Introduction to Maple¹

Maple is a computer algebra system. It can do essentially everything a graphing calculator can do as well as much more. Additionally, computers have much more processing power than calculators, so Maple is much faster than a calculator when performing difficult computations. Today, you will discover how maple can be useful for arithmetic, algebra, calculus, and graphing.

Arithmetic

- 1. Type 2+3; [RETURN] to add 2 and 3. Try other numbers (including more than just two numbers). Also try subtraction (-), multiplication (*), and exponentiation (^).
- 2. Type 2/3; [RETURN] to divide 2 by 3. What happens? Type evalf(%); [RETURN]. What is the output now? What does the % symbol do?
- 3. The Maple procedure for square root is sqrt. Try to get Maple to produce a decimal approximation of $\sqrt{5}$.

Algebra

- 1. Type (a+b)^5; [RETURN]. What happens? Type expand(%); [RETURN]. What is the output now?
- 2. Type a:=1;b:=2; [RETURN] and then type (a+b)^5; [RETURN]. What happens now?
- 3. Type solve(x^2+2x+1=0,x); [RETURN]. Try solving other equations this way. Try using the factor procedure to factor $x^2 + 2x + 1$ and other polynomials.

Calculus

- 1. Type diff(x*sin(x),x); [RETURN] to differentiate the function $x \sin x$. Try differentiating other functions.
- 2. Type int(sec(x),x); [RETURN] to compute the antiderivative of sec x. Try integrating other functions. Try computing definite integrals by replacing the x argument with an expression of the form x=-1..1 (e.g. to integrate from -1 to 1).

Graphing

1. Choose your favorite function of x. Graph it by typing plot(f(x),x); [RETURN] (where you replace f(x) by your function). Try assigning a range to x like you did when computing a definite integral. What happens?

When you are done with these exercises, try working through the longer tutorials found at http://math.rutgers.edu/courses/251/Maple/Lab0/MapleIntro.html.

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