Introduction To Maple

Problem Solving is essential to solve real-world problems. Advanced Problem Solving with Maple: A First Course applies the mathematical modeling process by formulating, building, solving, analyzing, and criticizing mathematical models. It is intended for a course introducing students to mathematical topics they will revisit within their further studies. The authors present mathematical modeling and problem-solving topics using Maple as the computer algebra system for mathematical explorations, as well as obtaining plots that help readers perform analyses. The book presents cogent applications that demonstrate an effective use of Maple, provide discussions of the results obtained using Maple, and stimulate thought and analysis of additional applications. Highlights: The book's real-world case studies prepare the student for modeling applications Bridges the study of topics and applications to various fields of mathematics, science, and engineering Features a flexible format and tiered approach offers courses for students at various levels The book can be used for students with only algebra or calculus behind them About the authors: Dr. William P. Fox is an emeritus professor in the Department of Defense Analysis at the Naval Postgraduate School. Currently, he is an adjunct professor, Department of Mathematics, the College of William and Mary. He received his Ph.D. at Clemson University and has many publications and scholarly activities including twenty books and over one hundred and fifty journal articles. William C. Bauldry, Prof.

Emeritus and Adjunct Research Prof. of Mathematics at Appalachian State University, received his PhD in Approximation Theory from Ohio State. He has published many papers on pedagogy and technology, often using Maple, and has been the PI of several NSF-funded projects incorporating technology and modeling into math courses. He currently serves as Associate Director of COMAP's Math Contest in Modeling (MCM).

This tutorial shows how to use Maple both as a calculator with instant access to hundreds of high-level math routines and as a programming language for more demanding tasks. It covers topics such as the basic data types and statements in the Maple language. It explains the differences between numeric computation and symbolic computation and illustrates how both are used in Maple. Extensive "how-to" examples are used throughout the tutorial to show how common types of calculations can be expressed easily in Maple. The manual also uses many graphics examples to illustrate the way in which 2D and 3D graphics can aid in understanding the behavior of functions.

This is an introduction to probabilistic and statistical concepts necessary to understand the basic ideas and methods of stochastic differential equations. Based on measure theory, which is introduced as smoothly as possible, it provides practical skills in the use of MAPLE in the context of probability and its applications. It offers to graduates and advanced undergraduates an overview and intuitive background for more advanced studies. This manual features syntax and projects.

This introduction to cryptography employs a

programming-oriented approach to study the most important cryptographic schemes in current use and the main cryptanalytic attacks against them. Discussion of the theoretical aspects, emphasizing precise security definitions based on methodological tools such as complexity and randomness, and of the mathematical aspects, with emphasis on number-theoretic algorithms and their applications to cryptography and cryptanalysis, is integrated with the programming approach, thus providing implementations of the algorithms and schemes as well as examples of realistic size. A distinctive feature of the author's approach is the use of Maple as a programming environment in which not just the cryptographic primitives but also the most important cryptographic schemes are implemented following the recommendations of standards bodies such as NIST, with many of the known cryptanalytic attacks implemented as well. The purpose of the Maple implementations is to let the reader experiment and learn, and for this reason the author includes numerous examples. The book discusses important recent subjects such as homomorphic encryption, identity-based cryptography and elliptic curve cryptography. The algorithms and schemes which are treated in detail and implemented in Maple include AES and modes of operation, CMAC, GCM/GMAC, SHA-256, HMAC, RSA, Rabin, Elgamal, Paillier, Cocks IBE, DSA and ECDSA. In addition, some recently introduced schemes enjoying strong security properties, such as RSA-OAEP, Rabin-SAEP, Cramer--Shoup, and PSS, are also discussed and implemented. On the cryptanalysis side, Maple

implementations and examples are used to discuss many important algorithms, including birthday and man-in-the-middle attacks, integer factorization algorithms such as Pollard's rho and the quadratic sieve, and discrete log algorithms such as baby-step giant-step, Pollard's rho, Pohlig--Hellman and the index calculus method. This textbook is suitable for advanced undergraduate and graduate students of computer science, engineering and mathematics, satisfying the requirements of various types of courses: a basic introductory course; a theoretically oriented course whose focus is on the precise definition of security concepts and on cryptographic schemes with reductionist security proofs; a practice-oriented course requiring little mathematical background and with an emphasis on applications; or a mathematically advanced course addressed to students with a stronger mathematical background. The main prerequisite is a basic knowledge of linear algebra and elementary calculus, and while some knowledge of probability and abstract algebra would be helpful, it is not essential because the book includes the necessary background from these subjects and, furthermore, explores the number-theoretic material in detail. The book is also a comprehensive reference and is suitable for self-study by practitioners and programmers.

This introductory text combines models from physics and biology with rigorous reasoning in describing the theory of ordinary differential equations along with applications and computer simulations with Maple. Offering a concise course in the theory of ordinary differential equations, it

also enables the reader to enter the field of computer simulations. Thus, it is a valuable read for students in mathematics as well as in physics and engineering. It is also addressed to all those interested in mathematical modeling with ordinary differential equations and systems. Contents Part I: Theory Chapter 1 First-Order Differential Equations Chapter 2 Linear Differential Systems Chapter 3 Second-Order Differential Equations Chapter 4 Nonlinear Differential Equations Chapter 5 Stability of Solutions Chapter 6 Differential Systems with Control Parameters Part II: Exercises Seminar 1 Classes of First-Order Differential Equations Seminar 2 Mathematical Modeling with Differential Equations Seminar 3 Linear Differential Systems Seminar 4 Second-Order Differential Equations Seminar 5 Gronwall's Inequality Seminar 6 Method of Successive Approximations Seminar 7 Stability of Solutions Part III: Maple CodeLab 1 Introduction to Maple Lab 2 Differential Equations with Maple Lab 3 Linear Differential Systems Lab 4 Second-Order Differential Equations Lab 5 Nonlinear Differential Systems Lab 6 Numerical Computation of Solutions Lab 7 Writing Custom Maple Programs Lab 8 Differential Systems with Control Parameters

This text presents mathematical biology as a field with a unity of its own, rather than only the intrusion of one science into another. The book focuses on problems of contemporary interest, such as cancer, genetics, and the rapidly growing field of genomics.

The book presents an introduction to Stochastic Processes including Markov Chains, Birth and Death

processes, Brownian motion and Autoregressive models. The emphasis is on simplifying both the underlying mathematics and the conceptual understanding of random processes. In particular, non-trivial computations are delegated to a computer-algebra system, specifically Maple (although other systems can be easily substituted). Moreover, great care is taken to properly introduce the required mathematical tools (such as difference equations and generating functions) so that even students with only a basic mathematical background will find the book self-contained. Many detailed examples are given throughout the text to facilitate and reinforce learning. Jan Vrbik has been a Professor of Mathematics and Statistics at Brock University in St Catharines, Ontario, Canada, since 1982. Paul Vrbik is currently a PhD candidate in Computer Science at the University of Western Ontario in London, Ontario, Canada. .

Interactive Operations Research with Maple: Methods and Models has two ob jectives: to provide an accelerated introduction to the computer algebra system Maple and, more importantly, to demonstrate Maple's usefulness in modeling and solving a wide range of operations research (OR) problems. This book is written in a format that makes it suitable for a one-semester course in operations research, management science, or quantitative methods. A nwnber of students in the departments of operations research, management science, oper ations management, industrial and systems engineering, applied mathematics and advanced MBA students who are specializing in

quantitative methods or opera tions management will find this text useful. Experienced researchers and practi tioners of operations research who wish to acquire a quick overview of how Maple can be useful in solving OR problems will find this an excellent reference. Maple's mathematical knowledge base now includes calculus, linear algebra, ordinary and partial differential equations, nwnber theory, logic, graph theory, combinatorics, statistics and transform methods. Although Maple's main strength lies in its ability to perform symbolic manipulations, it also has a substantial knowledge of a large nwnber of nwnerical methods and can plot many different types of attractive-looking two-dimensional and three-dimensional graphs. After almost two decades of continuous improvement of its mathematical capabilities, Maple can now boast a user base of more than 300,000 academics, researchers and students in different areas of mathematics, science and engineering.

An accessible introduction to real analysis and its connectionto elementary calculus Bridging the gap between the development and history of realanalysis, Introduction to Real Analysis: An EducationalApproach presents a comprehensive introduction to real analysiswhile also offering a survey of the field. With its balance ofhistorical background, key calculus methods, and hands-onapplications, this book provides readers with a solid foundationand fundamental understanding of real analysis. The book begins with an outline of basic calculus, including aclose examination of problems illustrating links and potentialdifficulties. Next, a fluid introduction to real analysis ispresented, guiding readers

through the basic topology of realnumbers, limits, integration, and a series of functions in naturalprogression. The book moves on to analysis with more rigorousinvestigations, and the topology of the line is presented alongwith a discussion of limits and continuity that includes unusualexamples in order to direct readers' thinking beyond intuitivereasoning and on to more complex understanding. The dichotomy ofpointwise and uniform convergence is then addressed and is followedby differentiation and integration. Riemann-Stieltjes integrals andthe Lebesgue measure are also introduced to broaden the presentedperspective. The book concludes with a collection of advancedtopics that are connected to elementary calculus, such as modelingwith logistic functions, numerical quadrature, Fourier series, andspecial functions. Detailed appendices outline key definitions and theorems inelementary calculus and also present additional proofs, projects,and sets in real analysis. Each chapter references historicalsources on real analysis while also providing proof-orientedexercises and examples that facilitate the development ofcomputational skills. In addition, an extensive bibliographyprovides additional resources on the topic. Introduction to Real Analysis: An Educational Approach isan ideal book for upper- undergraduate and graduate-level realanalysis courses in the areas of mathematics and education. It isalso a valuable reference for educators in the field of appliedmathematics.

The fully revised edition of this best-selling title presents the modern computer algebra system Maple. It teaches

the reader not only what can be done by Maple, but also how and why it can be done. The book provides the necessary background for those who want the most of Maple or want to extend its built-in knowledge, containing both elementary and more sophisticated examples as well as many exercises.

Maple by Example, Third Edition, is a reference/text for beginning and experienced students, professional engineers, and other Maple users. This new edition has been updated to be compatible with the most recent release of the Maple software. Coverage includes built-in Maple commands used in courses and practices that involve calculus, linear algebra, business mathematics, ordinary and partial differential equations, numerical methods, graphics and more. * Updated coverage of Maple features and functions * Backwards compatible for all versions * New applications from a variety of fields, including biology, physics and engineering * Expanded topics with many additional examples

A fully revised, second edition of the best-selling Introduction to Maple, now compatible through Maple V Release 4. It shows not only what can be done by Maple, but also how it can be done. Emphasis is on understanding the Maple system more than on factual knowledge of built-in possibilities, and, to this end, the book contains both elementary and more sophisticated examples and many exercises. Numerous new examples have been added to show how to use Maple as a problem solver, how to assist the system during computations, and how to extend its built-in facilities. Introduction to Maple is not simply a readable manual,

but also provides the necessary background for those wanting to extend the built-in knowledge of Maple by implementing new algorithms. Readers should have a background in mathematics higher than beginner level. Helps Students Understand Mathematical Programming Principles and Solve Real-World Applications Supplies enough mathematical rigor yet accessible enough for undergraduates Integrating a hands-on learning approach, a strong linear algebra focus, MapleTM software, and real-world applications, Linear and Nonlinear Programming with MapleTM: An Interactive, Applications-Based Approach introduces undergraduate students to the mathematical concepts and principles underlying linear and nonlinear programming. This text fills the gap between management science books lacking mathematical detail and rigor and graduate-level books on mathematical programming. Essential linear algebra tools Throughout the text, topics from a first linear algebra course, such as the invertible matrix theorem, linear independence, transpose properties, and eigenvalues, play a prominent role in the discussion. The book emphasizes partitioned matrices and uses them to describe the simplex algorithm in terms of matrix multiplication. This perspective leads to streamlined approaches for constructing the revised simplex method, developing duality theory, and approaching the process of sensitivity analysis. The book also discusses some intermediate linear algebra topics, including the spectral theorem and matrix norms. Maple enhances conceptual understanding and helps tackle problems Assuming no prior experience with Maple, the author provides a

sufficient amount of instruction for students unfamiliar with the software. He also includes a summary of Maple commands as well as Maple worksheets in the text and online. By using Maple's symbolic computing components, numeric capabilities, graphical versatility, and intuitive programming structures, students will acquire a deep conceptual understanding of major mathematical programming principles, along with the ability to solve moderately sized real-world applications. Hands-on activities that engage students Throughout the book, student understanding is evaluated through "waypoints" that involve basic computations or short questions. Some problems require paper-and-pencil calculations; others involve more lengthy calculations better suited for performing with Maple. Many sections contain exercises that are conceptual in nature and/or involve writing proofs. In addition, six substantial projects in one of the appendices enable students to solve challenging real-world problems.

The Maple ODE Lab Book is intended to provide a thorough introduc tion to using symbolic computation software to model, solve, explore, and visualize ordinary differential equations. It is best used as a supplement to existing texts (see the bibliography for some of our recommended texts). Maple was chosen as our software package because of its ease-of-use, affordability, and popularity at many universities and colleges around the world. The version being used is Maple V Release 4. If you have a previous release of Maple, some of the commands shown in this lab book will work differently (or not at all), but the basic groundwork for solving ODEs

hasn't changed. Speak to your system administrator about upgrading to Release 4, or contact: Waterloo Maple Inc. 450 Phillip Street Waterloo, Ontario CANADA N2L 5J2 Phone: (519) 747-2373 FAX: (519) 747-5284 E-mail: info@maplesoft.com WWW: http://www.maplesoft.com 1 2 • Chapter 1. Introduction How This Lab Book Is Organized Each subsequent chapter of this lab book contains information and ex amples of how to apply Maple to various elements of ordinary differential equations. It is suggested that you read the chapters with your computer on and Maple V Release 4 running. You can then execute many of the com mands yourself and experiment by changing various parameters and/or initial conditions, observing the corresponding changes in the results.

Introduction to MapleSpringer Science & Business Media

The principal aim of this book is to introduce university level mathematics — both algebra and calculus. The text is suitable for first and second year students. It treats the material in depth, and thus can also be of interest to beginning graduate students. New concepts are motivated before being introduced through rigorous definitions. All theorems are proved and great care is taken over the logical structure of the material presented. To facilitate understanding, a large number of diagrams are included. Most of the material is presented in the traditional way, but an innovative approach is taken with emphasis on the use of Maple and in presenting a modern theory of integration. To help readers with

their own use of this software, a list of Maple commands employed in the book is provided. The book advocates the use of computers in mathematics in general, and in pure mathematics in particular. It makes the point that results need not be correct just because they come from the computer. A careful and critical approach to using computer algebra systems persists throughout the text.

The book provides an introduction to common programming tools and methods in numerical mathematics and scientific computing. Unlike widely used standard approaches, it does not focus on any particular language but aims to explain the key underlying concepts. In general, new concepts are first introduced in the particularly user-friendly Python language and then transferred and expanded in various scientific programming environments from C / C ++, Julia and MATLAB to Maple. This includes different approaches to distributed computing. The fact that different languages are studied and compared also makes the book useful for mathematicians and practitioners trying to decide which programming language to use for which purposes.

This book teaches introductory computer programming using Maple, offering more mathematically oriented exercises and problems than those found in traditional programming courses, while reinforcing and applying concepts and

techniques of calculus. Includes case studies.
This textbook is a self-contained introduction to partial differential equations.It has been designed for undergraduates and first year graduate students majoring in mathematics, physics, engineering, or science.The text provides an introduction to the basic equations of mathematical physics and the properties of their solutions, based on classical calculus and ordinary differential equations. Advanced concepts such as weak solutions and discontinuous solutions of nonlinear conservation laws are also considered.
Student Solutions Manual, Partial Differential Equations & Boundary Value Problems with Maple
This text introduces the reader to Maple, the standard tool for teaching mathematics at university level. It is clearly structured and student-friendly, with end-of-chapter syntax references. It also includes an introduction to programming with Maple and addresses the problems and limitations of Maple. The accompanying CD-ROM contains all the examples, as well as demo versions of Maple.
"Introduction to Computational Science" was developed over a period of two years at the University of Utah Department of Computer Science in conjunction with the U.S. Department of Energy-funded Undergraduate Computation in Engineering Science (UCES) program. Each chapter begins by introducing a problem and then guiding the student

through its solution. The computational techniques needed to solve the problem are developed as necassary, making the motivation for learning the computing alwasy apparent. Each chapter will introduce a single problem that will be used to motivate a single computing concept. The notes currently consist of 15 chapters. The first seven chapters deal with Maple and the last eight with C. The textbook will contain 20 to 30 chapters covering a similar mix of concepts at a finer level of detail.
Through the use of numerous examples that illustrate how to solve important applications using Maple V, Release 2, this book provides readers with a solid, hands-on introduction to ordinary and partial differental equations. Includes complete coverage of constructing and numerically computing and approximating solutions to ordinary and partial equations.
There is nothing quite like that feeling you get when you see that look of recognition and enjoyment on your students' faces. Not just the strong ones, but everyone is nodding in agreement during your first explanation of the geometry of directional derivatives. If you have incorporated animated demonstrations into your teaching, you know how effective they can be in eliciting this kind of response. You know the value of giving students vivid moving images to tie to concepts. But learning to make animations generally requires extensive

searching through a vast computer algebra system for the pertinent functions. Maple Animation brings together virtually all of the functions and procedures useful in creating sophisticated animations using Maple 7, 8, or 9 and it presents them in a logical, accessible way. The accompanying downloadable resources provide all of the Maple code used in the book, including the code for more than 30 ready-to-use demonstrations. From Newton's method to linear transformations, the complete animations included in this book allow you to use them straight out of the box. Careful explanations of the methods teach you how to implement your own creative ideas. Whether you are a novice or an experienced Maple user, Maple Animation provides the tools and skills to enhance your teaching and your students' enjoyment of the subject through animation.

The mathematical concepts of abstract algebra may indeed be considered abstract, but its utility is quite concrete and continues to grow in importance. Unfortunately, the practical application of abstract algebra typically involves extensive and cumbersome calculations-often frustrating even the most dedicated attempts to appreciate and employ its intricacies. Now, however, sophisticated mathematical software packages help obviate the need for heavy number-crunching and make fields dependent on the algebra more interesting-and more accessible. Applications of Abstract Algebra with

Maple opens the door to cryptography, coding, Polya counting theory, and the many other areas dependent on abstract algebra. The authors have carefully integrated Maple V throughout the text, enabling readers to see realistic examples of the topics discussed without struggling with the computations. But the book stands well on its own if the reader does not have access to the software. The text includes a first-chapter review of the mathematics required-groups, rings, and finite fields-and a Maple tutorial in the appendix along with detailed treatments of coding, cryptography, and Polya theory applications. Applications of Abstract Algebra with Maple packs a double punch for those interested in beginning-or advancing-careers related to the applications of abstract algebra. It not only provides an in-depth introduction to the fascinating, real-world problems to which the algebra applies, it offers readers the opportunity to gain experience in using one of the leading and most respected mathematical software packages available.
Maple is a very powerful computer algebra system used by students, educators, mathematicians, statisticians, scientists, and engineers for doing numerical and symbolic computations. Greatly expanded and updated from the author's MAPLE V Primer, The MAPLE Book offers extensive coverage of the latest version of this outstanding software package, MAPLE 7.0 The MAPLE Book serves both

as an introduction to Maple and as a reference. Organized according to level and subject area of mathematics, it first covers the basics of high school algebra and graphing, continues with calculus and differential equations then moves on to more advanced topics, such as linear algebra, vector calculus, complex analysis, special functions, group theory, number theory and combinatorics. The MAPLE Book includes a tutorial for learning the Maple programming language. Once readers have learned how to program, they will appreciate the real power of Maple. The convenient format and straightforward style of The MAPLE Book let users proceed at their own pace, practice with the examples, experiment with graphics, and learn new functions as they need them. All of the Maple commands used in the book are available on the Internet, as are links to various other files referred to in the book. Whatever your level of expertise, you'll want to keep The MAPLE Book next to your computer.

Linear Algebra: An Introduction Using MAPLE is a text for a first undergraduate course in linear algebra. All students majoring in mathematics, computer science, engineering, physics, chemistry, economics, statistics, actuarial mathematics and other such fields of study will benefit from this text. The presentation is matrix-based and covers the standard topics for a first course recommended by

the Linear Algebra Curriculum Study Group. The aim of the book is to make linear algebra accessible to all college majors through a focused presentation of the material, enriched by interactive learning and teaching with MAPLE. Development of analytical and computational skills is emphasized throughout Worked examples provide step-by-step methods for solving basic problems using Maple The subject's rich pertinence to problem solving across disciplines is illustrated with applications in engineering, the natural sciences, computer animation, and statistics This book presents Maple solutions to a wide range of problems relevant to chemical engineers and others. Many of these solutions use Maple's symbolic capability to help bridge the gap between analytical and numerical solutions. The readers are strongly encouraged to refer to the references included in the book for a better understanding of the physics involved, and for the mathematical analysis. This book was written for a senior undergraduate or a first year graduate student course in chemical engineering. Most of the examples in this book were done in Maple 10. However, the codes should run in the most recent version of Maple. We strongly encourage the readers to use the classic worksheet (*. mws) option in Maple as we believe it is more user-friendly and robust. In chapter one you will find an introduction to Maple which includes simple basics as a convenience for the reader such as

plotting, solving linear and nonlinear equations, Laplace transformations, matrix operations, ‘do loop,’ and ‘while loop. ’ Chapter two presents linear ordinary differential equations in section 1 to include homogeneous and nonhomogeneous ODEs, solving systems of ODEs using the matrix exponential and Laplace transform method. In section two of chapter two, nonlinear ordinary differential equations are presented and include simultaneous series reactions, solving nonlinear ODEs with Maple’s ‘dsolve’ command, stop conditions, differential algebraic equations, and steady state solutions. Chapter three addresses boundary value problems.
A user-friendly student guide to computer-assisted algebra with mathematical software packages such as Maple.
The text applies the mathematical modeling process by formulating, building, solving, analyzing, and criticizing mathematical models. Scenarios are developed within the scope of the problem solving process. The text focuses on discrete dynamical systems, optimization techniques, single-variable unconstrained optimization and applied problems, and numerical search methods. Additional coverage includes multivariable unconstrained and constrained techniques. Linear algebra techniques to model and solve problems such as the Leontief model, advanced regression technique include nonlinear, logistics and Poisson are covered. Game

Theory, the Nash equilibrium, Nash arbitration are also included.

Thirty years ago mathematical, as opposed to applied numerical, computation was difficult to perform and so relatively little used. Three threads changed that: the emergence of the personal computer; the discovery of fiber-optics and the consequent development of the modern internet; and the building of the Three “M’s” Maple, Mathematica and Matlab. We intend to persuade that Mathematica and other similar tools are worth knowing, assuming only that one wishes to be a mathematician, a mathematics educator, a computer scientist, an engineer or scientist, or anyone else who wishes/needs to use mathematics better. We also hope to explain how to become an "experimental mathematician" while learning to be better at proving things. To accomplish this our material is divided into three main chapters followed by a postscript. These cover elementary number theory, calculus of one and several variables, introductory linear algebra, and visualization and interactive geometric computation.

Scientific computing is the study of how to use computers effectively to solve problems that arise from the mathematical modeling of phenomena in science and engineering. It is based on mathematics, numerical and symbolic/algebraic computations and visualization. This book serves as

an introduction to both the theory and practice of scientific computing, with each chapter presenting the basic algorithms that serve as the workhorses of many scientific codes; we explain both the theory behind these algorithms and how they must be implemented in order to work reliably in finite-precision arithmetic. The book includes many programs written in Matlab and Maple – Maple is often used to derive numerical algorithms, whereas Matlab is used to implement them. The theory is developed in such a way that students can learn by themselves as they work through the text. Each chapter contains numerous examples and problems to help readers understand the material “hands-on”. Since the first edition of this book was published in 2001, MapleTM has evolved from Maple V into Maple 13. Accordingly, this new edition has been thoroughly updated and expanded to include more applications, examples, and exercises, all with solutions; two new chapters on neural networks and simulation have also been added. The author has emphasized breadth of coverage rather than fine detail, and theorems with proof are kept to a minimum. This text is aimed at senior undergraduates, graduate students, and working scientists in various branches of applied mathematics, the natural sciences, and engineering. Part of ESource—Prentice Hall's Engineering Source, this book provides a flexible introduction to Maple 6.

Featuring over 25 modules and growing, the ESource series provides a comprehensive resource of engineering topics. Introduction to Maple; Maple Overview; Maple Language; Expressions and Assignments; Maple Types; Functions; Manipulating Expressions; Graphics; Substituting, Evaluating, and Solving; Systems of Equations; Introduction to Calculus. For any Engineer or Computer Scientist interested in a brief introduction to the subject.
Maple is a comprehensive symbolic mathematics application which is well suited for demonstrating physical science topics and solving associated problems. Because Maple is such a rich application, it has a somewhat steep learning curve. Most existing texts concentrate on mathematics; the Maple help facility is too detailed and lacks physical science examples, many Maple-related websites are out of date giving readers information on older Maple versions. This book records the author's journey of discovery; he was familiar with SMath but not with Maple and set out to learn the more advanced application. It leads readers through the basic Maple features with physical science worked examples, giving them a firm base on which to build if more complex features interest them.
What's in this book This book contains an accelerated introduction to Maple, a computer alge bra language. It is intended for scientific programmers who have experience with other

computer languages such as C, FORTRAN, or Pascal. If you wish a longer and more leisurely introduction to Maple, see (8, 27, 39). This book is also intended as a reference summary for people who use Maple infrequently enough so that they forget key commands. Chapter 4 is a keyword summary. This will be useful if you have forgotten the exact Maple command for what you want. This chapter is best accessed through the table of contents, since it is organized by subject matter. The mathematical prerequisites are calculus, linear algebra, and some differential equations. A course in numerical analysis will also help. Any extra mathematics needed will be developed in the book. This book was prepared using Maple V Release 3, although most of the examples will work with, at most, only slight modification in Maple V Release 2. This book does not require any particular hardware. The systems I have used in developing the book are machines running IBM DOS and WIN/OS2, Unix machines in an ASCII terminal mode, and x windows systems. There should be no adjustments necessary for readers equipped with Macintoshes or other hardware. Maple is an evolving system. New features will be described in the documentation for updates (?updates in Maple).