

INTRODUCTION

About the calculation examples (including some formulas and tables), refer to the reverse side of this English manual. Refer to the number on the right of each title on the manual for use. After reading this manual, store it in a convenient location for future reference.

Note: Some of the models described in this manual may not be available in some countries.

Operational Notes

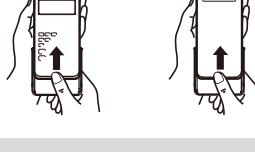
- Do not carry the calculator around in your back pocket, as it may break when you sit down. The display is made of glass and is particularly fragile.
- Keep the calculator away from extreme heat such as on a car dashboard or near a heater, and avoid exposing it to excessively humid or dusty environments.
- Since this product is not waterproof, do not use it or store it where fluids, for example water, can splash onto it. Raindrops, water spray, juice, coffee, steam, perspiration, etc. will also cause malfunction.
- Clean with a soft, dry cloth. Do not use solvents or a wet cloth. Avoid using a rough cloth or anything else that may cause scratches.
- Do not drop it or apply excessive force.
- Never dispose of batteries in a fire.
- Keep batteries out of the reach of children.
- This product, including accessories, may change due to upgrading without prior notice.

NOTICE

- SHARP strongly recommends that separate permanent written records be kept of all important data. Data may be lost or altered in virtually any electronic memory product under certain circumstances. Therefore, SHARP assumes no responsibility for data lost or otherwise rendered unusable whether as a result of improper use, repairs, defects, battery replacement, use after the specified battery life has expired, or any other cause.
- SHARP will not be liable nor responsible for any incidental or consequential economic or property damage caused by misuse and/or malfunctions of this product and its peripherals, unless such liability is acknowledged by law.

- Press the RESET switch (on the front), with the tip of a ball-point pen or similar object, only in the following cases. Do not use an object with a breakable or sharp tip. Note that pressing the RESET switch erases all data stored in memory.
- When using for the first time
- After replacing the battery
- To clear all memory contents
- When an abnormal condition occurs and all keys are inoperative.

If service should be required on this calculator, use only a SHARP servicing dealer, SHARP approved service facility, or SHARP repair service where available.

Hard Case**DISPLAY**

Mantissa Exponent

- During actual use, not all symbols are displayed at the same time.
- Certain inactive symbols may appear visible when viewed from a far off angle.
- Only the symbols required for the usage under instruction are shown in the display and calculation examples.

- Appears when the entire equation cannot be displayed. Press $\left[\begin{array}{l} \downarrow \\ \uparrow \end{array}\right]$ to see the remaining (hidden) section.

- The previous calculation result will not be recalled after entering multiple instructions.
- In the case of utilizing postfix functions ($\sqrt[3]{\cdot}$, \sin , etc.), you can perform a chain calculation even when the previous calculation result is cleared by the use of the $\left[\begin{array}{l} \text{ON/C} \\ \text{OFF} \end{array}\right]$ key.

Fraction Calculations [8]

This calculator performs arithmetic operations and memory calculations using fractions, and conversion between a decimal number and a fraction.

If the number of digits to be displayed is greater than 10, the number is converted and displayed as a decimal number.

Binary, Pental, Octal, Decimal, and Hexadecimal Operations (N-Base) [9]

This calculator can perform conversions between numbers expressed in binary, pental, octal, decimal, and hexadecimal systems. It can also perform the four basic arithmetic operations, calculations with parentheses and memory calculations using binary, pental, octal, decimal, and hexadecimal numbers. In addition, the calculator can carry out the logical operations AND, OR, NOT, NEG, XOR and XNOR on binary, pental, octal and hexadecimal numbers.

Conversion to each system is performed by the following keys:

- $\left[\begin{array}{l} \text{2ndF} \\ \text{BIN} \end{array}\right]$: Converts to the binary system. "b" appears.
- $\left[\begin{array}{l} \text{2ndF} \\ \text{PEN} \end{array}\right]$: Converts to the pental system. "P" appears.
- $\left[\begin{array}{l} \text{2ndF} \\ \text{OCT} \end{array}\right]$: Converts to the octal system. "O" appears.

- $\left[\begin{array}{l} \text{2ndF} \\ \text{HEX} \end{array}\right]$: Converts to the hexadecimal system. "H" appears.
- $\left[\begin{array}{l} \text{2ndF} \\ \text{DEC} \end{array}\right]$: Converts to the decimal system. "b", "P", "O", and "H" disappear from the display.

Conversion is performed on the displayed value when these keys are pressed.

Note: In this calculator, the hexadecimal numbers A – F are entered by pressing $\left[\begin{array}{l} \text{A} \\ \text{B} \\ \text{C} \\ \text{D} \\ \text{E} \\ \text{F} \end{array}\right]$, and displayed as follows:

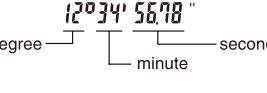
$$A \rightarrow B, B \rightarrow C, C \rightarrow D, D \rightarrow E, E \rightarrow F, F \rightarrow F$$

In the binary, pental, octal, and hexadecimal systems, fractional parts cannot be entered. When a decimal number having a fractional part is converted into a binary, pental, octal, or hexadecimal number, the fractional part will be truncated. Likewise, when the result of a binary, pental, octal, or hexadecimal calculation includes a fractional part, the fractional part will be truncated. In the binary, pental, octal, and hexadecimal systems, negative numbers are displayed as a complement.

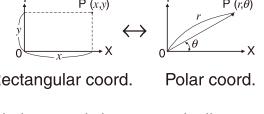
Time, Decimal and Sexagesimal Calculations [10]

Conversion between decimal and sexagesimal numbers can be performed. In addition, the four basic arithmetic operations and memory calculations can be carried out using the sexagesimal system.

Notation for sexagesimal is as follows:

**Coordinate Conversions [11]**

- Before performing a calculation, select the angular unit.



- The calculation result is automatically stored in memories X and Y.
- Value of r or x: X memory
- Value of θ or y: Y memory

Modify Function [12]

In this calculator, calculation results are internally obtained in scientific notation with up to 14 digits for the mantissa. However, since calculation results are displayed in the form designated by the display notation and the number of decimal places indicated, the internal calculation result may differ from that shown in the display. By using the modify function, the internal value is converted to match that of the display, so that the displayed value can be used without change in subsequent operations.

STATISTICAL CALCULATIONS [13]

Statistical calculations are performed in the statistics mode. Press $\left[\begin{array}{l} \text{MODE} \\ \text{1} \end{array}\right]$ to select the statistics mode. This calculator performs the seven statistical calculations indicated below. After selecting the statistics mode, select the desired sub-mode by pressing the number key corresponding to your choice.

When changing to the statistical sub-mode, press the corresponding reading key after performing the operation to select the statistics mode (press $\left[\begin{array}{l} \text{MODE} \\ \text{1} \end{array}\right]$).

- $\left[\begin{array}{l} \uparrow \\ \downarrow \end{array}\right]$: Indicates that data can be visible above/below the screen. These indications may appear when menu, multi-line playback, and statistics data are displayed. Press $\left[\begin{array}{l} \text{DATA} \\ \text{DATA} \end{array}\right]$ to scroll up/down the view.
- $\left[\begin{array}{l} \text{2ndF} \\ \text{F} \end{array}\right]$: Appears when $\left[\begin{array}{l} \text{2ndF} \\ \text{HYP} \end{array}\right]$ is pressed, indicating that the functions shown in orange are enabled.
- $\left[\begin{array}{l} \text{HYP} \\ \text{HYP} \end{array}\right]$: Indicates that $\left[\begin{array}{l} \text{HYP} \\ \text{HYP} \end{array}\right]$ has been pressed and the hyperbolic functions are enabled. If $\left[\begin{array}{l} \text{2ndF} \\ \text{HYP} \end{array}\right]$ are pressed, the symbols $\left[\begin{array}{l} \text{2ndF} \\ \text{HYP} \end{array}\right]$ appear, indicating that inverse hyperbolic functions are enabled.
- $\left[\begin{array}{l} \text{ALPHA} \\ \text{ALPHA} \end{array}\right]$: Indicates that $\left[\begin{array}{l} \text{ALPHA} \\ \text{ALPHA} \end{array}\right]$ (STATVAR), $\left[\begin{array}{l} \text{STO} \\ \text{STO} \end{array}\right]$ or $\left[\begin{array}{l} \text{RCL} \\ \text{RCL} \end{array}\right]$ has been pressed and, entry (recall) of memory contents and recall of statistics can be performed.

$\left[\begin{array}{l} \text{FIX/SCI/ENG} \end{array}\right]$: Indicates the notation used to display a value and changes by SET UP menu.

$\left[\begin{array}{l} \text{DEG/DGR/GRAD} \end{array}\right]$: Indicates angular units and changes each time $\left[\begin{array}{l} \text{DRG} \end{array}\right]$ is pressed.

$\left[\begin{array}{l} \text{STAT} \end{array}\right]$: Appears when statistics mode is selected.

$\left[\begin{array}{l} \text{M} \end{array}\right]$: Indicates that a numerical value is stored in the independent memory.

BEFORE USING THE CALCULATOR**Key Notation Used in this Manual**

In this manual, key operations are described as follows:

- | | | |
|---|--------------------|--|
| $\left[\begin{array}{l} \text{ex} \\ \text{e} \end{array}\right]$ | To specify e^x : | $\left[\begin{array}{l} \text{2ndF} \\ \text{e} \end{array}\right]$ |
| $\left[\begin{array}{l} \text{In} \end{array}\right]$ | To specify In : | $\left[\begin{array}{l} \text{In} \end{array}\right]$ |
| $\left[\begin{array}{l} \text{F} \end{array}\right]$ | To specify F : | $\left[\begin{array}{l} \text{ALPHA} \\ \text{F} \end{array}\right]$ |

Functions that are printed in orange above the key require $\left[\begin{array}{l} \text{2ndF} \end{array}\right]$ to be pressed first before the key. When you specify the memory, press $\left[\begin{array}{l} \text{ALPHA} \end{array}\right]$ first. Numbers for input value are not shown as keys, but as ordinary numbers.

Power On and Off

Press $\left[\begin{array}{l} \text{ON/C} \end{array}\right]$ to turn the calculator on, and $\left[\begin{array}{l} \text{2ndF} \\ \text{OFF} \end{array}\right]$ to turn it off.

Clearing the Entry and Memories

Clearing methods are described in the table as follows:

Clearing operation	Entry (Display)	$\left[\begin{array}{l} \text{M}^1 \end{array}\right]$	$\left[\begin{array}{l} \text{A-F}, \text{X}, \text{Y}^2 \end{array}\right]$	$\left[\begin{array}{l} \text{STAT}^{\star 4} \end{array}\right]$	$\left[\begin{array}{l} \text{ANS}^{\star 3} \end{array}\right]$	$\left[\begin{array}{l} \text{STATVAR}^{\star 5} \end{array}\right]$
$\left[\begin{array}{l} \text{ON/C} \end{array}\right]$		○	×	×	×	×
$\left[\begin{array}{l} \text{2ndF} \\ \text{CA} \end{array}\right]$		○	×	○	○	○
$\left[\begin{array}{l} \text{2ndF} \\ \text{M-CLR} \end{array}\right] \left[\begin{array}{l} 0 \\ 0 \end{array}\right]$	* ⁶	○	○	○	○	○
$\left[\begin{array}{l} \text{2ndF} \\ \text{M-CLR} \end{array}\right] \left[\begin{array}{l} 1 \\ 0 \end{array}\right]$	* ⁷	○	○	○	○	○
$\left[\begin{array}{l} \text{RESET} \end{array}\right]$		○	○	○	○	○

○: Clear

*1: Independent memory M.

*2: Temporary memory A-F, X and Y.

*3: Last answer memory.

*4: Statistical data (entered data).

*5: $\sum x, \sum x^2, \sum y, \sum y^2, \sum xy, \sum x^3, \sum y^3, \sum xy^2, r, a, b, c$.

*6: All variables are cleared. See 'About the Memory clear key' for details.

*7: This key combination functions the same as the RESET switch. See 'About the Memory clear key' for details.

[About the Memory clear key]

Press $\left[\begin{array}{l} \text{2ndF} \\ \text{M-CLR} \end{array}\right]$ to display the menu.

$\left[\begin{array}{l} \text{MEM} \end{array}\right]$	$\left[\begin{array}{l} \text{RESET} \end{array}\right]$
0	1

• To clear all variables (M, A-F, X, Y, ANS, STATVAR), press $\left[\begin{array}{l} 0 \\ 0 \end{array}\right]$ or $\left[\begin{array}{l} \text{ENT} \end{array}\right]$.

• To RESET the calculator, press $\left[\begin{array}{l} 1 \\ 0 \end{array}\right]$ or $\left[\begin{array}{l} \text{ENT} \end{array}\right]$.

The RESET operation will erase all data stored in memory, and restore the calculator's default setting.

Entering and Correcting the Equation**[Cursor keys]**

- Press $\left[\begin{array}{l} \leftarrow \\ \uparrow \end{array}\right]$ or $\left[\begin{array}{l} \rightarrow \\ \downarrow \end{array}\right]$ to move the cursor. You can also return to the equation after getting an answer by pressing $\left[\begin{array}{l} \text{DATA} \\ \text{DATA} \end{array}\right]$. See the next section for using the $\left[\begin{array}{l} \text{DATA} \\ \text{DATA} \end{array}\right]$ and $\left[\begin{array}{l} \text{DATA} \\ \text{DATA} \end{array}\right]$ keys.

- In the SET UP menu and other locations, use the $\left[\begin{array}{l} \leftarrow \\ \uparrow \end{array}\right]$ or $\left[\begin{array}{l} \rightarrow \\ \downarrow \end{array}\right]$ key to move the cursor, then press $\left[\begin{array}{l} \text{ENT} \\ \text{ENT} \end{array}\right]$ (key).

