

**Eval**

**COLLABORATORS**

	<i>TITLE :</i>		
	Eval		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 2, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Eval

### 1.1 Eval - Math tool for its users

Eval V1.0B

By: Jesper Wilhelmsson

The Usual Menu

INTRODUCTION

FUNCTIONS

USAGE

BUGS

DISCLAIMER

AUTHOR

FREWARE!

HISTORY

COMMERCIAL BREAK

OBSERVE ←

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This guide is only a quick draft and does not contain all information that is supposed to be in it.

Most parts is only described with a few words, and some not at all. This is because I haven't really the time to write documentations, I only write the program.

This is the first pre-release of this program. If you think that this program is something you would like me to work more on, please let me know by writing an e-mail to [jive@algonet.se](mailto:jive@algonet.se) - I have to get some

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response before I spend more time on this project.

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## 1.2 Why does this program exist?

What is this?

Well, what is there to say about a calculator?  
That's basically what this is, a textbased calculator.

I have tried to make the way of typing expressions as naturally as possible. If you don't know much about math, don't worry, you don't have to! Eval is only as advanced as you make it, if you don't know about hexadecimal numbers or trigonometric functions you simply skip those parts and use the pieces you do know about. If you do know about these things and more, they are there for you to use!

I initially wrote it because I was tired of the old eval command, supplied by Commodore. The lack of functionality, its incomability of handling simple expressions without making errors and the fact that it didn't handle ANY trigonometric functions, was enough to make me write my own eval-command.

This version is quite much larger than the original, due to the fact that it handles more functions, and allso because this is the first release - There are several optimizations to make, and of course more functions to add.

I don't think that the size of the binary file matters much thow, since most pepole today own harddrives, and as long as the program is under 50k I won't care about the size of the file - only the functionality.

## 1.3 What can it do?

Functions suported by Eval V1.0

+

-

\*

/

^

Sqrt ()

---

!

Sin()

Cos()

Tan()

Prefixes

\$

%

o

## 1.4 How do I use this thing?

Usage

Just type the expression you want calculated after 'eval' and press enter.

Example:

```
eval 5-2*8  
-> -11
```

```
eval 3(4+2)/6  
-> 3
```

```
eval 5!  
-> 120
```

```
eval 4^3+8.45  
-> 72.44999696
```

In this example you may have to specify the PRECI parameter due to a floating-point error in E. The best way to write it at the moment would be:

```
eval 4^3+8.45 preci=2  
-> 72.45
```

I'll try to find a solution to this problem as soon as possible.

```
eval %1001001010+%1001010  
-> 660
```

```
eval $4e+$b1f  
-> 2925
```

---

Eval answers by default in decimal form, if you want the answer to be in hexadecimal form you have to specify the parameter TYPE.

```
eval $4e+$b1f type=2  
-> $B6D
```

Other functions that are in some way special are:

```
eval sqrt(16)  
-> 4
```

```
eval sin(3.141592654)  
-> 0
```

```
eval cos(3.141592654)  
-> -1
```

```
eval tan(3.141592654/4)  
-> 1
```

As you can see all of these functions is written with parenthesis. They are demanded! Only a few rare examles will be accepted without.

More information is to come in later versions of this guide-file.

## 1.5 Any bugs?

Bug reports

Well, since this is the first  $\beta$ -release, there are no known bugs yet... But the program probably contains several strange lifeforms, so I'd be very surprised if there were no bugs...

...Please let me know!

## 1.6 Any crashes?

Disclaimer

If this program gets strange input (non mathematical things), it might behave strange, (who wouldn't). But it is most unlikely that it crashes your computer. (Please try, and let me know the result!)

## 1.7 Hey! I wrote this!

This program was written by:

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Jesper Wilhelmsson  
jive@algonet.se

Please let me know what you think about it!

## 1.8 Copy, copy, copy!!!

This program is FreeWare!

This means that you can spread it freely in what forms you may please.

The one restriction is that no one is allowed to make any money out of it!  
It is strictly forbidden to pay any money to anyone in order to get a copy.  
(Including the author, I don't want any money - I just want Email!)

## 1.9 How has this evolved?

History

(971002) V1.0B -> First  $\beta$  release... Have hardly tested it myself yet...

## 1.10 Other great products

(: Other stuff made by me :)

More info will be found in later versions of this guidefile or on Aminet.

Wriggle - game/misc  
SnoOow - game/gag

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