```
************************************************* **********
* *
* 417 QBasic example programs from the QB-MonsterFAQ, V2.0 *
* 417 QBasic Example Programs for the QB-MonsterFAQ, V2.0 *
* ================================================= ======= *
*Collected by*
* \ Thomas Antoni, Sept 28, 1999 - April 12, 2006 *
* \ /\ Email : thomas*antonis.de *
* ( ) Websites :   www.qbasic.de --- www.antonis.de     *
* .( o ). *
* ---=== Hottest QBasic Stuff on Earth !!! ===--- *
* *
************************************************* **********
```

CONTENT / CONTENTS

1. Foreword / Preface

GERMAN

Here you will find most of the in the QB-MonsterFAQ specified sample programs. These programs include the most requested solutions to Q(uick)Basic-Programming problems from various areas. All Programs are fully functional and have been developed by me QBasic 1.1 under MS-DOS 6.22 and in the DOS box of Windows 95 tested. SUBs and FUNCTIONs each have a small one Get a "test frame" to be able to start easily as a demo.

As an exception, a few programs do not run QBasic, but require QuickBasic 4.5 or 7.1. This is then specified in the program header pointed out. With QuickBASIC it should be noted that the Development environment for all programs that use one of the

contain CALL ABSOLUTE, INTERRUPT, or INTERRUPTX commands,
must be started with the "/L" option.

The QB-MonsterFAQ is the world's largest FAQ for QBasic
and QuickBASIC and is available to read online
at www.antonis.de/faq . The much more comfortable
Offline version of FAQ can be downloaded at
www.qbasic.de at
"QBasic -> Tutorials -> Reference Books".

NOTE: Some of the programs are in multiple categories
listed.

ENGLISH

Here please find most of the code snippets of the QB-
MonsterFAQ. Tested and fully functioning programs only.
I've tested all programs with QBasic 1.1 under MS-DOS 6.22 and
the Windows 95 DOS box. Some of the programs will only run
under QuickBASIC 4.5 or 7.1; refer to the program header
comments.

For running programs containing CALL ABSOLUTE, INTERRUPT or
INTERRUPTX statements, the IDE has to be started with the
"/L" options.

The QB-MonsterFAQ is the world's biggest FAQ on QBasic and
QuickBasic! The FAQ is available as an online readable
database under www.antonis.de/faq . The much more
user-friendly FAQ offline version is provided at
www.qbasic.de under
"QBasic -> Tutorials -> Reference Books"

copyright

All programs of this collection can be downloaded from
www.antonis.de/faq/progs/ or from www.qbasic.de .

All programs are provided under the GNU FDL (Free-Document
License) and can be published, modified and integrated into
your own programs without any copyright claims.

back to content

2. For beginners (for the SelfQB course)

ERSTPROG.BAS = First small program
MATHDEMO.BAS = Small math demo program
IFTHEN .BAS = Demo for IF...THEN queries
INPUTIF .BAS = Demo for keyboard input with INPUT and
for IF...THEN
LOOP .BAS = 5 ways the numbers from 0 to 100
to display
CASE-1 .BAS = Example 1 for the SELECT CASE command
CASE-2 .BAS = Example 2 for the SELECT CASE command
CASE-3 .BAS = Example 3 for the SELECT CASE command

FIELD .BAS = Edit fields (arrays) in QBasic
SUBQ .BAS = Demo for a SUBroutine
FUNCQ .BAS = Demo for a FUNCTION

Back to Contents

3.Keyboard Entry

TASTCODE.BAS = Shows the CHR$() key code of the current pressed button
INTEXT .BAS = Key input with length limitation
INTEXT2 .BAS = Key input with length limitation
INTEXT3 .BAS = Key input with default value
INTEXT4 .BAS = Convenient input routine with editing function
INTEXT5 .BAS = Convenient input routine, replaces INPUT
INTEXT6 .BAS = Input routine - line editor with adjustable possible input length
SHOPLIST.BAS = Length-limited keystrokes in table fields
PASSWRD1.BAS = Simple password input with asterisks
PASSWRD3.BAS = Password input with asterisks
LONGINP .BAS = INPUT replacement for multi-line text input - almost an editor!
INPENTER.BAS = Enter text containing line feeds
INPUTEXT.BAS = Input routine for long text
INPUESC .BAS = Make INPUT breakable with Esc, input routine
KEYESC .BAS = Keyboard input breakable with Esc
XKEY . BAS = key evaluation directly with the INP command without INPUT and INKEY$
KEYSCAN .BAS = Record keystrokes via INP(&H60)
KEYSTAT .BAS = Status display of the special keys Shift, NumLock
TASTSTAT.BAS = Keyboard status for Ctrl, Alt, Shift, Num, etc. query and change
KEYSTAT2.BAS = Query special keys with ON KEY (Shift,Ctrl, Alt, NumLock, etc.)
SPECKEYS.BAS = Query special keys (Ctrl, Alt, Shift, Num)
DISCOLIT.BAS = Light organ with the keyboard LEDs
KEYLITES.BAS = Let the Num LED on the keyboard flash
MULTIKEY.BAS = Capture multiple keystrokes
MULTITAS.BAS = Recording of multiple key operations
ONKEY .BAS = event-driven action processing (Demonstration of ON KEY function)
ONKEY2 .BAS = Event-driven query of the F1 key
ESCEREIG.BAS = Event-driven program termination with Esc
TASTE0-1.BAS = Detects the pressing and releasing of the Alt key
TASTKURZ.BAS = Time-limited key entry
TASTMMIT.BAS = Key entry in the middle of the text
TYPEIN .BAS = Text input with a typewriter sound
ZALINPUT.BAS = Key input limited to numbers
TASTPUFF.BAS = Determine the fill level of the keyboard buffer
ZALGRENZ.BAS = Number input with limitation of the input value

Back to contents

4.View and edit text

TEXTBEAR.BAS = The most important commands for text processing
CPRINT .BAS = Display text centered
RPRINT .BAS = Display text right-aligned
BLOKSATZ.BAS = Format text in full justification and display
WORDWRAP.BAS = Text display with correct line break
WORDWRA2.BAS = Text with line break and selectable line

show length
SHOWTXT3.BAS = Display text with automatic
new line
LAUFSSCHR.BAS = scrolling text from right to left
LAUFSHR2.BAS = scrolling text, starting from the middle
outside "grows"
LAUFSHR3.BAS = Marquee scrolls from right to left
and disappears there
LAUFSHR5.BAS = ticker in text mode
TICKER .BAS = text ticker - soft faded ticker
in SREEN13
NOSCROL1.BAS = Screen output in line 25 without scrolling
NOSCROL2.BAS = Screen output in line 25 without scrolling
RUN .BAS = An animated stick figure runs over
the screen
SCREENR2.BAS = Read the text screen with PEEK
SCREENR3.BAS = Read the text screen with BSAVE
SCREENR4.BAS = Read the character code and color of a
text character from the screen with SCREEN
SCREENRD.BAS = Reading out the text screen with SCREEN
SCRENLES.BAS = Content of the text screen SCREEN 0 in file
read (with PEEK)
SHOWTXT1.BAS = Simple text viewer, displays a text file
SHOWTXT2.BAS = Text viewer, displays e. Text file page by page to
TABLE .BAS = Display table in a subarea of
screen
TRIM_ALL.BAS = Remove all spaces from a string
BUCZAEHL.BAS = Counts the letters in a text
WORTZAEL.BAS = Counts how often a word occurs in a text
TEXTRUEK.BAS = Display text backwards
TYPEIN .BAS = Text input with Typewriter noise
TYPER .BAS = Display of text with typewriter noise
UCASEUML.BAS = UCASE function, which also text with umlauts
correctly converts to uppercase
ZUFWORT1.BAS = generate random words (words by random
select principle)
ACCORDING.BAS = Generate random words
MOVE .BAS = Move a text character with the cursor keys
BOX .BAS = Draw a box of double dashes in the
text mode
BOX2 .BAS = display a box in text mode with many
Design options
BOX_ANI .BAS = Display animated box on screen
BOX_SCHA.BAS = Draw box in text mode with shadow
UMLAUTE .BAS = Convert umlauts to "ae", oe" etc.
BLINKTXT.BAS = Display flashing text
EPRINT .BAS = Display non-printable ASCII -Control characters
ASC2ANSI.BAS = ASCII-ANSI conversion for input text
ASCI2BIN.BAS = convert ASCII characters to binary numbers
ASCIANSI.BAS = convert ASCII to ANSI text file
COLOR-1 .BAS = use colors in Text mode
TXTCOLOR.BAS = Text display with different colors
Letters
TEXTWIN .BAS = Text Editor - Edit text in a window

Return to Contents

5.Display Graphic

3D_1 .BAS = 3D graphic demo - displaying a 3D square
3D_2 .BAS = 3D graphic demo - rotating cube

3D_3 .BAS = 3D graphic demo - rotating ball
3D_4 .BAS = 3D -Graphic demo - Display many 3D rings
3DKUGEL1.BAS = Displays 3D spheres of random size and color
3DKUGEL2.BAS = Displays 3D spheres as wireframe models
3DKUGEL3.BAS = Simple three-dimensional sphere graphics
ANI-RUN .BAS = Animated running manikin with GET and PUT
ANIMAT1 .BAS = A cyclist rides across the screen
BALLMOV2.BAS= Page Flipping Demo - Flying Balls Cursor steering
BALLMOVE.BAS = Page flipping demo - flying ball moving the background not destroyed
BALLPRAL.BAS = Move a ball that bounces off a wall
MOVE2 .BAS = Move a sprite across the screen
MOVE3 .BAS = Move a circle with the cursor keys
MOVE4 .BAS = Move a character with the cursor keys
BLINE .BAS = A line with the Bresenham algorithm draw (without LINE)
ROTATION .BAS = Rotate a point around a point of symmetry
ROTARY TEXT.BAS = Rotate text
DREIFUEL.BAS = Fill triangle with color without PAINT
ERASE1 .BAS = Erase screen element and old restore background
FADER .BAS = Dark-light gradient for a text
FILL .BAS = Fill a triangle with a color
GETPOINT.BAS = Get the color of a pixel in SCREEN12 without POINT command directly from graphics memory
GRAPHTUT.BAS = English interactive graphics tutorial, demonstrates LINE, CIRCLE, PAINT and PSET
SPIRAL .BAS = Draw spirals
STICKMAN.BAS = Move a stick figure with cursor keys
CIRCLE1 .BAS = Draw a circle without CIRCLE
DIKLINE.BAS = Draw a thick line (as a rectangle)
FATLINES.BAS = Draw a thick line (by joining set several single lines)
FONTER .BAS = Font generator for SCREEN 12
GETDEMO1.BAS = Demonstration 1 of graphic GET command
GETDEMO2.BAS = Demonstration 2 of graphic GET command
GETPUT1 .BAS = Cycling animation with graphic GET/PUT
GETPUT2 .BAS = Demo of PSET/PRESET/AND/OR/XOR modes of the graphics PUT command
GLASFUL1.BAS = Animated filling of a glass
GLASFUL2.BAS = Animated filling of a glass
GLASFUL3.BAS = Animated filling of a glass
GRAFIK .BAS = Small demo of the most important graphic commands
GRAPMOVE.BAS = A moon face with cursor keys over the move screen
KREISFAR.BAS = Fill circle with color
KREISROL.BAS = A circle rolls diagonally across the screen
KREISFUL.BAS = Fill circle with color without PAINT and DRAW
LAUFSHR4.BAS = Scrolling text in graphics mode
PAGEFLIP.BAS = Page Flipping Demo - Screens with Switch SCREEN for animations
PAGEFLI2.BAS = Page flipping demo in SCREEN 9
PAINTMUS.BAS = Paint a triangle with a pattern (texturing)
PALETTE1.BAS = Palette demo - demonstrates color mixing with the mPALETTE command, including fading
PALETTE2.BAS = demonstration d. PALETTE command in Screen 12
PIXCOLOR.BAS = Query the color of a screen pixel with POINT

ROTIER1 .BAS = Display rotating square
RUN .BAS = Animation: Stick figure runs over the Screen
SPRITE1 .BAS = Create and display a sprite
SCREEN12.BAS = Direct access to SCREEN 13's video RAM
SCREENER.BAS = Determine screen properties
SCREENS .BAS = Determine available SCREEN modes
SELCLS .BAS = Clear section of graphics screen
SMALFONT.BAS = Small font in SCREEN 12/13
SNOWMAN .BAS = Snowman animation with GET and PUT
RGBCOLOR.BAS = Generate any RGB colors with PALETTE
GRAPH .BAS = Realize color gradients with QBasic

Back to Contents

6. View Images (BPM, ICO, etc.)

BMP-LOAD.BAS = BMP loader to display BMP graphics
BMPLOAD2.BAS = BMP loader to display BMP images with 256 colors
BMPLOAD3.BAS = BMP loader for displaying BMP graphics
THOMAS .BMP = Example graphics for BMP loader (256 colors, 320x200 pixels)
ICONLOAD.BAS = Show Icons (for Windows Icons)
ICONVIEW.BAS = Show Icons (for Windows and OS/2 Icons)

back to content

7.Date/time and formation of waiting times

generate waiting times

TIMER .BAS = generation of exact waiting times (min. 0.056 sec)
TIMER24 .BAS = generation of waiting times, which are also around work at midnight
TIMER1 .BAS = Generate short waiting times - independent of the clock speed of the computer
TIMER2 .BAS = Self-adaptive timer - independent of the CPU speed
MYTIMER .BAS = Generate extremely short waiting times by Reconfiguring the system timer

Show time

TIME .BAS = Time display
DAT-ZEIT.BAS = Display date and time in German format
ONTIMER .BAS = Time display independent of the main program with ON TIMER
UHRGROSS.BAS = Digital clock with large digits

Countdown Timers & Stopwatches

COUNT .BAS = Simple countdown timer
COUNTDWN.BAS = Countdown timer
COUNTER .BAS = Countdown timer showing the zeroing of the Mastered system timers at midnight
STOPUHR1.BAS = Simple stopwatch with sec and min display
STOPUHR2.BAS = Simple stopwatch with sec and 1/10 sec display
STOPUHR3.BAS = Comfort stopwatch, min, sec, 1/10 sec display

STOPUHR4.BAS = Stopwatch using the ON TIMER command
ZEITDIFF.BAS = time difference between 2 points in time in determine seconds

Edit date

WEEKDAY .BAS = Determine weekday of a specified date
WEEKDAY2.BAS = Determine weekday of a specified date
TAGDIFF .BAS = Determines the days between 2 points in time
DAT2TAG .BAS = Convert days and dates into one another DATUM .BAS = Jump to a date-dependent routine
DAT2DAT .BAS = Appends the date to the names of all files of a folder
DATRUECK.BAS = date reset to extend the useful duration of shareware programs
KALWOCHE.BAS = Calculation of the current calendar week KW1-KW52

Back to Contents

8. Edit numbers, math problems

convert numbers

ANY2DEC .BAS = number conversion any base -> dec.
DEC2ANY .BAS = number conversion dec -> any base
BIN2DEC1.BAS = number conversion binary -> decimal
BIN2DEC2.BAS = number conversion binary -> decimal
BIN2DEC3.BAS = number conversion binary r -> Decimal
DEC2BIN1.BAS = Number conversion Decimal -> Binary
DEC2BIN2.BAS = Number conversion Decimal -> Binary
DEC2BIN3.BAS = Number conversion Decimal -> Binary
DEC2BIN4.BAS = Number conversion Decimal -> Binary and a extract bits
DEC2HEX1.BAS = Number conversion Dec. -> Hex (with HEX$)
DEC2HEX2.BAS = Number conversion Dec. -> Hex (without HEX$)
HEX2DEC1.BAS = Number conversion Hex -> Dec. (with VAL)
HEX2DEC2.BAS = Number conversion Hex -> Dec. (without VAL)
HEXDECRE.BAS = Convert hex number with "comma" into decimal number
BIN2ASCI.BAS = Convert binary numbers into ASCII characters
FLOA2FIX.BAS = Convert floating-point number into fixed-point number
FLOAFIX2.BAS = Convert floating-point number into fixed-point number
FLOATFIX. BAS = Convert floating point number to fixed point number
ZAL2WORT.BAS = Converts a maximum 4-digit number to words
ZAHL2TXT.BAS= Converts a number into a text
NUM2WORD.BAS = Converts a number into an English. Text
ROMANUM .BAS = Converts roman to arabic numbers
NORM2POL.BAS = Normal polar form converter for complex numbers

Display and enter numbers

WITHZERO .BAS = Integers with leading zeros in fixed Display Format (Odometer Effect)
KOMMA2PT.BAS = number input with comma instead of decimal point
KOMMAANZ.BAS = number display with comma instead of decimal point
KOMMAINP.BAS = number input with comma instead of decimal point
KOMMAPKT.BAS = number display with comma instead of decimal points and dividing points after every 3 digits
MITNULGP.BAS = Display floating-point number with leading zeros

EXPOANZ .BAS = Demo of exponential display of floating-point numbers

random numbers

ZUFAELLE.BAS = generate random numbers 1..n
RANDOMNO.BAS = determine random numbers without repetition
ZUFOWI .BAS = generate random numbers without repetition
LOTTO .BAS = lottery number generator (6 out of 49)

Mathematical Problems

PERSISTENCE .BAS = Determining the "persistence" of a number
BERNOULI.BAS = Calculating the Bernoulli probability
BINOMI .BAS = Calculating d. binomial coefficients n over k
BINOMI2 .BAS = calculation d. binomial coefficients n over k
BINOMKO .BAS = calculation d. Binomial coefficients n over k
FACULTAT.BAS = factorial n! calculate
FAKBIG .BAS = Very large factorials n! calculate
FAKULREC.BAS = Faculty n! calculate recursively
FAKULT .BAS = faculty up to 1754! calculate with PowerBASIC
FAKULT .EXE = ditto, compiled EXE program
FASTFAK .BAS= fast factor calculation n!
FORMEL .BAS = Formula solver in QBasic
GERSCHNI.BAS = Calculate
the
intersection of two straight lines GETPI .BAS = Calculates Pi to 1000 decimal places
. Happy Numbers (happy numbers)
HAPYNUM2.BAS = Calculation of Happy Numbers (happy numbers)
HERON .BAS = Root calculation according to Heron without SQR
NEWTON .BAS = Root calculation according to Newton without SQR
WURZELNA.BAS = Root calculation via a Approximation method
JULIAFRA.BAS= Fractal generator for Julia sets
MANDEL1 .BAS = Display of a Mandelbrot graph (fractal)
MANDEL2 .BAS = Display of a Mandelbrot graph (fractal)
MATRAIN1.BAS = Simple math trainer for addition
MATRAIN2.BAS = Math trainer for For the 4 basic arithmetic operations
NUMCHECK.BAS = checks whether an input value is a number
OVERFLOW.BAS = intercept program abort in the event of number overflow
PQFORMEL.BAS = solution of the quadratic pq equation
SQUARE .BAS = solution of the quadratic equation with the
"Midnight Formula"
POLYNUL .BAS = Calculate roots of a polynomial
POLYNUL2.BAS = Calculate roots of a polynomial by the
Bairstow method
PARALEL2.BAS = Draw parallel to a straight line
PARALLEL.BAS = Draw parallel lines
PRIMEGEN.BAS = Prime number generator - finds over 3 million
prime numbers
PRIMTEST.BAS = Tests whether a number is prime
PRIMZAHL.BAS = Determines the prime numbers up to 1500
PRIMFAK .BAS = Prime factor analysis
PRIMZERL.BAS = Prime factor analysis
PUNGERAD.BAS = Calculates the distance of a point from a straight line
QUERSUM .BAS = Calculates the checksum of a number
ROUND1.BAS = Commercial rounding
ROUND2.BAS = Scientific rounding
VERTICAL.BAS = Vertex form of the quadratic equation
calculate (from ax^2 + bx + c = 0)

SINKURVE.BAS = Display sine curve
SINAMPL .BAS = Display sine curve, with selectable amplitude and frequency
TANGENT1.BAS = Draw tangents to a circle
TANGENT2.BAS = Calculates common tangents to 2 circles
TANGENT3.BAS = Calculates the tangents from a point a circle
TARECH .BAS = Simple pocket calculator for the 4 basic arithmetic
CALCULATOR .BAS = pocket calculator for the 4 basic arithmetic operations
TARECH2 .BAS = pocket calculator
UNGAU .BAS = demo for rounding errors in floating point processing
VZANZEIG.BAS = Display of formula terms with the correct sign
DEZIMAL1.BAS = Breaking down a number into its decimal places
DEZIMAL2.BAS = Breaking down a number into its decimal places
GGTeil .BAS = Calculate the greatest common divisor
KGV .BAS = The smallest common Calculate multiples
KREISNIT.BAS = Calculate the points of intersection of two circles
LANGRECH.BAS = Pocket calculator for huge numbers
LINIE2P .BAS = Calculate the equation of a straight line from 2 points
DIVIDABLE .BAS = Checks whether 2 numbers are divisible by each other
VZLOSINT.BAS = Unsigned 16-bit INTEGER -Generate number
WORD2BYT.BAS = The two bytes from e. Read out 16-bit word
ZAHL2ZIF.BAS = Store digits of an integer separately
ZERLEG .BAS = Split number into individual decimal places
ZINSEN1 .BAS = Calculate capital growth with compound interest
ZINSEN2 .BAS = Calculate capital doubling with compound interest
SPLINE .BAS = Draws a spline -Curve through 4 points

back to contents

9.Sound

DUCKLING .BAS = "All my ducklings" about d. Speaker play
MUSIC .BAS = Various pieces of music and sounds for the PC speaker
MUSIC2 .BAS = Various pieces of music and sounds for the PC speaker
ON-PLAY .BAS = Plays long pieces of music Block with ON PLAY
SIREN .BAS = Generates a siren sound with SOUND
SIRENE2 .BAS = Police siren with SOUND
STARWARS.BAS = Play the Star Wars melody with PLAY
FREQUENZ.BAS = Measure the frequency range of the PC speaker
ZUFSOUND.BAS = Random music with basic melody create
DIRSOUND.BAS= Output sound to the PC speaker via I/O port
WAVPLAY1.BAS = Simple player for WAV files

back to contents

10.Sort, search, replace

SORT_2 .BAS = Sorting 2 numbers with SWAP
SORT_1 .BAS = Simple example of sorting numbers with "bubble sort"
SORT .BAS = Sort numbers using the two sorting Bubble sort and quick sort methods
SORTQUIK.BAS = Sort with QuickSort (recursive)
SORTQIK2.BAS = Sort with QuickSort (non-recursive Variant)
SORTREV .BAS = sort numbers in descending order- sort sequence (with BubbleSort)
SORTSHEL.BAS = Sorting with ShellSort
DOSSORT .BAS = Sorting with the help of the DOS SORT command

SORT_TXT.BAS = Sorting of texts with correct handling
of German umlauts
SEARCH01.BAS = Search in a text with the INSTR command
SEARCH02.BAS = Text search in a dictionary
BISEARCH.BAS = Binary search in sorted fields
REPLACE .BAS = Search and replace text in a file
TAB2SPC .BAS = replace tabs with spaces
VISISORT.BAS = Demonstrates 9 sorting algorithms visually and
measures their speed

Back to Contents

11. Programming Games

ZAHRAT .BAS = Number guessing in a selectable number range
ADVENTUR.BAS = Text adventure - this is how it could start...
QUIZ .BAS = A simple quiz program
DICE .BAS = Electronic dice
WUERFEL2.BAS = Dice game with ASCII graphics in text screen
AUTORENN.BAS = A simple text mode car racing game
PONG .BAS = Pong clone (tennis game)
STARWARF.BAS = Star-Wars intro with Star-Wars Melody and font
WAYFIND .BAS = wayfinding routine
ELISA .BAS = a computer interlocutor (KI / AI)
LEBEN .BAS = The Game of Life (Growth Simulation)

Back to contents

12.Edit files, directories and drives

files

SEQFILE .BAS = Write and read file - easily with
a sequential file
VAR2FILE.BAS = Write variables to a file and read them back
SEQFILE2.BAS = Writes a word to a file and reads it
back again
FILE .BAS = Writes a small text into a file
TXTFILE.BAS = Writes entered text into a file
FILEXIST.BAS = Tests whether a file exists
FILEXIS2.BAS = Tests whether a file exists
(comfort version)
SEQERROR.BAS = Checks whether e. sequential file is available
FILCOPY1.BAS = Copy a file, byte by byte without SHELL
FILCOPY2.BAS = Fast copy a file via e. Buffer
FILCOPY3.BAS = Fast copying of a file via e. Buffer
FILESIZE.BAS = Determines the size of a selectable file
FILENGTH.BAS = Determines the length and number of lines in a file
MERGE .BAS = Merger - combines several files
PATHNAME.BAS = Path and file name of the currently executed one
EXE program
PATHNAME.EXE = ditto, compiled EXE file
EXEPATH .BAS = path and name of your own program file
determine
EXENAME .BAS = A program determines its own name
READFILE.ZIP = Access to an external companion file
SCORE .ZIP = Embed the high score list directly in the EXE file
VERSCHLU.BAS = Simple encryption and decryption of text
ENCRYPT .BAS = Text encryption
CRYPTME .BAS = Text encryption with password protection
SHOWBIN .BAS = Binary viewer - The content of any

Show file in binary code
SHOWHEX .BAS = Hex Viewer - The contents of a selectable file
in hexadecimal code, with addresses
SHOWTXT1.BAS = Plain Text Viewer - Shows the content
a selectable file as ASCII text
SHOWTXT2.BAS = Text viewer with page-by-page display
DATEDAT.BAS = Change file creation date

directories, folders

DIR_1 .BAS = content e. List directories without SHELL
DIR_2 .BAS = List contents of a directory with
Using the command SHELL "DIR .."
XDIR .BAS = List contents of a directory - per
interrupt processing
PATH .BAS = Determine the current path name
SEARCH1 .BAS = Search for files in a selectable path
DIRMAKNO.BAS = Create numbered directories

drives

CHKDRIVE.BAS = Display of existing drives
LW_LISTE.BAS = Determination of existing drives including type
DRIVE.BAS = Functions for handling directories
and drives
DIR_3 .BAS = List the contents of a directory
DIRLIST .BAS = List the files in a directory
with wildcards, eg *.BAS
SHOWDIR .BAS = Show contents of a directory - with
the DIR$ command of QB 7.1 and PowerBASIC
TREE .BAS = Lists all directories of a drive
CDOPEN .BAS = Opens and closes the CD-ROM drive
MEDICHK .BAS = Checks whether there is a floppy/CD/DVD in the drive
DISKCOP1.BAS = Copy a Disk with SHELL
DISKCOP2.BAS = Copy a disk BIOS interrupt

Return to Contents

13.Mouse, Menus, Dialog Boxes and Windows

Mouse

MOUSE .BAS = Mouse routines for QBasic 1.1 and QB 4.5/7.1
MAUS .BAS = Simple mouse routine for QuickBASIC
MAUS2 .BAS = Simple mouse routine for QuickBASIC
MAUSCUR2.BAS = Mouse routine for QBasic and QuickBASIC with
changeable mouse pointer
MAUSCURS.BAS = Mouse routine for QBasic and QuickBASIC with
changeable mouse pointer
MOUSE2 .BAS = mouse routine, works on QBasic and
QuickBASIC in all SCREEN modes
MOUSEINT.BAS = Mouse routine for QBasic and QuickBASIC
with interrupts
MOUSETXT.BAS = Mouse routine for the text screen SCREEN 0
(for QuickBASIC, not for QBasic)

menus

MENU1 .BAS = small text-based selection menu
MENU3 .BAS = screen menu with scroll function
MENUUPDN.BAS = scroll menu with up/down key operation
MENUPULL.BAS = comfortable pull-down menu via the keyboard
PULLDOWN.BAS = Display and edit pull-down menus
MENUMAUS.BAS = Mouse-driven menu

dialog boxes and windows

QBASWIN .BAS = Create Windows-like pop-up windows
PROGRESS.BAS = Simple progress bar on text screen
PROGRES .BAS = Progress bar on text screen
PROGRES2.BAS = Progress bar on graphics screen
FRAME .BAS = Draws a frame of text characters
BORDERCOLOR.BAS = Draws a colored window with title text
BUTTON .BAS = Creating a click button
GUISUBS .BAS = Subroutines for creating user interfaces
areas with dialog boxes and menus

Back to Contents

14.Subroutines and Functions

SUBTUTOR.BAS = English tutorial about SUBs and FUNCTIONs
FELD2SUB.BAS = Pass field to a SUB/FUNCTION
FELDSUB .BAS = Pass field to a SUB/FUNCTION
MORERUECK. BAS = SUB/FUNCTION returns more than one value
SHARE .BAS = Variables shared between main program and SUB
use with SHARED
SHARED .BAS = variables in main program and SUB together
use with SHARED
TYPE4SUB.BAS = Pass custom field to SUB
RECURSE .BAS = Recursion: A SUB calls itself
REKURS .BAS = Recursion: A SUB calls itself
REKURS2 .BAS = Recursion: Drawing squares
CALLREVA.BAS = Difference between "Call by Reference" and
"CALL by Value"

back to contents

15.Libraries, CHAIN and MAK modules

QLB .ZIP = Example of creating a .QLB
QuickLibrary (High2.qlb)
LIB .ZIP = Creating and including .LIB libraries
CHAIN1 .ZIP = Simple example CHAIN: Splitting a
program on 2 files
CHAIN2 .ZIP = example for CHAIN: grab 2 program files
toward the same field
MODULE .ZIP = Demonstrates the use of MAK modules
in QuickBASIC

back to contents

16.QBasic on Windows

DESKTOP .BAS = Creates a desktop shortcut for a QB
-EXE program with icon
FENTITEL.BAS = Read and set Windows window title
LONGNAME.BAS = Support for long file and folder names
PCNAME .BAS = Finds out the name of your own computer

REGISTRY.BAS = Access to Windows Registry
W95_2DOS.BAS = Long Windows filenames to DOS filenames
convert (8+3)

back to contents

17.Miscellaneous

COMMANDP.BAS = Delivers the individual parameters of the COMMAND$ command line
AMPLIB .BAS = Turn off the ATX power supply and read out the laptop battery level
IP-GET .BAS = Determine and display your own IP address
SYSINFO .BAS = Display of system information
BSAVE_1 .BAS = Autodemo for the commands BSAVE and BLOAD
OR .BAS = Illustration of the OR function (OR)
COMMAND .BAS = Command line interpreter ("Fake-OS")
JOYTEST .BAS = Joystick test program
STACKFLO.BAS = Generates a stack overflow
CHAT .BAS = Network chat via serial null modem cable
TERMINAL.BAS = Chat via serial null modem cable
EASYCHAT.BAS = Network chat via serial null modem cable
PBERROR .BAS = Error processing in PowerBASIC

back to content

---=== End of the QB-MonsterFAQ programs ===---

[to the home page http://www.antonis.de] [to the frameless home page]