

TO THE STUDENT

Using *Maple* is an exciting way to explore calculus. Here are a few suggestions to successfully use *Maple*:

- Always start with a fresh session of *Maple*; the previous user may have assigned values to variables, loaded in packages, or done other things that could cause unpleasant surprises in your work. You can be sure of starting with a clean slate if you first quit the program and relaunch. (If you do more than one assignment at a time, execute the command **restart;** at the beginning of each assignment to reset *Maple* to the default values.)
- Under the menu item **Options**, set the **Input Display** to **Maple Input** and the **Output Display** to **Editable Math**. If you are using a version of *Maple* earlier than *Release 5.0*, watch for the minor command differences noted in the workbook.
- Strive to turn in work that is not only correct — both in its mathematics and in its use of English — but neat and professional in appearance. Since you will be turning in the actual sheets in this manual, work out your answers on other paper first, and then fill out the final version on the sheets provided here.
- You will find that *Maple* is extremely fussy about which character is used where; if it's supposed to be [], then () or {} won't work. *Maple* is also case-sensitive. Capitalize letters only as indicated. For example: **Pi** is the number and **PI** is a function, so pay careful attention to the exact characters used in the assignments.
- Allow *Maple* to wrap the text on the screen. Use a “return” only after the ;.