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This manual introduces the basic Maple™ programming concepts, such as expressions, data structures, looping and decision mechanisms, proce-dures, input and output, debugging, and Maplets. Audience As a Maple user, you may have only used Maple interactively, written Maple programs, or programmed in another computer language.

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On page 121 of the 2007 edition of the Maple 11 Introductory Programming Guide in section 3.6 Exercises, problem 3, it says: "... Find the inverse of $(a*b)/c+((a-d)/(b*e))^*1$ in standard form, where a, b, c, d and e are real." Here is my failed attempt: View 4937_Problem_3.mw on MapleNet or Download 4937_Problem_3.mw View file details TIA

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- The Maple Advanced Programming Guide extends the basic Maple programming concepts to more advanced topics, such as modules, input and output, numerical programming, graphics programming, and compiled code. In addition to the manuals, Maple has an online help system featuring examples that you can copy, paste, and execute immediately.

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