

Example. Calculate the arc sine of .5 and —.5.

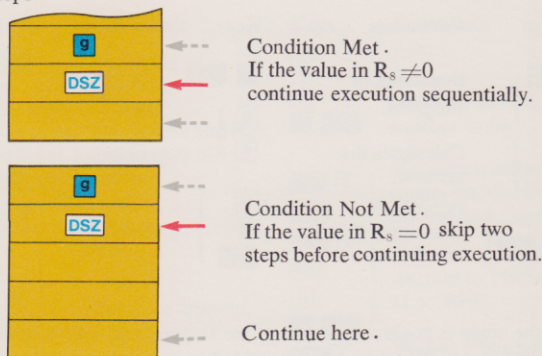
Press	See Displayed
.5	.5
B	30.00 (degrees)
.5 CHS	— .5
B	330.00 (degrees)

Decrement and Skip on Zero

The **DSZ** (*decrement and skip on zero*) key subtracts 1 from the contents of R_s and then tests for a non-zero value. The conditional can be stated like this:

Is the value in R_s a number other than zero?

Once again, if the condition is met, program execution continues sequentially. If the condition is not met and the value in R_s is zero after 1 has been subtracted, the program pointer skips two steps.

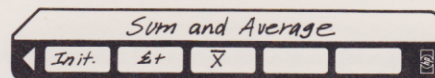


Naturally, since R_s is used by **DSZ**, you will not want to use this register for other storage purposes when this test is a part of your program. **DSZ** does not work if the number stored in R_s falls outside the range $-10^{10} = r_s = 10^{10}$ and (*in general*) is not designed to work for non-integer values less than one.

DSZ can be used in many ways in your programs. It can be used as a counter, as a flag (*see page 91*) to repeat segments of your program, or to repeat your whole program.

Writing a Program Using DSZ. To use **DSZ** as a counter in your program, store zero in R_s and include **DSZ** in the section of your program that repeats. As your program runs, R_s keeps track of the number of repetitions (*although the number is negative*).

The following programs sum and average a group of numbers using **DSZ** in this way. The key art will give you a good idea as to how these programs work.



Switch to W/PRGM mode, press **f** **PRGM**, and key in these programs now.

Keys	Comments	Keys	Comments
LBL	Beginning of initialization program.	9	And the value in R_s decreases by 1 each time.
A		DSZ	
f	Clears all registers.	RCL 1	Display running total.
REG		RTN	
RTN	Beginning of program that sums the data.	LBL	Beginning of program that averages.
LBL		C	
B		RCL 1	Total is divided by the positive value of the number of repetitions.
STO	Each number is accumulated in R_1 .	RCL 8	
+		CHS	
1		÷	
		RTN	