

The diagram illustrates the effect of the ISG (Instruction Sequence Generator) and DSE (Data Sequence Element) instructions on the instruction stream. On the left, a vertical stack of instructions (Instr.) contains an ISG instruction. An arrow labeled 'nnnnn' points to the ISG instruction, and another arrow labeled 'xxx' points to the instruction immediately following it, indicating a forward shift. On the right, a similar stack contains a DSE instruction. An arrow labeled 'nnnnn' points to the DSE instruction, and another arrow labeled 'xxx' points to the instruction immediately preceding it, indicating a backward shift.

When calculator is switched off, Continuous Memory feature retains current display mode, all lines of occupied program memory, and all data in storage registers. All other operational aspects are cleared (i.e., stack, LAST X register, flags, trig mode, pending subroutine returns), and calculator returns to line 000 of program memory.

Error 0: Illegal argument to math routine.

Error 1: Storage register overflow (except $\boxed{E+}$, $\boxed{E-}$).

Error 2: Called invalid storage register. i.e., register nonexistent or converted to program memory.

Error 3: Improper statistical operation.

Error 4: Nonexistent \boxed{LBL} ; line number called for is currently unoccupied or is nonexistent; or attempt to load more than 210 lines of program instructions.

Error 5: Recursive call to $\boxed{1/x}$ or \boxed{SOLVE} .

Error 6: \boxed{SOLVE} unable to find a root.

Error 7: Illegal label (4 through 9) used with $\boxed{1/x}$ or \boxed{SOLVE} , or illegal flag name (4 through 9, \boxed{A} or \boxed{B}).

Error 8: Subroutine level too deep.

Error 9: Self-test discovered circuitry problem.

Pr Error: Continuous memory cleared due to loss of battery power.

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Figure 1 illustrates the address and data flow for the proposed architecture. The diagram is divided into two main sections, (i) and (ii).

Section (i) shows a 10x10 grid of registers. The left column is labeled 'Address' and contains values from 0 to 9. The right column is labeled 'Address' and contains values from 10 to 19. The registers are labeled R_0 to R_9 on the left and $R_{.0}$ to $R_{.9}$ on the right. The data flow is indicated by arrows: from R_0 to R_1 , R_1 to R_2 , R_2 to R_3 , R_3 to R_4 , R_4 to R_5 , R_5 to R_6 , R_6 to R_7 , R_7 to R_8 , R_8 to R_9 , and from R_9 to R_0 .

Section (ii) shows two sets of three registers each, labeled 000-002 and 068-070 on the left, and 071-073 and 208-210 on the right. Arrows indicate data flow from the left set to the right set.

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Calculator automatically converts indicated registers into seven lines each of program memory, one register at a time, as you need additional program memory. Storage register conversion to program memory occurs in sequence R₉ through R₀, then R₉ through R₀. Deleting lines of program memory converts from programming to storage registers in reverse order.

ACCUMULATIONS

Σ+ Summation. Accumulates numbers from X- and Y-registers into storage registers R₀ through R₅. (Remember to press **f** **CLEAR** **Σ** to clear statistics registers before starting a problem that uses **Σ+**.)

After each press of **Σ+**, stack and LAST X register contain the following:

T	y_{n-2}	LAST X	x_n
Z	y_{n-1}		
Y	y_n		
X	n	Current number of entries.	

MATHEMATICS

SOLVE Finding the roots of an equation.

Root Found		Root Not Found	
T		T	
Z	$f(x)$ at root	Z	$f(x)$ at best x value
Y	A previous estimate	Y	A previous estimate
X	Root	X	Best x value

If **SOLVE** fails to find a root when executed from keyboard, **Error 6** appears in display. Press any key to clear error signal and view "best" x value. If **SOLVE** fails to find a root when executed in a running program, no error display appears. Instead, program execution skips first line of program memory after **SOLVE** instruction and resumes.

∫ Numerical integration.

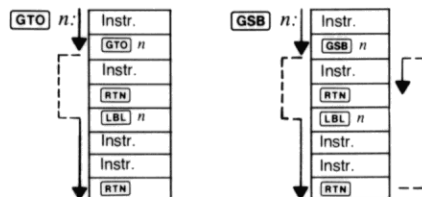
T	Upper Limit
Z	Lower Limit
Y	Uncertainty
X	Integral

Labels **A**, **B**, or 0 through 3 can be used with **SOLVE** or **∫** subroutines.

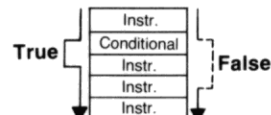
PROGRAMMING THE HP-34C

MEM Current memory allocation.

Allocated but unused program lines. } $p\text{---}nn, r\text{---}n$ { Next register to be converted.



x<y **x>y** **x=y** **x≠y** Conditionals.
x<0 **x>0** **x≠0** **x=0**
F?



"Do if True" rule

Flags are numbered 0, 1, 2, and 3. Turning calculator off automatically clears all flags.

USING THE I-REGISTER

Indirect Operations With (i)

h **x(i)** uses absolute value of integer portion of number in I as an address for exchanging number in X-register with number in a storage register.

STO **f** **(i)**, **RCL** **f** **(i)** use absolute value of integer portion of number in I as an address for storing a number in or recalling a number from a storage register.

STO **(-)**, **+**, **x**, or **÷**, **(i)** use absolute value of integer portion of number in I as an address for performing storage register arithmetic. Contents of specified storage register are replaced with value resulting from storage register arithmetic operation.

Program Control With I

GTO **f** **(i)**, **GSB** **f** **(i)** Branching or subroutine using label address. With integer portion of a number in I from 0 through +11, calculator transfers to designated label according to following address scheme:

I		Address	I		Address
h	LBL	0 0	h	LBL	6 6
h	LBL	1 1	h	LBL	7 7
h	LBL	2 2	h	LBL	8 8
h	LBL	3 3	h	LBL	9 9
h	LBL	4 4	h	LBL	A 10
h	LBL	5 5	h	LBL	B 11

GTO **f** **(i)**, **GSB** **f** **(i)** Branching or subroutine using line number address. With negative number in I, calculator transfers to occupied line number addressed by absolute value of integer portion of number in I.

Controlled Looping

ISG, **DSE** Increment, then skip if greater; decrement, then skip if less than or equal. Control program loops by interpreting number in I as three separate integers. Format of number is nnnnn.xxxxyy, where

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