

Introduction to DERIVE for Windows

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Abstract

DERIVE is a mathematical computer program. It is for algebra, equations, trigonometry, vectors, matrices, and calculus what the scientific calculator is for numbers. DERIVE can do both symbolic and numeric computations. These can also be visualized with extensive 2D and 3D graphics capabilities. DERIVE eliminates the drudgery of performing long mathematical calculations.

Thus, DERIVE gives you the freedom to explore different approaches to problems - approaches that you probably would not even consider if you had to do the calculations by hand.

If you use DERIVE for your everyday mathematical work you will find it a tireless, powerful, and knowledgeable mathematical assistant that is easy, natural, and convenient to use. If you use DERIVE for teaching or learning mathematics, you will find that many topics can be treated better and more quickly than by using traditional methods. Around the world teachers use DERIVE to teach more efficiently, and students use DERIVE to discover mathematics through experiments and to have an assistant to help with their homework.

This workshop is for learning how to use DERIVE FOR WINDOWS. You will learn to handle DERIVE as much as is necessary to use the program for teaching and learning mathematics. You will be led through several mathematical topics, which demonstrate the major features and techniques of DERIVE. Many of the examples also provide ideas for using DERIVE during teaching.