). The position of the Print Mode switch  does not matter when loading or recording any card.


The status information recorded on the magnetic card along with the program makes it unnecessary to load the card in any order—you can load either side 1 or side 2 first. The flag status, trigonometric mode, and display format information recorded on the program card save initialization time and program memory space because when the card is loaded, the calculator's flags, trigonometric mode, and display format are *immediately* specified according to the information on the program card.

If a program card does not read correctly, or if information on the card has been altered (perhaps by a strong magnetic field), the checksum will be wrong. When you attempt to load the program from the card into the calculator by passing it through the card reader, the calculator will display . You can clear the error by pressing any key. If a card read fails after a portion of the card has been loaded, that portion of the calculator's program memory which would have been altered by reading the card is cleared to  instructions, and the calculator display indicates . An error is also indicated if you attempt to load a blank magnetic card, but the contents of the calculator's program memory are preserved.

The contents of the stack and of the data storage registers in the calculator remain unchanged when a program is loaded, whether from a card or manually from the keyboard.








To clear a program that has been recorded on a magnetic card, simply load another program onto the card.

## Merging Programs

Normally, whenever you load a program from a magnetic card into the calculator, that program replaces the entire contents of program memory, either with program instructions or  instructions. All 224 steps of program memory are replaced.

However, you can also *merge* programs in your HP-97; that is, you can add a program that is recorded on a magnetic card into the calculator, beginning with any step of program memory. When you merge a program in from a card, steps 000 through *nnn* of the original program are preserved. This feature permits you to add to or alter a program that is already loaded in the calculator.

To merge a program from a magnetic card into program memory:

1. Set the PRGM-RUN switch  to RUN.
2. Use the     operation from the keyboard to set the calculator to the last step of the loaded program that you want to save.
3. Press  (*merge*).
4. Pass one side of the magnetic card containing the new program through the card reader. If the second side of the card must also be loaded, the calculator display will prompt you with .



5. If the calculator display shows Crd, pass the second side of the card through the card reader. The calculator will again display the original contents of the X-register to indicate that the merged load has been completed.

When you merge a program from a card into program memory, the instructions from the card are loaded into the calculator beginning with the step of program memory following the step to which the calculator is set. Thus, if you first set the calculator to step 118 using the operation **GTO** ▢ 1 1 8 from the keyboard, the first instruction from the magnetic card would be loaded into step 119, the second instruction into step 120, etc. All instructions in program memory after the merge step are replaced by instructions from the magnetic card.

Remember, in some cases even one side of the program card may contain 224 steps (although the last 112 steps are compressed **R/S** instructions).

Thus, a 224-step program loaded in the calculator and a magnetic card containing a 50-step program and 174 **R/S** instructions might look like the illustration below:

Program loaded in calculator.

000	
001	<b>LBL</b> <b>A</b>
002	<b>x<sup>2</sup></b>
003	<b>1/x</b>
116	<b>PRINT</b> <b>x</b>
117	<b>x<sub>1</sub>y</b>
118	<b>PRINT</b> <b>x</b>
119	<b>f</b> <b>→H.MS</b>
120	<b>f</b> <b>H.MS+</b>
121	<b>DSP</b> <b>6</b>
166	<b>→R</b>
167	<b>Σ+</b>
168	<b>2</b>
169	<b>•</b>
222	<b>R+</b>
223	<b>PRINT</b> <b>x</b>
224	<b>RTN</b>

Program recorded on magnetic card.

000	
001	<b>LBL</b> <b>B</b>
002	<b>COS</b>
	<b>x<sub>1</sub>y</b>
048	<b>STO</b> <b>5</b>
049	<b>f</b> <b>STACK</b>
050	<b>RTN</b>
051	<b>R/S</b>
052	<b>R/S</b>
216	<b>R/S</b>
217	<b>R/S</b>
218	<b>R/S</b>
219	<b>R/S</b>
220	<b>R/S</b>
221	<b>R/S</b>
222	<b>R/S</b>
223	<b>R/S</b>
224	<b>R/S</b>



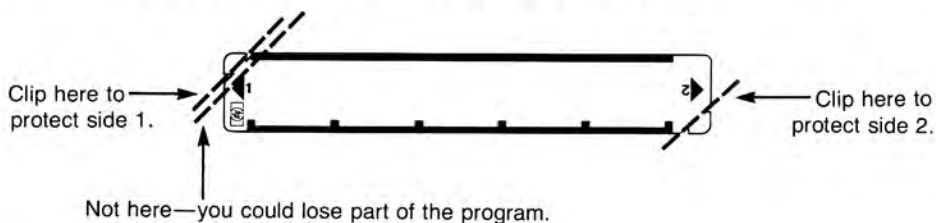
When merging a program from a magnetic card with a program already loaded into the calculator, only the instructions from the card for which there are enough steps of program memory will be loaded. Thus, in the example above, if you had merged the card from step 200 of the loaded program, only the first 24 instructions of the card would be loaded. (That is,  $224 - 200 = 24$ .)

When merging, the instructions that are replaced in program memory by the instructions from the magnetic card are lost. The entire program on the card, of course, remains recorded there permanently, until another program (or data) is recorded upon the card.

Calculator status information (flags, display and trigonometric modes) is not changed when merging a new program with the one in program memory.

## Protecting a Card

Information (whether program or data) that you have recorded upon a magnetic card can be cleared or replaced unless the card is protected. To protect a side of a recorded card, clip the notched corner of the card nearest the side you want to protect.



When you have protected a recorded program or recorded data on a side of a card by clipping the corner of the card, you can load that information into the HP-97 any number of times, but you will not be able to replace or add to the program or data on the card.

## Marking a Card

After you have recorded a program on a card, you will probably want to assign the program a name and to mark the name onto the card. In addition, you will probably want to mark symbols onto the magnetic card so that when the card is inserted in the window slot, they will appear above the letter keys ( **A** through **E**, **f** **a** through **f** **e** ) associated with the labels in the program. These symbols, or mnemonics, should help you remember the use of the letter keys in the program, and they will aid in running the program.

For example, if you had written a program that would convert degrees Celsius to degrees Fahrenheit when **C** was pressed, and degrees Fahrenheit to degrees Celsius when **D** was pressed, you might wish to mark the card with the information shown here.







You can write on the non-magnetic face of a card as shown above using any writing implement that does not emboss the card. Annotating magnetic cards with a typewriter may impair the load/record properties of the cards. To permanently mark a card, you can use India ink or a permanent felt-tip pen.






## Data Cards

As you know, you can record programs on magnetic cards for permanent storage, and then simply pass the card containing a program through the card reader whenever you want to run it again. You can also record *data* from the storage registers onto a magnetic card for permanent storage or for use at a later time. Then, a day, a week, a year later, simply pass the data card through the card reader to restore the original contents of the storage registers.

With this feature of the HP-97, you can store extremely large quantities of data for future use, or you can use each card to preserve a series of constants.

### Recording Data onto a Card

The   function and the card reader on your HP-97 allow you to record as much data as you wish on magnetic cards. To record data on a magnetic card:

1. Set the PRGM-RUN switch PRGM  RUN to RUN.
2. Store data in any storage register— $R_0$  through  $R_9$ ,  $R_{S0}$  through  $R_{S9}$ ,  $R_A$  through  $R_E$ , or I.
3. Press   (*write data onto card*). The calculator will display  to indicate that you are to pass a card through the card reader.
4. Select an unclipped magnetic card. Pass side 1 of the card through the card reader.
  - a. The contents of the primary storage registers ( $R_0$  through  $R_9$ ,  $R_A$  through  $R_E$ , I) are recorded on side 1. If the calculator's protected secondary registers ( $R_{S0}$  through  $R_{S9}$ ) all contain zero data, those contents are "compressed" and recorded on side 1 also. The calculator displays the original contents of the X-register to indicate that all data has been correctly recorded.
  - b. If any of the secondary storage registers ( $R_{S0}$  through  $R_{S9}$ ) contain *nonzero* data, the display shows  to indicate that a second side is necessary to record all the data.
  - c. Pass side 2 of the card through the card reader. The actual contents of the secondary storage registers  $R_{S0}$  through  $R_{S9}$  are recorded on the second side of the card.
5. All data has now been recorded on the magnetic card. In addition, the data remains intact in the calculator.

Besides the data from the storage registers, the HP-97 also records the following information onto a data card on either or both passes through the card reader:



1. The fact that data (not a program) is being recorded.
2. The fact that this is side 1 (or side 2).
3. Whether or not two passes are required.
4. A checksum (a code to verify that the data is complete when it is reloaded).

No calculator status information is recorded when data is recorded onto a magnetic card.



When data is recorded on a side of a magnetic card, it wipes out whatever information was previously on that side. To record data permanently on a card, so that it can never be lost, you can clip a corner of the recorded magnetic card, just as you do to permanently save a recorded program.

## Loading Data from a Card

To load data from a recorded card back into the storage registers, simply pass the card through the card reader with the PRGM-RUN switch set to RUN. The HP-97 identifies the type of information (whether data or a program) and automatically places it into the proper portion of the calculator. Thus, to load data back into the calculator from a magnetic card:

1. Ensure that the PRGM-RUN switch PRGM  RUN is set to RUN.
2. Select the magnetic card with data recorded upon it.
3. Pass side 1 of the magnetic card through the card reader.
  - a. Data from the card has now replaced data in the 16 primary storage registers of the calculator. In addition, if the secondary registers contained all zeros when recorded, those zeros replace the contents of the secondary registers ( $R_{S0}$  through  $R_{S9}$ ) of the calculator. The calculator displays the original contents of the X-register to indicate that by loading only one side, the card was loaded correctly.
  - b. If a second side of the card is required, the calculator prompts you by displaying  .
  - c. Pass side 2 of the card through the card reader to load nonzero data into the secondary storage registers. The calculator then displays the original contents of the X-register to indicate that the data card has been loaded completely.


It does not matter which side of the card you record or load first. The HP-97 records the contents of the primary registers on the first side recorded, and the contents of the secondary storage registers on the second side. (If all secondary registers contain only zero, the contents of all storage registers are recorded on the first side. When the card is then read later, the data is loaded into the proper registers, regardless of which side of the data card you first pass through the reader. However, for ease of later reference, it is generally best to record primary registers on side 1 and secondary registers on side 2.)

Whenever the calculator indicates  and a program was not running, you can clear the  display and return control to the keyboard by pressing **CLX** or any key from the keyboard. In this way, you can record only *part* of the storage registers onto a card or load only part from a card. (If a program was running, pressing **CLX** or any other key clears the display and allows the program to continue running.)

Neither the stack nor the contents of program memory are altered in the calculator when you record data onto or load data from a card.

Now let's store data in some of the storage registers and see how these features of your HP-97 work.

**Example:** Store 1.00 in primary register  $R_1$ , 2.00 in secondary register  $R_{S2}$ , and 3.00 in the I-register. Record the contents of these registers on a magnetic card, then turn the HP-97 OFF then ON. Finally, restore the data on the magnetic card to the proper registers and list the contents of the registers to verify that the data has been loaded correctly.

First, ensure that the PRGM-RUN switch PRGM  RUN is set to RUN.

**Press**

f CL REG

f P $\pm$ S

f CL REG

**Display**

0.00

0.00

0.00

All storage registers cleared to zero initially. (Display assumes no results remain from previous examples.)

2 STO 2

f P $\pm$ S

2.00

2.00

2 stored in secondary storage register R<sub>S2</sub>.

1 STO 1

3 STO I

1.00

3.00

To record the data contained in the storage registers, first select a blank and unclipped magnetic card. To then record the contents of the storage registers onto the card:

**Press**

f W/DATA

**Display**

Crd

The calculator prompts you to insert the first side of the card.

Insert side 1 of the magnetic card into the front slot of the card reader and permit it to be passed through the reader.

**Display**

Crd

After recording the first side of the card, the calculator prompts you that it has additional data to record on side 2.

Insert side 2 of the magnetic card into the front slot of the card reader and allow it to pass through the reader.

**Display**

3.00

Indicates that all data has been recorded on the magnetic card.



The data that is stored in the registers remains there now, and is also recorded on the magnetic card. Even though you turn the calculator OFF or otherwise clear the storage registers, the data is recorded upon the magnetic card for future use. For example:

Turn the HP-97 power switch OFF, then ON.

**Press**                      **Display**

<b>f</b> PRINT: REG	<b>0.00</b>
<b>f</b> P%S	<b>0.00</b>
<b>f</b> PRINT: REG	<b>0.00</b>

Verifies that none of the storage registers, primary or secondary, contain data.

0.00	0
0.00	1
0.00	2
0.00	3
0.00	4
0.00	5
0.00	6
0.00	7
0.00	8
0.00	9
0.00	A
0.00	B
0.00	C
0.00	D
0.00	E
0.00	I
0.00	0
0.00	1
0.00	2
0.00	3
0.00	4
0.00	5
0.00	6
0.00	7
0.00	8
0.00	9
0.00	A
0.00	B
0.00	C
0.00	D
0.00	E
0.00	I

Now load the data back into the storage registers by passing the data card through the card reader. No special instructions are necessary to the HP-97—the calculator automatically recognizes that the card contains data, and reloads the data into the proper storage registers. To load the data from the card into the calculator:

Insert side 1 of the magnetic card into the front card reader slot. Allow the card to pass through the reader.

**Display****Crd**

Data loaded into primary storage registers. The calculator prompts you that the card contains data for the secondary registers as well.

Insert side 2 of the magnetic card into the front card reader slot. Allow the card to pass through the reader.

**Press****Display****0.00**

Original contents of X-register again displayed to indicate that entire card has been loaded.

**f** PRINT: REG**0.00**

```

0.00 0
1.00 1
0.00 2
0.00 3
0.00 4
0.00 5
0.00 6
0.00 7
0.00 8
0.00 9
0.00 A
0.00 B
0.00 C
0.00 D
0.00 E
3.00 I

```

**Press**                      **Display**

**f** **P↔S**                      **0.00**  
**f** **PRINT: REG**              **0.00**

Verifies that contents of data card have been loaded into the proper storage registers.

0.00	0
0.00	1
2.00	2
0.00	3
0.00	4
0.00	5
0.00	6
0.00	7
0.00	8
0.00	9
0.00	A
0.00	B
0.00	C
0.00	D
0.00	E
3.00	I

You can see that all the data contained on the magnetic card has been loaded into the proper storage registers. The data also remains recorded on the magnetic card, and can be loaded into the calculator over and over, until you record other data or a program on that card. Data (like programs) may be loaded into the calculator from a card in any order—no matter which side you first pass through the card reader, the calculator identifies it and places the contents in the proper storage registers of the calculator.

**Press**                      **Display**

**f** **CL REG**                      **0.00**  
**f** **P↔S**                              **0.00**  
**f** **CL REG**                      **0.00**

All primary and secondary storage registers again cleared to zero.

This time, insert side 2 of the magnetic card into the front card reader slot first. Allow the card to pass through the card reader.

**Display**

**Crd**

Display indicates that the card contains more data to be loaded.



Now insert side 1 of the data card into the front card reader slot and allow it to pass through the card reader.

**Press**

**Display**

0.00

Original contents of X-register returned to indicate that contents of entire magnetic card have been loaded.

f PRINT: REG 0.00  
 f P+S 0.00  
 f PRINT: REG 0.00

Verifies that data from the magnetic card has again been loaded into the proper storage registers.

```
0.00 0
1.00 1
0.00 2
0.00 3
0.00 4
0.00 5
0.00 6
0.00 7
0.00 8
0.00 9
0.00 A
0.00 B
0.00 C
0.00 D
0.00 E
3.00 I
```

```
0.00 0
0.00 1
2.00 2
0.00 3
0.00 4
0.00 5
0.00 6
0.00 7
0.00 8
0.00 9
0.00 A
0.00 B
0.00 C
0.00 D
0.00 E
3.00 I
```

If only the primary registers contain nonzero data when you press **f** **[W/DATA]**, the calculator will display **Crd** only until you have passed *one* side of the magnetic card through the card reader. Then the calculator will display the original contents of the X-register to indicate that you again have control from the keyboard. Likewise, if data is contained on only one side (side 1 or side 2) of a magnetic card, you need load only that side.

You have seen how you can store data temporarily or permanently on magnetic cards with the HP-97. Because you are able to record data on magnetic cards, the storage capacity of your HP-97 is increased by 26 registers on each card. The amount of data you want to store is limited only by the number of cards you have!

Now let's see how you can load the contents of only *part* of the storage registers into the calculator from a card by using the I-register and the **[MERGE]** function.

## Merged Loading of Data

When using your HP-97, there may be occasions when you want to load into the calculator the contents of only *some* of the storage registers recorded on a card. The **f** **[MERGE]** function and the I-register permit you to select the number of registers that you want to load.

Normally, when a magnetic card containing data is passed through the card reader, the contents of *all* primary registers and *all* secondary registers in the calculator are replaced with the contents of the data card.

However, you can also replace the contents of *some* of the storage registers in the calculator with data from a magnetic card, while preserving the contents of the rest of the storage registers. To load only a portion of the data from a magnetic card into the calculator's storage registers, first store a number from 0 through 25 as an address in the I-register. Then press **f** **[MERGE]** (*merge*) and pass the card containing data through the card reader. Data will be loaded from the card into the storage registers, beginning with register  $R_0$  and continuing up to and including the register addressed by the number in I.

The numbers 0 through 9 in I, when used as an address for merged data, refer to primary storage registers  $R_0$  through  $R_9$ . The numbers 10 through 19 refer to secondary storage registers  $R_{S0}$  through  $R_{S9}$ , while the numbers 20 through 24 refer to registers  $R_A$  through  $R_E$ , and the number 25 addresses the I-register itself. As is normal for I-register operations, only the absolute value of the integer part of the number in I is significant in addressing. Also, if the absolute value of the number in I is 26 or greater, all registers will be read in just as in an unmerged data read.

The illustration below should refresh your memory of the addressing scheme for the storage registers:

### Primary Storage Registers

	Address
I <input type="text"/>	25
R <sub>E</sub> <input type="text"/>	24
R <sub>D</sub> <input type="text"/>	23
R <sub>C</sub> <input type="text"/>	22
R <sub>B</sub> <input type="text"/>	21
R <sub>A</sub> <input type="text"/>	20

### Secondary Registers

	Address
R <sub>S9</sub> <input type="text"/>	19
R <sub>S8</sub> <input type="text"/>	18
R <sub>S7</sub> <input type="text"/>	17
R <sub>S6</sub> <input type="text"/>	16
R <sub>S5</sub> <input type="text"/>	15
R <sub>S4</sub> <input type="text"/>	14
R <sub>S3</sub> <input type="text"/>	13
R <sub>S2</sub> <input type="text"/>	12
R <sub>S1</sub> <input type="text"/>	11
R <sub>S0</sub> <input type="text"/>	10

	Address
R <sub>9</sub> <input type="text"/>	9
R <sub>8</sub> <input type="text"/>	8
R <sub>7</sub> <input type="text"/>	7
R <sub>6</sub> <input type="text"/>	6
R <sub>5</sub> <input type="text"/>	5
R <sub>4</sub> <input type="text"/>	4
R <sub>3</sub> <input type="text"/>	3
R <sub>2</sub> <input type="text"/>	2
R <sub>1</sub> <input type="text"/>	1
R <sub>0</sub> <input type="text"/>	0



To merge data from a magnetic card into selected storage registers:

1. Store in I the number address of the last storage register you want loaded from the card.
2. Press **f** **MERGE** (*merge*) to select the merge mode.
3. Pass either side of the magnetic card containing data through the card reader. If more data is to be loaded, the calculator will display **Crd**
4. If the HP-97 display shows **Crd**, pass the other side of the data card through the card reader.
5. Data will be loaded from the card beginning with register  $R_0$  up to and including the storage register specified by the number in I.

Thus, if you had stored the number 7 in I, then pressed **f** **MERGE** and loaded a magnetic card containing data, the contents of the first 8 registers in the calculator ( $R_0$  through  $R_7$ ) would have been replaced by contents from the data card. The remainder of the storage registers in the calculator would remain intact. If you had stored the number 15 in I, calculator primary registers  $R_0$  through  $R_9$  and  $R_{S0}$  through  $R_{S5}$  (the register addressed by the number 15) would have had their contents replaced by data from the card. This includes registers containing only zero data.

**Example:** Store  $1 \times 10^{10}$  in register  $R_1$ ,  $1 \times 10^{-20}$  in register  $R_9$ ,  $1 \times 10^{30}$  in register  $R_{S5}$ ,  $1 \times 10^{-40}$  in register  $R_{S6}$ , and  $1 \times 10^{50}$  in register  $R_B$  in the calculator. Record this data on a magnetic card.

Press	Display
<b>f</b> <b>CL REG</b>	0.00
<b>EEX</b> 30	1. 30
<b>STO</b> 5	1.00000000 30
<b>EEX</b> 40 <b>CHS</b>	1. -40
<b>STO</b> 6	1.00000000 -40
<b>f</b> <b>P&lt;S</b>	1.00000000 -40
<b>f</b> <b>CL REG</b>	1.00000000 -40
<b>EEX</b> 10	1. 10
<b>STO</b> 1	1.00000000 10
<b>EEX</b> 20 <b>CHS</b>	1. -20
<b>STO</b> 9	1.00000000 -20
<b>EEX</b> 50	1. 50
<b>STO</b> <b>B</b>	1.00000000 50

Now record this data on a magnetic card. You can record it onto any unclipped magnetic card—it will replace whatever is on the card with the contents of the storage registers.

**Press** **f** **W/DATA** **Display** **Crd** Calculator prompts you to insert a magnetic card.

Pass side 1 of the card through the card reader.

**Display**  
**Crd**

Now pass side 2 of the magnetic card through the card reader.

**Display**  
**1.00000000 50**

The calculator again displays the contents of the X-register to indicate that all data in the calculator's storage registers has been recorded onto the card as well.

Now change the data in the calculator. Store 1.11 in R<sub>1</sub>, 2.22 in R<sub>5</sub>, 5.55 in R<sub>SS</sub>, 6.66 in R<sub>S6</sub>, and 7.77 in R<sub>B</sub>. Print the contents of all the registers when you are through.

**Press** **f** **CL REG** **Display** **1.00000000 50**  
**f** **PzS** **1.00000000 50**  
**f** **CL REG** **1.00000000 50** } All storage registers cleared to zero.

5.55 **STO** 5 **5.55**  
 6.66 **STO** 6 **6.66**  
**f** **PzS** **6.66** } Data stored in secondary registers.

1.11 **STO** 1 **1.11**  
 2.22 **STO** 5 **2.22**  
 7.77 **STO** B **7.77**  
**f** **PRINT: REG** **7.77**

0.00	0
1.11	1
0.00	2
0.00	3
0.00	4
2.22	5
0.00	6
0.00	7
0.00	8
0.00	9
0.00	A
7.77	B
0.00	C
0.00	D
0.00	E
0.00	I





Press

Display

15.00

Contents of X-register returned to display to indicate that all necessary data has been loaded from the card into the calculator's storage registers.

1 PRINT: REG 15.00  
 1 P<S 15.00  
 1 PRINT: REG 15.00

```

0.00 0
1.00000000+10 1
0.00 2
0.00 3
0.00 4
0.00 5
0.00 6
0.00 7
0.00 8
1.00000000-20 9
0.00 A
7.77 B
0.00 C
0.00 D
0.00 E
15.00 I

0.00 0
0.00 1
0.00 2
0.00 3
0.00 4
1.00000000+30 5
0.00 6
0.00 7
0.00 8
0.00 9
0.00 A
7.77 B
0.00 C
0.00 D
0.00 E
15.00 I

```

You can see that the contents of the storage registers addressed by numbers 0 through 15 (that is, storage registers  $R_0$  through  $R_9$  and secondary storage registers  $R_{S0}$  through  $R_{S5}$ ) have had their contents replaced by data from the magnetic card, while the contents of the remaining storage registers are preserved intact.

When you stored an address of 15 in the I-register, pressed **F** **MERGE**, and passed a magnetic card containing data through the card reader:

### Primary Registers

I	<input type="text"/>	25
R <sub>E</sub>	<input type="text"/>	24
R <sub>D</sub>	<input type="text"/>	23
R <sub>C</sub>	<input type="text"/>	22
R <sub>B</sub>	<input type="text"/>	21
R <sub>A</sub>	<input type="text"/>	20

### Secondary Registers

R <sub>S9</sub>	<input type="text"/>	19
R <sub>S8</sub>	<input type="text"/>	18
R <sub>S7</sub>	<input type="text"/>	17
R <sub>S6</sub>	<input type="text"/>	16
R <sub>S5</sub>	<input type="text"/>	15
R <sub>S4</sub>	<input type="text"/>	14
R <sub>S3</sub>	<input type="text"/>	13
R <sub>S2</sub>	<input type="text"/>	12
R <sub>S1</sub>	<input type="text"/>	11
R <sub>S0</sub>	<input type="text"/>	10

R <sub>9</sub>	<input type="text"/>	9
R <sub>8</sub>	<input type="text"/>	8
R <sub>7</sub>	<input type="text"/>	7
R <sub>6</sub>	<input type="text"/>	6
R <sub>5</sub>	<input type="text"/>	5
R <sub>4</sub>	<input type="text"/>	4
R <sub>3</sub>	<input type="text"/>	3
R <sub>2</sub>	<input type="text"/>	2
R <sub>1</sub>	<input type="text"/>	1
R <sub>0</sub>	<input type="text"/>	0

The contents of these registers remained intact.

The contents of these registers were replaced by data from the magnetic card.

If you do not wish to load or record data when the calculator displays Crd, you can press any key to return the contents of the X-register to the display, then continue with your calculations. This allows you to load only the primary or only the secondary registers from a card without pressing f MERGE.

As soon as you have finished loading data or pressed any key from the keyboard, the f MERGE function is forgotten. You must press it each time just before you merge data.

For example, if you load data from the magnetic card now without pressing f MERGE first, the contents of *all* storage registers in the calculator will be replaced by data from the card.

Pass side 1 of the data card through the card reader.

**Display**

Crd

Now pass side 2 of the data card through the card reader.

**Press**

**Display**

f **PRINT:** REG

15.00

15.00

```

0.00 0
1.00000000+10 1
0.00 2
0.00 3
0.00 4
0.00 5
0.00 6
0.00 7
0.00 8
1.00000000-20 9
0.00 A
1.00000000+50 B
0.00 C
0.00 D
0.00 E
0.00 I

```



**Press**                      **Display**

**f** **P>S**                      **15.00**  
**f** **PRINT: REG**            **15.00**

```

0.00 0
0.00 1
0.00 2
0.00 3
0.00 4
1.000000000+30 5
1.000000000-40 6
0.00 7
0.00 8
0.00 9
0.00 A
1.000000000+50 B
0.00 C
0.00 D
0.00 E
0.00 J

```

Note that when the card was recorded, many storage registers, including I, contained zero. When the card was then read and data loaded into the calculator, the zeros in these registers replaced the previous contents of their corresponding registers in the calculator.

## Pausing to Read a Card


As you know, the **f** **PAUSE** instruction in a program returns control from the running program to the keyboard for the length of a pause (about one second). You have already seen how **f** **PAUSE** can be used in a program for output (to display information contained in the X-register) or input (to key in numbers). You can also use a **f** **PAUSE** to load data or a program from a magnetic card into the calculator.



You can pause in a program for any or all of the following operations:


1. Loading a program from a card into program memory.
2. Merging a program from a card into a selected part of program memory.
3. Loading data from a card into the storage registers.
4. Merging data from a card into selected storage registers.

These operations are used the same way as part of a program as you would use them from the keyboard. If you desire to merge data or a program from a magnetic card into the calculator, a merge instruction, **f** **MERGE**, must be executed as an instruction or pressed immediately before the magnetic card is passed through the card reader. In addition, for a merged data load from a card, the proper address must be first placed in the I-register at some point, whether from the keyboard or as part of the program.

To use **PAUSE** to load a program or data from a magnetic card into the calculator while a program is running:


1. a. Place an **I PAUSE** instruction at the point in the program where you want to load the data or program.
  - b. If the data or the program from the magnetic card is to be *merged* with that in the calculator, insert an **I MERGE** instruction immediately preceding the **I PAUSE** instruction.
  - c. If *data* is to be merged into the registers, ensure that the proper address number has been placed in I, either from the keyboard or from the program.
2. Slide the PRGM-RUN switch PRGM  RUN to RUN.
3. Initialize and run the program.
 

You may go ahead and insert the leading edge of the first side to be read into the card reader now, while the program is running. (Insert the tip of the card firmly into the front card reader slot, but do not attempt to force the card in. This may take practice.) You need not hold the card—merely allow it to rest in the card reader slot.
4. Using a **PAUSE**, when the calculator pauses, the side of the card you have previously inserted in the card reader slot will automatically be read during the **PAUSE**. If more data or program instructions are to be loaded from the card, the calculator will stop and prompt you with a display of **Crd** .
5. If the calculator display shows **Crd** , insert the second side of the magnetic card into the card reader.
6. Execution will resume automatically when the card is read.

The automatic card read during **PAUSE** even allows the programmer to be absent when the card is read! If no card is read, the program naturally continues execution after the one-second pause. If a complete card is not accurately read, the program stops and the calculator displays **Error**  to indicate that the read was not successful.


If you wish, instead of utilizing an automatic read during a **PAUSE**, you can simply hold the magnetic card poised in your hand and insert it during a **PAUSE**.



The data entry flag, flag F3, is set either by digit entry from the keyboard or by the loading of data from a magnetic card. Thus you could also set up a loop using **PAUSE** and the data entry flag F3 that would halt the program until you pass a data card through the card reader, then resume execution automatically.

If you wish a program to stop execution to record data on a card, simply insert the **I W/DATA** instruction in the program at the point where you wish to record data. The program will stop at the point and display **Crd**  to prompt you to pass a card through the card reader slot. After starting a program running, you can even have a card “waiting” in the card reader for an automatic recording of data onto the card.

**Example:** The example shown here illustrates how you can pause to read a program from a magnetic card and how a program from a card may be merged into a program already loaded into the calculator. The program that you record onto the magnetic card calculates the area of a circle from its radius. The program that you then load into the calculator performs 100 iterations, then merges the program from the card that you have waiting in the card reader into the calculator, and finally calculates the area of a circle.





To record the program for calculating the area of a circle onto a magnetic card:

Slide the PRGM-RUN switch PRGM  RUN to PRGM.

Press	Display
 <b>CLPRGM</b>	000
<b>LBL</b> <b>B</b>	001 21 12
<b>RCL</b> <b>9</b>	002 36 09
<b>x<sup>2</sup></b>	003 53
 <b>π</b>	004 16-24
<b>x</b>	005 -35
<b>RTN</b>	006 24

Now select an unprotected (unclipped) side of a magnetic card and pass side 1 of it through the card reader to record the above program onto the magnetic card.

When you have recorded the program for the area of a circle, clear the program from the calculator and record the program that will perform 100 iterations, then will merge the program from the card with the program in the calculator:

Press	Display
 <b>CLPRGM</b>	000
<b>LBL</b> <b>A</b>	001 21 11
<b>STO</b> <b>9</b>	002 35 09
<b>1</b>	003 01
<b>0</b>	004 00
<b>0</b>	005 00
<b>STO</b> <b>I</b>	006 35 46
<b>LBL</b> <b>1</b>	007 21 01
 <b>DSZ</b> <b>I</b>	008 16 25 46
<b>GTO</b> <b>1</b>	009 22 01
 <b>MERGE</b>	010 16-62
 <b>PAUSE</b>	011 16 51
<b>RTN</b>	012 24

When I=0, skip to step 010.

Otherwise, go back to

**LBL** 1.

Sets merge mode.

Pause to merge program into calculator.



To run the program to find the area of a circle with a radius of 15 centimeters:

Slide the PRGM-RUN switch PRGM  RUN to RUN.

Press	Display	
15	<input style="border: 1px solid black; padding: 2px 10px;" type="text" value="15."/>	The radius keyed in.
<b>A</b>		The program running.

While the program is running, insert side 1 of the card containing the program for the area of a circle into the card reader slot. Insert the card until you just feel pressure against the end, then stop and let go of the card, permitting it to “wait” in the card reader slot.

When the program in the calculator has gone through 100 iterations and the value in I reaches zero, the card waiting in the card reader slot will be read, that program merged with the program already in the calculator, and the area of the circle calculated.

If you see  after the card is read, or if the card does not pass through the card reader and you see , remove the card, clear the error by pressing any key, then key in the radius again and restart the program by pressing **A**. Then reinsert the card while the program is running. When the program has run correctly, you will see the area of the circle,  centimeters, displayed.

To see the present contents of program memory:

Press	Display
-------	---------

<b>RTN</b>	<input style="border: 1px solid black; padding: 2px 10px;" type="text" value="706.86"/>
<b>I</b> PRINT: <b>PRGM</b>	<input style="border: 1px solid black; padding: 2px 10px;" type="text" value="706.86"/>

```

001 *LBLA      21 11
002  ST09     35 09
003      1      01
004      0      00
005      0      00
006  ST01     35 46
007 *LBL1     21 01
008  DSZ1    16 25 46
009  GT01     22 01
010   MRG     16-62
011   PSE     16 51
012 *LBL5     21 12
013  RCL9     36 09
014   X²      53
015   P1     16-24
016   X      -35
017   RTN     24
018  R/S      51
  
```

When merging programs, any instruction executed after the **I** **MERGE** instruction cancels the merge mode *except* a **PAUSE**. Notice, too, that while normally instructions after a **MERGE** are overwritten by a new program, a **PAUSE** after a **MERGE** in a program is not overwritten.

001	PRTX	-14
002	PRST	16-14
003	PREG	16-13
004	SPC	16-11

001	PRTX	-14
002	PRST	16-14
003	PREG	16-13
004	SPC	16-11

001	PRTX
002	PRST
003	PREG
004	SPC



## The HP-67 and the HP-97: Interchangeable Software

Programs that have been recorded onto cards by your calculator can be loaded and run in your calculator as often as you like. They can also be run on *any* HP-67 Programmable Pocket Calculator or on *any* HP-97 Programmable Printing Calculator. In fact, software (i.e., a group of programs) is completely interchangeable between these two Hewlett-Packard calculator models—any programs that have been recorded onto a card using the HP-97 can be loaded into and run on the HP-67, and vice versa. Data cards are also interchangeable between the two calculators. All functions and switches operate alike on the two calculators, with the exception of the printing functions on the HP-97 and the automatic list functions of the HP-67.

### Keycodes

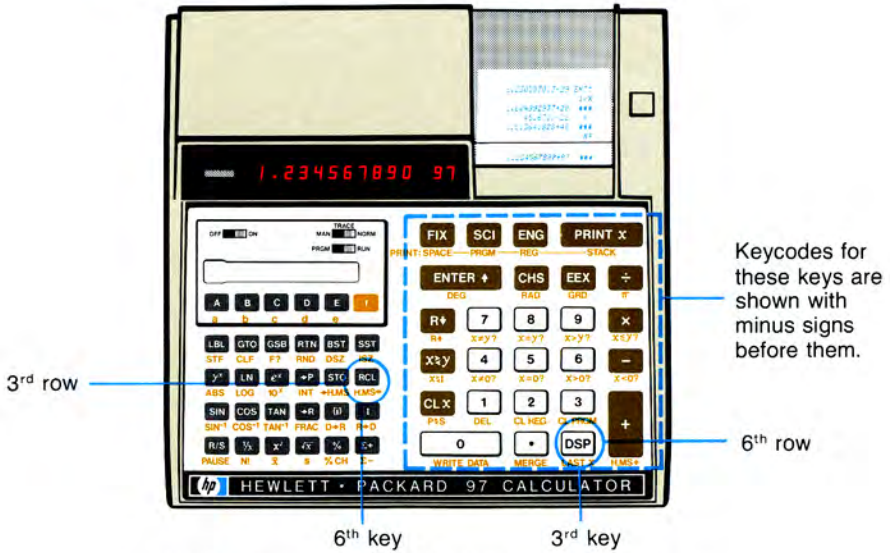
You can see the similarities of the HP-67 and the HP-97 in the illustration shown on page 272. Although some of the nomenclature on the keys varies, the difference is so slight that you will find it easy to operate either model of calculator if you are familiar with the other. For example, **PAUSE** on the HP-97 operates exactly the same as **PAUSE** on the HP-67, and **f** **STI** on the HP-67 is the same as **STO** **I** on the HP-97.

When a program from one model of calculator is loaded into the other model, the keycode is transmogrified to reflect the location of the function on the new model. Keycodes are read alike on both models; first the row, then the number of the key in the row, from the top down and from right to left. Digit keys are represented by keycodes 00 through 09.

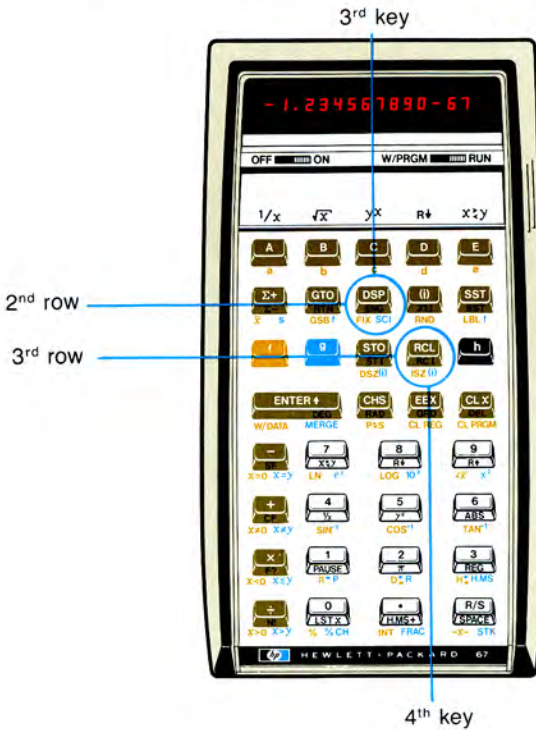
On the HP-67, keycodes for functions that are selected by first pressing a prefix key and then a digit key are referenced by the keycode matrix address, not by 00 through 09. On the HP-97, however, the prefixed functions that are below the digit keys are referenced by keycodes of 00 through 09. On the HP-97, the keycodes for keys on the right-hand keyboard (except for the digit keys) are generated with minus signs before them. For example, if you had loaded the operation **DSP** 9 into the HP-67, the keycode would be 23 09 (that is, 2<sup>nd</sup> row, 3<sup>rd</sup> key, followed by the keycode 09 for the **9** key). If you recorded that operation on a magnetic card, then read the card to load the same operation into an HP-97, the keycode for the operation on the HP-97 would be -63 09 (that is, 6<sup>th</sup> row, 3<sup>rd</sup> key of the right-hand keyboard, followed by the **9** key).



### HP-97 Programmable Printing Calculator



### HP-67 Programmable Pocket Calculator



Keycodes representing keys on the left keyboard of the HP-97 have keycodes with no sign before them, so a **RCL** 3 instruction loaded into the HP-97 would have a keycode of 36 03. If that operation were recorded onto a magnetic card, and then loaded from the card into an HP-67, the keycode for the operation in the HP-67 would be 34 03.

Although the keycodes are altered, the operations are the same from calculator to calculator, from HP-67 to HP-97. And since each operation, no matter how many keystrokes it takes to perform, is loaded into a single step of program memory, the steps of program memory into which a program is loaded are the same when a program is changed from one calculator to another.

For example, if you loaded the program for the area of a sphere into an HP-67 from the keyboard, then recorded it onto a magnetic card, and finally passed the card through the card reader of an HP-97, the contents of the program memory of the two calculators might look like this:

### HP-67 Program Memory

Step	Instruction	Keycode
001	<b>f</b> <b>LBL</b> <b>A</b>	31 25 11
002	<b>g</b> <b>x<sup>2</sup></b>	32 54
003	<b>h</b> <b>π</b>	35 73
004	<b>x</b>	71
005	<b>h</b> <b>RTN</b>	35 22

### HP-97 Program Memory

Step	Instruction	Keycode
001	<b>LBL</b> <b>A</b>	21 11
002	<b>x<sup>2</sup></b>	53
003	<b>f</b> <b>π</b>	16-24
004	<b>x</b>	-35
005	<b>RTN</b>	24

You can see that the program is exactly the same in the two calculators, even though some operations are prefixed in one calculator and not in the other. Operations are always loaded correctly for the particular calculator, so you can examine and edit the program, no matter the model calculator into which it is loaded. For a complete list of keycodes and corresponding instructions on the two calculators, refer to appendix E of this handbook.

## Print and Automatic Review Functions

The only functions that operate differently between the two calculators are the automatic review functions and **-x-** pause on the HP-67, and the print functions on the HP-97. For example, you can print a list of the stack contents with the printer on the HP-97 by using the **PRINT: STACK** function. Since the HP-67 Programmable Pocket Calculator does not have a printer, however, the stack contents are reviewed by passing them through the display, one register at a time, with the **STK** (*automatic stack review*) function.

Since the purpose of the two operations is essentially the same (review of the stack contents), these two operations are interchangeable between the two models of calculators. If you load a program containing a **g STK** instruction into an HP-67 Programmable Pocket Calculator, then record that program onto a magnetic card and use the card to load the same program into an HP-97 Programmable Printing Calculator, the **g STK** instruction from the HP-67 will automatically be loaded into the HP-97 as an **f PRINT: STACK** instruction.

Similarly, the **PRINT X** function on the HP-97 and the 5-second **-X-** pause on the HP-67 have the same purpose—to allow you to record the current contents of the X-register while a program is running. Thus, a **PRINT X** instruction in a program recorded onto a magnetic card by an HP-97 printing calculator will be loaded into an HP-67 as an **-X-** pause when the card is passed through the card reader on the HP-67. In the HP-67, this 5-second **-X-** pause is designed to give you enough time to write down or view the contents of the X-register while a program is running.

The chart below illustrates the keys that are different yet interchangeable between the HP-67 and the HP-97.

Operation on:		When encountered as an instruction by the HP-67:	When encountered as an instruction by the HP-97:
HP-67	HP-97		
<b>-X-</b>	<b>PRINT X</b>	Causes program execution to pause for about 5 seconds, displaying current contents of X-register with decimal point blinking eight times.	Prints current contents of X-register.
<b>STK</b>	<b>PRINT: STACK</b>	Displays current contents of each stack register sequentially; T, Z, Y, and X, with decimal point blinking twice for each stack register.	Prints current contents of stack registers.
<b>REG</b>	<b>PRINT: REG</b>	Displays contents of each primary storage register, beginning with registers R <sub>0</sub> through R <sub>9</sub> , then R <sub>A</sub> through R <sub>E</sub> , and finally I. Each display is preceded by a displayed number indicating the register's address.	Prints contents of all primary storage registers; R <sub>0</sub> through R <sub>9</sub> , R <sub>A</sub> through R <sub>E</sub> , I.
<b>SPACE</b>	<b>PRINT: SPACE</b>	Performs no operation.	Prints a blank space on paper tape.



Naturally, all other keys perform exactly the same function on the HP-67 as on the HP-97.

**Note:** On the HP-67 only, the five default functions ( $\frac{1}{x}$ ,  $\sqrt{x}$ ,  $y^x$ ,  $R\leftrightarrow$ ,  $x\leftrightarrow y$ ) above the top-row keys are present on the calculator to enhance its usability in RUN mode and cannot be recorded in program memory. However, these same functions are duplicated elsewhere on the calculator by prefixed functions, and these prefixed operations *can* be recorded.

Notice that the **SPACE** function on the HP-67 Programmable Pocket Calculator performs no operation on that calculator. It is used only in programs which may be recorded onto magnetic cards and later loaded and run on the HP-97 with its built-in printer. On the HP-97 **SPACE** prints a blank space on the paper tape, just as if you had pressed the paper advance pushbutton, and it is extremely useful in separating answers or portions of your HP-97 print-out.

**Remember:** Any program or data recorded on a magnetic card can be loaded from that card and used in *either* the Hewlett-Packard HP-67 Programmable Pocket Calculator or the HP-97 Programmable Printing Calculator with built-in printer. Because the design of these two calculators has been integrated, you can use your own program cards, or preprogrammed cards like those in your Standard Pac or any of the optional application pacs, in *any* HP-67 or HP-97.

## A Word about Programming

You have now been exposed to the features of the HP-97 Programmable Printing Calculator. But exposure is not enough—to gain confidence in and fully appreciate the power of this small computer, you must *use* it to solve your problems, simple and complex. Although the best program for a given application is usually the most straightforward, don't be afraid to experiment, to forge into the unknown, to stamp upon your programs your own personal trademarks. And you'll probably want to learn some of the "tricks" of sophisticated programmers to apply in your own software.

A good place to begin is with the *HP-97 Standard Pac*. At the end of its text you will find detailed explanations for some of the techniques used in actual programs in the Pac. You can also learn a great deal about programming by "reading" the programs in the Pac—following them, step-by-step, to see what makes them tick, to attempt to find out why the programmer used the steps he did.

With the HP-97 the problems of the world can be solved!



## Accessories

### Standard Accessories

Your HP-97 comes equipped with one each of the following standard accessories:

Accessory	Part Number
Battery Pack (installed in calculator before shipping)	82033A
AC Adapter/Recharger	82040A
<i>HP-97 Owner's Handbook and Programming Guide</i>	00097-90001
Two Rolls of Paper	
Carrying Case	82035A
Standard Pac, including:	00097-13101
<i>HP-97 Standard Pac</i> (instruction book)	
14 Prerecorded Program Cards	
1 Prerecorded Magnetic Card containing Diagnostic Program	
1 Head Cleaning Card	
24 Blank Magnetic Cards	
Card Holder for Magnetic Cards	
Programming Pad	00097-13154

### Optional Accessories

In addition to the standard accessories shipped with your HP-97, Hewlett-Packard also makes available the optional accessories seen below. These accessories have been created to help you maximize the usability and convenience of your calculator.

#### Security Cable

82044A

A tough, 6-foot long steel cable that prevents unauthorized borrowing or pilferage of your calculator by locking it to a desk or work surface. The cable is plastic-covered to eliminate scarring of furniture, and you have full access to all features of your HP-97 at all times. Comes complete with lock.

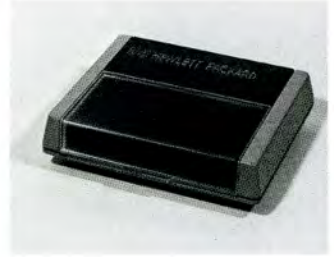




**Reserve Power Pack**

82037A

The reserve power pack attaches to the calculator's ac adapter/recharger to keep an extra battery pack freshly charged and ready for use. Comes complete with extra battery pack.

**Blank Magnetic Cards**

00097-13141

Each pack of blank magnetic cards contains 40 HP program cards for recording of your own programs. Any card can be labeled to indicate program title and functions of user-definable keys. Includes personal card holder.

**Multiple Card Packs**

00097-13143

Consists of three packs of blank magnetic cards (120 cards total) with three personal card holders.

**Program Card Holders**

00097-13142

Each package contains three program holders like the one shipped with your calculator for carrying extra magnetic cards.

**Paper Rolls**

82045A

Each package gives you six rolls of special Hewlett-Packard thermal paper for your HP-97 printer.



## HP-97 Application Pacs

Each pac provides approximately 20 prerecorded programs in a particular field or discipline. Each comes complete with a detailed instruction book and prerecorded magnetic cards.



## Programming Pad

00097-13154

Each pad provides 40 worksheets to help you develop programs for your HP-97.



To order additional standard or optional accessories for your HP-97 see your nearest dealer or fill out an Accessory Order Form and return it with check or money order to:

HEWLETT-PACKARD  
Corvallis Division  
1000 N.E. Circle Blvd.  
Corvallis, Oregon 97330

If you are outside the U.S., please contact the Hewlett-Packard Sales Office nearest you. Availability of all accessories, standard or optional, is subject to change without notice.

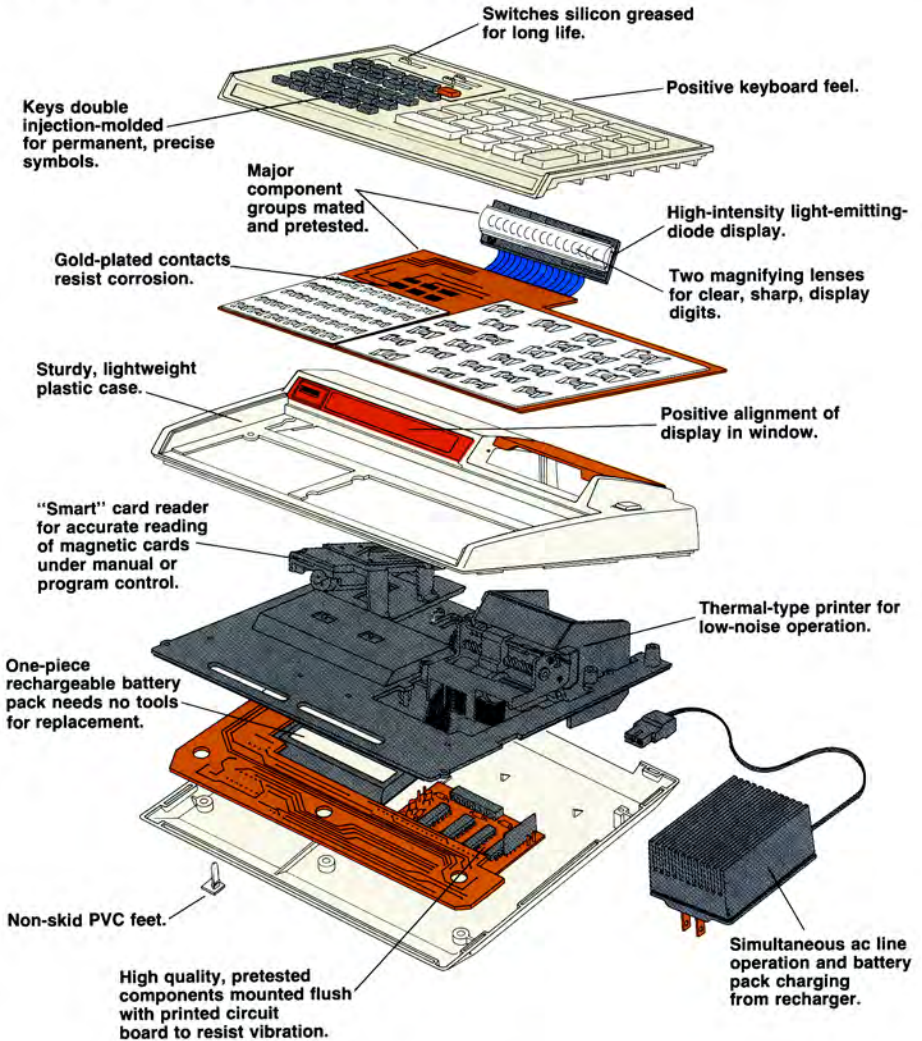




## Service and Maintenance

### Your Hewlett-Packard Calculator

Your HP-97 is another example of the award-winning design, superior quality, and attention to detail in engineering and construction that have marked Hewlett-Packard electronic instruments for more than thirty years. Each Hewlett-Packard calculator is precision crafted by people who are dedicated to giving you the best possible product at any price.



After construction, every calculator is thoroughly inspected for electrical or mechanical flaws, and each function is checked for proper operation.

When you purchase a Hewlett-Packard calculator, you deal with a company that stands behind its products. Besides an instrument of unmatched professional quality, you have at your disposal many extras— accessories to make your calculator more usable, service that is available worldwide, and support expertise in a host of applications areas.

## AC Line Operation

Your calculator contains a rechargeable battery pack that consists of nickel-cadmium batteries. When you receive your calculator, the battery pack inside may be discharged, but you can operate the calculator immediately by using the ac adapter/recharger. Even though you are using the ac adapter/recharger, the batteries must remain in the calculator whenever the calculator is used.

**Note:** Attempting to operate the HP-97 from the ac line with the battery pack removed may result in wrong or improper displays.

The procedure for using the ac adapter/recharger is as follows:

1. The HP-97 power switch may be set to ON or OFF.
2. Insert the female ac adapter/recharger plug into the rear connector of the HP-97.
3. Insert the power plug into a live ac power outlet.

### CAUTION

The use of a charger other than an HP recharger like the one supplied with the calculator may result in damage to your calculator.

## Battery Charging

The rechargeable batteries in the battery pack are being charged when you are operating the calculator from the ac adapter/recharger. With the batteries in the calculator and the recharger connected, the batteries will charge with the calculator OFF or ON. Normal charging times from fully discharged battery pack to full charge are:

Calculator OFF: 6 hours



Calculator ON: 17 hours

Shorter charging periods will reduce the operating time you can expect from a single battery charge. Whether the calculator is OFF or ON, the HP-97 battery pack is never in danger of becoming overcharged.

**Note:** It is normal for the ac adapter/recharger to be warm to the touch when it is plugged into an ac outlet.

To operate the HP-97 from battery power alone, simply disconnect the female recharger plug from the rear of the calculator. Even when not connected to the calculator, the ac adapter/re-charger may be left plugged into the ac outlet.

Using the HP-97 on battery power gives the calculator full portability, allowing you to carry it nearly anywhere. A fully charged battery pack provides approximately 3 to 6 hours of continuous operation. By turning the power OFF when the calculator is not in use, the charge on the HP-97 battery pack should easily last throughout a normal working day.

The printer is the most power-consuming part of your HP-97, and you can maximize battery operating time by leaving the calculator in MANUAL  TRACE  NORM printing mode when printing is not necessary.

## Battery Pack Replacement

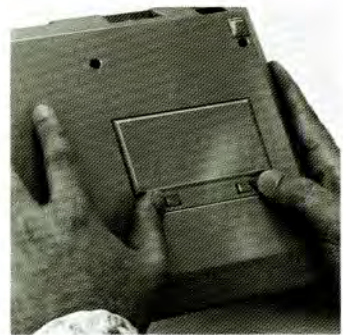
If it becomes necessary to replace the battery pack, use only another Hewlett-Packard battery pack like the one shipped with your calculator.

### CAUTION

Use of any batteries other than the Hewlett-Packard battery pack may result in damage to your calculator.

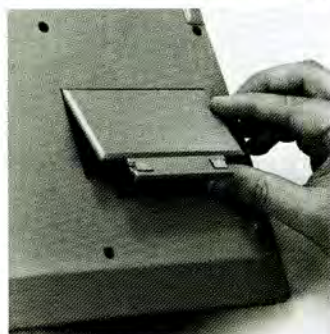
To replace your battery pack, use the following procedure:

1. Turn the ON-OFF switch to "OFF" and disconnect the ac adapter/recharger from the calculator.
2. Slide the two battery door latches inward.
3. Let the battery door and battery pack fall into the palm of your hand.
4. If the battery connector springs have been flattened inward, bend them slightly outward again.





5. Insert the new battery pack so that its contacts face the calculator and line up with the connector springs.
6. Insert the end of the battery door that is opposite the latches behind the retaining groove in the calculator and close the door.
7. Secure the battery door by pressing it gently while sliding the two battery door latches outward.



## Battery Care

When not being used, the batteries in your HP-97 have a self-discharge rate of approximately 1% of available charge per day. After 30 days, a battery pack could have only 50 to 75% of its charge remaining, and the calculator might not even turn on. If a calculator fails to turn on, you should substitute a charged battery pack, if available, for the one in the calculator. The discharged battery pack should be charged for at least 14 hours.

If a battery pack will not hold a charge and seems to discharge very quickly in use, it may be defective. The battery pack is warranted for one year, and if the warranty is in effect, return the defective pack to Hewlett-Packard according to the shipping instructions. (If you are in doubt about the cause of the problem, return the complete HP-97 along with its battery pack and ac adapter/recharger.) If the battery pack is out of warranty, see your nearest dealer or use the Accessory Order Form provided with your HP-97 to order a replacement.

### WARNING

Do not attempt to incinerate or mutilate your HP-97 battery pack—the pack may burst or release toxic materials.

Do not connect together or otherwise short-circuit the battery pack terminals—the pack may melt or cause serious burns.

To maximize the life you get from your battery pack, keep printing to a minimum and display only the fewest number of digits necessary during portable operation.

## Your HP-97 Printer

The printing device in your HP-97 is a thermal printer that uses a moving print head to print upon a special heat-sensitive paper. When the print head is energized, it heats the paper beneath it. The heat causes a chemical change in the paper, changing its color. The printer in your HP-97 prints answers quickly and quietly, and has been expressly designed to give you a permanent record of your computations in a portable scientific calculator.

### Paper for Your HP-97

Because the printer in your HP-97 is a thermal printer, it requires special heat-sensitive paper. You should use only the Hewlett-Packard thermal paper available in 80-foot rolls from your nearest HP distributor or sales office, or by mail order from:

HEWLETT-PACKARD  
Corvallis Division  
1000 N.E. Circle Blvd.  
Corvallis, Oregon 97330

Because of the special heat-sensitive requirements of the paper, standard adding machine paper will *not* work in the HP-97. Also, since different types of thermal paper vary in their sensitivities, the use of thermal paper other than that available from Hewlett-Packard may result in poor print quality or even in damage to your calculator.

**CAUTION**

To prevent damage to your calculator use only  
Hewlett-Packard paper in your HP-97.

The heat-sensitive paper used in your HP-97 should be stored in a cool, dark place. Discoloration of paper may occur if it is exposed to direct sunlight for long periods of time, if storage temperatures rise above 50°C (122°F), or if the paper is exposed to acetone, ammonia, or other organic compounds. Exposure to gasoline or oil fumes will not harm your HP-97 paper supply.

Printed tapes from your HP-97 will last 30 days or more without fading under fluorescent light, but to ensure the permanence of your records, you should store printed tapes at room temperature in a dark place away from direct sunlight, heat, or fumes from organic compounds. For added permanence, you can copy tapes with a suitable office copier.

## Replacing Paper

To replace the paper roll in your HP-97, proceed as follows:

1. Open the paper roll cover and remove the empty core from the paper well.
2. Before inserting the new roll of paper into the calculator, discard the first 2/3 turn to ensure that no glue, tape, or other foreign matter is on the paper.
3. Fold the leading edge of the paper and crease the fold with your fingernail.
4. Temporarily place the paper roll into the paper roll cover and insert the leading edge of paper into the slot near the bottom of the paper well.
5. Turn the calculator ON-OFF switch to ON and press the paper advance pushbutton several times until the leading edge of paper becomes visible beneath the clear plastic tear bar.
6. Drop the roll of paper into the paper well and close the paper roll cover.





When there is no paper in the calculator, the paper advance pushbutton operates, but any operation which would normally cause printing to occur instead causes a display of **Error**.

## Printer Maintenance

The printer in your HP-97, like the rest of the calculator, is crafted for excellence and is designed to give trouble-free operation with a minimum of maintenance. All moving parts in the printer mechanism contain self-lubricating compound, and no lubrication, cleaning, or servicing of the mechanism is ever required. You may want to occasionally remove the clear plastic tear bar and clean it with mild soap and water solution. (Do not use acetone or alcohol to clean the tear bar.)

You should *never* attempt to insert a tool, such as a screwdriver, pencil, or other hard object, into the printer or its mechanism. If the paper tape should become jammed and fail to feed properly, clear it by grasping the tape and pulling it forward or backward through the printer mechanism. You can remove the plastic tear bar for accessibility.

If the paper is feeding properly through the printer mechanism, but no printing appears on the tape, the paper roll is probably inserted backwards. (The paper is chemically treated, and will print on only one side.) Tear off the leading edge of paper, open the paper roll cover and grasp the paper roll, and pull it backward to remove the paper tape that is in the print mechanism. Reverse the paper roll and feed it back into the printing mechanism as described earlier under Replacing Paper.

If, after reversing, there is still no printing on the tape when you press **PRINT X** or other print functions, remove the paper roll and insert a roll of Hewlett-Packard thermal paper.

## Magnetic Card Maintenance

Try to keep your cards as clean and free of oil, grease, and dirt as possible. Dirty cards can only degrade the performance of your card reader. Cards may be cleaned with alcohol and a soft cloth.

Minimize the exposure of your calculator to dusty, dirty environments by storing it in the soft carrying case when not in use.

Each card pack contains one head cleaning card.

ABRASIVE CARD FOR CLEANING RECORDING HEAD  
CONSULT MANUAL FOR RECOMMENDED USE  
— THIS SIDE UP



The magnetic recording head is similar to magnetic recording equipment. As such, any collection of dirt or other foreign matter on the head can prevent contact between the head and card, with consequent failure to read cards. The head cleaning card consists of an abrasive underlayer designed to remove such foreign matter. However, the use of the card without the presence of a foreign substance will remove a minute amount of the head itself. Thus, extensive use of the cleaning card can reduce the life of the card reader in your HP-97. If you suspect that the head is dirty, or if you have trouble reading or recording cards, by all means use the cleaning card; that's what it is for. If one to five passes of the cleaning card do not clear up the situation, refer to Improper Card Reader Operation.

## Service

### Low Power

When you are operating from battery power, a bright red lamp inside the display will glow to warn you that the battery is close to discharge.



Low Power Display

You must then either connect the ac adapter/recharger to the calculator as described under AC Line Operation, or you must substitute a fully charged battery pack for the one in the calculator. When connecting the recharger with the low power lamp on, allow a few minutes without printing for the battery to be charged and the lamp to go out.

### Blank Display

If the display blanks out, turn the HP-97 OFF, then ON. If  does not appear in the display, check the following:

1. If the ac adapter/recharger is attached to the HP-97, make sure it is plugged into an ac outlet.
2. Examine battery pack to see if the contacts are dirty.
3. Substitute a fully charged battery pack, if available, for the one that was in the calculator.
4. If display is still blank, try operating the HP-97 using the recharger (with the batteries in the calculator).
5. If, after step 4, display is still blank, service is required. (Refer to Warranty paragraphs.)

### Blurring Display

During execution of a program, the display continuously changes and is purposely illegible to indicate that the program is running. When the program stops, the display is steady.

### Improper Card Reader Operation

If your calculator appears to be operating properly except for the reading or loading of program cards, check the following:

1. Make sure that the PRGM-RUN switch is in the correct position for desired operation: RUN position for loading cards, PRGM for recording cards.
2. If the drive motor does not start when a card is inserted, make sure the battery pack is making proper contact and has ample charge. A recharger may be used in conjunction with a partially charged battery in order to drive the card reader motor. If the battery has been completely discharged, plug in the recharger and wait 5 minutes before attempting to operate the card reader.

3. If the card drive mechanism functions correctly, but your HP-97 will not read or record program cards, the trouble may be due to dirty record/playback heads. Use the head cleaning card as directed. Then test the calculator using the diagnostic program card furnished with it, following the instructions provided. If difficulty persists your HP-97 should be taken or sent to an authorized Hewlett-Packard Customer Service Facility.
4. Cards must move freely past the record/playback heads. Holding a card back or bumping a card after the card drive mechanism engages could cause a card to be misread.

### CAUTION

Cards can be accidentally erased if subjected to strong magnetic fields. (Magnetometers at airports are in the safe range.)

5. Check the condition of your magnetic cards. Cards that are dirty or that have deep scratches will sometimes not read properly.
6. If you are trying to operate the calculator outside the recommended temperature range, you may experience problems with the card reader. Low temperatures may cause the calculator to register Error when a magnetic card is read.

## Temperature Range

Temperature ranges for the calculator are:

Operating	+10° to 40°C	+50° to 104°F
Charging	+15° to 40°C	+59° to 104°F
Storage	-40° to +55°C	-40° to +131°F

## Limited One-Year Warranty

### What We Will Do

The HP-97 and its accessories are warranted by Hewlett-Packard against defects in materials and workmanship for one year from date of original purchase. If you sell your calculator or give it as a gift, the warranty is automatically transferred to the new owner and remains in effect for the original one-year period. During the warranty period we will repair or, at our option, replace at no charge a product that proves to be defective provided that you return the product, shipping prepaid, to a Hewlett-Packard repair center.

### How to Obtain Repair Service

Hewlett-Packard maintains repair centers in most major countries throughout the world. You may have your calculator repaired at a Hewlett-Packard repair center anytime it needs service, whether the unit is under warranty or not. There is a charge for repairs after the one-year warranty period. Please refer to the Shipping Instructions in this handbook.

The Hewlett-Packard United States Repair Center for handheld and portable printing calculators is located at Corvallis, Oregon. The mailing address is:

**HEWLETT-PACKARD COMPANY  
CORVALLIS DIVISION SERVICE DEPT.  
P.O. BOX 999  
CORVALLIS, OREGON 97330**



## What Is Not Covered

This warranty does not apply if the product has been damaged by accident or misuse, or as a result of service or modification by other than an authorized Hewlett-Packard repair center.

No other express warranty is given. The repair or replacement of a product is your exclusive remedy. **ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS IS LIMITED TO THE ONE-YEAR DURATION OF THIS WRITTEN WARRANTY.** Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. **IN NO EVENT SHALL HEWLETT-PACKARD COMPANY BE LIABLE FOR CONSEQUENTIAL DAMAGES.** Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Products are sold on the basis of specifications applicable at the time of sale. Hewlett-Packard shall have no obligation to modify or update products once sold.

## Warranty Information Toll-Free Number

If you have any questions concerning this warranty please call **800/648-4711**. (In Nevada call 800/992-5710.)

## Repair Policy

Hewlett-Packard calculators are normally repaired and reshipped within five (5) working days of receipt at any repair center. This is an average time and could possibly vary depending upon time of year and work load at the repair center.

## Shipping Instructions

The calculator should be returned, along with completed Service Card, in its shipping case (or other protective package) to avoid in-transit damage. Such damage is not covered by warranty and Hewlett-Packard suggests that the customer insure shipments to the repair center. Send calculator, recharger, and battery pack to the address shown on the Service Card. *Remember to include a sales slip or other proof of purchase with your unit.* Whether the unit is under warranty or not, it is your responsibility to pay shipping charges for delivery to the Hewlett-Packard repair center.


After warranty repairs are completed, the repair center returns the unit with postage prepaid. On out-of-warranty repairs, the unit is returned C.O.D. (covering shipping costs and the service charge).

Not all HP repair centers offer service for all models of calculators. However, you can be sure that service may be obtained in the country where you bought your calculator. If you happen to be outside of the country where you bought your calculator, you can contact the local HP repair center to see if service capability is available for your model. If service is unavailable, please ship your calculator to the following address:
























**Hewlett-Packard**  
**1000 N.E. Circle Boulevard**  
**Corvallis, Oregon 97330, U.S.A.**


All shipping and reimportation arrangements are your responsibility.



## Improper Operations

If you attempt a calculation containing an improper operation—say, division by zero—the calculator display will show **Error**. In addition, if the Print Mode switch **MAN**  **NORM** is set to **NORM** or **TRACE**, the word **ERROR** will be printed (unless the calculator is out of paper).

The following are improper operations:

	where $x = 0$
	where $y = 0$ and $x \leq 0$
	where $y < 0$ and $x$ is non-integer
	where $x < 0$
	where $x = 0$
	where $x \leq 0$
	where $x \leq 0$
	where $ x $ is $> 1$
	where $ x $ is $> 1$
	where $x = 0$
	where $n = 0$
	where $n \leq 1$
	where $x < 0$ or is non-integer
 $n$ or  $n$	where $n$ does not appear as a label in the program
 $n$ ,  $n$ ,  $n$ ,  $n$	where magnitude of number in storage register $n$ would then be larger than $9.99999999 \times 10^{99}$ .
	where $y = 0$
 (i)	where $\text{ABS}(\text{INT } I) > 9$
 (i)	where $\text{ABS}(\text{INT } I) > 25$
 (i)	where $\text{ABS}(\text{INT } I) > 25$

 (i),  (i),  (i),  (i), where  $\text{ABS}(\text{INT } I) > 25$ , or where magnitude of number in storage register addressed by  $I$  would be larger than  $9.99999999 \times 10^{99}$ .

 (i),  (i), where  $\text{ABS}(\text{INT } I) > 25$

 (i),  (i), where  $\text{INT } I < -999$  or  $\text{INT } I > 19$

Attempting to read a blank card.

Card reader malfunction.

Attempting to print when there is no paper in the calculator.

Attempting to record on a protected side of a magnetic card.





## Stack Lift and LAST X

### Stack Lift

A number keyed in following one of these operations lifts the stack:

<b>-</b>	<b>W/DATA</b>
<b>+</b>	<b>HMS→</b>
<b>x</b>	<b>→H.MS</b>
<b>÷</b>	<b>ABS</b>
<b>e<sup>x</sup></b>	<b>√x</b>
<b>LN</b>	<b>%</b>
<b>LOG</b>	<b>x̄</b>
<b>10<sup>x</sup></b>	<b>S</b>
<b>SIN</b>	<b>x<sup>z</sup>y</b>
<b>SIN<sup>-1</sup></b>	<b>R+</b>
<b>RTN</b>	<b>GTO</b> <b>n</b> , <b>A - E</b> , <b>(i)</b>
<b>RCL</b> <b>Σ+</b>	<b>GSB</b> <b>n</b> , <b>A - E</b> , <b>(i)</b>
<b>N </b>	<b>LBL</b> <b>n</b> , <b>A - E</b>
<b>R/S</b>	<b>DEG</b>
<b>X≠Y?</b>	<b>RAD</b>
<b>X=Y?</b>	<b>GRC</b>
<b>X&gt;Y?</b>	<b>P↔S</b>
<b>X≤Y?</b>	<b>CL REG</b>
<b>X≠0?</b>	<b>R=D</b>
<b>X=0?</b>	<b>D→R</b>
<b>X&gt;0?</b>	<b>H.MS+</b>
<b>X&lt;0?</b>	<b>%CH</b>
<b>COS</b>	<b>CHS</b> , if not preceded by digit, <b>EEX</b> or <b>□</b> .
<b>COS<sup>-1</sup></b>	<b>PAUSE</b>
<b>TAN</b>	<b>STO</b> <b>n</b> , <b>A - E</b> , <b>I</b> , <b>(i)</b>
<b>TAN<sup>-1</sup></b>	<b>RCL</b> <b>n</b> , <b>A - E</b> , <b>I</b> , <b>(i)</b>
<b>INT</b>	<b>STO</b> <b>-</b> , <b>n</b> , <b>(i)</b>
<b>FRAC</b>	<b>STO</b> <b>+</b> , <b>n</b> , <b>(i)</b>
<b>√x</b>	<b>STO</b> <b>x</b> , <b>n</b> , <b>(i)</b>
<b>x<sup>2</sup></b>	<b>STO</b> <b>÷</b> , <b>n</b> , <b>(i)</b>
<b>π</b>	<b>→R</b>
<b>y<sup>x</sup></b>	<b>→P</b>
<b>CHS</b>	<b>RND</b>
<b>F?</b> <b>0 - 3</b>	
<b>CLF</b> <b>0 - 3</b>	
<b>STF</b> <b>0 - 3</b>	
<b>ISZ</b> <b>I</b> , <b>(i)</b>	
<b>DSZ</b> <b>I</b> , <b>(i)</b>	

A number keyed in following one of these keys does not affect the stack:

**CHS**, when preceded by  $\square$ , **EEX**, or digit.

**FIX**

**SCI**

**ENG**

**DSP**  $\square$ , (i)

**EEX**

**CLPRGM**  
**DEL** } in RUN mode

**MERGE**

**PRINT**  $\times$

**PRINT:** **SPACE**

**PRINT:** **REG**

$\square$

**PRINT:** **PRGM**

**PRINT:** **STACK**

$\square$  through  $\square$

A number keyed in following one of these operations writes over the number in the X-register and the stack does not lift:

**CL $\times$**

**ENTER**  $\uparrow$

$\Sigma+$

$\Sigma-$

## LAST X

The following operations save x in LAST X:

$\square$

$\square$

$\times$

$\square$

**+HMS**

**HMS $\rightarrow$**

**ABS**

**RND**

**D $\rightarrow$ R**

**R $\rightarrow$ D**

$\Sigma+$

$\Sigma-$

**%CH**

**RCL**  $\Sigma+$

**X**

**S**

**FRAC**

**INT**

**LN**

**LOG**

**SIN**

**SIN $^{-1}$**  Except for argument equal to 0 or -1

**NI**

**COS**

**COS $^{-1}$**  Except for argument equal to 0 or -1

**TAN**

**TAN $^{-1}$**  Except for argument equal to 0 or -1

$\sqrt{x}$

$x^2$

$\frac{1}{x}$

$y^x$

$e^x$

$10^x$

**$\rightarrow$ R**

**$\rightarrow$ P**

**HMS $\rightarrow$**

# Calculator Functions and Keycodes

This table shows the corresponding functions that can be loaded into program memory on the HP-67 Programmable Pocket Calculator and the HP-97 Programmable Printing Calculator.

HP-97 Tape Symbol	HP-97 Keystrokes	HP-97 Keycode	HP-67 Keystrokes	HP-67 Keycode
0	0	00	0	00
1	1	01	1	01
2	2	02	2	02
3	3	03	3	03
4	4	04	4	04
5	5	05	5	05
6	6	06	6	06
7	7	07	7	07
8	8	08	8	08
9	9	09	9	09
.	.	-62	.	83
1/x	1/x	52	h 1/x	35 62
10 <sup>x</sup>	f 10 <sup>x</sup>	16 33	g 10 <sup>x</sup>	32 53
ABS	f ABS	16 31	h ABS	35 64
CF0	f CLF 0	16 22 00	h CF 0	35 61 00
CF1	f CLF 1	16 22 01	h CF 1	35 61 01
CF2	f CLF 2	16 22 02	h CF 2	35 61 02
CF3	f CLF 3	16 22 03	h CF 3	35 61 03
CHS	CHS	-22	CHS	42
CLRG	f CL REG	16-53	f CL REG	31 43
CLX	CLX	-51	CLX	44
COS	COS	42	f COS	31 63
COS <sup>-1</sup>	f COS <sup>-1</sup>	16 42	g COS <sup>-1</sup>	32 63
DEG	f DEG	16-21	h DEG	35 41
÷	÷	-24	÷	81
D+R	f D+R	16 45	g +R	32 73
DSP0	DSP 0	-63 00	DSP 0	23 00
DSP1	DSP 1	-63 01	DSP 1	23 01
DSP2	DSP 2	-63 02	DSP 2	23 02
DSP3	DSP 3	-63 03	DSP 3	23 03
DSP4	DSP 4	-63 04	DSP 4	23 04
DSP5	DSP 5	-63 05	DSP 5	23 05
DSP6	DSP 6	-63 06	DSP 6	23 06
DSP7	DSP 7	-63 07	DSP 7	23 07
DSP8	DSP 8	-63 08	DSP 8	23 08
DSP9	DSP 9	-63 09	DSP 9	23 09



HP-97 Tape Symbol	HP-97 Keystrokes	HP-97 Keycode	HP-67 Keystrokes	HP-67 Keycode
DSP I	<b>DSP</b> (i)	-63 45	<b>DSP</b> (i)	23 24
DSZ I	<b>f</b> <b>DSZ</b> I	16 25 46	<b>f</b> <b>DSZ</b>	31 33
DSZ I	<b>f</b> <b>DSZ</b> (i)	16 25 45	<b>9</b> <b>DSZ</b> (i)	32 33
EEX	<b>EEX</b>	-23	<b>EEX</b>	43
ENG	<b>ENG</b>	-13	<b>h</b> <b>ENG</b>	35 23
ENT†	<b>ENTER</b> †	-21	<b>ENTER</b> †	41
e <sup>x</sup>	<b>e<sup>x</sup></b>	33	<b>9</b> <b>e<sup>x</sup></b>	32 52
F0?	<b>f</b> <b>F?</b> 0	16 23 00	<b>h</b> <b>F?</b> 0	35 71 00
F1?	<b>f</b> <b>F?</b> 1	16 23 01	<b>h</b> <b>F?</b> 1	35 71 01
F2?	<b>f</b> <b>F?</b> 2	16 23 02	<b>h</b> <b>F?</b> 2	35 71 02
F3?	<b>f</b> <b>F?</b> 3	16 23 03	<b>h</b> <b>F?</b> 3	35 71 03
FRC	<b>f</b> <b>FRAC</b>	16 44	<b>9</b> <b>FRAC</b>	32 83
FIX	<b>FIX</b>	-11	<b>f</b> <b>FIX</b>	31 23
GRAD	<b>f</b> <b>GRD</b>	16-23	<b>h</b> <b>GRD</b>	35 43
GSB0	<b>GSB</b> 0	23 00	<b>f</b> <b>GSB</b> 0	31 22 00
GSB1	<b>GSB</b> 1	23 01	<b>f</b> <b>GSB</b> 1	31 22 01
GSB2	<b>GSB</b> 2	23 02	<b>f</b> <b>GSB</b> 2	31 22 02
GSB3	<b>GSB</b> 3	23 03	<b>f</b> <b>GSB</b> 3	31 22 03
GSB4	<b>GSB</b> 4	23 04	<b>f</b> <b>GSB</b> 4	31 22 04
GSB5	<b>GSB</b> 5	23 05	<b>f</b> <b>GSB</b> 5	31 22 05
GSB6	<b>GSB</b> 6	23 06	<b>f</b> <b>GSB</b> 6	31 22 06
GSB7	<b>GSB</b> 7	23 07	<b>f</b> <b>GSB</b> 7	31 22 07
GSB8	<b>GSB</b> 8	23 08	<b>f</b> <b>GSB</b> 8	31 22 08
GSB9	<b>GSB</b> 9	23 09	<b>f</b> <b>GSB</b> 9	31 22 09
GSBA	<b>GSB</b> A	23 11	<b>f</b> <b>GSB</b> A	31 22 11
GSBB	<b>GSB</b> B	23 12	<b>f</b> <b>GSB</b> B	31 22 12
GSBC	<b>GSB</b> C	23 13	<b>f</b> <b>GSB</b> C	31 22 13
GSBD	<b>GSB</b> D	23 14	<b>f</b> <b>GSB</b> D	31 22 14
GSBE	<b>GSB</b> E	23 15	<b>f</b> <b>GSB</b> E	31 22 15
GSB a	<b>GSB</b> <b>f</b> a	23 16 11	<b>9</b> <b>GSB</b> <b>f</b> a	32 22 11
GSB b	<b>GSB</b> <b>f</b> b	23 16 12	<b>9</b> <b>GSB</b> <b>f</b> b	32 22 12
GSB c	<b>GSB</b> <b>f</b> c	23 16 13	<b>9</b> <b>GSB</b> <b>f</b> c	32 22 13
GSB d	<b>GSB</b> <b>f</b> d	23 16 14	<b>9</b> <b>GSB</b> <b>f</b> d	32 22 14
GSB e	<b>GSB</b> <b>f</b> e	23 16 15	<b>9</b> <b>GSB</b> <b>f</b> e	32 22 15
GSB i	<b>GSB</b> (i)	23 45	<b>f</b> <b>GSB</b> (i)	31 22 24
GTO0	<b>GTO</b> 0	22 00	<b>GTO</b> 0	22 00
GTO1	<b>GTO</b> 1	22 01	<b>GTO</b> 1	22 01
GTO2	<b>GTO</b> 2	22 02	<b>GTO</b> 2	22 02
GTO3	<b>GTO</b> 3	22 03	<b>GTO</b> 3	22 03
GTO4	<b>GTO</b> 4	22 04	<b>GTO</b> 4	22 04
GTO5	<b>GTO</b> 5	22 05	<b>GTO</b> 5	22 05
GTO6	<b>GTO</b> 6	22 06	<b>GTO</b> 6	22 06
GTO7	<b>GTO</b> 7	22 07	<b>GTO</b> 7	22 07
GTO8	<b>GTO</b> 8	22 08	<b>GTO</b> 8	22 08
GTO9	<b>GTO</b> 9	22 09	<b>GTO</b> 9	22 09

HP-97 Tape Symbol	HP-97 Keystrokes	HP-97 Keycode	HP-67 Keystrokes	HP-67 Keycode
GTOA	<b>GTO</b> <b>A</b>	22 11	<b>GTO</b> <b>A</b>	22 11
GTOb	<b>GTO</b> <b>B</b>	22 12	<b>GTO</b> <b>B</b>	22 12
GTOc	<b>GTO</b> <b>C</b>	22 13	<b>GTO</b> <b>C</b>	22 13
GTOd	<b>GTO</b> <b>D</b>	22 14	<b>GTO</b> <b>D</b>	22 14
GTOe	<b>GTO</b> <b>E</b>	22 15	<b>GTO</b> <b>E</b>	22 15
GTOa	<b>GTO</b> <b>f</b> <b>a</b>	22 16 11	<b>GTO</b> <b>f</b> <b>a</b>	22 31 11
GTOb	<b>GTO</b> <b>f</b> <b>b</b>	22 16 12	<b>GTO</b> <b>f</b> <b>b</b>	22 31 12
GTOc	<b>GTO</b> <b>f</b> <b>c</b>	22 16 13	<b>GTO</b> <b>f</b> <b>c</b>	22 31 13
GTOd	<b>GTO</b> <b>f</b> <b>d</b>	22 16 14	<b>GTO</b> <b>f</b> <b>d</b>	22 31 14
GTOe	<b>GTO</b> <b>f</b> <b>e</b>	22 16 15	<b>GTO</b> <b>f</b> <b>e</b>	22 31 15
GTOi	<b>GTO</b> <b>(i)</b>	22 45	<b>GTO</b> <b>(i)</b>	22 24
+HMS	<b>f</b> <b>→HMS</b>	16 35	<b>g</b> <b>→HMS</b>	32 74
HMS+	<b>f</b> <b>HMS+</b>	16 36	<b>f</b> <b>H+</b>	31 74
HMS+	<b>f</b> <b>HMS+</b>	16-55	<b>h</b> <b>HMS+</b>	35 83
INT	<b>f</b> <b>INT</b>	16 34	<b>f</b> <b>INT</b>	31 83
ISZ1	<b>f</b> <b>ISZ</b> <b>1</b>	16 26 46	<b>f</b> <b>ISZ</b>	31 34
ISZ1	<b>f</b> <b>ISZ</b> <b>(i)</b>	16 26 45	<b>g</b> <b>ISZ (i)</b>	32 34
*LBL0	<b>LBL</b> <b>0</b>	21 00	<b>f</b> <b>LBL</b> <b>0</b>	31 25 00
*LBL1	<b>LBL</b> <b>1</b>	21 01	<b>f</b> <b>LBL</b> <b>1</b>	31 25 01
*LBL2	<b>LBL</b> <b>2</b>	21 02	<b>f</b> <b>LBL</b> <b>2</b>	31 25 02
*LBL3	<b>LBL</b> <b>3</b>	21 03	<b>f</b> <b>LBL</b> <b>3</b>	31 25 03
*LBL4	<b>LBL</b> <b>4</b>	21 04	<b>f</b> <b>LBL</b> <b>4</b>	31 25 04
*LBL5	<b>LBL</b> <b>5</b>	21 05	<b>f</b> <b>LBL</b> <b>5</b>	31 25 05
*LBL6	<b>LBL</b> <b>6</b>	21 06	<b>f</b> <b>LBL</b> <b>6</b>	31 25 06
*LBL7	<b>LBL</b> <b>7</b>	21 07	<b>f</b> <b>LBL</b> <b>7</b>	31 25 07
*LBL8	<b>LBL</b> <b>8</b>	21 08	<b>f</b> <b>LBL</b> <b>8</b>	31 25 08
*LBL9	<b>LBL</b> <b>9</b>	21 09	<b>f</b> <b>LBL</b> <b>9</b>	31 25 09
*LBLA	<b>LBL</b> <b>A</b>	21 11	<b>f</b> <b>LBL</b> <b>A</b>	31 25 11
*LBLB	<b>LBL</b> <b>B</b>	21 12	<b>f</b> <b>LBL</b> <b>B</b>	31 25 12
*LBLC	<b>LBL</b> <b>C</b>	21 13	<b>f</b> <b>LBL</b> <b>C</b>	31 25 13
*LBLD	<b>LBL</b> <b>D</b>	21 14	<b>f</b> <b>LBL</b> <b>D</b>	31 25 14
*LBL E	<b>LBL</b> <b>E</b>	21 15	<b>f</b> <b>LBL</b> <b>E</b>	31 25 15
*LBLa	<b>LBL</b> <b>f</b> <b>a</b>	21 16 11	<b>g</b> <b>LBL f</b> <b>a</b>	32 25 11
*LBLb	<b>LBL</b> <b>f</b> <b>b</b>	21 16 12	<b>g</b> <b>LBL f</b> <b>b</b>	32 25 12
*LBLc	<b>LBL</b> <b>f</b> <b>c</b>	21 16 13	<b>g</b> <b>LBL f</b> <b>c</b>	32 25 13
*LBLd	<b>LBL</b> <b>f</b> <b>d</b>	21 16 14	<b>g</b> <b>LBL f</b> <b>d</b>	32 25 14
*LBL e	<b>LBL</b> <b>f</b> <b>e</b>	21 16 15	<b>g</b> <b>LBL f</b> <b>e</b>	32 25 15
LN	<b>LN</b>	32	<b>f</b> <b>LN</b>	31 52
LOG	<b>f</b> <b>LOG</b>	16 32	<b>f</b> <b>LOG</b>	31 53
LSTX	<b>f</b> <b>LAST X</b>	16-63	<b>h</b> <b>LST X</b>	35 82
-	<b>-</b>	-45	<b>-</b>	51
MRC	<b>f</b> <b>MERGE</b>	16-62	<b>g</b> <b>MERGE</b>	32 41
NI	<b>f</b> <b>NI</b>	16 52	<b>h</b> <b>NI</b>	35 81
+P	<b>+P</b>	34	<b>g</b> <b>+P</b>	32 72

HP-97 Tape Symbol	HP-97 Keystrokes	HP-97 Keycode	HP-67 Keystrokes	HP-67 Keycode
%		55		31 82
%CH		16 55		32 82
$\pi$		16-24		35 73
+		-55		61
PREG		16-13		35 74
PRST		16-14		32 84
PRTX		-14		31 84
P $\pi$ S		16-51		31 42
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$\rightarrow$ R		44		31 72
R $\leftarrow$		-31		35 53
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RAD		16-22		35 42
R $\rightarrow$ D		16 46		31 73
RCL0		36 00		34 00
RCL1		36 01		34 01
RCL2		36 02		34 02
RCL3		36 03		34 03
RCL4		36 04		34 04
RCL5		36 05		34 05
RCL6		36 06		34 06
RCL7		36 07		34 07
RCL8		36 08		34 08
RCL9		36 09		34 09
RCLA		36 11		34 11
RCLB		36 12		34 12
RCLC		36 13		34 13
RCLD		36 14		34 14
RCLE		36 15		34 15
RCLI		36 46		35 34
RCL(i)		36 45		34 24
RCL $\Sigma$		36 56		34 21
RND		16 24		31 24
R/S		51		84
RTN		24		35 22
S		16 54		32 21
SCI		-12		32 23
SF0		16 21 00		35 51 00
SF1		16 21 01		35 51 01
SF2		16 21 02		35 51 02
SF3		16 21 03		35 51 03
$\Sigma$ +		56		21
$\Sigma$ -		16 56		35 21
SIN		41		31 62



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SIN <sup>-1</sup>		16 41		32 62
SPC		16-11		35 84
JX		54		31 54
ST+0		35-24 00		33 81 00
ST+1		35-24 01		33 81 01
ST+2		35-24 02		33 81 02
ST+3		35-24 03		33 81 03
ST+4		35-24 04		33 81 04
ST+5		35-24 05		33 81 05
ST+6		35-24 06		33 81 06
ST+7		35-24 07		33 81 07
ST+8		35-24 08		33 81 08
ST+9		35-24 09		33 81 09
ST-0		35-45 00		33 51 00
ST-1		35-45 01		33 51 01
ST-2		35-45 02		33 51 02
ST-3		35-45 03		33 51 03
ST-4		35-45 04		33 51 04
ST-5		35-45 05		33 51 05
ST-6		35-45 06		33 51 06
ST-7		35-45 07		33 51 07
ST-8		35-45 08		33 51 08
ST-9		35-45 09		33 51 09
ST+0		35-55 00		33 61 00
ST+1		35-55 01		33 61 01
ST+2		35-55 02		33 61 02
ST+3		35-55 03		33 61 03
ST+4		35-55 04		33 61 04
ST+5		35-55 05		33 61 05
ST+6		35-55 06		33 61 06
ST+7		35-55 07		33 61 07
ST+8		35-55 08		33 61 08
ST+9		35-55 09		33 61 09
STx0		35-35 00		33 71 00
STx1		35-35 01		33 71 01
STx2		35-35 02		33 71 02
STx3		35-35 03		33 71 03
STx4		35-35 04		33 71 04
STx5		35-35 05		33 71 05
STx6		35-35 06		33 71 06
STx7		35-35 07		33 71 07
STx8		35-35 08		33 71 08
STx9		35-35 09		33 71 09

HP-97 Tape Symbol	HP-97 Keystrokes	HP-97 Keycode	HP-67 Keystrokes	HP-67 Keycode
ST=i	STO ÷ (i)	35-24 45	STO ÷ (i)	33 81 24
ST-i	STO - (i)	35-45 45	STO - (i)	33 51 24
ST+i	STO + (i)	35-55 45	STO + (i)	33 61 24
ST×i	STO × (i)	35-35 45	STO × (i)	33 71 24
ST00	STO 0	35 00	STO 0	33 00
ST01	STO 1	35 01	STO 1	33 01
ST02	STO 2	35 02	STO 2	33 02
ST03	STO 3	35 03	STO 3	33 03
ST04	STO 4	35 04	STO 4	33 04
ST05	STO 5	35 05	STO 5	33 05
ST06	STO 6	35 06	STO 6	33 06
ST07	STO 7	35 07	STO 7	33 07
ST08	STO 8	35 08	STO 8	33 08
ST09	STO 9	35 09	STO 9	33 09
ST0A	STO A	35 11	STO A	33 11
ST0B	STO B	35 12	STO B	33 12
ST0C	STO C	35 13	STO C	33 13
ST0D	STO D	35 14	STO D	33 14
ST0E	STO E	35 15	STO E	33 15
ST0I	STO I	35 46	h STI	35 33
ST0i	STO (i)	35 45	STO (i)	33 24
TAN <sup>-1</sup>	f TAN <sup>-1</sup>	16 43	g TAN <sup>-1</sup>	32 64
TAN	TAN	43	f TAN	31 64
X	x	-35	x	71
WDTA	f W/DATA	16-61	f W/DATA	31 41
X≠0?	f X≠0?	16-42	f X≠0	31 61
X=0?	f X=0?	16-43	f X=0	31 51
X>0?	f X>0?	16-44	f X>0	31 81
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X≠Y?	f X≠Y?	16-32	g X≠Y	32 61
X=Y?	f X=Y?	16-33	g X=Y	32 51
X>Y?	f X>Y?	16-34	g X>Y	32 81
X≤Y?	f X≤Y?	16-35	g X≤Y	32 71
$\bar{x}$	f $\bar{x}$	16 53	f $\bar{x}$	31 21
X <sup>2</sup>	x <sup>2</sup>	53	g x <sup>2</sup>	32 54
X <sup>2</sup> I	f X <sup>2</sup> I	16-41	h X <sup>2</sup> I	35 24
X <sup>2</sup> Y	x <sup>2</sup> y	-41	h X <sup>2</sup> Y	35 52
Y <sup>X</sup>	y <sup>x</sup>	31	h Y <sup>X</sup>	35 63

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- \*Stambuk & Mark (Bolivia) Ltda.  
Av. Mariscal Santa Cruz 1342  
La Paz  
Tel: 40626, 53163, 52421  
Telex: 3560014  
Cable: BUKMAR

#### BRASIL

- \*Hewlett-Packard Do Brasil  
I.E.C. Ltda.  
Rua Frei Caneca, 1.152-Bela Vista  
01307-Sao Paulo-SP  
Tel: 288-71-11, 287-81-20, 287-61-93  
Telex: 309151/2/3  
Cable: HEWPACK Sao Paulo
- \*Hewlett-Packard Do Brasil  
I.E.C. Ltda.  
Praça Dom Feliciano, 78-8° andar  
(Sala 806/8)  
90000-Porto Alegre-RS  
Tel: 25-84-70-DDD (0512)  
Cable: HEWPACK Porto Alegre
- \*Hewlett-Packard Do Brasil  
I.E.C. Ltda.  
Rua Siqueira Campos, 53-4°  
andar-Copacabana  
20000-Rio de Janeiro-GB  
Tel: 257-80-94-DDD (021)  
Telex: 210079 HEWPACK  
Cable: HEWPACK Rio de Janeiro

\*Service

### CANADA

- \*Hewlett-Packard (Canada) Ltd.  
275 Hymus Boulevard  
Pointe Claire, Quebec H9R-1G7  
Tel: (514) 697-4232  
TWX: 610-422-3022  
Telex: 01-20607
- \*Hewlett-Packard (Canada) Ltd.  
837 E. Cordova Street  
Vancouver 6, British Columbia  
Tel: (604) 254-0531  
TWX: 610-922-5059
- Hewlett-Packard (Canada) Ltd.  
Winnipeg. Manitoba R3H 0L8  
Tel: (204) 786-7581
- Hewlett-Packard (Canada) Ltd.  
Calgary, Alberta  
Tel: (403) 287-1672
- Hewlett-Packard (Canada) Ltd.  
Dartmouth, Nova Scotia B3C 1L1  
Tel: (902) 469-7820
- Hewlett-Packard (Canada) Ltd.  
Ottawa 3, Ontario K2C 0P9  
Tel: (613) 225-6180, 225-6530
- Hewlett-Packard (Canada) Ltd.  
Mississauga, L4V 1L9 Ontario  
Tel: (416) 678-9430
- Hewlett-Packard (Canada) Ltd.  
Edmonton, Alberta T5G 0X5  
Tel: (403) 452-3670
- Hewlett-Packard (Canada) Ltd.  
Ste. Foy, Quebec G1N 4G4  
Tel: (418) 688-8710
- #### CHILE
- \*Calcagnit y Metcalfe Ltda.  
Calle Lira 81, Oficina 5  
Casilla 2118  
Santiago, 1  
Tel: 398613  
Cable: CALMET

## COLUMBIA

\*Instrumentacion  
 H.A. Langebaek & Kier S.A.  
 Carrera 7 No. 48-59  
 Apartado Aereo 6287  
 Bogota 1, D.E.  
 Tel: 45-78-06, 45-55-46  
 Cable: AARIS Bogota  
 Telex: 44400INSTCO

## COSTA RICA

\*Lic. Alfredo Gallegos Gurdian  
 Apartado 10159  
 San Jose  
 Tel: 21-86-13,  
 Cable: GALGUR San Jose

## ECUADOR

\*Oscar Gonzalez Artigas  
 Compania Ltda.  
 Avda. 12 De Octubre No. 2207  
 Sagitra-Quito  
 Tel: 233-869, 236-6783

## \*EL SALVADOR

IPESA  
 Bulevar de Los Heroes 11-48  
 San Salvador  
 Tel: 252-787

## GUATEMALA

\*IPESA  
 Avenida La Reforma 3-48, Zona  
 Guatemala City  
 Tel: 63-6-27, 64-7-86  
 Telex: 4192 Teletro Gu

## MEXICO

\*Hewlett-Packard Mexicana,  
 S.A. de C.V.  
 Mexico 12, D.F.  
 Tel: (905) 543-42-32

Hewlett-Packard Mexicana,  
 S.A. de C.V.  
 Monterrey, N.L.  
 Tel: 48-71-32, 48-71-84

## NICARAGUA

\*Roberto Terán G.  
 Apartado Postal 689  
 Edificio Terán  
 Managua  
 Tel: 3451, 3452  
 Cable: ROTERAN Managua

## PANAMA

\*Electrónico Balboa, S.A.  
 P.O. Box 4929  
 Calle Sameul Lewis  
 Ciudad de Panama  
 Tel: 64-2700  
 Cable: ELECTRON Panama  
 Telex: 3431103 Curundu,  
 Canal Zone

## PARAGUAY

\*Z.J. Melamed S.R.L.  
 División: Aparatos y  
 Equipos Medicós  
 División: Aparatos y Equipos  
 Científicos y de Investigación  
 P.O.B. 676  
 Chile-482, Edificio Victoria  
 Asunción  
 Tel: 4-5069, 4-6272  
 Cable: RAMEL

## PERU

\*Compañía Electro Medica S.A.  
 Ave. Enrique Canaval 312  
 San Isidro  
 Casilla 1030  
 Lima  
 Tel: 22-3900  
 Cable: ELMED Lima

## PUERTO RICO

\*HP Puerto Rico  
 P.O. Box 41224  
 Minillas Station  
 San Juan PR 00940

Mobil Oil Caribe Building  
 272 Street  
 Carolina PR 00630

## UNITED STATES OF AMERICA

\*Hewlett-Packard  
 APD Service Department  
 P.O. Box 5000  
 Cupertino CA 95014  
 Tel: (408) 996-0100  
 TWX: 910-338-0546

## VENEZUELA

\*Hewlett-Packard de Venezuela C.A.  
 Apartado 50933  
 Edificio Segre  
 Tercera Transversal  
 Los Ruices Norte  
 Caracas 107  
 Tel: 35-00-11  
 Telex: 21146 HEWPACK  
 Cable: HEWPACK Caracas

FOR COUNTRIES NOT LISTED,  
CONTACT:

Hewlett-Packard Inter-Americas  
 3200 Hillview Avenue  
 Palo Alto, California 94304  
 Tel: (415) 493-1501  
 TWX: 910-373-1260  
 Telex: 034-8300, 034-8493  
 Cable: HEWPACK Palo Alto

ASIA, AFRICA AND  
AUSTRALIA

## AMERICA SAMOA

\*Oceanic Systems Inc.  
 P.O. Box 777  
 Pago Pago Bayfront Road  
 Pago Pago 96799  
 Tel: 633-5513  
 Cable: OCEANIC-Pago Pago

## ANGOLA

\*Telectra  
 Empresa Tecnica de Equipamentos  
 Electricos, S.A.R.L.  
 R. Barbosa Rodrigues, 42-1° DT°  
 Caixa Postal, 6487-Luanda  
 Tel: 35515/6  
 Cable: TELECTRA Luanda

\*Service

## AUSTRALIA

\*Hewlett-Packard Australia Pty., Ltd.  
 31-41 Joseph Street  
 Blackburn, Victoria 3130  
 P.O. Box 36  
 Doncaster East, Victoria 3109  
 Tel: 89-6351, 89-6306  
 Telex: 31-024  
 Cable: HEWPARD Melbourne

\*Hewlett-Packard Australia Pty., Ltd.  
 31 Bridge Street  
 Pymble,  
 New South Wales, 2073  
 Tel: 449-6566  
 Telex: 21561  
 Cable: HEWPARD Sydney

Hewlett-Packard Australia Pty., Ltd.  
 Prospect, South Australia  
 Tel: 44-8151

Hewlett-Packard Australia Pty., Ltd.  
 Claremont, W.A. 6010  
 Tel: 86-5455

Hewlett-Packard Australia Pty., Ltd.  
 Fyshwick, A.C.T. 2609  
 Tel: 95-3733

Hewlett-Packard Australia Pty., Ltd.  
 Spring Hill, 4000 Queensland  
 Tel: 29-1544

## BAHARAIN

Green Salon  
 Arabian Gulf  
 Tel: 5503

## BURUNDI

Typomeca S.P.R.L.  
 B.P. 533  
 Bujambura

## CYPRUS

Kypronics Ltd.  
 Nicosia  
 Tel: 45628/29



## ETHIOPIA

\*EMESCO Ltd.  
P.O. Box 2550  
Kassate Teshome Bldg.  
Omedla Square  
Addis Ababa  
Tel: 12-13-87  
Cable: EMESCO Addis Ababa

## GUAM

\*Guam Medical Supply, Inc.  
Jay Ease Building, Room 210  
P.O. Box 8383  
Tamuning 96911  
Tel: 646-4513

## HONG KONG

\*Schmidt & Co. (Hong Kong) Ltd.  
P.O. Box 297  
Connaught Road, Central  
Hong Kong  
Tel: 240168, 232735  
Telex: HX4766  
Cable: SCHMIDTCO Hong Kong

## INDIA

\*Blue Star Ltd.  
Sahas  
414/2 Vir Savarkar Marg  
Prabhadevi  
Bombay 400 025  
Tel: 45 78 87  
Telex: 4093  
Cable: FROSTBLUE

Blue Star Ltd.  
Bombay 400 020  
Tel: 29 50 21

Blue Star Ltd.  
Bombay 400 025  
Tel: 45 73 01

Blue Star Ltd.  
Kanpur 208 001  
Tel: 6 88 82

Blue Star Ltd.  
Calcutta 700 001  
Tel: 23-0131

Blue Star Ltd.  
New Delhi 110 024  
Tel: 62 32 76

Blue Star Ltd.  
Secundeabad 500 003  
Tel: 7 63 91, 7 73 93

Blue Star Ltd.  
Madras 600 001  
Tel: 23954

Blue Star Ltd.  
Jamshedpur 831 001  
Tel: 7383

Blue Star Ltd.  
Bangalore 560 025  
Tel: 55668

Blue Star Ltd.  
Cochin 682 001  
Tel: 32069, 32161, 32282

## INDONESIA

\*BERCA Indonesia P.T.  
P.O. Box 496  
1st Floor JL, Cikini Raya 61  
Jakarta  
Tel: 56038, 40369, 49886  
Telex: 2895 Jakarta

## IRAN

\*Hewlett-Packard Iran  
Daftar Machine Building (No. 19)  
Roosevelt Avenue, 14th Street  
Tehran  
Tel: 851082/3/4/5/6  
Telex: 212574

## IRAQ

Electromac Services  
Baghdad  
Tel: 95456

## JAPAN

\*Yokogawa-Hewlett-Packard Ltd.  
 Ohashi Building  
 1-59-1 Yoyogi  
 Shibuya-ku, Tokyo  
 Tel: 03-370-2281/92  
 Telex: 232-2024 YHP  
 Cable: YMPMARKET TOK 23 724

\*Yokogawa-Hewlett-Packard Ltd.  
 Nisei Ibaragi Bldg.  
 2-2-8, Kasuga  
 Ibaragi-shi  
 Osaka  
 Tel: 0726-23-1641  
 Telex: 5332-385 YHP-Osaka

Yokogawa-Hewlett-Packard Ltd.  
 Nakamura-Ku, Nagoya City  
 Tel: 052-571-5171

Yokogawa-Hewlett-Packard Ltd.  
 Yokohama, 221  
 Tel: 045-312-1252

Yokogawa-Hewlett-Packard Ltd.  
 Mito, 310  
 Tel: 0292-25-7470

Yokogawa-Hewlett-Packard Ltd.  
 Atsugi, 243  
 Tel: 0462-24-0452

## KENYA

\*Business Machines Kenya Limited  
 Olivetti House  
 Uhru Highway/Lusaka Road  
 P.O. Box 49991 NBI  
 Nairobi  
 Tel: 556066  
 Cable: PRESTO Nairobi

## KOREA

\*American Trading Company  
 Korea, Ltd.  
 I.P.O. Box 1103  
 Dae Kyung Bldg., 8th Floor  
 107 Sejong-Ro  
 Chongro Ku, Seoul  
 Tel: (4 lines) 73 8924 7  
 Cable: AMITRACO Seoul

## KUWAIT

\*Photo and Cine Equipment  
 P.O. Box 270 Safat  
 Tel: 422846/423801  
 Telex: 2247

## LEBANON

Constantin Macridis  
 Beirut  
 Tel: 366397/8

## LIBYA

Kabir Stationery  
 Tripoli  
 Tel: 35201

H.M. Zeidan and Sons Organization  
 Benghazi  
 Tel: 94930/94963/93689

## MOROCCO

Gerep Ltd.  
 Casablanca  
 Tel: 258196/279469

## MOZAMBIQUE

\*A.N. Gonclaves, Ltd.  
 162, 1° Apt. 14 Av. D. Luis  
 Caixa Postal 107  
 Lourenco Marques  
 Tel: 27091, 27114  
 Telex: 6-203 NEGON Mo  
 Cable: NEGON

## NEW ZEALAND

\*Hewlett-Packard (N.Z.) Ltd.  
 94-96 Dixon Street  
 P.O. Box 9443  
 Courtenay Place,  
 Wellington  
 Tel: 59-559  
 Telex: 3898  
 Cable: HEWPACK Wellington

\*Hewlett-Packard (N.Z.) Ltd.  
 Pakuranga Professional Centre  
 267 Pakuranga Highway  
 Box 51092  
 Pakuranga  
 Tel: 569-651  
 Cable: HEWPACK, Auckland

## NIGERIA

\*The Electronics Instrumentations  
 Ltd.  
 N6B/770 Oyo Road  
 Oluseun House  
 P.M.B. 5402  
 Ibadan  
 Tel: 22325

## PAKISTAN

\*Mushko & Company Ltd.  
 38B, Satellite Town  
 Rawalpindi  
 Tel: 41924  
 Cable REMUS Rawalpindi

Mushko & Company Ltd.  
 Karachi-3,  
 Tel: 511027, 512927

## PHILLIPINES

\*Electronic Specialist & Proponents,  
 Inc.  
 Room 417 Federation  
 Center Bldg.  
 Muella de Binondo  
 P.O. Box 2649  
 Manila  
 Tel: 48-46-10 & 48-46-25  
 Cable: Espinc Manila

\*Service

## REUNION ISLANDS

\*Zoom  
 B.P. 938, 97400 Saint Denis  
 85 Rue Jean Chatel  
 Ile de la Renunion  
 Tel: 21-13-75  
 Cable: ZOOM

## RHODESIA

\*Field Technical Sales  
 45 Kelvin Road North  
 P.O. Box 3458  
 Salisbury  
 Tel: 705231 (5 lines)  
 Telex: RH 4122

## RWANDA

\*Buromeca  
 R.C. Kigali 1228  
 B.P. 264 Kigali  
 Rwanda

## SAUDI ARABIA

\*Modern Electronic Establishment  
 (M.E.E.)  
 P.O. Box 1228  
 Jeddah  
 Tel: 27798/31173  
 Telex: 40035

M.E.E.  
 Riyadh  
 Tel: 62596/29269

M.E.E.  
 Al Khobar  
 Tel: 44678/44813

Riyadh House Establishment  
 Riyadh  
 Tel: 21741/27360



## SINGAPORE

- \*Hewlett-Packard Singapore  
(Pte.) Ltd.  
Blk. 2, 6th Floor, Jalan  
Bukit Merah  
Redhill Industrial Estate  
Alexandra P.O. Box 87,  
Singapore 3  
Tel: 633022  
Telex: HPSG RS 21486  
Cable: HEWPACK, Singapore

## SOUTH AFRICA

- \*Hewlett-Packard South Africa  
(Pty.), Ltd.  
P.O. Box 31716,  
Braanfontein Transvaal  
Milnerton  
30 DeBeer Street  
Johannesburg  
Street Delivery Zip Code: 2001  
P.O. Box Delivery Zip Code: 2017  
Tel: 725-2030, 725-2080,  
725-2081  
Telex: 0226 JH  
Cable: HEWPACK Johannesburg

- \*Hewlett-Packard South Africa  
(Pty.), Ltd.  
Breecastle House  
Bree Street  
Cape Town  
Street Delivery Zip Code: 8001  
P.O. Box Delivery Zip Code: 8018  
Tel: 2-6941/2/3  
Telex: 0006 CT  
Cable: HEWPACK Cape Town

- \*Hewlett-Packard South Africa  
(Pty.), Ltd.  
641 Ridge Road, Durban  
P.O. Box 37099  
Overport, Natal  
Street Delivery Zip Code: 4001  
P.O. Box Delivery Zip Code: 4067  
Tel: 88-6102  
Telex: 67954  
Cable: HEWPACK

- Hewlett-Packard South Africa  
(Pty.), Ltd.  
Sandton, Transvaal 2001  
Tel: 802-1040/6

## SYRIA

- Sawah and Company  
Damascus  
Tel: 16367/19697

- Suleiman Hilal el Mlawi  
Damascus  
Tel: 114663

## TAHITI

- \*Metagraph  
B.P. 1741  
Papeete  
Tahiti  
Tel: 20/320, 29/979  
Cable: METAGRAPH PAPEETE  
Telex: SOMAC 033 F.P.

## TAIWAN

- \*Hewlett-Packard Taiwan  
39 Chung Hsiao West Road  
Section I  
Overpass Insurance Corp. Bldg.  
7th Floor  
Taipei  
Tel: TP824 HEWPACK  
Cable: HEWPACK Taipei  
Tel: 3819160, 3819161, 3819162

- Hewlett-Packard Taiwan  
Kaohsiung  
Tel: 297319

## THAILAND

- \*UNIMESA Co., Ltd.  
Elsom Research Building  
Bangjak Sukumvit Avenue  
Bangkok  
Tel: 932387, 930338  
Cable: UNIMESA Bangkok

## TUNISIA

Societe Samos  
Tunis  
Tel: 284 355

## TURKEY

Melodi Records  
Istanbul  
Tel: 442636

Talekom  
Istanbul  
Tel: 494040

## UNITED ARAB EMIRATES

\*Emitac Limited  
P.O. Box 1641  
Sharjah  
Tel: Sharjah 22779  
Dubai 25795  
Telex: Sharjah 8033

## YEMEN

A. Besse and Co. Yemen Ltd.  
Sanaa  
Tel: 2182/2342

## ZAMBIA

\*R.J. Tilbury (Zambia) Ltd.  
P.O. Box 2792  
Lusaka  
Tel: 73793  
Cable: ARJAYTEE, Lusaka

FOR AREAS NOT LISTED  
CONTACT:

Hewlett-Packard Export  
Trade Company  
3200 Hillview Avenue  
Palo Alto, California 94034  
Tel: (415) 493-1501  
TWX: 910-373-1260  
Telex: 034-8300, 034-8493  
Cable: HEWPACK Palo Alto

## EUROPE

## AUSTRIA

\*Hewlett-Packard Ges. m.b.H.  
Handelskai 52/53  
P.O. Box 7  
A-1205 Vienna  
Tel: (0222) 35 15 21 to 32  
Cable: HEWPACK Vienna  
Telex: 75923 hewpack a

## BELGIUM

\*Hewlett-Packard Benelux  
S.A./N.V.  
Avenue del Col Vert, 1,  
(Groenkraaglaan)  
B-1170 Brussels  
Tel: (02) 672 22 40  
Cable: PALOBEN Brussels  
Telex: 23-494 paloben bru

## DENMARK

\*Hewlett-Packard A/S  
Datevej 52  
DK-3460 Birkerod  
Tel: (01) 81-66-40  
Cable: HEWPACK AS  
Telex: 16640 hp as

Hewlett-Packard A/S  
DK-8600 Silkeborg  
Tel: (06) 8271 66

## FINLAND

\*Hewlett-Packard Oy  
Bulevard 26  
P.O. Box 185  
SF-00120 Helsinki 12  
Tel: (90) 13730  
Cable: HEWPACKOY Helsinki  
Telex: 12-15363 hel

## FRANCE

\*Hewlett-Packard France  
 Quartier de Courtaboeuf  
 Boite Postale No. 6  
 F-91401 Orsay  
 Tel: (1) 907 78 25  
 Cable: HEWPACK Orsay  
 Telex: 60048

Hewlett-Packard France  
 F-69130 Ecully  
 Tel: (78) 33 81 25/83 65 25

Hewlett-Packard France  
 F-31770 Colomiers  
 Tel: (61) 78 11 55

Hewlett-Packard France  
 F-13271 Aéroport de Marignane  
 Tel: (91) 89 12 36

Hewlett-Packard France  
 F-35000 Rennes  
 Tel: (99) 36 33 21

Hewlett-Packard France  
 F-67000 Strasbourg  
 Tel: (88) 35 23 20/21

## GERMAN FEDERAL REPUBLIC

\*Hewlett-Packard GmbH  
 Vertriebszentrale Frankfurt  
 Bernerstrasse 117  
 Postfach 560 140  
 D-6000 Frankfurt 56  
 Tel: (0611) 50 04-1  
 Cable: HEWPACKSA Frankfurt  
 Telex: 41 32 49 fra

Hewlett-Packard GmbH  
 D-1000 Berlin 30  
 Tel: (030) 24 90 86

Hewlett-Packard GmbH  
 D-7030 Boeblingen, Wurttemberg  
 Tel: (07031) 66 72 87

Hewlett-Packard GmbH  
 D-4000 Dusseldorf  
 Tel: (0211) 63 80 31/5

Hewlett-Packard GmbH  
 D-2000 Hamburg 1  
 Tel: (040) 24 13 93

Hewlett-Packard GmbH  
 D-8012 Ottobrunn  
 Tel: (089) 601 30 61/7

Hewlett-Packard GmbH  
 D-3000 Hannover-Kleefeld  
 Tel: (0511) 55 60 46

Hewlett-Packard GmbH  
 D-8500 Nuremberg  
 Tel: (0911) 57 10 66/75

## GREECE

\*Kostas Karayannis  
 18 Ermou Str.  
 Athens 126  
 Tel: 3230-303  
 Telex: 315962

\*Hewlett-Packard Athens  
 Kolokotroni Str. 35  
 Platia Kefalloriou/Kifissia  
 Athens  
 Tel: 8080337/8080359/  
 8080429/8018693  
 Telex: 216588

## ICELAND

Skrifstofuvelar H.F.  
 Reykjavik  
 Tel: 20560

## IRELAND

\*Hewlett-Packard Ltd.  
 King Street Lane  
 GB-Winnersh, Wokingham  
 Berks. RG11 5AR.  
 Tel: Wokingham 784774  
 Telex: 847178&9

Hewlett-Packard Ltd.  
 GB-Altrincham, Cheshire  
 Tel: (061) 928-9021

\*Service



## ITALY

\*Hewlett-Packard Italiana S.p.A.  
Via Amerigo Vespucci, 2  
1-20124 Milan  
Tel: (2) 62 51 (10 lines)  
Cable: HEWPACKIT Milan  
Telex: 32046

Hewlett-Packard Italiana S.p.A.  
1-00143 Roma-Eur  
Tel: (6) 5912544/5, 5915947

Hewlett-Packard Italiana S.p.A.  
1-10121 Turin  
Tel: 53 82 64

Hewlett-Packard Italiana S.p.A.  
1-95126 Catania  
Tel: (095) 370504

Hewlett-Packard Italiana S.p.A.  
1-35100 Padova  
Tel: 66 40 62, 66 31 88

Hewlett-Packard Italiana S.p.A.  
1-56100 Pisa  
Tel: (050) 500022

## LUXEMBURG

\*Hewlett-Packard Benelux  
S.A./N.V.  
Avenue del Col Vert, 1,  
(Groenkraaglaan)  
B-1170 Brussels  
Tel: (02) 672 22 40  
Cable: PALOBEN Brussels  
Telex: 23-494 paloben bru

## NETHERLANDS

\*Hewlett-Packard Benelux/N.V.  
Van Heuven Goedhartlaan  
Amstelveen  
Tel: (020) 472021  
  
Cable: PALOBEN Amsterdam  
Telex: 13 216 hepa nl

## NORWAY

\*Hewlett-Packard Norge A/S  
Box 149  
Nesveien 13  
N-1344 Haslum  
Tel: (02) 53 83 60  
Telex: 16621 hpnas n

## POLAND

\*Hewlett-Packard  
Warsaw Technical Office  
U1, Szpitalna 1/Apartment 50  
00-120 Warsaw  
Tel: 268031  
Telex: 812453

## PORTUGAL

Telectra Empresa Tecnica de  
Equipamentos Electricos  
Lisbon  
Tel: 686072/3/4

## SPAIN

\*Hewlett-Packard Española S.A.  
Jerez No. 3  
E-Madrid 16  
Tel: 458 26 00  
Telex: 23515 hpe

Hewlett-Packard Española S.A.  
E. Serville  
Tel: 64 44 54/58

Hewlett-Packard Española S.A.  
E-Barcelona, 17  
Tel: (3) 2036200-08 & 2044098/9

Hewlett-Packard Española S.A.  
E-Bilbao  
Tel: 23 83 06/23 82 06

## SWEDEN

\*Hewlett-Packard Sverige AB  
S-431 41 Molndal  
Tel: (031) 27 68 00/01

## \*SWITZERLAND

Hewlett-Packard (Schweiz) AG  
 Zürcherstrasse 20  
 P.O. Box 64  
 CH-8952 Schlieren- Zürich  
 Tel: (01) 98 18 21/24/98 52 40  
 Cable: HPAG CH  
 Telex: 53933 hpag ch

Hewlett-Packard (Schweiz) AG  
 CH-1214 Vernier-Geneva  
 Tel: (022) 41 49 50

## UNITED KINGDOM

\*Hewlett-Packard Ltd.  
 King Street Lane  
 GB-Winnersh, Wokingham  
 Berks. RG11 5 AR.  
 Tel: Wokingham 784774  
 Tel: 847178&9

Hewlett-Packard Ltd.  
 GB-Altrincham, Cheshire  
 Tel: (061) 928-9021

Hewlett-Packard Ltd.  
 c/o Makro  
 GB-Halesowen, Worcs.  
 Tel: Birmingham 7860

Hewlett-Packard Ltd.  
 GB-Thornton Heath  
 CR4 6XL, Surrey  
 Tel: (01) 684 0105

Hewlett-Packard Ltd.  
 c/o Makro  
 GB-New Town, County Durham  
 Tel: Washington 464001,  
 ext 57/58

## USSR

\*Hewlett-Packard  
 Representative Office USSR  
 Hotel Budapest/Room 201  
 Petrovskie Linii 2/18  
 Moscow  
 Tel: 221-79-71

EUROPEAN AREAS  
NOT LISTED, CONTACT:

Hewlett-Packard S.A.  
 7, Rue du Bois-du Lan  
 P.O. Box 349  
 CH-1217 Meyrin 1  
 Geneva, Switzerland  
 Tel: (022) 41 54 00  
 Cable: HEWPACKSA Geneva  
 Telex: 2 24 86

MEDITERRANEAN AND  
MIDDLE EAST AREAS NOT  
LISTED, CONTACT

Hewlett-Packard S.A.  
 Mediterranean & Middle  
 East Operations  
 35, Kolokotoni Str.  
 Platia Kefallariou  
 GR-Kifissia-Athens  
 Tel: 8080337, 8080359,  
 8080429, 8018693  
 Telex: 21-6588  
 Cable: HEWPACKSA Athens

SOCIALIST COUNTRIES,  
CONTACT:

Hewlett-Packard Ges.m.b.H.  
 Handelskai 52/53  
 P.O. Box 7  
 A-1205 Vienna  
 Tel: (0222) 33 66 06 to 09  
 Cable: HEWPACK Vienna  
 Telex: 75923 hewpack a

\*Service





# Service Card

This card must be **completed** and **returned** with your calculator and/or recharger, and batteries. Return of this card is considered authorization for Hewlett-Packard to make all repairs necessary to return the calculator to normal working order and to charge the cost of those repairs to the owner for units out of warranty.

Owner's Name \_\_\_\_\_

Date Purchased \_\_\_\_\_

Home Phone \_\_\_\_\_

Work Phone \_\_\_\_\_

Ship-to address for returning repaired calculator  
\_\_\_\_\_  
\_\_\_\_\_

Street Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Describe Problem: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Model No. \_\_\_\_\_

Serial No. \_\_\_\_\_

Preferred method of payment for out-of-warranty repairs. **If not specified, unit will be returned C.O.D.**  VISA  Master Charge

Card No. \_\_\_\_\_

Expiration Date \_\_\_\_\_

Name appearing on credit card \_\_\_\_\_

Purchase Order, companies with established Hewlett-Packard credit only. (Include copy of Purchase Order with shipment.)

Authorized Signature \_\_\_\_\_

P.O. Number \_\_\_\_\_

# Calculator Catalog and Buying Guide Request Card

Thank you for your order. A friend or associate might also want to know about Hewlett-Packard calculator. If you would like us to send the Hewlett-Packard *Personal Calculator Digest* (the HP magazine and product catalog) please write his/her name and address on this postage paid Request Card and mail to us.

### Primary Interest:

Scientific Calculators

Business Calculators

All

Fully-Programmable Calculators

Name \_\_\_\_\_

Title \_\_\_\_\_

Company \_\_\_\_\_

Street \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

# Information

Refer to the appendix of your Owner's Handbook to diagnose a calculator malfunction. The warranty period for your calculator is one year from date of purchase. Unless **Proof of Purchase** is enclosed (sales slip or validation) Hewlett-Packard will assume any unit over 12 months old is out of warranty. (**Proof of Purchase** will be returned with your calculator.) Should service be required, please return your calculator, charger, batteries and this card protectively packaged to avoid in-transit damage. Such damage is not covered under warranty.

## Inside the U.S.A.

Complete the reverse side of this card and return items safely packaged directly to:

**Hewlett-Packard**  
**APD Service Department**  
**P.O. Box 999**  
**Corvallis, Oregon 97330**

We advise that you insure your calculator and use priority (AIR) mail for distances greater than 300 miles to minimize transit times. All units will be returned via priority mail.

## Outside the U.S.A.

Where required please fill in the validation below and return your unit to the nearest designated Hewlett-Packard Sales and Service Office. Your warranty will be considered invalid if this completed card is not returned with the calculator.

Model No. \_\_\_\_\_ Serial No. \_\_\_\_\_ Date Received \_\_\_\_\_

Invoice No./Delivery Note No. \_\_\_\_\_

**Sold By:**

FIRST CLASS

Permit No.  
33

Corvallis,  
Oregon

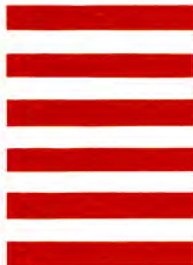
## BUSINESS REPLY MAIL

No postage stamp necessary if mailed in the United States

Postage will be paid by:

**Hewlett-Packard**

Corvallis Division  
1000 N.E. Circle Boulevard  
Corvallis, Oregon 97330



## Useful Conversion Factors

The following factors are provided to 10 digits of accuracy where possible. Exact values are marked with an asterisk. For more complete information on conversion factors, refer to *Metric Practice Guide E380-74* by the American Society for Testing and Materials (ASTM).

### Length

1 inch	= 25.4 millimeters*
1 foot	= 0.304 8 meter*
1 mile (statute)†	= 1.609 344 kilometers*
1 mile (nautical)†	= 1.852 kilometers*
1 mile (nautical)†	= 1.150 779 448 miles (statute)†

### Area

1 square inch	= 6.451 6 square centimeters*
1 square foot	= 0.092 903 04 square meter*
1 acre	= 43 560 square feet
1 square mile†	= 640 acres

### Volume

1 cubic inch	= 16.387 064 cubic centimeters*
1 cubic foot	= 0.028 316 847 cubic meter
1 ounce (fluid)†	= 29.573 529 56 cubic centimeters
1 ounce (fluid)†	= 0.029 573 530 liter
1 gallon (fluid)†	= 3.785 411 784 liters*

### Mass

1 ounce (mass)	= 28.349 523 12 grams
1 pound (mass)	= 0.453 592 37 kilogram*
1 ton (short)	= 0.907 184 74 metric ton*

### Energy

1 British thermal unit	= 1 055.055 853 joules
1 kilocalorie (mean)	= 4 190.02 joules
1 watt-hour	= 3 600 joules*

### Force

1 ounce (force)	= 0.278 013 85 newton
1 pound (force)	= 4.448 221 615 newtons

### Power

1 horsepower (electric)	= 746 watts*
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### Pressure

1 atmosphere	= 760 mm Hg at sea level
1 atmosphere	= 14.7 pounds per square inch
1 atmosphere	= 101 325 pascals

### Temperature

Fahrenheit	= 1.8 Celsius + 32
Celsius	= 5/9 (Fahrenheit - 32)
kelvin	= Celsius + 273.15
kelvin	= 5/9 (Fahrenheit + 459.67)
kelvin	= 5/9 Rankine

† U.S. values chosen. \* Exact values.





**1000 N.E. Circle Blvd., Corvallis, OR 97330**

For additional Sales and Service Information contact your local Hewlett-Packard Sales Office or call 800-648-4711 toll-free. (In Nevada call collect, 702-323-2704.)