Flow control	Programming	Memory	Strings		Disk shortcut	Input	Graphics	Screen
BEGIN	AUTO 1	BANK	+		APPEND	GET	ВОХ	BACKGROUND
BEND	CHANGE 1	CLR	ASC ()		BACKUP	GETKEY	CHAR	BORDER
CONT	DELETE 1	DIM	CHR\$ ()		BLOAD	INPUT	CIRCLE	COLOR
DEF FN	EDIT 1	DMA	INSTR ()		воот	JOY ()	DMODE	CURSOR
OQ	FIND 1	EDMA	LEFT\$ ()		BSAVE	LPEN ()	DPAT	FONT
ELSE	HELP	FRE ()	LEN ()		BVERIFY	MOUSE	ELLIPSE	FOREGROUND
END	нісніснт	LET	MID\$ ()		CATALOG \$1	РОТ ()	GRAPHIC CLR	PALETTE
EXIT	LIST	PEEK ()	RIGHT\$ ()		COLLECT	RMOUSE	LINE	POS ()
FGOSUB	NEW	WPEEK ()			CONCAT		LOADIFF	PRINT
FGОТО	RENUMBER 1	POINTER ()	Logical operators	e	СОРУ	I/O	PAINT	PRINT USING
PN 0	TROFF	POKE	AND OR		DCLEAR	CLOSE	PALETTE	RCURSOR
FOR	TRON	WPOKE	NOT XOR	Œ	DCLOSE	CMD	PEN	RCOLOR ()
GOSUB					DELETE	FREAD	PIXEL ()	RPALETTE ()
СОТО	Math	Math operators	Relational operators	erators	DIR \$1	FWRITE	POLYGON	RWINDOW ()
Ш	ABS ()	*	∜ ∨		DIRECTORY \$1	GET#	RGRAPHIC ()	SCNCLR
L00P	ATN ()	- 1	≎ II		DISK @1	INPUT#	RPALETTE ()	SPC ()
NEXT	cos ()		^		DLOAD	LINE INPUT#	RPEN ()	TAB ()
NO	EXP ()	Conversion			DOPEN	OPEN	SAVEIFF	WINDOW
REM	0 LNI	ASC ()	Error handling	ō	DS 2	PRINT#	SCNCLR	
RETURN	LOG ()	CHR\$ ()	EL 2		DS\$ 2	PRINT# USING	SCREEN	
RREG	LOG10 ()	DEC ()	ER 2		DSAVE	ST 2	VIEWPORT	
RUN	MOD ()	HEX\$()	ERR\$ ()		DVERIFY			
SLEEP	RND ()	STR\$()	RESUME		ERASE			
STEP	SGN ()	VAL ()	TRAP		HEADER			
STOP	O NIS				LIST			
SYS	SQR ()	Data	Time		LOAD / 1	System	Sprites	Sound
THEN	TAN ()	DATA	DT\$ 2		LOADIFF	FAST	BUMP ()	ENVELOPE
UNTIL		READ	Z IL		MERGE	GO64	COLLISION	FILTER
USR ()		RESTORE	TI\$ 2		RECORD	KEY	MOVSPR	PLAY
WAIT					RENAME	MONITOR	RSPCOLOR ()	RPLAY ()
WHILE					RUN	RSPEED ()	RSPPOS ()	SOUND
					SAVE ← 1	SPEED	RSPRITE ()	ТЕМРО
					SAVEIFF		SPRCOLOR	VOL
					SCRATCH		SPRITE	
					SET	Secondary	SPRSAV	
¹ Direct mode only	² Reserved variable				TYPE	OFF		
³ Also boolean operators	() Function				VERIFY	ТО		