Maple 10 Quick Reference Card
Mac® OS X version

Document Mode vs. Worksheet Mode

Maple 10 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
• Quick problem-solving and free-form, rich content composition	• Traditional Maple problem-solving environment
• No prompt (>) displayed	• Enter problems at a prompt (>)
• Math is entered and displayed in 2-D	• Math entered and displayed in 2-D or 1-D
• Press [⌘] [=] to evaluate expression (inline results)	• Press [Return] to evaluate expression
• Press [Return] to evaluate expression (results on new line)	• Solve math problems with **right-click** menu on math expressions
• Solve math problems with [Control] - **click** menu on input and output	• Switch to Document mode by creating document block
• Switch to Worksheet mode by inserting prompt	

Document mode lets you create rich content. For example, the following solves for x without any commands: $\frac{x-2}{\alpha} = 1 \rightarrow \{x = 2 + \alpha\}$	> $solve\left(\frac{x-2}{\alpha}=1, x\right)$ $2 + \alpha$ > `solve((x-2)/alpha=1,x);` $2 + \alpha$

Toggle Math/Text entry mode	[F5] or [Text] [Math] [Text] [Math] on toolbar	Toggle 2-D/1-D Math entry mode	[F5] 2-D black font, `1-D red font`
Evaluate math expression and display result inline	[⌘] [=]	Evaluate math expression and display result on new line	[Return]
Evaluate math expression and display result on new line	[Return]	Continue on next line without executing	[Shift] [Return]
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	[F1] for **Quick Help**. [⌘] [F2] for **Quick Reference Card** (this guide)
Refer to previous result using equation numbers	[⌘] [L] then enter equation number in dialog
Recompute calculations within a highlighted selection	*!* on toolbar
Recompute all calculations in a document	*!!!* on toolbar
Symbol selection, e.g. ε	Enter leading characters [⌘] [Shift] [Space], e.g. **eps** [⌘] [Shift] [Space]
Command completion, e.g. Lambert W function	Enter leading characters [⌘] [Shift] [Space], e.g. **Lamb** [⌘] [Shift] [Space]
Perform context operation on math expression	[Control] - **click** any math expression
Insert prompt	[>] on toolbar
Insert text paragraph	T on toolbar

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	[Tab]
Add, remove, rearrange palettes	**View → Palettes → Arrange Palettes** or [Control] - **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 $\sqrt{x}$, nth root $\sqrt[n]{x}$	Enter leading characters `sqrt` [⌘] [Shift] [Space], `nthroot` [⌘] [Shift] [Space]
Symbol above, e.g. $\vec{x}$	`x` [⌘] [Space] [`^`] 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)	[⌘] [Shift] [G]

Special characters and symbols: Enter leading characters and [⌘] [Shift] [Space]	π, e, i	`pi, e, i`	α, λ	`alpha, lambda`
	∞	`infin`	$\geq, \leq, \neq, \pm$	`geq, leq, ne, pm`

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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) -> x^2+y^2;`
Evaluate at x=1, y=2	`eval(f, [x=1,y=2]);` produces 5	`g(1,2);` produces 5
3-D plot for x from 0 to 1, y from 0 to 1	`plot3d(f,x=0..1,y=0..1);`	`plot3d(g(x,y),x=0..1,y=0..1);`

Conversion to other form	`f2 := unapply(f,x,y);`
	 `f2(1,2);`
	 produces 5
		`g2 := g(x,1);`
		 `g2 + z;`
		 produces x^2+1+z

Important Maple Syntax

`:=` Assignment	`a:=2; b:=3+x; c:=a+b;` produces $5 + x$ for c
`=` Mathematical equation	`solve(2*x + a = 1,x);` produces $x = \dfrac{1-a}{2}$
`=` Boolean equality	`if a = 0  then …`
Suppress display of output	Terminate command with a colon, e.g. `1000!  :`
Display help on topic	`?topic`

Mathematical Operations

Common manipulations (simplify, factor, expand,…)	`Control` - **click** expression and select from menu
Solve equations	`Control` - **click** equation → **Solve**
Solve numerically (floating-point)	`Control` - **click** equation → **Solve Numerically**
Solve ODE	`Control` - **click** DE expression → **Solve DE Interactively**
Integrate, differentiate	`Control` - **click** expression → **Integrate** or **Differentiate**
Evaluate expression at a point	`Control` - **click** expression → **Evaluate at a Point**
Create a matrix or vector	Matrix palette → **Choose** → **Insert**
Invert, transpose, solve matrix	`Control` - **click** matrix → **Standard operations** → select **Inverse, Transpose**, …
Evaluate as floating-point	`Control` - **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®)	`Control` - **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	`Control` - **click** expression → **Plots** → **Plot Builder**
Plot new expression	**Tools** → **Assistants** → **Plot Builder**
Add new expression to existing plot	Highlight and drag expression into plot
Animation and parameter plots for functions of several variables	`Control` - **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 `Control` - **click** → **Units** → **Affix unit**.
Add arbitrary unit	⟦*unit*⟧ from **Units (SI)** or **Units (FPS)** palette and enter desired unit
Simplify units in an expression	`Control` - **click** expression → **Units** → **Simplify**
Convert units	`Control` - **click** expression → **Units** → **Convert**
Enable automatic units simplication	`with(Units[Standard]);`
Enable tolerance calculations	`with(Tolerances);`
Tolerance quantity in 2-D Math	`9` `pm` `⌘` `Shift` `Space` `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**
Interactive Dictionary of Engineering and Mathematical terms	**Help** → **Manuals, Dictionary, and more** → **Dictionary**
Plot Builder	`Control` - **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** → **Unit Converter**
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**

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