Some useful commands in CoCoa

Your best friend using this program will be the online help. To get started type "?" or "H.Man('');." "H.Commands('');" will list all commands. All commands should be followed by a semi-colon ;. Use ":= " to assign a value to a variable, "= " is used to test if two expressions are equal. All variable names should begin with an upper case letter, lowercase letters are reserved for indeterminates in the algebra.

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Examples of commands that make a list
[1,2,3,4,5];
L:=1..5;
[ x^N | N In 1..5 ]; yields [x, x^2, x^3, x^4, x^5]
[X | X In L And IsPrime(X)]; yields [2, 3, 5]
[X In L | Not IsPrime(X)]; yields [1, 4]
[X In 1..20 | Mod(X,6)=0]; yields [6, 12, 18]
NewList(4); yields [Null, Null, Null, Null]
NewList(4,0); vields [0, 0, 0, 0]
A user defined function usually has the following format
Define MyFunction( Arguments )
<Commands>
EndDefine;
Example:
Define ReprPoly(F);
Return [Reversed(Coefficients(P, x)) | P In Reversed(Coefficients(F,y))];
EndDefine;
ReprPoly((x-y)^3);
There is a special variable called It which refers to the output of the last command. Example:
(x-y)^{3};
x^3 - 3x^2y + 3xy^2 - y^3
Latex(It);
Use the online help to find the command to do the following tasks:
Reverse a list ____
Find the degree of a polynomial _____ in a variable 'x' _____
Access the i^{th} element of a list _____
Add one more element on the end of a list _____
Find the coefficient of x^2y in a polynomial _____
Add the numbers 1 through 100 _____
Multiply the odd numbers numbers between 1 and 100
Change the ring so that calculations are done in \mathbb{Z}/(5)[x, y, z]
Find the length of a list
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