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fl Note - additional information relevant to the section

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Maple Introductory Programming Guide

The Maple Introductory Programming Guide introduces the basic Maple programming concepts, such as expressions, data structures, looping and decision mechanisms, procedures, input and output, de-bugging, and the

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Maplet User Interface Customization System. The Maple software also has an online help system. The Maple help sys-

Maple Advanced Programming Guide

Maple Programming Guide Contents
Preface Audience Maple User Interfaces
The Standard Interface Other Maple

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Interfaces Programming in the Standard
Interface Document Mode and
Worksheet Mode 1-D and 2-D Math
Notation Web Resources Conventions...

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1. Introductory Demonstration of Maple
The following is an example that

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demonstrates how to solve a mathematical problem using Maple. It's recommended that first time users work through the example using Maple by following the steps used in the example solution. Problem Solve the equation $2x^2 - 13x - 24 = 0$.

An Introductory Guide to Maple

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Maple Tutorial to accompany Partial Differential Equations: Analytical and Numerical Methods, 2nd edition by Mark S. Gockenbach (SIAM, 2010) Introduction
In this introduction, I will explain the organization of this tutorial and give some basic information about Maple and Maple worksheets. I will also give a preliminary

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Maple Tutorial - Michigan Technological University

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Guide. Maplesoft, 2007. Jan Verschelde,
17 February 2010 UIC, Dept of Math,
Stat & CS Lecture 16, page 5 ...

Maple Lecture 16. Maple Procedures and Recursion

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Introduction to programming with Maple. Maple is a full-fledged programming language, but you do not need to know all the arcane features of the language to accomplish basic tasks. This section

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presents a few examples of Maple programs to give you some idea of what is feasible. By using the examples in this section as samples, you should be able to write your own simple Maple programs.

**Math 696 -- Introduction to
programming with Maple**

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14. Maple's Control Statements 14.1.
Introduction In order to write interesting examples of procedures, we need to define two new kinds of Maple commands, the repetition statement and the conditional statement . These are called control statements since they control the order in which Maple commands are executed. So far,

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whenever

Maple for Math Majors 14. Maple's Control Statements 14.1 ...

First Maple program. Indeed, you may have used Maple for some time without realizing that the same powerful language you regularly use to enter commands is itself a complete

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programming language. Writing a Maple program can be very simple. It may only involve putting a `proc()` and an `end proc` around a sequence of commands that you use every day.

Maple 7 Programming Guide - Aalto
ATutorial Introduction to Maple Aims and Objectives • To provide a tutorial guide

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to the Maple package. • To give practical experience in using the package. • To promote self-help using the on-line help facilities. On completion of this chapter, the reader should be able to • use Maple as a mathematical tool; • produce simple Maple ...

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Maple Introduction Maple is a mathematical software package for symbolic computation. Conventional mathematical software packages usually require numerical values for all variables. In contrast, Maple can evaluate both symbolic and numerical

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expressions. Maple was first developed at the University of Waterloo, Canada in 1980. The objective

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CHAPTER 7 INTRODUCTION TO MAPLE PROGRAMMING 199 The only commands that cannot be displayed using showstat, print, or eval are the built-in commands. These are typically the most fundamental commands and other commands whose Maple implementation would be noticeably inefficient. Examples of built-in commands include

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subs, op, sort, and diff.

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