```
1:  REM ******************************************
2:  REM                    XY
4:  REM      von Dietmar Schrausser (c)2013
5:  REM ******************************************

300: x=1: y=1: SW=1: SW1=1: SW2=1
305: Z=8: A=18: CLS: GOSUB 5000
310: LOCATE X,Y: PRINT „+"
315: IF SW=-1 THEN GOSUB 2000: SW=1
317: IF SW1=-1 THEN GOSUB 7000
319: IF SW2=-1 THEN GOSUB 8000
320: LINE(Z-2,A)-(Z+2,A): LINE (Z,A-2)-(Z,A+2)
325: IF X<39 AND INKEY& = „L" THEN X=X+1: GOSUB 5000
330: IF X>0  AND INKEY& = „K" THEN X=X-1: GOSUB 5000
340: IF Y>0  AND INKEY& = „I" THEN Y=Y-1: GOSUB 5000
350: IF Y<3  AND INKEY& = „M" THEN Y=Y+1: GOSUB 5000
1020:         IF INKEY$ = „S" THEN Z=Z+1: GOSUB 5000
1030:         IF INKEY$ = „A" THEN Z=Z-1: GOSUB 5000
1040:         IF INKEY$ = „W" THEN A=A-1: GOSUB 5000
1050:         IF INKEY$ = „Z" THEN A=A+1: GOSUB 5000
1055:         IF INKEY$ = „G" THEN SW=SW*-1
1057:         IF INKEY$ = „C" THEN SW=1:  GOSUB 5000
1059:         IF INKEY$ = „Q" THEN        GOTO 300
1060:         IF INKEY$ = „ " THEN        GOSUB 6000
1070:         IF INKEY$ = „P" THEN SW1=SW1*-1: GOSUB 7000
1080:         IF INKEY$ = „O" THEN SW2=SW2*-1: GOSUB 8000
1160: GOTO 310

2000: FOR I=0 TO 239 STEP 10
2010: FOR J=0 TO 39 STEP 5
2020: GCURSOR (I,J): GPRINT „00000008000000";
2030: NEXT J: NEXT I
2040: GOSUB 5005: RETURN

5000: CLS
5005: LOCATE 0,0: PRINT X;Y
5010: LOCATE 0,3: PRINT Z;A: RETURN

6000: CLS: INPUT „X[TEXT]->";X
6010: INPUT „Y[TEXT]->";Y
6020: INPUT „X[GRAPH]->";Z
6030: INPUT „Y[GRAPH]->";A
6040: CLS: GOSUB 5000: RETURN

7000: LINE (X*6.13,Y*9.75)-(Z,A),X,&AAAA,B: RETURN

8000: LINE (X*6.13,Y*9.75)-(Z,A),X,&5555  : RETURN
```

```
1:  REM ******************************************
2:  REM                  TIMER
4:  REM      von Dietmar Schrausser (c)2013
5:  REM ******************************************

10: INPUT „sec.-> „; S: CLS
20: FOR I=0 TO S
30: LOCATE 0,0
40: PRINT S-I: BEEP 1,2,3
50: WAIT 60
60: NEXT I
70: BEEP 10,220,3
80: GOTO 10
```

```
1:  REM ******************************************
2:  REM              STARTMENUE
3:  REM      von Dietmar Schrausser (c)2014
4:  REM ******************************************

10: REM STARTMENUE
11: SW=0:CLS: GOSUB 50: GOTO 20
15: SW=1:CLS: GOSUB 50
20: RT$=CHR$&H0D
30: KEY 1,"R.***"+RT$
31: KEY 2,"R.***"+RT$
32: KEY 3,"R.11"+RT$
33: KEY 4,"R.***"+RT$
34: KEY 5,"R.15"+RT$
35: KEY 6,"R.***"+RT$
36: KEY 7,"R.***"+RT$
37: KEY 8,"R.***"+RT$
38: KEY 9,"R.***"+RT$
39: KEY 10,"R.***"+RT$
40: END
50: A$= CHR$&E8: B$= CHR$&E9: H$= CHR$&E9+CHR$&E8
51: P1$="1****6" REM MENUEPUNKTE P1-P5
52: P2$="******"
53: P3$=" MAIN "
54: P4$="******"
55: P5$=" 2nd  "
60: LOCATE 0,3: PRINT A$;P1&;H$;P2&;H$;P3&;H$;P4&;H$;P5&;B$
69: IF SW=1 THEN GOSUB 80: REM MENUEPUNKTE P6-P10
70: LOCATE 0,0:RETURN
80: P6$="1******8"
81: P7$="********"
82: P8$="********"
83: P9$="********"
84: P10$="********"
90: LOCATE 0,2: PRINT P6$:P7$:P8$:P9$:P10$
91: FOR I=43 TO 43+48*4 STEP 48
92: LINE (I+1,16)-(I,25),BF:LINE(I-42,16)-(I-41,25),BF:NEXT
93: RETURN
99: REM **********************************
100:
110:
:
```

```
1:  REM ******************************************
2:  REM              STARTMENUE
3:  REM      von Dietmar Schrausser (c)2014
4:  REM ******************************************

10: SW=0: GOTO 20
15: SW=1

20: CLS: RT$=CHR$&H0D
30: KEY 1,"R.***"+RT$: P1$="1****6"
31: KEY 2,"R.***"+RT$: P2$="******"
32: KEY 3,"R.10"+RT$:  P3$=" MAIN "
33: KEY 4,"R.***"+RT$: P4$="******"
34: KEY 5,"R.15"+RT$:  P5$=" 2nd  "
35: KEY 6,"R.***"+RT$:  P6$="1******8"
36: KEY 7,"R.***"+RT$:  P7$="********"
37: KEY 8,"R.***"+RT$:  P8$="********"
38: KEY 9,"R.***"+RT$:  P9$="********"
39: KEY 10,"R.***"+RT$: P10$="********"

40: A$= CHR$&E8: B$= CHR$&E9: H$= CHR$&E9+CHR$&E8
50: LOCATE 0,3: PRINT A$;P1&;H$;P2&;H$;P3&;H$;P4&;H$;P5&;B$

60: IF SW=0 THEN GOTO 98

70: LOCATE 0,2: PRINT P6$:P7$:P8$:P9$:P10$
80: FOR I=43 TO 43+48*4 STEP 48
90: LINE (I+1,16)-(I,25),BF:LINE(I-42,16)-(I-41,25),BF:NEXT

98: LOCATE 0,0:END

100:
110:
:
```

```
1: REM ******************************************
2: REM             Speicherplatz Info
3: REM      von Dietmar Schrausser (c)2009
4: REM ******************************************
10: CLS: LOCATE 1,0: PRINT „PC-E500 BASIC“:
     PRINT “-------------------------„:
     Z= FRE 1: X=28600-Z:
     PRINT X/1000; „KB belegt (“; INT(X/28600*100); „%)“
20: PRINT Z/1000; „KB verfuegbar„
30: LOCATE 20,0: WAIT:PRINT
40: REM KEY1,“R.10“+CHR$&H0D
50: END
```

```
1:  REM ******************************************
2:  REM            Bildschirmschoner
4:  REM      von Dietmar Schrausser (c)2013
5:  REM ******************************************

10: X=RND(3)+2:FOR I=0 TO 32 STEP X
20: LINE (0,I)-(250,32-I),X
30: LINE (0,I-4)-(250,32-I+4),R
40: NEXT I
50: X=RND(3)+2:FOR I=0 TO 250 STEP X
60: LINE (I,32)-(250-I,0),R
70: LINE (I-4,32)-(250-I+4,0),X
80: NEXT I
90: GOTO 10

10:  X=RND(3)+1:FOR I=0 TO 32 STEP X
20:  LINE (0,I)-(250,32-I),X
30:  NEXT I
40:  X=RND(4)+1:FOR I=0 TO 250 STEP X
50:  LINE (I,32)-(250-I,0),X
60:  NEXT I
70:  X=RND(3)+1:FOR I=0 TO 32 STEP X
80:  LINE (0,I)-(250,32-I),X
90:  NEXT I
100: X=RND(4)+1:FOR I=0 TO 250 STEP X
110: LINE (I,32)-(250-I,0),X
120: NEXT I
130: GOTO 10

10:  X=RND(3)+1:FOR I=0 TO 32 STEP X
20:  LINE (0,I)-(250,32-I)
30:  NEXT I
40:  X=RND(4)+1:FOR I=0 TO 250 STEP X
50:  LINE (I,32)-(250-I,0)
60:  NEXT I
70:  X=RND(3)+1:FOR I=0 TO 32 STEP X
80:  LINE (0,I)-(250,32-I),R
90:  NEXT I
100: X=RND(4)+1:FOR I=0 TO 250 STEP X
110: LINE (I,32)-(250-I,0),R
120: NEXT I
130: GOTO 10
```

```
1:  REM ******************************************
2:  REM         Wissenschafliche Notation
3:  REM      von Dietmar Schrausser (c)2013
4:  REM ******************************************

10: INPUT „x= „; X0:X=ABS(X0):X1=X
20: VZ$="+":IF X0<0 THEN VZ$="-„
30: E=10: V$="+[„:ZL=0:IF X=0 GOTO 110
40: IF X<1 THEN E=0.1:V$="-[„:ZL=1
50: X1=X1/E
60: IF X>=1 AND X1< 1 GOTO 100
70: IF X< 1 AND X1>=1 GOTO 100
80: ZL=ZL+1
90: GOTO 50
100: X=X/E^ZL
110: PRINT „x[sci]= „;VZ$;X;V$;ZL;"]"
120: GOTO 10
```

```
1:  REM ******************************************
2:  REM           Rohdatenmatrix (X)
3:  REM      von Dietmar Schrausser (c)2014
4:  REM ******************************************

10: CLEAR: CLS: PRINT „Rohdatenmatrix (X)“
15: INPUT „mit n-> „; N
17: INPUT „und k-> „; K
18: CLS: PRINT „(X)[„;N;“,“;K;“]:“
20: DIM MD(N-1,K-1)
30: FOR I=0 TO N-1
40: FOR J=0 TO K-1
50: PRINT „x[„;I+1;“,“;J+1;“]-> „;:INPUT“ „;MD(I,J)
60: NEXT: NEXT
```

```
1:  REM ******************************************
2:  REM                PF-Keys
3:  REM      von Dietmar Schrausser (c)2014
4:  REM ******************************************

10: KEY 1, „FILES"+CHR$&22+"E:"+CHR$&22+CHR$&H0D
20: KEY 2, „FILES"+CHR$&22+"G:"+CHR$&22+CHR$&H0D
30: KEY 3, „SAVE"+CHR$&22+"E:***.**#"+CHR$&22
40: KEY 4, „CHR$&"
50: KEY 5, „CLEAR"

10: KEY 1, „Key 2,"+CHR$&22
```

```
1:  REM ******************************************
2:  REM        Bildschirmschoner „Zahlen“
4:  REM      von Dietmar Schrausser (c)2013
5:  REM ******************************************

10: A=2
20: PRINT SQR A;
30: A=RND(1000)
40: GOTO 20

10: A=2
20: PRINT CUR A;
30: A=RND(1000)
40: GOTO 20

10: V=RND(100)+1
20: CLS:FOR I=1 TO V
30: PRINT CUR ((RND(1000000))/10000);: PRINT SQR RND (100),
40: NEXT I
50: GOTO 10

10: V=RND(100)+1
20: CLS: DEFDBL: FOR I=1 TO V
30: PRINT CUR ((RND(1000000))/1000000);: PRINT SQR RND
    (10000000000#)/1000000000;
40: NEXT I
50: CLEAR: GOTO 10
```

```
1:  REM ******************************************
2:  REM              Initialen
3:  REM      von Dietmar Schrausser (c)2014
4:  REM ******************************************

10: PRINT „           Ehem. Univ.-Lektor“
20: PRINT „         Mag.Rer.Nat.Univ.Graz“
30: PRINT „      D.G.SCHRAUSSER, B.Sc., M.Sc.“
40: PRINT „           Dipl.-Psychologe“;:
    WAIT:
    PRINT:
    CLS:
    END
```

```
1: REM ******************************************
2: REM            Gestaltenwandel
3: REM      von Dietmar Schrausser (c)1992
4: REM ******************************************
10: CLS: WAIT 0:
     A=RND(150):
     B=RND(31):
     C=RND(150):
     D=RND(31):
     Z=RND(10)
15: LINE (A,B)-(C,D)
20: FOR I=1 TO Z
30: E=RND(150):
     F=RND(31)
40: LINE(C,D)-(E,F):
     BEEP 1,C,1:
     BEEP 1,D*5,1
50: C=E:
     D=F
60: NEXT I
70: LINE(C,D)-(A,B):
     BEEP 1,D*5,5:
     Y=Y+1
80: WAIT 100:
     LOCATE 30,3: PRINT Y:
     GOTO 10
```

```
1:  REM ******************************************
2:  REM            ENDZEITTECHNOJAZZ
3:  REM      von Dietmar Schrausser (c)2013
4:  REM ******************************************

10: CLS: WAIT 30:
    PRINT „ENDZEITTECHNOJAZZ – SCHRAUSSER ´13“:
    WAIT 0: CLS: Z=0
20: X=RND(230): Y=RND(25)
30: Z=Z+1:IF Z=100 CLS: Z=0
40: LINE(X,Y)-(X+10,Y+5),X,BF: BEEP 1,20,RND(10)
50: GOTO 20
```

```
1:  REM ******************************************
2:  REM                 DICE
3:  REM      von Dietmar Schrausser (c)2013
4:  REM ******************************************

10: WAIT 0: FOR I= TO 20
20: X=RND(60000): X=X/10000+1: Y=INT(X)/2
30: LOCATE 0,0: PRINT X:
40: LOCATE 1,2: PRINT INT X
50: LOCATE 1,2: IF Y=INT(Y)THEN PRINT „[„:
    LOCATE 3,2: PRINT „]“
60: IF Y<>INT (Y) THEN PRINT „<“: LOCATE 3,2: PRINT “>“
70: NEXT I
80: WAIT: PRINT: GOTO 10
```

```
1:   REM ******************************************
2:   REM            ASCII-ZEICHENSATZ
3:   REM      von Dietmar Schrausser (c)2013
4:   REM ******************************************

10: A$="0123456789ABCDEF"
20: For I = 3 to 16: For J = 1 to 16
30: B$="&"+MID$(A$,I,1)+MID$(A$,J,1)
40: PRINT CHR$ VAL B$;
50: NEXT J: NEXT I
60: GOTO 10

10: CLS
20: A$="0123456789ABCDEF"
30: For I = 3 to 16: IF I=11 THEN WAIT: PRINT " ...->";: WAIT
    0:CLS
40: PRINT "[";MID$(A$,I,1);"]";
50: For J = 1 to 16
60: B$="&"+MID$(A$,I,1)+MID$(A$,J,1)
70: PRINT CHR$ VAL B$;
80: NEXT J: NEXT I
90: WAIT: PRINT: END

10: A$="0123456789ABCDEF": ZLR=0
20: For I = 1 to 3: For J = 1 to 10: For K = 1 to 10
50: B$=MID$(A$,I,1)+MID$(A$,J,1) )+MID$(A$,K,1)
60: IF VAL D$=256 THEN WAIT: PRINT: END
70: IF ZLR=16 THEN GOSUB 200
80: PRINT "; ASC(CHR$ VAL B$);"=";
90: PRINT CHR$ VAL B$;: ZLR=ZLR+1
100: NEXT K: NEXT J: NEXT I
200: ZLR=0:WAIT: PRINT " ...-> ",:WAIT 0: RETURN
```

```
1:  REM ******************************************
2:  REM               3Music
3:  REM      von Dietmar Schrausser (c)2014
4:  REM ******************************************

10: CLS: CLEAR: DIM B(10): DIM M(300): N=1
20: LOCATE 16,2:PRINT „3-Music"
30: B1=RND(3): L=RND(3): X=RND(3)+5: Y=RND(2):
     IF Y=2 THEN Y=-1
40: REM IF N>10 THEN GOTO 300
50: FOR I=1 TO L
60: IF INKEY$ ="P" THEN GOTO 300
70: BP=X-I*Y: BEEP 1,BP: M(N)=BP: N=N+1
80: IF B1=3 THEN B(I)=BP
90: NEXT
100: IF B1=3 THEN GOSUB 200
110: GOTO 30

200: FOR I=1 TO RND(3)
210: REM PRINT „W";
220: FOR J=1 TO L
230: BEEP 1,B(J):M(N)=B(J):N=N+1
240: IF INKEY$="P" THEN GOTO 300
250: NEXT: NEXT
260: RETURN

300: LOCATE 16,2: PRINT „E-Music"
310: FOR I=1 TO N-1
320: BEEP 1,M(I): LOCATE 0,0: PRINT N;M(I)
330: IF INKEY$="L" THEN N=1: CLS: GOTO 20
340: NEXT
350: GOTO 310
```