

Maple 12 Quick Reference Card

UNIX version

Document Mode vs. Worksheet Mode

Maple 12 offers two primary modes of problem entry and content creation: Document mode and Worksheet mode. Both modes have respective advantages and you can easily switch from one mode to the other for maximum flexibility.

Document Mode	Worksheet Mode
<ul style="list-style-type: none"> Quick problem-solving and free-form, rich content composition No prompt (>) displayed Math is entered and displayed in 2-D Solve math problems with right-click menu on input and output 	<ul style="list-style-type: none"> Traditional Maple problem-solving environment Enter problems at a prompt (>) Math entered and displayed in 2-D or 1-D Press to evaluate expression Solve math problems with right-click menu on math expressions
Document mode lets you create rich content. For example, the following solves for x without any commands: $\frac{x-2}{\alpha} = 1$ <small>solve for x</small> $[[x = 2 + \alpha]]$	The command to perform the same operation can be entered in 2-D Math: <pre>> solve((x-2)/alpha=1,x)</pre> $2 + \alpha$ or in 1-D Maple notation: <pre>> solve((x-2)/alpha=1,x);</pre> $2 + \alpha$
Toggle Math/Text entry mode	Toggle 2-D/1-D Math entry mode
or on toolbar	2-D black font, 1-D red font
Evaluate math expression and display result inline	Evaluate math expression and display result on new line
Evaluate math expression and display result on new line	Continue on next line without executing
Switch to Worksheet mode (insert prompt)	Switch to Document mode
on toolbar	Format → Create Document Block
Show hidden commands	Hide commands. Show only results.
View → Expand Document Block	Highlight commands to be hidden. Format → Create Document Block

Common Operations Available in Both Document and Worksheet Modes

Display quick help	for Quick Help . for Quick Reference Card (this guide)
Refer to previous result using equation numbers	then enter equation number in dialog
Recompute calculations within a line	on toolbar
Recompute all calculations in a document	on toolbar
Symbol selection, e.g. ϵ	Enter leading characters or e.g. eps
Command completion, e.g. Lambert W function	Enter leading characters or e.g. Lamb
Perform context operation on math expression	Right-click any math expression
Insert prompt	on toolbar
Insert text paragraph	on toolbar
Drag a copy of an expression into a new location	Highlight the expression, hold , and drag to a new location

2-D Math Editing Operations, Keyboard Shortcuts, and Operations

Navigate through expression									
Move cursor to different level in expression, e.g. out of exponent									
Navigate through placeholders									
Add, remove, rearrange palettes	View → Palettes → Arrange Palettes or right-click palette								
Fraction $\frac{x}{y}$, superscript x^n , subscript x_n	x/y , x^n , x_n								
Prime notation for derivatives, e.g. $y'' + y' = 0$ for $\frac{d^2y}{dx^2} + \frac{dy}{dx} = 0$	y'' + y' = 0								
Square root \sqrt{x} , n th root $\sqrt[n]{x}$	Enter leading characters sqrt , nthroot								
Symbol above, e.g. \bar{x}	x ^ , then insert symbol, e.g. from Arrows palette								
To enter literal characters ($_$, $\^$, etc.), precede character with \backslash (backslash)	e.g. f$_$oo$_$bar produces f$_$oo$_$bar								
Greek letter entry mode (single letter)									
Special characters and symbols: Enter leading characters and	<table border="1"> <tbody> <tr> <td>π, θ, i</td> <td>pi, e, i</td> <td>α, λ</td> <td>alpha, lambda</td> </tr> <tr> <td>∞</td> <td>infin</td> <td>\geq, \leq, \neq, \pm</td> <td>geq, leq, ne, pm</td> </tr> </tbody> </table>	π, θ, i	pi, e, i	α, λ	alpha, lambda	∞	infin	\geq, \leq, \neq, \pm	geq, leq, ne, pm
π, θ, i	pi, e, i	α, λ	alpha, lambda						
∞	infin	\geq, \leq, \neq, \pm	geq, leq, ne, pm						

Maple 12 Quick Reference Card

UNIX version

Expressions vs. Functions

Operations	Expression x^2+y^2	Function (operator) $g(x,y) = x^2+y^2$
Definition	<code>f := x^2 + y^2;</code>	<code>g := (x, y) -> x^2+y^2;</code>
Evaluate at x=1, y=2	<code>eval(f, [x=1, y=2]);</code> produces 5	<code>g(1,2);</code> produces 5
3-D plot for x from 0 to 1, y from 0 to 1	<code>plot3d(f, x=0..1, y=0..1);</code>	<code>plot3d(g(x, y), x=0..1, y=0..1);</code>
Conversion to other form	<code>f2 := unapply(f, x, y);</code> <code>f2(1,2);</code> produces 5	<code>g2 := g(x,1);</code> <code>g2 + z;</code> produces x^2+1+z

Important Maple Syntax

<code>:=</code> Assignment	<code>a:=2; b:=3+x; c:=a+b;</code> produces $5 + x$ for <code>c</code>
<code>=</code> Mathematical equation	<code>solve(2*x + a = 1, x);</code> produces $x = \frac{1-a}{2}$
<code>=</code> Boolean equality	<code>if a = 0 then ...</code>
Suppress display of output	Terminate command with a colon, e.g. <code>1000! :</code>
[] List (ordered)	<code>z:=[c, b, a]; z[1];</code> produces <code>c</code>
{ } Set (unordered, no duplicates)	<code>{a, b, a, c};</code> produces $\{a, c, b\}$
Display help on topic	<code>?topic</code>

Mathematical Operations

Common manipulations (simplify, factor, expand,...)	Right-click expression and select from menu
Solve equations	Right-click equation → Solve
Solve numerically (floating-point)	Right-click equation → Numerically Solve
Solve ODE	Right-click DE expression → Solve DE Interactively
Integrate, differentiate	Right-click expression → Integrate or Differentiate
Evaluate expression at a point	Right-click expression → Evaluate at a Point
Create a matrix or vector	Matrix palette → Choose → Insert
Invert, transpose, solve matrix	Right-click matrix → Standard Operations → select Inverse, Transpose, ...
Evaluate as floating-point	Right-click expression → Approximate
Various operations and tasks	Use Task Templates: Tools → Tasks → Browse

Input and Output

Interactive data import assistant	Tools → Assistants → Import Data
Import audio or image file	Tools → Assistants → Import Data
Code generation (C, FORTRAN, Java, Visual Basic®, MATLAB®)	Right-click expression → Language Conversions . See ?CodeGeneration for help and details.
Publish document in HTML, LaTeX, or Microsoft® Word-RTF	File → Export As → select HTML, LaTeX, or Rich Text Format

Plotting and Animation

Plot an existing expression	 - click expression → Plots → Plot Builder
Plot new expression	Tools → Assistants → Plot Builder
Add new expression to existing plot	Highlight and drag expression into plot
Add annotations to 2-D plots	Click on plot, then  on the toolbar
Animation and parameter plots for functions of several variables	Right-click expression → Plots → Plot Builder and select a plot type

Units and Tolerances

Add units to value or expression	Place cursor to right of quantity. Use Units (SI) or Units (FPS) palette or right-click → Units → Affix unit .
Add arbitrary unit	 from Units (SI) or Units (FPS) palette and enter desired unit
Simplify units in an expression	Right-click expression → Units → Simplify
Convert units	Right-click expression → Units → Convert
Enable automatic units simplification	with(Units(Standard)) ;
Enable tolerance calculations	with(Tolerances) ;
Tolerance quantity in 2-D Math	    <code>1.1</code> for 9 ± 1.1
Tolerance quantity in 1-D Math	<code>9</code> +/- <code>1.1</code> ; for 9 ± 1.1

Select Interactive Tools and Utilities

Quick introductory tour	Help → Take a Tour of Maple
Show available task templates	Tools → Tasks → Browse
Interactive Dictionary of Engineering and Mathematical terms	Help → Manuals, Dictionary, and more → Dictionary
Plot Builder	Right-click expression → Plots → Plot Builder , or Tools → Assistants → Plot Builder
ODE Analyzer	Tools → Assistants → ODE Analyzer
Data Analysis Assistant	Tools → Assistants → Data Analysis
Unit Conversion utility	Tools → Assistants → Units Calculator
Back-Solving Assistant	Tools → Assistants → BackSolver
Apply numeric formatting	Right-click expression → Numeric Formatting
Manuals (Getting Started Guide, User Manual)	Help → Manuals, Dictionary, and more → Manuals
Interactive education tutors for topics in Calculus, Precalculus, and Linear Algebra	Tools → Tutors



t. 519.747.2373 | f. 519.747.5284
800.267.6583 (US & Canada)

www.maplesoft.com | info@maplesoft.com