## Co-ordinate 'Inverse’ Program 2

 or Bearing and Distance from Co-ordinatesProgrammer: Dr. Bill Hazelton
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This program allows you to enter two co-ordinate pairs and calculate the bearing and distance between them. The far point (or To point, or point 2, with co-ordinates (E2, N2)) is entered first, followed by the near point (or From point, or point 1, with co-ordinates E1, N1)). The result will give the bearing from the From point to the To point.

Because of the limitation in the HP-33S displaying letters, these are displayed separately, one at a time. You will need to note these and write the final bearing using the two letters and the angle.

| Line | Instruction | Display | User Programming Instructions |
| :---: | :---: | :---: | :---: |
| V0001 | LBL V |  |  |
| V0002 | SF 10 |  | $\rightarrow$ FLAGS SF . 0 |
| V0003 | CLE |  | $\checkmark$ CLEAR $\Sigma(4)$ |
| V0004 | $\Sigma+$ |  |  |
| V0005 | STOP |  | R/S |
| V0006 | $\Sigma$ - |  | $\square 5$ |
| V0007 | $\Sigma \mathrm{x}$ |  | $\stackrel{\square}{\square}$ SUMS $\Sigma$ x |
| V0008 | $x>0$ ? |  | $\cdots$ x 0 |
| V0009 | N |  | EQN RCL N |
| V0010 | $\mathrm{x} \leq 0$ ? |  | x ? 0 |
| V0011 | S |  | $r$ EQN RCL S |
| V0012 | $\Sigma \mathrm{y}$ |  | $\stackrel{\square}{\square}$ SUMS $\Sigma \mathrm{y}$ |
| V0013 | $x>0$ ? |  | $\rightarrow \mathrm{x}$ ? 0 |
| V0014 | E |  | $\cdots$ EQN RCL E |
| V0015 | $\mathrm{x} \leq 0$ ? |  | $r$ x 0 |
| V0016 | W |  | $\xrightarrow{>} \mathrm{EQN}$ RCL W |
| V0017 | $\Sigma \mathrm{y}$ |  | $\geqslant$ SUMS $\Sigma \mathrm{y}$ |
| V0018 | ABS |  | $\square$ ABS |
| V0019 | Ex |  | $\rightarrow$ SUMS $\Sigma \mathrm{x}$ |
| V0020 | ABS |  | 4 ABS |
| V0021 | $\mathrm{y}, \mathrm{x} \rightarrow \theta, \mathrm{r}$ |  | $\rightarrow \rightarrow$, r |
| V0022 | $\mathrm{x}<>\mathrm{y}$ |  |  |
| V0023 | $\rightarrow$ HMS |  | $\rightarrow \rightarrow \mathrm{HMS}$ |
| V0024 | $\mathrm{x}<>\mathrm{y}$ |  |  |
| V0025 | CF 10 |  | $\xrightarrow{>}$ FLAGS CF . 0 |
| V0026 | STOP |  | R/S |

## Co-ordinate 'Inverse’ 2: Bearing and Distance from Co-ordinates

## Notes

To run the program, enter the co-ordinates of the far (To) point, (E2, N2). Key in E2, press the ENTER key, key in N2 and press XEQ V.

Enter the co-ordinates of the near (From) point (E1, N1). Key in E1, press the ENTER key, key in N1, then press the R/S key.

The calculator will stop and display a single letter. This will be ' $N$ ' or ' $S$,' as the meridian from which to turn the bearing angle. Press the R/S key and the calculator will continue with the calculation.

The calculator will then stop and display a second single letter. This will be ' $E$ ' or 'W,' as the direction in which the bearing is to be turned. Press the R/S key and the calculator will continue with the calculation.

When the calculator stops, the lower part of the stack will contain the following values.

| Stack Register | Contents |
| :---: | :--- |
| Y | Bearing angle of the line in degrees, minutes and seconds (HP <br> notation), but without any letters |
| X | Distance of the line |

## Sample Computation

$\left.\begin{array}{llll}\text { Enter far point's co-ordinates: } & \text { E2 } & 205123.456 & \text { Press Enter } \\ & \text { N2 } & 123456.789 & \text { Press XEQ V }\end{array}\right]$

The length of the line is 9324.720 . The bearing of the line is $\mathrm{S} 9^{\circ} 26^{\prime} 57^{\prime \prime} .056 \mathrm{~W}$ (if you need it to that level of precision!)

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## Storage Registers Used

None.
Statistical Registers: $\quad \Sigma \mathrm{x}=\mathrm{Y}$ or N co-ordinates, or $\Delta \mathrm{Y}$ or $\Delta \mathrm{N}$
$\Sigma \mathrm{y}=\mathrm{X}$ or E co-ordinates, or $\Delta \mathrm{X}$ or $\Delta \mathrm{E}$

## Labels Used

Label V Length $=82 \quad$ Checksum $=$ AA16.

