# Guess The Number

; ex7.act

PROC GUESSWHILE()

;\*\*\*\* THIS PROCEDURE PLAYS A GUESSING GAME WITH

;THE USER, USING A WHILE LOOP TO KEEP THE GAME GOING

BYTE NUM, ;THE NUMBER TO GUESS

GUESS=[200] ;GUESS IS INITIALIZED TO AN

;IMPOSSIBLE VALUE.

PRINTE("WELCOME TO THE GUESSING GAME. I AM")

PRINTE("THINKING OF A NUMBER FROM 0 TO 100")

NUM=RAND(101) ;GETS THE NUMBER TO GUESS

WHILE GUESS<>NUM

DO

;START OF WHILE LOOP

PRINT("WHAT IS YOUR GUESS? ")

GUESS=INPUTB() ;GET USER'S GUESS

IF GUESS<NUM THEN ;GUESS TOO LOW

PRINTE("TOO LOW, TRY AGAIN")

ELSEIF GUESS>NUM THEN ;GUESS TOO HIGH

PRINTE("TOO HIGH, TRY AGAIN")

ELSE ;GUESS JUST RIGHT

PRINTE("CONGRATULATIONS!!!!")

A screenshot of a computer game

Description automatically generated PRINTE("YOU GOT IT")

FI ;END OF GUESS TESTING

OD ;END OF WHILE LOOP

RETURN ;END OF PROC

# Reading Joystick In Graphics Mode 2

; ex8.act

PROC MAIN()

BYTE ST0

BYTE TR0

GRAPHICS(2)

POSITION(0,0)

PRINTD(6,"GRAPHICS 2")

POSITION(0,1)

PRINTD(6,"move joystick")

POSITION(0,9)

PRINTD(6,"PRESS FIRE TO EXIT")

TR0=1

A screen shot of a video game

Description automatically generatedWHILE TR0=1 DO

ST0=STICK(0)

TR0=STRIG(0)

POSITION(0,3)

PRINTD(6," ")

POSITION(0,3)

PRINTCD(6,ST0)

OD

RETURN

# Drawing With Joystick In Graphics Mode 3

; ex9.act

PROC DRAW()

CARD XPOS = [10]

BYTE YPOS = [10]

BYTE ST0 = [0]

BYTE TR0 = [1]

GRAPHICS(3+16)

SETCOLOR(0,2,8);ORANGE

SETCOLOR(1,12,10);GREEN

SETCOLOR(2,0,4);DARK BLUE

SETCOLOR(3,4,6);PINK

SETCOLOR(4,0,0);BLACK

WHILE TR0 = 1

DO

COLOR=1

PLOT(XPOS,YPOS)

ST0=STICK(0)

TR0=STRIG(0)

IF ST0<>15 THEN

COLOR=0

PLOT(XPOS,YPOS)

IF ST0=14 THEN YPOS=YPOS-1 FI

IF ST0=13 THEN YPOS=YPOS+1 FI

IF ST0=11 THEN XPOS=XPOS-1 FI

IF ST0=7 THEN XPOS=XPOS+1 FI

IF XPOS<0 THEN XPOS=19 FI

IF XPOS>19 THEN XPOS=0 FI

IF YPOS<0 THEN YPOS=19 FI

IF YPOS>19 THEN YPOS=0 FI

FI

OD

RETURN

# Finding More Information

## https://github.com/billlange1968/action-class

## Action Language

<http://www.atarimania.com/utility-atari-400-800-xl-xe-action_s10963.html>

The Action programming language was released as open source in 2015.

## Atariwiki Action Page

<https://atariwiki.org/wiki/Wiki.jsp?page=Action>

## David Arlington’s YouTube Video Series

<https://www.youtube.com/playlist?list=PL5FYYzC9Hpgog9GPsJRtshMP0wpHrxb2J>

## Altirra

<https://www.virtualdub.org/altirra.html>

Altirra is an Atari 8-bit computer emulator that runs on Windows.

## “Your Atari Computer” Book

<https://archive.org/details/ataribooks-your-atari-computer-xl-edition>

## “Mapping The Atari” Book

<https://archive.org/details/ataribooks-mapping-the-atari>