

LASER 2001
HOME COMPUTER

MATRIX

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AX = B ; FIND X

$$X^T = \begin{bmatrix} X1 & X2 & X3 \end{bmatrix}^T$$

$$B = \begin{bmatrix} B1 & B2 & B3 \end{bmatrix}$$

$$B1 = ? 10$$

$$B2 = ? 6$$

$$B3 = ? -4$$

$$X = \begin{bmatrix} 3 & -2 & 5 \end{bmatrix}^T$$

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HOW TO LOAD AND RUN YOUR TAPE PROGRAMME

1. You may use any type of cassette tape player/recorder. With your Computer you will find a connection cord which has one stereo plug on one end and two mono plugs on the other end. Connect the red mono plug to the EAR socket of your tape player.
2. Connect the black mono plug to the MIC socket of your tape player.
3. Connect the stereo plug to the TAPE socket of your Computer.
4. Turn the VOLUME CONTROL of your tape player to about 3/4 of maximum. Or use the setting which you have found to be most reliable for programme loading.
5. Insert cassette into tape player and REWIND.
6. Type CRUN on your computer keyboard and terminate by a RETRUN key.
7. Press the PLAY button on your cassette tape player.
8. Wait until your programme has been loaded into your computer.
9. Have fun!

MATRIX

In case of loading difficulties: Use a cassette Head Cleaner cartridge and follow loading procedure again. If difficulties persist, try a new cassette recorder.

A powerful tool for manipulating array data, this programme lets you perform 4 separate functions at once.

You can add matrices, subtract matrices, multiply matrices by a scalar value or multiply a matrix by another matrix.

It can save hours of painstaking calculation for students, teachers or mathematicians and is versatile enough to deal with virtually all common matrix values.

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Made in Hong Kong