

Digits := 24; 24 **(1)**

val1 := -1.0; -1.0 **(2)**

val2 := sqrt(*val1*); 1.00 I **(3)**

val3 := *val2* + 5.0; 5.0 + 1.00 I **(4)**

val4 := sin(*val3*); -1.47969747848694289396000 + 0.333360138947992891893793 I **(5)**

val5 := arcsin(*val4*); -1.28318530717958647692529 + 1.000000000000000000000000 I **(6)**

val6 := *val5* - 5.0; -6.28318530717958647692529 + 1.000000000000000000000000 I **(7)**

val7 := *val6*^{2.0}; 38.4784176043574344753380 - 12.5663706143591729538506 I **(8)**