

PROGRAM COMMANDS ON THE CASIO CFX 9850G

LOCATION OF COMMANDS

When you execute the PRGM Icon, you must go into edit in order to get to the program commands. Your first options are: TOP (moves cursor to the top of program currently being edited), BTM (moves cursor to the bottom of program currently being edited), SRC (searches for text), MENU (options below) and SYBL (listed after menu options)

Press F4 to view Menu options: (Options within each command are in parenthesis.)

F1: Stat: The following commands can be found in the Stat menu by pressing F1 and proceeding.
Draw (On, Off)

GRPH (Graph 1, 2, 3, Scat, sy, hist, box, N-dist, Brkn, x, med, x^2 , x^3 , x^4 , log, exp, pow)

LIST (List 1, 2, ..., 6)

MARK (•, x, .)

COLR (B, O, G)

CALC (1var, 2 var, x, med, x^2 , x^3 , x^4 , log, exp, pwr)

F2: MAT (swap, XRw, Xrw+, Rvw+)

F3: LIST (Srt-A, Srt-D)

F4: GRPH (Sel, on, off, type (y=, r=, parm, x=c, y>, y<, $y \geq$, $y \leq$), color (B, O, G), Gmem, Sto, Rcl)

F5: DYNA (on, off, var, type)

Press **F6** to see more options

F1: TABL (on, off, type (y=, r=, parm), blue, orng, grn)

F2: RECR (Sel → C, Type ($\int n$, $\int n+1$, $\int n+2$), n $\int n$ (n, $\int n$, $\int n+1$, bn, bn+1))

Press F6 SYBL to access the following symbols:

F1: ‘

F2: “

F3: ~

F4: *

F5: /

F6: #

Press SHIFT PRGM(VARS) to find the following commands:

F1: COM (If, Then, Else, I-End, For, To, Step, Next, While, Wend, Do Lp-W)

F2: CTL (Prog, Rtrn, Brk, Stop)

F3: JUMP (Lbl, Goto, ⇒, Isz, Dsz)

F4: Isz

F5: Dsz

F4: ?

F5: \int

Press **F6** for more options.

F1: CLR (Text, Grph, List)

F2: DISP (Stat, Grph, Dyna, F-Tbl (Tabl, G.con, G.Plot, R-Tbl (Tabl, Web, $\int n \cdot cn$, $\sum \int \cdot cn$, $\int n \cdot Pl$, $\sum \int \cdot Pl$))

F3: REL (=, ≠, >, <, ≥, ≤)

F4: I/O (Lcte, Gtky, Send, Recv)

F5: :

Press **SHIFT F4** to find the following commands:

F1: Cls

F2: Tang

F3: Norm

F4: Inv

F5: GRPH (Y=, r=, Parm, x=c, $G \cdot \int dx$, Inequality options)

Press **F6** for more options.

F1: PLOT (Plot, Pl-on, Pl-off, Pl-chg)

F2: LINE (Line, F-line)

F3: Crcl

F4: Vert

F5: Hztl

Press **F6** for more options.

F2: Text

F3: PIXL (On, Off, Chg)

F4: Test

Press the VARS key to access the following commands:

F1: V-WIN (X, Y, T q , T-X, R-Y, T-T. q)

F2: FACT (Xfct, Yfct)

F3: STAT (X, Y, GRPH, PTS)

F4: GRPH (Y, r, Xt, Yt, X)

F5: DYNA (Strt, End, Pitch)

Press **F6** for more options.

F1: TABL (Strt, End, Pitch, Reslt)

F2: RECR (FORM, RANG, Reslt)

F3: EQUA: (S.Rlt, S.Cof, P.Rlt, P.Cof)

Press OPTN to access the following commands:

F1: LIST (List, L \rightarrow M, Dim, Fill, Seq, Min, Max, Mean, Med)

F2: MAT (Mat, M \rightarrow L, Det, Trn, Aug, Iden, Dim, Fill)

F3: CPLX (i, Abs, Arg, Conj, ReP, ImP)

F4: CALC (Solve, d/dx, d^2/dx , $\int dx$, Fmin, Fmdx, $\Sigma()$)

F5: STAT (\hat{x} , \hat{y})

Press **F6** for more options

F1: COLR: (Orng, Grn)

F2: HYP: (Sinh, Cosh, Tanh, \sinh^{-1} , \cosh^{-1} , \tanh^{-1})

F3: PROB: ($x!$, nPr, nCr, Ran#P(), Q(), R(), t())

F4: NUM: (Abs, Int, Frac, Rnd, Intg)

F5: ANGL: ($^\circ$, r, g, $^{\circ}$, Pol(), Rec())

Press **F6** for more options

F1: E.SYM (m, r, n, p, f, k, M, G, T, P, E)

F2: PICT (Sto, Rcl)
F3: FMEM (STO< RCL, FN, SEE)
F4: LOGIC (And, Or, Not)

Press SHIFT MENU to access the following options:

F1: ANGL (Deg,Rad, Gra)
F2: COOR (On, Off)
F3: GRID (On, Off)
F4: AXES (On, Off)
F5: LABL (On, Off)

Press **F6** to see more options.

F1: DISP (Fix, Sci, Norm, Eng)
F2: P/L (Blue, Orng, Grn)
F3: DRAW (Con, Plot)
F4: DERV (On, Off)
F5: BACK (None, Pict)

Press **F6** to see more options.

F1: FUNC (On, Off)
F2: SIML (On, Off)
F3: S.WIN (Auto, Man)
F4: LIST (File1, File2,...File6)
F5: LOCS (On, Off)

Press **F6** to see more options.

F1: T.VAR (Rang, LIST (List1, List2,...,List6))
F2: Σ DSP(On, Off)

Press F5 to access the following options:

F1: On (This key enters SelOn into the program)
F2: Off
F3: Var
F4: Type: Y=, R=, Parm)

*All other keys on the calculator, i.e. numbers, trig, functions, etc., can be used within program.
The symbol above EXE begins a new line in the program.*