If you have any questions or comments, please feel free to email me at adam@example.com. I'll get back to you as soon as possible! Thank you for visiting! Below are some posts you might enjoy reading:

1) Here are the answers to the question "How do I solve math problems?" 2) Math is fun! These apps are great for learning abstract math skills. 3) Check out this webinar about how to find your way around Wolfram Alpha's mathematical functions.

Lets take a closer look at question #1... How do I solve math problems? You don't need to solve math problems. You can use math to solve problems. Simply state your problem, then type it into Wolfram Alpha. Let it solve the problem for you! The result will be a set of elegant computations that will often surprise you. For example, ask Wolfram Alpha what the solution to the following problem is: How many ounces are in 3/4 pound? Wolfram Alpha solves this problem by computing first how much 3/4 of a pound is. It first executes 3/4 * 1 , which returns 0.75 . Then it executes 3/4 * 0.75 , which returns 1 . The result is 1 ounce, which is what you asked for! Math problems that Wolfram Alpha can solve include: For mathematicians, computing can be much more than just solving equations. It can be about reconstructing the history of ideas, understanding the implications of concepts and mathematical objects, developing new theories, finding new applications. The Wolfram Language has a rich collection of functions to compute all kinds of things—like polynomials, trigonometric functions, complex numbers—all kinds of stuff to help you make sense out of big data. The Wolfram Language is built around functions—but what are functions? What's the difference between the function f(x)=sin(x) and the expression sin(x) ? A function is a way to precisely define computation. The function assigns a single unique output value for each input value. You can compute the output of a function by giving it an input. Functions are written with f(x) = ... When you take a math class, one of your goals is to understand how mathematical functions work. Most math classes focus on theory—like counting proofs, or induction proofs. Yet, the main reason why mathematicians study the theory of functions is because it allows them to find out what kind of mathematics works well for solving various kinds of problems. They'd rather understand what problem they're trying to solve , and then see what function or techniques can help solve it. So how do you use a function in Wolfram Alpha? This section will show how to take a function, and use it in a computation. For example, take the following polynomial: Which is used in many branches of math. For example, this polynomial is used when calculating angles in trigonometry: It can also be used when computing areas .

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