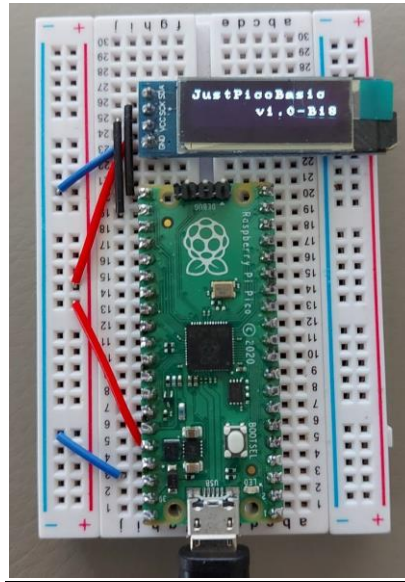


## #JustPicoBasic manual



### Code formatting

You can freely format code: many commands in single line, tabs, etc. PICO tested w/ Putty and TeraTerm. Copy & Paste supported.

#### Example

```
print "Hi" for k=1 to 10 print k next k
end
```

### Program structure

Command 'end' is required following the last line of code. subroutines shall follow the 'end' command.

code

end

subroutines

#### Example

```
print "Hi!"
```

```
gosub doitagain
```

```
end
```

```
doitagain:
```

```
    print "Hi!"
```

```
return
```

### System modes

Two modes using different prompts: user ('>' prompt) and enhanced ('#' prompt)

**-U-MODE** (aka single-line mode) can be entered by issuing: 'U' command; useful to run single line programs, for example:  
m=3 data 2, 3, 4 sum=0 for i=1 to m read a sum=sum+a next i print "s=", sum, ", av= ", sum/m end  
E – enter E-mode

**-E-MODE** (aka enhanced mode); can be entered by issuing: 'E' command; this mode supports many system commands:  
? - shows quick info about the VM (version, list of available commands)

H – help – shows some program examples

U – enter U-mode

C – code – list current program code

R – run program

N – new – clear VM memory and code

B – bye – reboots the PICO in USB disk mode, in Windows version exists the VM

*L - load program for persistent memory (auto.bas) - TBD*

*S – save program to persistent memory (auto.bas) - TBD*

*T- tech data (after 'R' - VM state incl. the runtime results, after 'N', 'L' - the VM state after initial tokenization), name tables, flow scanners, TS table– TBD*

#### Built-in editor

Every command is appended to the existing code. 'C' shows code and internal line numbers used for @N commands.

@N (e.g. @3) – removes Nth line of code (use C to see the line numbers)

@N cmd (e.g. @4 PRINT 5 – inserts 'PRINT 5' before line 4) inserts the new code line following the @N before the Nth line

#### Built-in debugger (some improvements needed)

T0 – disables tracing

T1 – enables stepping mode

T2 – normal run with tracing

#### The programming language

-ESC - break program when loading or running;

#### **MISC**

-SM ESC 1|0 (default=enabled) – enable / disable ESC key check (disable to boost performance – temporary fix)

-SM OLED 1|0 (default=disabled) – enable OLED hw (cannot be disabled now)

-REM - comment

-CLS – clear screen

#### **VARIABLES, EXPRESSIONS**

-var types (suffix matters): INT (no suffix, name=expr), FLOAT (suffix '#', name#=expr), STRING (suffix '\$', name\$=expr)

-variable name: up to 8chars letter&digits starting w/ a letter(digits, '#', '\$', '\_', ': ' accepted),

-var initialization: 1<sup>st</sup>-reference creates var(value=0); any variable can be assigned an expressions: var=expr;

-expressions: INT/FLOAT, +, -, \*, /, %, (, ), vars;

-array:1-dimension; INT/FLOAT supported; **STRING NOT supported**; DIM name(size); name(item)=expr

-strings supports only '+' in expressions + string functions and variables

#### Example

hi5=2

w#=2.5

name\$="John"

#### Example

DIM a(3)

a(0)=3

DIM(b#(3)

b#(0)=2.5

#### Example

sy=2\*abs(-15) + a\*20

v#=fexpr; b#=a#-2\*(2+3)+abs(-1.0)+aa#(2);

#### Example

v\$="a"+a\$+left\$(str\$(13),1);

PRINT sexpr; VAL("-1")->-1

#### **LOOPS & PROGRAM FLOW**

-label name: up to 8chars letter & digits starting w/ a letter( '\_' accepted),

-loop/if nesting supported

-FOR var=expr TO expr [STEP expr] [] NEXT var; if STEP[default=1] is negative var decreases; FLOAT supported

#### Example

FOR i = 5 TO 1 STEP -1 NEXT I END

-WHILE expr1 op expr2 [code] ENDWHILE; FLOAT supported;

#### Example:

a=0 while a<5 print a a=a+1 endwhile end

-GOTO – label (aka name with colon); can be located everywhere (before and after the GOTO): Label: [code] GOTO label

#### Example

k=1

again:

print k k=k+1

if k<5 then goto again: endif

end

-GOSUB – label can be located everywhere (before and after the GOTO): Label: [code] RETURN GOSUB label

#### Example

gosub task0

end

task0: print "done" return

-IF conditions THEN [code] [ELSE] [code] ENDIF; FLOAT supported; AND/OR/NOT) supported

#### Example

if a>1 and b#>3.4 then print "good" else print "bad" endif

-END last instruction (GOSUB labels can be located behind the END)

### **INPUT, OUTPUT, DATA**

-PRINT expr, sexpr,...( separate items by '); ' at the end to skip NEW LINE;

#### Example

PRINT "How:", 6/3 ;

PRINT 1 (prints 1 w/ NEW LINE); PRINT 1; (prints 1 w/o NEW LINE)

-INPUT – assigns int/float/string values to var or array element: INPUT var, array\_element, a\$, ...;

#### Example

INPUT a(2), d#, name\$

print a(2), d#, name\$

-DATA expr, fexpr, str; READ a, b#, d\$; RESTORE clears data pointer; INT/FLOAT/STR supported

#### Example

DATA 1.5, 2\*a; READ v, v#, v(), v#();

### **BUILT-IN FUNCTIONS**

-LEFT\$/RIGHT\$/MID\$, LEN/VAL(sexpr)

-HEX\$/STR\$/CHR\$(expr);

-SIN/COS/SQR/EXP/LOG;

#### Example

PRINT "FLOAT FUNC"

PRINT "SQR: ", SQR(5)

PRINT "EXP: ", EXP(1)

PRINT "LOG: ", LOG(2.718)

PRINT "SIN: ", SIN(30\*3.14/180)

PRINT "COS: ", COS(60\*3.14/180)

-RND/SGN/ABS

#### Example

PRINT "RND: ", RND(1000)

-GETTICK() – returns tick number

-PAUSE msec

Example

PAUSE 2\*500

a=gettick()

-INKEY() – return current key (if pressed), otherwise 0; non-blocking (no-wating)

-INT/FIX (as in QBASIC)

a=INT(1.1)

b=INT(-1.1)

c=FIX(1.9)

d=FIX(-1.9)

PRINT a, ", ", b, ", ", c, ", ", d (1, -2, 1, -1)

-AND, OR, NOT

Example

PRINT "BIT OPS"

PRINT AND(0x03,0x0F)

PRINT OR(0x01,0x02)

PRINT HEX\$(NOT(0x0F))

### **PICO HARDWARE SUPPORT**

-PEEK(addr) – hex supported

-POKE addr, value – hex supported

Example

REM SYSTICK

SYSTCSR=0xe000e010

SYSTRVR=0xe000e014

SYSTCVR=0xe000e018

poke SYSTCSR, 0

poke SYSTRVR, 0x1e847

poke SYSTCSR, 5

for k=1 to 50

    print and(peek(SYSTCVR), 0x00FFFFFF)

    pause 1000

next k

end

-AREAD - TBD

-AWRITE - TBD

- PMODE gpio\_pin, mode

mode: 0-IN, 1-OUT, 2-PULLUP, 3-PULLDOWN

- DREAD(gpio\_pin)

Example

REM explorer buttons: a, b, x, y

a=12

b=13

x=14

pmode a, 0

pmode b, 0

```

pmode y, 0
y=15
pmode y, 0
pmode y, 2
REM modes: 0-IN, 1-OUT, 2-PULLUP, 3-PULLDOWN
for k=1 to 10 step 0
    pause 50
    print dread(y)
next k

```

-DWRITE gpio\_pin, value

#### Example

REM explorer led - pin 25

```

pmode 25, 1
for k=1 to 10 step 0
    pause 500
    dwrite 25,1
    pause 500
    dwrite 25,0
next k
end

```

-OLEDO.91 support (commands may change in the future)

**NOTE: enable the OLED hardware first with: SM OLED 1**

DRAW X, Y – draws line from the last point (last PLOT/DRAW commands x, y)

PLOT X, Y – draws point

LPRINT x, y, "txt"

LCLS – clear lcd

LREF – refresh LCD (copy mem content to the LCD)

#### Example" enable OLD hw (disabled by default), clear screen

```

sm oled 1
lcls

```

#### Example: clear lcd screen, draw line

```

lcls
plot 10,10
draw 20,20
lprint 1, 1, "hi!"
lref
end

```

#### examples

REM OLED SINE

```

lcls
sineno=1
for x=0 to 127
    plot x,fix(15+15*sin(2*3.14159*x/128))
next x
lref
end

```