

```

> Digits := 24;                               Digits := 24                               (1)
<==
> val0 := 1.0 + 3.0 I;                         val0 := 1.0 + 3.0 I                         (2)
<==
> val1 := 3.0 + 2.5 I;                         val1 := 3.0 + 2.5 I                         (3)
<==
> var2 := evalf(Pi);                           var2 := 3.14159265358979323846264          (4)
<==
> var3 := evalf(exp(1.0));                     var3 := 2.71828182845904523536029         (5)
<==
> var4 := var2 + var3;                         var4 := 5.85987448204883847382293         (6)
<==
> var5 := val0 + val1;                         var5 := 4.0 + 5.5 I                         (7)
<==
> var6 := val0 - val1;                         var6 := -2.0 + 0.5 I                        (8)
<==
> val7 := val0 · val1;                         val7 := -4.50 + 11.50 I                     (9)
<==
> val8 :=  $\frac{val0}{val1}$ ;                       val8 := 0.688524590163934426229508 + 0.426229508196721311475410 I (10)
>

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