

Functions:	Syntax:	Uses:
1. Asymptotes (Asymp)	<code>asymp(function, variable)</code>	Determines the vertical and horizontal asymptotes of a function.
2. Composite Function Check (ccheck)	<code>ccheck(Outer function, inner function)</code>	Determines if a composite exists, and if not, determines the maximal domain for which a composite exists.
3. Discriminant (Discrim)	<code>discrim(function, variable, 15)</code>	Calculates the discriminant of an inputted quadratic expression.
4. Domain and Range (Domrang)	<code>domrang(function, variable)</code>	Determines the domain and range of a function.  <b>Note:</b> Due to CAS approximation bounds may not be entirely accurate.
5. Intercepts (Intercepts)	<code>intercepts(function, variable)</code>	Finding the $x$ and $y$ intercepts of a function.
6. Intersects (Intersects)	<code>intersects(function1, function2, variable)</code>	Determines the points of intersection of two functions across their maximal domains.
7. Intersects with domain (intersectsdomain)	<code>intersectsdomain(function1, function2, variable, lower, upper)</code>	Determines the points of intersection between two functions in a restricted domain.
8. Inverse Function (inverse)	<code>inverse(function, variable, x in domain of f)</code>	Determines the inverse of a given function.
9. Inverse Intersections (inverts)	<code>inverse(function, number of intersections with inverse)</code>	Determines the values of a parameter, $k$ , required for a function and its inverse to have a specified number of intersections. Works with: logs, exponentials, sqrt, parabolas, cubics, hyperbolas.
10. Unique, None, Infinite Solution (Linesolve)	<code>linesolve(Equation1, Equation2)</code>	Determines when two equations will have a unique, none or infinitely many solutions.
11. Property Check (pcheck)	<code>pcheck(function, variable, LHS, RHS)</code>	Determines which function satisfies a specific property.  <b>Note:</b> You <b>must</b> define the function outside of the program.
12. Point Information (pointinfo)	<code>pointinfo(x<sub>1</sub>, y<sub>1</sub>, x<sub>2</sub>, y<sub>2</sub>)</code>	Determines the gradient, perpendicular gradient, line, $x$ and $y$ intercepts of a line, midpoint, distance.
13. Transformations (transform)	<code>transform(function, {transformations})</code>	Determines the transformed function after applying certain transformations.  <b>Note:</b> The transformations do not use real math, for example, $2y$ corresponds to a dilation by a factor of 2 from the $y$ axis in the program.

Calculus:	Syntax:	Uses:
1. Average Rate of Change (avgroc)	$\text{avgroc}(\text{function}, \text{variable}, \text{lower}, \text{upper})$	Determines the average rate of change of a function.
2. Average Value (avgval)	$\text{avgval}(\text{function}, \text{variable}, \text{lower}, \text{upper})$	Calculates the average value of a function.
3. Bound Area (boundarea)	$\text{boundarea}(\text{function1}, \text{function2}, \text{variable})$	Determines the area bound by two graphs (if any) across their maximal domains.
4. Bound Area with domain (boundaread)	$\text{boundaread}(\text{function1}, \text{function2}, \text{variable}, \text{lower}, \text{upper})$	Determines the bound area between two functions in a restricted domain.
5. Integral Guess (intguess)	<p><b>One</b> integral given, find <b>transformed</b> integral.</p> $\text{intguess}(\{\text{lower1}, \text{upper1}, \text{value1}\}, \{\text{transformations}\}, \{\text{lower2}, \text{upper2}\})$	Determines the answer for the integration multiple choice questions.
	<p><b>Two</b> integrals given, find another integral of <b>untransformed</b> function.</p> $\text{intguess}(\{\text{lower1}, \text{upper1}, \text{value1}\}, \{\text{lower2}, \text{upper2}, \text{value2}\}, \{\text{lower3}, \text{upper3}\})$	
	<p><b>Case 3: Two</b> integrals given, then find another integral of <b>transformed</b> function.</p> $\text{intguess}(\{\text{lower1}, \text{upper1}, \text{value1}, \text{lower2}, \text{upper2}, \text{value2}\}, \{\text{transformations}\}, \{\text{lower3}, \text{upper3}\})$	
6. Newton's Method (newtons)	$\text{newtons}(\text{function}, \text{variable}, x_0, \text{iterations})$	Estimates the root of a function using newton's method.
7. Points of Inflection (pois)	$\text{pois}(\text{function}, \text{variable})$	Determines the points of inflection of a function.
8. Stationary Points (stps)	$\text{stps}(\text{function}, \text{variable})$	Determines the stationary points of a function.
9. Trapezoid Approximation (trapapprox)	$\text{trapapprox}(\text{function}, \text{variable}, \text{lower}, \text{upper}, \text{number of trapezia})$	Approximates an integral using the trapezoidal rule.

Continuous Probability:	Syntax:	Uses:
1. Continuous Conditional Probability (ccondpr)	<p><b>Probability Density Function:</b>  ccondpr(<i>Probability Density Function, Lower Bound, Upper Bound</i>)</p> <p><b>Normal Distribution:</b>  ccondpr(" ", <i>Mean, Standard Deviation, Condition 1, Condition 2</i>)</p>	Determines conditional probability for a continuous distribution.
2. Confidence Interval (confint)	confint( <i>Sample Size, <math>\hat{P}</math>, . confidence</i> )	Determines a confidence interval as well as the z-score, margin of error and standard deviation.
3. Confidence Interval Solve (confintsolve)	confintsolve( <i>Lower Bound, Upper Bound, Sample Size or Sample Standard Deviation or . Confidence</i> )	Determines the sample size, standard deviation or percentage confidence depending on the provided data. <b>Note:</b> This program assumes no confidence levels less than 50% will even be used.
4. Continuous Distribution Information (continfo)	continfo( <i>function, variable, lower, upper</i> )	Determines the expected value, mean, variance, standard deviation of a continuous probability distribution.
5. Inverse Normal (invnormvals)	invnormvals( <i>mean, standard deviation, probability</i> )	Determines the left, right and centre possibilities for probability of a distribution.
6. Normal Solve (normsolve)	<p><b>Case 1:</b> Both lower and upper given.  normsolve(<i>Lower, Probability of Lower, Upper, Probability of Upper</i>)</p> <p><b>Case 2:</b> Lower and <math>\mu</math> given.  normsolve(<i>Lower, Probability of Lower, <math>\mu</math>, " "</i>)</p> <p><b>Case 3:</b> Lower and <math>\sigma</math> given.  normsolve(<i>Lower, Probability of Lower, " ", <math>\sigma</math></i>)</p> <p><b>Case 4:</b> Upper and <math>\mu</math> given.  normsolve(<i><math>\mu</math>, " ", Upper, Probability of Upper</i>)</p> <p><b>Case 5:</b> Upper and <math>\sigma</math> given.  normsolve(<i>" ", <math>\sigma</math>, Upper, Probability of Upper</i>)</p>	<p>Determines the mean and standard deviation for lower and upper type questions.</p> <p><b>Note:</b> If required, convert into this format using complement.</p>

Discrete Probability:	Syntax:	Uses:
1. Binomial Solve	<code>binomsolve(outcome, probability of success, threshold value)</code>	Determines the number of trials required to achieve a certain probability.
2. Discrete Conditional Probability	<p><b>Binomial:</b>  <code>dcondpr(number of trials, probability of success, condition 1, condition 2)</code></p> <p><b>Probability Table:</b>  <code>dcondpr({List containing outcomes}, {List containing probabilities}, condition 1, condition 2)</code></p> <p><b>Probability Mass Function:</b>  <code>dcondpr({List containing outcomes}, PMF, condition 1, condition 2)</code></p>	Determines conditional probability for a discrete distribution.
3. Binomial Distribution Information	<code>binominfo(Sample Size, Probability of Success)</code>	Determines the expected value, variance, standard deviation, sample expected value, and sample standard deviation for a binomial distribution.
4. Hypergeometric Cumulative Probability Function	<code>hypergeocdf(sample size, population size, number of successful items, lower bound, upper bound)</code>	Determines the probability of selecting items without replacement, but over an interval of outcomes.
5. Hypergeometric Probability Density Function	<code>hypergeopdf(sample size, population size, number of successful items, outcome)</code>	Determines the probability of selecting items without replacement, but for specific outcomes.
6. Inverse Binomial	<code>invbinomial(number of trials, probability of success, known probability value)</code>	Determines the outcome required to achieve the probability.  <b>Note:</b> Will not work if probability is too accurate. In this case just decrease accuracy by decreasing number of decimal places.
7. Probability Table	<code>prtable({outcomes}, {probabilities})</code>	Determines the mean, variance, standard deviation of a probability table.
8. Sample Distribution Binomial	<code>samplebinom(Sample Size, Probability of Success)</code>	Determines the distribution for the sample proportion of a binomially distributed sample.
9. Sample Binomial Probability	<code>samplebinompr(Sample Size, Probability of Success, Lower, Upper)</code>	Determines the probability for the sample proportion for a binomially distributed sample.
10. Sample Distribution Hypergeometric	<code>samplehypergeo(Sample Size, Population Size, Number Successful)</code>	Determines the distribution for the sample proportion of a hypergeometrically distributed sample.
11. Sample Hypergeometric probability	<code>samplehyppr(Sample Size, Population Size, Number Successful, Lower, Upper)</code>	Determines the probability for the sample proportion for a hypergeometrically distributed sample.

Variable Menu:	Syntax:	Uses:
1. Column Augment	<code>ca(Ans, {variables})</code>	If there is a long list of $x$ and $y$ values, then this will convert it into an easy to read matrix form.
2. Domain Solve	<code>dsolve(Equation, Variable, Lower Bound, Upper Bound)</code>	Determines the solutions to an equation in a restricted domain.
3. Graph Information	<p><b>Maximal Domain:</b>  <code>graphinfo(function, variable, " ", random)</code></p> <p><b>Restricted Domain:</b>  <code>graphinfo(function, variable, lower, upper)</code></p>	Determines axes intercepts, stationary points, points of inflection, and endpoints of a function.
4. Trigonometric Solve	<code>trigsolve(Equation or inequality, variable, lower, upper)</code>	Determines the <b>exact</b> solutions to trigonometric equations and inequalities which the CAS cannot solve properly. For example, $\sin(x) = \cos(2x)$