| KC-503 Size: 148x116mm |

INSTRUCTION MANUAL

Two-way Power: Solar Cell & 1.5V x 1pc battery (* Press "RESET" after replacing battery)
12 digits with sign liquid crystal display
Auto Power Off

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Extraction of square root : √36 + 13 = 7 3 6 + 13 = -	7	Memory calculation : (5 x 0.25) + (6 x 0.75) – (2 x 0.15) = 5.45	
Percentage calculation : 30 x 5% = 1.5 3 0 x 5 %	1.5	ONC 5x.25M 6x.75M	M 1.25 M 4.5 M 0.3
Chain calculation : [(6 + 4) x 2 - 8] ÷ 5 = 2.4 6 + 4 x 2 - 8 ÷ 5 =	2.4	2x·15W MRC MRC	^M 5.45 5.45
Entry correction : 1234 x 2 = 2468	2.4	Grand Total calculation : 4x3 + (15-4) + 20 + 2 + (14+26) = 73 ON/C	QT
4 X 2 =	2'468	4×3= 15-4= 20÷2=	^{GT} 12 ^{GT} 11 ^{GT} 10
2 ⁶ = 64 2 x = = x =	64	14+26= 9	GT 40 GT 73
Constant calculation : 4x3 = 12, 4 x 5 = 20 4 x 3 =	12	Cost, Sell and Margin Calculation: Determine the Cost If the selling price of an item is \$36.55 a	
5 = 6 ÷ 2 = 3, 8 ÷ 2 = 4 6 ÷ 2 =	20 3	margin is 20%, find the cost of the item	
8 =	4 I		

Determine the Selling Price If the cost of an item is \$180 and the margin is 25%, find the selling price. 1 8 0 000 2 5 Men	SELL 240
Determine the Margin	
If the cost of an item is \$380 and the selling price is \$400, find the margin percentage	
3800340051	MGN% 5
Setting the Tax Rate as 17%	
1 7 SET TAX+	TAXS-17
Checking the Tax rate	
SET TAX-	TAX% 17
Price at 200 plus 17% Tax	
200 TAX+	TAX+ 234
TAX+	TAX 34
Price after Tax is 58.5, then the price and the TAX are	
58 5 TAX-	TAX-50
TAX-	TAX 8.5
	0.0
I	

Markup / Markdown calculation: Price = cost x (1+MU%) Cost = \$100, markup rate 20%,	
Find selling price? (\$120)	
100x20MU	120
Cost = \$100, selling price = \$120 Find markup rate? (20%)	
120=100W	20
Selling price = \$120, Markup rate = 2 Find cost? (\$100)	01/6
120+20+-MU	100
MU	20
Selling price = \$80, Markdown rate = Find cost? (\$100)	80%
80÷20MU	100
MUI	20
_	

Rounding Selector:

UP:

Rounds up the decimal to the specified* number of places.
5/4:

Rounds off the decimal to the specified* number of places.
CUT:

Cuts off the decimal to the specified* number of places.

*Use the Decimal Place Selector to specify the number of decimal place.

Decimal Place Selector:

Specifies the number of decimal places for rounding.

F: Floating decimal places for the place for rounding.

3, 2, 0: Number of decimal places for the place for the Rounding Selector.

ADD2: The "Add Mode" automatically adds a decimal point and two decimal places to all values, even if you don't input a decimal point. This mode is very useful when performing calculations in dollars or other monetary systems that require two decimal places. Two decimal places are not added in this mode if you press the require two decimal places. Two decimal places are not added in this mode if