
LISTING OF MENU.BAS

```
20% = 15: DIM SA# (14, 11)
35: # = "ROB #1": SA# (0, 0) = "EQUATIONS OF MOT
ION": SA# (0, 1) = "MOTMENU": SA# (0, 2) = "This p
rogram has a dedicated menu."
45: SA# (0, 4) = "So, make your selection from
the program by SA# (0, 5) to activate the menu"
55: SA# (0, 10) = "Rob Verhoeven": SA# (0, 11) = "Ro
b Verhoeven": SA# (1, 0) = "REMARKABLE DOODLE
(1, 1) = "DOODLE.BAS": SA# (1, 2) = "TH
```

LISTING OF MENUHAST.BAS

```
1000REM Set up MENU box
1010DIM Z1$(3):Z3#=CHR$(255)+CHR$(255):Z4#="7z":Z#=STRING$(34):JZ=JZ-1
1020Z1$(0)="#<,1":Z1$(1)="#57zj":Z1$(2)="#-,,:":Z1$(3)="#-1#"
1030REM Set up Authored by etc
1040FOR IZ=0 TO JZ
1050IF SA$(IZ,10)<>" THEN SA$(IZ,10)="!Authored by!B "+SA$(IZ,10)
1060IF SA$(IZ,11)<>" THEN SA$(IZ,11)="!Programmed by!B "+SA$(IZ,11)
1070NEXT IZ
1080REM Skip over subroutines
1090GOTO 1430
1100REM Display MENU page
1110SELECT 1:CLS:DISPLAY 1:DISPLAY 3 OFF:BACKD 0
      WARE MENU;
```