

## CHAPTER 1 GETTING STARTED

1.1.	Easy Programming	6
1.2.	Variables and Constants	8
1.3.	Input and Output	9
1.4.	Formats	11
1.5.	Functions	12
1.6.	Procedures	13
1.7.	Code Generations	18
1.8.	Standard Library Functions and Top-level Commands	19

## CHAPTER 2 IF STATEMENT

2.1.	Conditional Execution	24
2.2.	Nested if Statement	32
2.3.	Using Piecewise Function	34
2.4.	Operators	35

## CHAPTER 3 THE LOOPS

3.1.	Repetition	40
3.2.	The for..in Loop	50
3.3.	Control within Loop	51
3.4.	Looping Commands	53
3.5.	Generating Random Numbers	54

## CHAPTER 4 MATRICES AND VECTORS

4.1.	Lists	59
4.2.	Array Command	65
4.3.	Matrix Command	70
4.4.	Vector Arithmetics	73
4.5.	Input and Output	76

## CHAPTER 5 NESTED PROCEDURES

5.1.	Nested Procedures	78
5.2.	solve and fsolve Commands	79
5.3.	Programming with Modules	95

## CHAPTER 6 GRAPHICS

6.1.	Generating Plots	102
6.2.	The plot Command	106
6.3.	Curve Fitting	117
6.4.	Optimization	120
6.5.	Animation	123
6.6.	The Plottools Package	127
6.7.	Excel Integration with Maple	130

## CHAPTER 7 ADVANCED PROGRAMMING

7.1.	Modeling and Simulation	134
7.2.	Modeling with PDEs	151