Assignment 06

| "99 BOTTLES OF BEER " |
|--------------------------|
| "FOR TI-83+/84+(SE)" |
| "TI-BASIC" |
| "Written by Peter Klein" |
| |
| For(I,99,2,-1) |
| Disp I |
| Disp "BOTTLES OF BEER" |
| Disp "ON THE WALL" |
| Disp I |
| Disp "BOTTLES OF BEER" |
| Disp "TAKE ONE DOWN" |
| Disp "PASS IT AROUND" |
| Disp I-1 |
| Disp "BOTTLES OF BEER" |
| Disp "ON THE WALL" |
| End |
| Disp 0 |
| Disp "BOTTLES OF BEER" |
| Disp "ON THE WALL" |
| Disp 0 |
| Disp "BOTTLES OF BEER" |
| Disp "GO TO THE STORE," |
| Disp "BUY SOME MORE" |
| Pause |
| Stop |
| |

Found at http://www.99-bottles-of-beer.net/language-ti-83+-84+(se)-basic-647.html

TI-BASIC has four main types of data. I've organized three of those types together under "Containers" since they are containers/composite items from other data types. In the code for the song, strings are used for lyrics and real numbers are used for the number of bottles and loop control. Other devices have varying versions of the language, so this isn't an exhaustive list but it covers the ones shared by most devices and the ones outlined by the source below.

Information was gathered from http://tibasicdev.wikidot.com/sk:data-types

- A. Containers
 - 1. String
 - 2. Matrix
 - 3. List
- B. Graph Display
 - 1. Picture
 - 2. Graph DataBase
- C. Numeric
 - 1. Real
 - 2. Complex
- D. System

