



GENERAL DESCRIPTION

The LS3685 is a single-chip LSI CMOS calculator for 3 sets store memory (14-digits or 16-digits). Besides, the LS3685 is an arithmetic four standard types of general function (+, -, x, ÷), TAX function, Euro & 5 sets currency exchange, percentage calculation, leading zero and trailing zero suppression, constant/chain calculations, Mark up/down (MU/MD) & Delta percent ($\Delta\%$) calculation, Grand Total (GT) calculation, Auto Power OFF available, 14/16-digits selectable LCD display. Dual power supply operation, wide operating voltage, and lower power consumption make it suitable for 1.5 solar battery operated calculator.

FEATURES

- Number of display
 - 14 /16 digits of data, (including punctuation in each digit) 1-digit of floating minus sign, memory I (M) & memory II (MII) load symbol, error symbol, 3-digits of commas for thousands, TAX symbol, currency exchange (Local, Euro, C1-C5) symbol, GT and sign symbol, etc.
- Operation methods
 - By algebraic operation.
- Basic operations
 - Four functions, repeated multiplication and division, mixed calculation, square calculation, percentage calculation, percent discount and add-on / discount calculation, memory calculation, delta percent calculation, add-mode calculation, mark-up / down calculation, Grand total calculation, constant/chain calculation, TAX calculation, EURO exchange, currency exchange and square root calculation.
- Decimal point method
 - Decimal set lock key controls output format. Fixed decimal setting ("0", "1", "2", "3", "4", "5", "6") full floating decimal, and ADD mode (selectable with a switch).
- Contents of operation
 1. Floating point mode during operation and key entry that specified only Addition and Subtraction.
 2. Specified decimal point mode is valid only for operation results.
 3. Round-off when most significant digits have higher priority or at auto shift of rough estimation.
- Key rollover method
 - Two-key rollover
- Error detect display
 1. Key entry exceeding the number of display digits is invalid, but it does not cause an error.
 2. If the integer part of an operation result exceeds the number of display digits, a rough