

Document Mode vs. Worksheet Mode

Maple 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 - 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: $\frac{x-2}{\alpha} = 1 \xrightarrow{\text{solve for } x} [[x = 2 + \alpha]]$	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	or Math Math on toolbar	Toggle 2-D/1-D Math entry mode	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)	on toolbar	Switch to Document mode	Format → Create Document Block
Show hidden commands	View → Expand Document Block	Hide commands. Show only results.	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 (or) e.g. eps
Command completion, e.g. Lambert W function	Enter leading characters or (or) e.g. Lamb
Perform context operation on math expression	- click any math expression
Insert prompt	on toolbar
Insert text paragraph	on toolbar
Drag a copy of an expression to 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 - 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. \vec{x}	x then insert symbol, e.g. from Arrows palette								
To enter literal characters (_ , ^ , etc.), precede character with \ (backslash)	e.g. foo_bar produces foo_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						









Expressions vs. Functions

Operations	Expression x^2+y^2	Function (operator) $g(x,y) = x^2+y^2$
Definition	$f := x^2 + y^2;$	$g := (x,y) \rightarrow x^2+y^2;$
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	$f2 := \text{unapply}(f,x,y);$ <code>f2(1,2);</code> produces 5	$g2 := g(x,1);$ <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 c
<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 c
{ } Set (unordered, no duplicates)	<code>{a, b, a, c};</code> produces $\{a,b,c\}$
Display help on topic	?topic

Mathematical Operations

Common manipulations (simplify, factor, expand,...)	 - click expression and select from menu
Solve equations	 - click equation → Solve
Solve numerically (floating-point)	 - click equation → Numerically Solve
Solve ODE	 - click DE expression → Solve DE Interactively
Integrate, differentiate	 - click expression → Integrate or Differentiate
Evaluate expression at a point	 - click expression → Evaluate at a Point
Create a matrix or vector	Matrix palette → Choose → Insert
Invert, transpose, solve matrix	 - click matrix → Standard Operations → select Inverse, Transpose, ...
Evaluate as floating-point	 - 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, Visual C#, FORTRAN, Java, Visual Basic®, MATLAB®)	 - click expression → Language Conversions . See ? CodeGeneration for help and details.
Publish document in HTML or LaTeX	File → Export As → select HTML or LaTeX
Publish document in PDF	File → Print → select Save as PDF from the drop-down menu








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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 plots	Click on plot, then  on the toolbar
Animation and parameter plots for functions of several variables	 - 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  - click → Units → Affix unit .
Add arbitrary unit	 from Units (SI) or Units (FPS) palette and enter desired unit
Simplify units in an expression	 - click expression → Units → Simplify
Convert units	 - click expression → Units → Convert
Enable automatic units simplification	with(Units[Standard]);
Enable tolerance calculations	with(Tolerances);
Tolerance quantity in 2-D Math	9 pm  1.1 for 9 ± 1.1
Tolerance quantity in 1-D Math	9 &+ - 1.1; 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
Plot Builder	 - 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	 - click expression → Numeric Formatting
Share Maple documents using the MapleCloud™ Document Exchange	MapleCloud palette
Maple Portal	Help → Manuals, Resources, and more → Maple Portal
Manuals	Help → Manuals, Resources, and more → Manuals
Interactive education tutors for topics in Calculus, Precalculus, Linear Algebra, and more	Tools → Tutors