## Introduction to Maple 12

The purpose of this document is to get you acquainted with the Maple Interface and to get you started with some Maple code. There were some rather big changes to earlier Maple software to today's version 12, so we need to set up the interface and some options.

To start Maple, you may either use the Maple icon (from your toolbar, where we put it on the first day of Lab), or from Applications, choose Math Lab, then Maple. Alternatively, you may also start Maple from a Terminal window, where you would type xmaple.

Once Maple starts, we will want to set some default values:

We will always work in Worksheet mode, NOT in Document mode. You can tell that you are in Worksheet mode because you will see the red cursor: >

When the Maple program begins, select Start with a Blank Worksheet.

- To make some options default, go to: Tools, then Options..:
  - Go to the Display tab, and set Input display: to Maple Notation
  - Go to the Interface tab, and choose: Default format for new worksheets:, and select Worksheet
- Select the Apply Globally button at the bottom.
- You might close, then re-start Maple to see that the options took (that is, Maple should automatically start in Worksheet mode).
- Hint: You can shut off the somewhat annoying startup dialog box once you get the defaults set- Uncheck the little box in the lower left corner: Show this dialog on startup.
- Hint: You can close all the buttons on the left for the time being- We don't want to use the shortcut keys until we understand what is behind them. Use the small triangle key on the divider to shut them off temporarily.

Side Remark: The new **Document** interface is rather nice- It enables you to create documents with live, embedded mathematics. That is more than we need-We will use Maple to do symbolic and graphical tasks, then incorporate those answers into our LaTeX code for the lab write-ups. However, if you're feeling bored sometime, you might check out Maple's ability to create cool looking documents.

Let's get started! We will try some things out, then we'll talk more about the interface.