Mathematics 1110H – Calculus I: Limits, Derivatives, and Integrals TRENT UNIVERSITY, Fall 2019

A very quick start with Maple

§0 Introduction. This handout is intended to give you just enough information to let you start learning Maple by yourself in Trent University's lab computers¹. It is geared towards Maple 17, which is the version found in the labs, but all the versions of Maple from 10 on are pretty similar as far as the features used in this course are concerned. Please note that the University has a 35-seat license for Maple, so at most 35 students can use it simultaneously. You may, if you wish, buy a copy of the current version of Maple for yourself; it could well end up being useful in later years if you end up taking courses in the more mathematical sciences or in applied mathematics.

If you would rather not use Maple in MATH 1110H, you may use other software with similar capabilities, such as Mathematica (the leading commercial program) or SageMath (a free open-source program you can get at www.sagemath.org). Like Maple, Mathematica and SageMath are available for various [though not necessarily all] recent versions of Windows, Mac OS X, and Linux. Versions of Mathematica and SageMath that run on a server and are accessed through a browser are also available online, foregoing the necessity of actually installing them.

Keep in mind that Maple, like its competitors, is a very large, complex, and versatile piece of software. You are not likely to need more than a tiny fraction of its capabilities in this course or, for that matter, in your entire undergraduate career². The downside is that all too often learning how to do even simple things is harder than one would like, one problem being that small mistakes often invoke advanced features of the language, making trouble-shooting very annoying.

§1 The first time. Do the following:

- Go to one of the unused lab computers.
- Turn it on or wake it from sleep, if necessary.
- Provide your Trent e-mail username and password at the login window.
- Go to the Maple 17 sub-sub-menu of the All Programs sub-menu of the menu obtained by clicking the Start button in the lower left-hand corner, and choose the item Maple 17. [Yes, this item and the sub-sub-menu it's in have the same name.]
- Once Maple has started up, choose the item *Take a Tour of Maple* from either the *Help* menu, or one of the similar items from, if Maple displays one or both, the *Quick Help* or *Startup* windows.
- Maple Tour will offer you several options; you should, at the very least, choose and go through the *Ten Minute Tour. Numeric and Symbolic Computations* is also one that is very likely to prove useful later on.

§2 Help and references. Maple has extensive help and information resources built in, accessible via its *Help* menu and, in some cases, from the *Quick Help* window. The following items in the *Help* menu are likely to be of particular use to beginners:

¹ Distributed in various publicly accessible places on campus ...

 $^{^2}$ Your humble author has a Ph.D. in mathematics and has never used more than a tiny fraction of what Maple can do either . . .

- Maple Help lets you search the help system.
- Take a Tour of Maple lets you take one of the tours showing off various features. The two you should definitely check out are:
 - Ten Minute Tour [recommended above]
 - Numeric and Symbolic Computations
- Manuals, Resources, and more provides access to a lot of information, including:
 - Applications and Examples some of which may be of interest.
 - Manuals lets you access Maples's User Manual, among other references.
 - Using the Help System which is potentially self-referential . . . :-)

§3 Maple documents. You can create a new document in the default "document mode" by typing *Control-N* or by selecting the option *Document Mode* under *New* in the *File* menu. (This is the mode described in the *Ten Minute Tour*.) This mode is convenient for using the various tools in the bar on the left side of the window, as well as the keyboard, to help assemble expressions and formulas and then manipulate them.

You can also create new documents in "worksheet mode" by selecting the option Worksheet Mode under New in the File menu. This mode is more convenient for typing expressions, formulas, and commands using just the keyboard. It is not as easy to use as the document mode, at least initially, but it is much easier to troubleshoot when something unexpected happens, and it is usually faster to use, once you've mastered it. Please note that solutions to the Maple-based parts of the assignments will be given in worksheet mode, since it is easier to reproduce and for others to modify for themselves. (Feel free to look through the solutions to the assignments from previous years to see how things work!)

As with other programs Maple has options under the *File* menu for saving documents. You may wish to save your documents somewhere you can later revisit them – not all of the assignments will be conveniently doable in one sitting . . .

§4 Further reading. Besides Maple's own resources, the following documents³ are very likely to be useful for Maple beginners:

- 1. Getting started with Maple 10, by Gilberto E. Urroz (2005), which can found (pdf) at: euclid.trentu.ca/math/sb/1110H/Fall-2018/GettingStartedMaple10.pdf
- 2. A survey of mathematical applications using Maple 10, by Gilberto E. Urroz (2005), which can found pdf & Maple worksheet) at:
 - euclid.trentu.ca/math/sb/1110H/Fall-2018/MathematicsSurveyMaple10.pdf
 Or euclid.trentu.ca/math/sb/1110H/Fall-2018/MathSurveyMaple10.mw

§5 Getting help. Besides the various resources noted above, you can get help in learning to use Maple by working with others on the assignments: team efforts usually overcome Maple's learning curve a little faster. (Just remember the "work together, write up separately" rule for the assignments, as given on the course outline.) Finally, your instructor also knows a little bit about the use of Maple in this course, so feel free to use the office hours as necessary!

³ Thanks to Prof. Urroz for permission to use these documents!