

command	effects
<tab>	If a command name begins with the currently entered text, replace that text with the complete command name.
<left>	Beginning with the currently entered text, scroll
(<right>)	alphabetically through the list of available commands.
<up>	Scroll through the history of commands that have been
(<down>)	entered since the program started running.
abs	Input: x . Output: the absolute value of x .
acos	Input: x . Output: the arccosine of x , in degrees or radians depending on the current settings (see deg , rad)
add	Input: x , y . Output: the sum of x and y .
(+)	
and	Input: x , y , both rounded to integers. Output: The
(&)	bitwise AND of x and y .
asin	Input: x . Output: the arcsine of x , in degrees or radians depending on the current settings (see deg , rad)
atan	Input: x . Output: the arctangent of x , in degrees or radians depending on the current settings (see deg , rad)
atan2	Input: x , y . Output: the angle defined by the given $\langle x, y \rangle$ vector, in degrees or radians depending on the current settings (see deg , rad)
bin	Set the calculator display and input mode to binary (base 2). To enter a binary number without changing the input mode, prefix it with 0b; for example, 0b1101 is decimal number 13.
ceil	Input: x . Output: the smallest integer that is greater than or equal to x .
choose	Input: n , k , both rounded to integers. Output: the number
(c)	of combinations that can be made by choosing k objects out of n , if order does not matter and repetition is not allowed.
clear	Clear the stack, resetting the calculator to its initial state.
(<ctl> + n)	
commands	Copy a list of all command names into the clipboard. To
(?)	view the list, paste it into a text editor.
copy	Copy the bottom number on the stack into the clipboard,
(<ctl> + c)	replacing the clipboard contents.
copyall	Copy the entire stack into the clipboard, replacing the
(<ctl> + a)	clipboard contents.
cos	Input: an angle x , in radians or degrees (see deg , rad). Output: the cosine of x .

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cube	Input: x . Output: x cubed.
cut	Remove the bottom number from the stack and copy it
(<ctl> + x)	into the clipboard, replacing the clipboard contents.
dec	Set the calculator display and input mode to decimal (base 10). To enter a decimal number without changing the input mode, prefix it with 0d; for example, 0d42 is decimal number 42.
deg	Set the angle mode to degrees. Trigonometric functions will interpret their input as angles in degrees, and will produce output in degrees.
dist	Input: $x1$, $y1$, $x2$, $y2$. Output: the distance between $(x1, y1)$ and $(x2, y2)$, calculated using the Pythagorean theorem.
div	Input: x , y . Output: x divided by y .
(/)	
dup	Duplicate the bottom number on the stack.
(<ctl> + d)	
e	Input: none. Output: the value of the mathematical constant e .
execute	Execute a list of commands from the clipboard. (For
(<ctl> + e)	example, a list produced by the history command).
exp	Input: x . Output: the mathematical constant e raised to the power of x .
factor	Input: x , rounded to an integer. Output: the prime factors of x .
factorial	Input: x , rounded to an integer. Output: x factorial; that
(!)	is, the product of the integers between 1 and x .
flip	Reverse the order of the stack.
(<ctl> + f)	
floor	Input: x . Output: the largest integer that is less than or equal to x .
frac	Input: x . Output: the fractional component of x .
gcd	Input: x , y , both rounded to integers. Output: the largest
(gcf)	number that is a factor of both x and y .
hex	Set the calculator display and input mode to hexadecimal (base 16). To enter a hexadecimal number without changing the input mode, prefix it with 0x; for example, 0x3a is decimal number 58.
history	Copy into the clipboard a list of all commands that have
(<ctl> + h)	been executed since the program began running.

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inv	Input: x . Output: 1 divided by x .
kill (<ctl> + k)	Append the bottom number on the stack to the clipboard, adding to whatever is there. This allows you to cut multiple lines and later to yank them all back.
lcm	Input: x, y , both interpreted as integers. Output: the smallest number that is an integral multiple of both x and y .
lg	Input: x . Output: the base 2 logarithm of x .
ln	Input: x . Output: the base e logarithm of x .
log	Input: x . Output: the base 10 logarithm of x .
mod (%)	Input: x, y . Output: the remainder when x is divided by y .
mul (*)	Input: x, y . Output: the product of x and y .
neg	Input: x . Output: $-x$.
not (~)	Input: x , rounded to an integer. Output: the bitwise complement of x .
oct	Set the calculator display and input mode to octal (base 8). To enter an octal number without changing the input mode, prefix it with 0o; for example, 0o74 is decimal number 60.
or ()	Input: x, y , both rounded to integers. Output: The bitwise OR of x and y .
paste (<ctl> + v)	Paste a single value from the clipboard onto the stack. To paste a list of values, use yank .
permute (p)	Input: n, k , both rounded to integers. Output: the number of permutations that can be made by choosing k objects out of n , if order matters and repetition is not allowed.
phi	Input: none. Output: the value of the mathematical constant ϕ , the golden ratio.
pi	Input: none. Output: the value of the mathematical constant π .
pow	Input: x, y . Output: x raised to the y power.
prod	Replace the entire stack with the product of all numbers in the stack.
rad	Set the angle mode to radians. Trigonometric functions will interpret their input as angles in radians, and will produce output in radians.

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range	Input: x, s, c . Output: c numbers in an arithmetic series, beginning with x and adding s each time.
root	Input: x, y . Output: the y th root of x .
rot (<ctl> + r)	Move the number at the bottom of the stack to the top, shifting the others down.
round	Input: x . Output: x rounded to the nearest integer.
select (s)	Input: n, k , both rounded to integers. Output: the number of combinations that can be made by choosing k objects out of n , if order does not matter and repetition is allowed.
sin	Input: an angle x , in radians or degrees (see deg, rad). Output: the sine of x .
sort (<ctl> + o)	Sort the numbers in the stack from smallest to largest.
sqrt	Input: x . Output: the square root of x .
square	Input: x . Output: x squared.
sub (-)	Input: x, y . Output: x minus y .
sum	Replace the entire stack with the sum of all numbers in the stack.
swap (<ctl> + s)	Swap the bottom number in the stack with the number immediately above it.
tan	Input: an angle x , in radians or degrees (see deg, rad). Output: the tangent of x .
todeg	Input: x , an angle in radians. Output: x converted to an angle in degrees. The current angle mode is not changed (see deg, rad).
torad	Input: x , an angle in degrees. Output: x converted to an angle in radians. The current angle mode is not changed (see deg, rad).
trunc	Input: x . Output: x truncated to an integer using a standard C++ typecast.
undo (<ctl> + z)	Undo the last command.
xor (^)	Input: x, y , both rounded to integers. Output: The bitwise XOR of x and y .
yank (<ctl> + y)	Paste a list of numbers from the clipboard onto the stack.