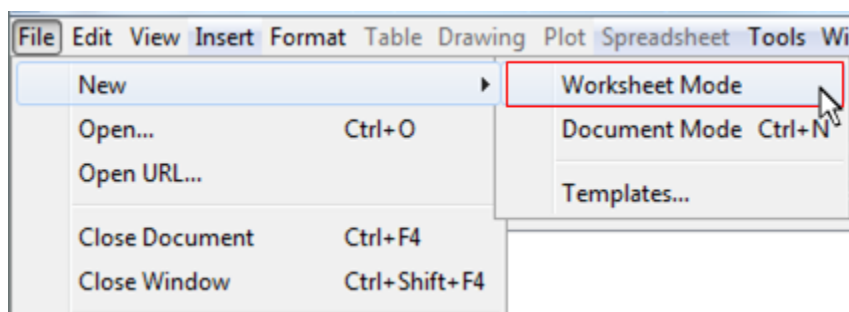




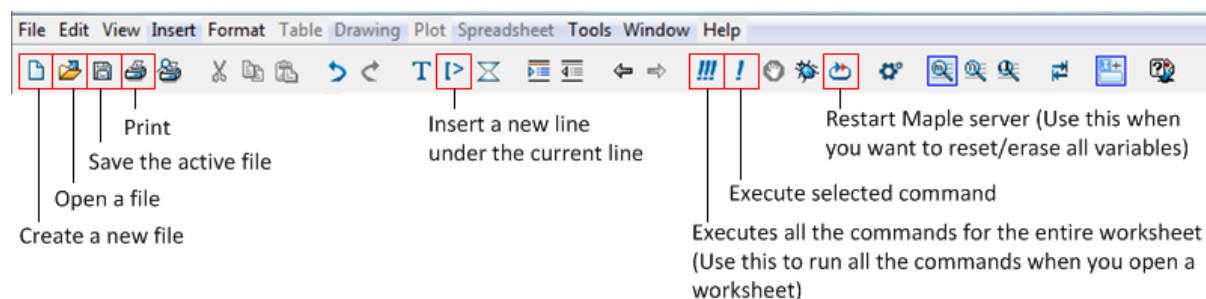
Maple Tip Sheet

Start Up

When getting familiar with Maple, it is best to start off with Worksheet Mode:



Common Toolbar Commands



General Information

- Maple is much like Microsoft Word in terms of equation input. Use the following characters to denote each operation: multiplication (*), division (/), exponents (^), and subscripts (_).
- Maple is also case sensitive; make sure to watch out for capitalization (ex. the variables *mapleVariable* and *Maplevariable* will be different and the commands *limit()* and *Limit()* will show different things.)
- Most Maple input requires you to end in a semicolon (;). So it is best to get into the habit.
- Comments can be added to code via the pound sign (#).
- Maple Worksheets can be saved and run later.

For more information or to book an appointment

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Basic Math

<code>>restart;</code>		<i>#Clears variables from memory</i>
<code>>1234 + 4567;</code>	5801	<i>#You can use Maple as you would a regular calculator</i>
<code>>$\frac{5 \cdot 6 \cdot 9}{3}$;</code>	90	
<code>>%;</code>	90	<i>#Recalls the answer from the previous line</i>
<code>>$\frac{\%}{9}$;</code>	10	
<code>>(1 + 2)(1 + 2);</code>	3	<i>#Do not forget the multiplication sign or erroneous answers will appear</i>
<code>>(1 + 2) · (1 + 2);</code>	9	<i>#The correct way to write the above equation</i>
<code>>$\frac{2}{3}$;</code>	$\frac{2}{3}$	<i>#Fractions will appear as fractions</i>
<code>>evalf($\frac{2}{3}$);</code>	0.6666666667	<i>#Evaluates the fraction as a floating point number</i>
<code>>Pi;</code>	π	
<code>>evalf(Pi);</code>	3.141592654	<i>#Evaluates Pi as a floating point number</i>
<code>>Pi;</code>	π	
<code>>evalf(%);</code>	3.141592654	<i>#% recalls the answer from the previous line</i>
<code>>exp(1);</code>	e	<i>#Euler's number</i>
<code>>evalf(%);</code>	2.718281828	<i>#% recalls the answer from the previous line</i>
<code>>sqrt(144);</code>	12	<i>#Computes the square root of 144</i>

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Simple Expressions and Variables

<code>>Area := Pi·r²;</code>	<code>Area := πr^2</code>	#Defines the Area of a circle
<code>>r := 10;</code>	<code>r := 10</code>	#Assigns 10 to the variable 'r'
<code>>Area;</code>	<code>100 π</code>	#Computes the Area of a circle
<code>>evalf(Area);</code>	<code>314.1592654</code>	#Evaluates the Area as a floating point number
<code>> r := 5;</code>	<code>r := 5</code>	#Assigns 5 to the variable 'r'
<code>>Area;</code>	<code>25 π</code>	#Computes the Area of a circle with the new 'r' value
<code>>evalf(Area);</code>	<code>78.53981635</code>	#Evaluates the Area as a floating point number
<code>>Area := 'Area';</code>	<code>Area := Area</code>	#Clears data from the 'Area' variable
<code>>Area;</code>	<code>Area</code>	#Displays the Area variable

Advanced Expressions

Defining		
<code>>y := 2·x³ + 5·x²;</code>	<code>y := $2x^3 + 5x^2$</code>	#Defines the expression $y=2 \cdot x^3 + 5x^2$
Solving		
<code>>subs(x = 4,y);</code>	<code>208</code>	#Substitutes x=4 and solves for y
<code>>solve(y = 208);</code>	<code>$4, -\frac{13}{4} - \frac{1}{4} \cdot i\sqrt{247}, -\frac{13}{4} + \frac{1}{4} \cdot i\sqrt{247}$</code>	#Solves for x when y=208

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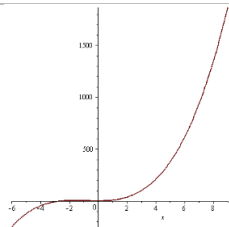
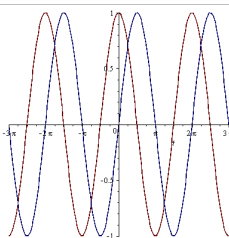
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<code>>fsolve(y = 208);</code>	4.	#Solves for x when y=208 #Uses floating point arithmetic
Differentiating and Integrating		
<code>>diff(y, x);</code>	$6x^2 + 10x$	#Differentiates y with respect to x
<code>>diff(y, x, x);</code>	$12x + 10$	#Second derivative of y with respect to x
<code>>subs(x = 4, diff(y, x));</code>	136	#Value of the first derivative of y with respect to x when x=4
<code>>int(y, x);</code>	$\frac{1}{2}x^4 + \frac{5}{3}x^3$	#Integrates y with respect to x
<code>>integrate(y, x = 0 .. 6);</code>	1008	#Integrates y with respect to x from x=0 to x=6
Plotting		
<code>>plot(y, x = -6 .. 9);</code>		#Plots y vs. x (for a range from -6 to 9)
<code>>g := sin(t);</code>	$g := \sin(t)$	#Defines the expression $g = \sin(t)$
<code>>h := cos(t);</code>	$h := \cos(t)$	#Defines the expression $h = \cos(t)$
<code>>plot({g, h}, t = -3·Pi .. 3·Pi);</code>		#Plots the expressions, g and h, vs. t (for a range of t=-3Pi to 3Pi)

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Limits		
> <i>limit</i> (g, t = 0);	0	#The limit of g as t approaches 0

Functions

Defining		
> <i>f</i> := $x \rightarrow 2 \cdot x^3 + 5 \cdot x^2$;	$f := x \rightarrow 2x^3 + 5x^2$	#Defines the function $f(x) = 2 \cdot x^3 + 5 \cdot x^2$
Solving		
> <i>f</i> (4);	208	#Solves <i>f</i> (4)
> <i>solve</i> (<i>f</i> (<i>x</i>) = 208);	$4, -\frac{13}{4} - \frac{1}{4} \cdot i\sqrt{247}, -\frac{13}{4} + \frac{1}{4} \cdot i\sqrt{247}$	#Solves for x when <i>f</i> (<i>x</i>)=208 # <i>f</i> (<i>x</i>) acts like an expression here
> <i>fsolve</i> (<i>f</i> (<i>x</i>) = 208);	4.	#Solves for x when <i>f</i> (<i>x</i>)=208 #Uses floating point arithmetic
Differentiating and Integrating		
> <i>D</i> (<i>f</i>)	$x \rightarrow 6x^2 + 10x$	#First derivative of <i>f</i> (<i>x</i>)
> <i>D</i> (<i>D</i> (<i>f</i>))	$x \rightarrow 12x + 10$	#Second derivative of <i>f</i> (<i>x</i>)
> <i>D</i> (<i>f</i>)(4);	136	#Value of the first derivative of <i>f</i> (<i>x</i>) when <i>x</i> =4
> <i>int</i> (<i>f</i> (<i>x</i>), <i>x</i>);	$\frac{1}{2}x^4 + \frac{5}{3}x^3$	#Integrates <i>f</i> (<i>x</i>) with respect to <i>x</i> # <i>f</i> (<i>x</i>) acts like an expression here
> <i>int</i> (<i>f</i> (<i>x</i>), <i>x</i> = 0 ..6);	1008	#Integrates <i>f</i> (<i>x</i>) with respect to <i>x</i> from <i>x</i> =0 to <i>x</i> =6

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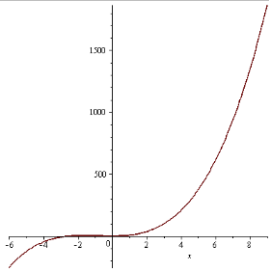
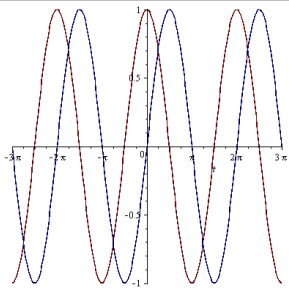
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Plotting		
<code>>plot(f,-6..9);</code>		<i>#Plots f(x) vs. t (for a range of x from -6 to 9)</i>
<code>>i := t→sin(t);</code>	<code>i := t→sin(t)</code>	<i>#Defines the function i(t) = sin(t)</i>
<code>>j := t→cos(t);</code>	<code>j := t→cos(t)</code>	<i>#Defines the function j(t) = cos(t)</i>
<code>>plot([i,j], -3·Pi..3·Pi);</code>		<i>#Plots the function, i and j, vs. t (for a range of t=-3Pi to 3Pi)</i>
Limits		
<code>>limit(i(t), t = 0);</code>	<code>0</code>	<i>#The limit of i(t) as t approaches 0</i>

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