



```
5 REM "PROGRAMMING A BASIC GAME"  
10 REM "HISTORY OF BASIC"  
20 REM "BASIC GAMES"  
30 REM "PROGRAMMING IN BASIC"  
40 REM "GAME JAM IN YABASIC"
```

10 REM "HISTORY OF BASIC"



DARTMOUTH









**mits** **ALTAIR 8800 COMPUTER**



Good "scratch" filter, t  
above 2400, but respons  
possible. If your scratch  
may be OK; 10000 and  
that most filters have  
3 octaves away from  
by level and phase  
program load, turn

The standard comes with speed errors as a concern. If you look to 10% fast; or 10% slow on an adjust-

*second space  
follow, to start  
one arm down  
arms. There is  
which MIK-  
computer then  
BASIC.  
it, I would  
gram, or re-*

assembling it as new.  
loader program which  
note several MEGA-  
to fit your operating  
center depression. In  
table first to support

## WHICH MACHINES CAN

## Courses

in computer operation  
and programming to  
help you get more from your  
system, whether you're  
an expert or a novice

CIRCLE INQUIRY NO. 19

MAY 1977



02900	1110	79	A014	READ	CLR	CNSM
02910	1110	90	24		BSR	INPUT
02920	1110	90	8		TAB	
02930	1110	90			INC	B
02940	1110	90	22		BTB	INPUT
02950	1121	87	A019		STA	TM
02960	1124	80	10		SHR	INPUT
02970	1124	84	A018		STA	TMW1
02980	1124	85	A019		LBN	

03000	112C	98	15	STORE	BSR	INFO
03010	112E	A7	00		STA	A X
03020	1130	01			NOP	
03040	1131	A1	00		CMP	A X
03050	1132	24	08		SWP	OUT
03060	1135	09			INX	
03080	1134	54			DEC	B
03090	1137	28	F8		SHL	GT1
03100	1139	00	00		SHR	INP
03110	1139	00	A016		INC	OUT

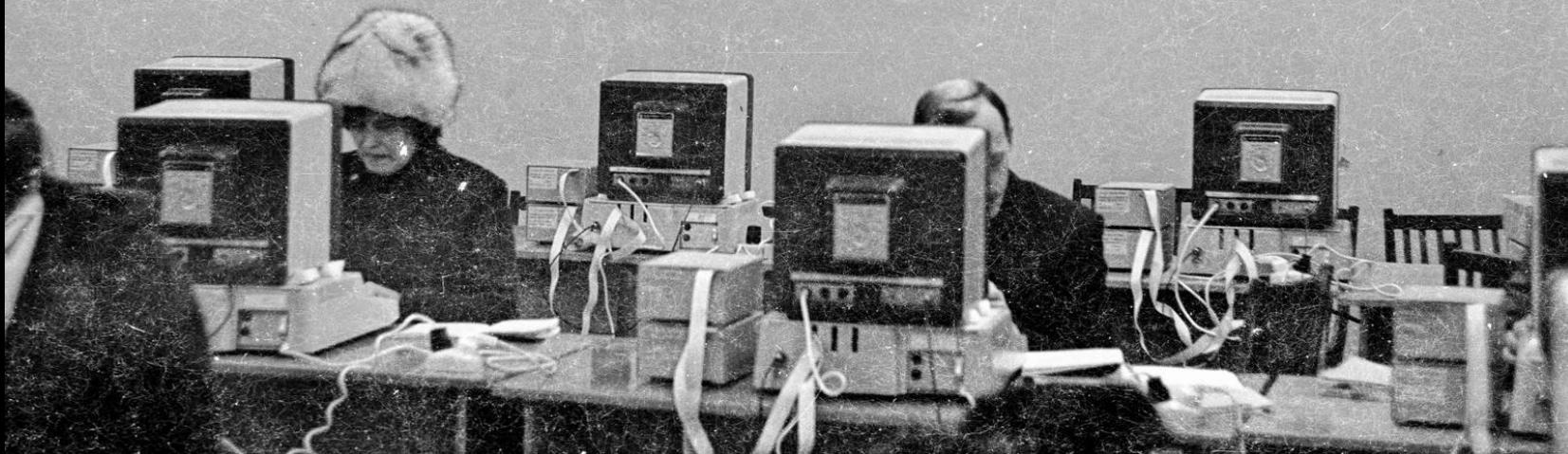
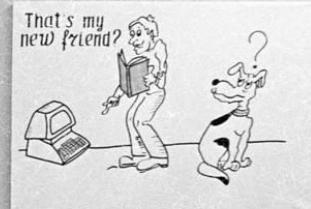
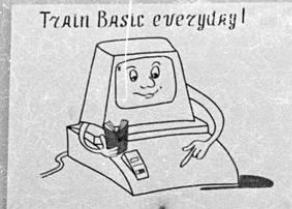
```

03130 1140 7E E040 DUT      .000    LOADS
03140 1143 8D 14    INPUT    BSR    LUDMP
03150 1145 3A          FSH    A    CXSH
03160 1146 99 A01A    ADD    A    CXSH
03170 1149 87 B01B    STA    A    CXSH
03180 114C 52          FDC    A
03190 114D 39          RTS

```

INTERFACE AGE 5

ПРОГРАММИРОВАНИЕ-ВТОРАЯ ГРАМОТНОСТЬ. ПЕРВАЯ ГРАМОТНОСТЬ ДАЕТ ЗНАНИЯ. ВТОРАЯ-ПОЗВОЛЯЕТ РЕАЛИЗОВАТЬ СВОИ ЗНАНИЯ В ДЕЙСТВИИ.



*dr. dobb's journal of*

# Tiny BASIC

## Calisthenics & Orthodontia

### Running Light Without Overbyte

Box 310, Menlo Park CA 94025

Volume 1, Number 1



#### STATUS LETTER

by Dennis Allison

The magic of a good language is the ease with which a particular idea may be expressed. The assembly language of most microcomputers is very complex, very powerful, and very hard to learn. The Tiny BASIC project at PCC represents our attempt to give the hobbyist a more human-oriented language or notation with which to encode his programs. This is done at some cost in space and time. As memory still is relatively expensive, we have chosen to trade features for space (and time for space) where we could.

Our own implementation of Tiny BASIC has been very slow. I have provided technical direction only on a sporadic basis. The real work has been done by a number of volunteers; Bernard Greening has left the project. As might be guessed, Tiny BASIC is a tiny part of what we do regularly. (And volunteer labor is not the way to run a software project with any kind of deadline!)

While we've been slow, several others have really been fast. In this issue we publish a version of Tiny BASIC done by Dick Whipple and John Arnold in Tyler, Texas. (And other versions can't be far behind.)

\*\*\*\*\*  
MY, HOW TINY BASIC GROWED!

Once upon a time, in PCC, Tiny BASIC started out to be:

† a BASIC-like language for tiny kids, to be used for games, recreations, and the stuff you find in elementary school math books.  
† an exercise in getting people together to develop FREE software.

† portable-machine independent.  
† open-ended—a toy for software tinkerers.  
† small.

Then . . . (fanfare!) . . . along came Dick Whipple and John Arnold. They built Tiny BASIC Extended. It works. See pp 13-17 and 19 in this issue for more information. More next issue.

WANTED: More Tiny BASICs up and coming.  
WANTED: More articles for this newsletter.  
WANTED: Tiny other languages. I might be able to live with Tiny FORTRAN but, I implore you, no Tiny COBOL! How about Tiny APL? Or Tiny PASCAL (whatever that is)?

WANTED: Entirely new, never before seen, Tiny Languages, imported from another planet or invented here on Earth. Especially languages for kids using home computers that talk to tvs or play music or run model trains or . . .

#### BASIC

BASIC, Beginners' All-purpose Symbolic Instruction Code, was initially developed in 1963 and 1964 by Professors John Kemeny and Thomas Kurtz of Dartmouth College, with partial support from the National Science Foundation under the terms of Grant NSF GE 3864. For information on Dartmouth BASIC publications, get *Publications List (TM 086)* from Documents Clerk, Kiewit Computation Center, Dartmouth College, Hanover NH 03755. Telephone 603-646-2643.

Try them: TM029 *BASIC: A Specification* \$3.15  
TM075 *BASIC* \$4.50

\*\*\*\*\*  
It would help us if you would each send us a 3x5 card with your name, address (including zip), telephone number, and a rather complete description of your hardware.

\*\*\*\*\*

#### DRAGON THOUGHTS

*t We promised three issues. After these are done, shall we continue?*

*t If we do, we will change the name and include languages other than BASIC.*

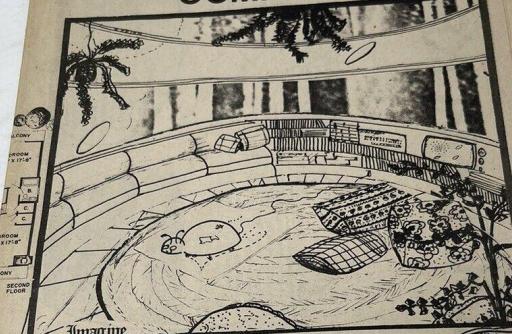
*t This newsletter is meant to be a sharing experience, intended to disseminate FREE software. It's OK to charge a few bucks for tape cassette or paper tape or otherwise recover the cost of sharing. But please make documentation essentially free, including annotated source code.*

*t If we do continue, we will have to charge about \$1 per issue to recover our costs. In Xeroxed form, we can provide about 20-24 pages per issue of tiny eye-strain stuff. If we get big bunches of subscriptions, we'll print it and expand the number of pages, depending on the number of subscribers.*

*t So, let us know . . . shall we continue?*

For our new readers, and those who have been following articles on Tiny BASIC as they appeared in *People's Computer Company*, we have reprinted on pages 3-12 the best of Tiny BASIC from PCC as an introduction, and as a reference.

# PEOPLE'S COMPUTER COMPANY



Imagine...  
The Home Computer Environment



To receive and  
send more  
code...

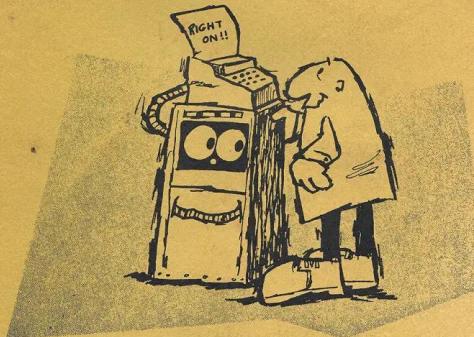
VOLUME 3 MARCH '75

NUMBER 4

\$2.00

MY  
COMPUTER  
LIKES  
ME \*

by BOB ALBRECHT



\*when i speak in BASIC

20 REM "BASIC GAMES"

# POLICY

## a simulation of the

How would you and your students like to take a crack at managing the American Economy? Think you could do a better job than the administration in Washington at combatting inflation\*, lowering unemployment\*, stabilizing the Consumer Price Index\*, or decreasing the National Crime rate? POLICY gives the chance to try your hand at it.

At the same time it will teach your students some fundamental economics, let them evaluate economic policies and involve them in an exciting role-playing activity. POLICY also concerns itself with socio-economic problems such as the high school drop-out rate, air pollution, and poverty. It is a good socio-economic model of the United States, apparently designed and programmed with plenty of thought and skill.

We will not attempt to tell you everything about this simulation. You really need the supplemental materials mentioned in the introduction to this chapter. These pages will give you a good idea of what POLICY is all about.

### how to play

Take a group, a class and divide them into six groups. We found in a class of 30 it was best to run two complete simulations at once! Each group can contain 2-3, though it can be done with groups of 5 or 6 as well. How the group divides up to you. We found our groups made an excellent fit. And each can be one of these: BUSINESS, LABOR, CIVIL RIGHTS, THE MILITARY, INTERNATIONALIST, NATIONALISTS. We randomly assigned roles in that students would be encouraged to play a role they were not familiar with. The first assignment should be for each group to describe itself, the feelings of the group (role) and a general class discussion about how each group should "behave". The general topic of interest groups and pressure groups and their role in our government is a good topic to conclude this part of the activity.

Depending on the economic literacy of your group, you will find it necessary to discuss the 18 Socio-economic indicators used in the model, these indicators are:

- Gross National Product
- U.S. Federal Budget
- U.S. Military Budget
- U.S. Birthrate
- Foreign Aid
- Business Profits to free taxes
- Business expenses for new plant and equipment
- Annual Productivity Increase
- Average Weekly Earnings (Industrial Workers)
- Unemployment Rate
- High School Dropout Rate
- Unemployment Rate (Black)
- Persons below the poverty level (Black) (%)
- Unemployment Rate (White) (%)
- Annual Emission of five major air pollutants
- National Crime Rate (offenses per 100,000 pop.)
- National Infant Mortality Rate (deaths per 1,000 live births)
- U.S. Military Strength compared to the U.S.S.R.

(Complete explanation of each comes in the student handbook.)



## U.S. economy

GET-POLICY  
RUN

Your discussion might include how each role-group will be concerned about each of the indicators.

The Beauty of this simulation is that the computer is in the background and the movement is in what happens as the students interact in their roles.

Once the groups are familiar with the 18 Socio-economic indicators, they need to be introduced to the 14 socioeconomic policies they will be asked to "vote on." These 14 policies are the real guts of this simulation. We can't list them all but as you read these few, think how each group will respond to them. Here are 5 of the 14 policies.

\*\*\* The maximum corporate income tax rate should be reduced from 45% to 40%. This tax reduction would allow a greater increase in corporate profits. In addition to benefiting the stockholders, this would increase business investment in plant and equipment, promote productivity and generally expand the economy.

\*\*\* The federal government should provide clinics throughout the United States to give free birth control information. This proposal is made with the expectation that over the short run it would lower the infant mortality rate and the birth rate and, over the long run, lessen poverty and pollution.

\*\*\* The United States should increase its spending on space exploration by \$2 billion. While designed to pay off our exploration of space, this proposal would be especially beneficial to the Aerospace industry and would receive the wholehearted support of the military. Unfortunately, if this proposal were to receive a large area of the federal budget, it would tend to increase employment opportunities and stimulate the economy.

\*\*\* The federal government should increase the appropriations for the FBI by 50%. In an effort to combat the growing crime rate, many have advocated an expansion of the Federal Bureau of Investigation.

\*\*\* The federal government should spend \$11 billion to eliminate urban poverty through direct subsidies to the poor. This proposal would have an immediate attack on poverty. It should significantly improve living conditions for the poor in a number of different ways. It should also stimulate the economy and, perhaps be somewhat inflationary.

The first computer RUN starts you off with the beginning figures for each socioeconomic indicator (shown below).

HAND-MADE FORM		Computer Printout	
		INITIAL AMOUNTS	
SOCIOECONOMIC INDICATORS		INDICATOR	CURRENTLY
101 Gross National Product	1,000.0	101	976.5
102 U.S. Federal Budget	200	102	197
103 U.S. Military Budget	100	103	50
104 U.S. Birthrate	100	104	18.2
105 Foreign Aid	100	105	5
106 Business Profits before taxes	100	106	82
107 Business expenditure for new plant and equipment	100	107	54
108 Annual Productivity Increase	100	108	3
109 Average Weekly Earnings (Industrial Workers)	100	109	140
110 High School Dropout Rate	100	110	4.5
111 High School Dropout Rate (Black)	100	111	25
112 Unemployment Rate (Black)	100	112	5.2
113 Persons below the poverty level (Black) (%)	100	113	30
114 Persons below the poverty level (White) (%)	100	114	116.3
115 Annual Emission of five major air pollutants	100	115	142
116 National Crime Rate (offenses per 100,000 pop.)	100	116	5568
117 National Infant Mortality Rate (deaths per 1,000 live births)	100	117	20
118 U.S. Military Strength compared to the U.S.S.R.	100	118	0

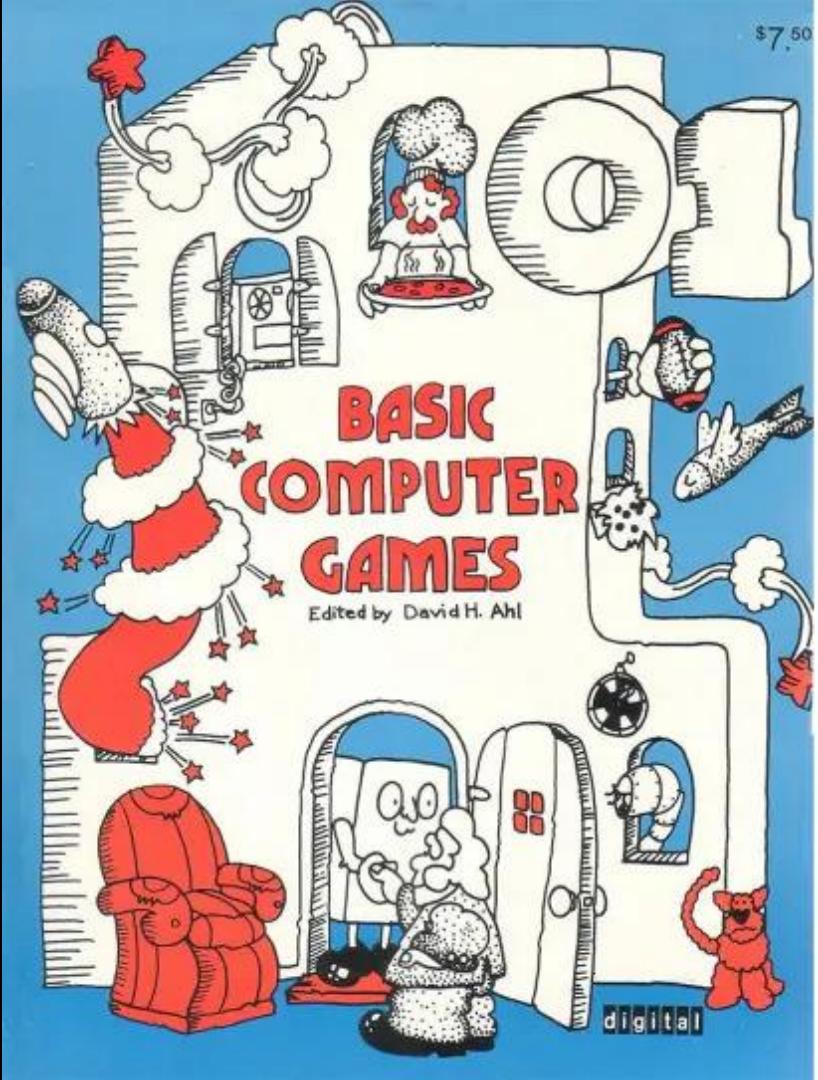
These are the beginning stats.

Each team submits their "votes" to the instructor or computer operator. The data is entered and the computer tells you which policies passed and prints new figures for each of the 18 indicators (assume a time period of one year). Each team should review what happened to the policies it was concerned with and to see if any indicator of indication that they wanted to see changed. Then each team gets 100 more points and the process is repeated as many times as you would like.

POLICY NO. 8 PASSED		PASSED 1 8	
		END OF PERIOD 1	
SOCIOECONOMIC INDICATORS		INDICATOR	CURRENTLY
101 Gross National Product	1,000.0	101	924.5
102 U.S. Federal Budget	200	102	197
103 U.S. Military Budget	100	103	50
104 U.S. Birthrate	100	104	18.2
105 Foreign Aid	100	105	5
106 Business Profits before taxes	100	106	82
107 Business expenditure for new plant and equipment	100	107	54
108 Annual Productivity Increase	100	108	3.03
109 Average Weekly Earnings (Industrial Workers)	100	109	140
110 High School Dropout Rate (White)	100	110	4.5
111 High School Dropout Rate (Black)	100	111	24.95
112 Unemployment Rate (Black)	100	112	8.2
113 Persons below the poverty level (Black) (%)	100	113	30
114 Persons below the poverty level (White) (%)	100	114	116.3
115 Annual Emission of five major air pollutants	100	115	142
116 National Crime Rate (offenses per 100,000 pop.)	100	116	5568
117 National Infant Mortality Rate (deaths per 1,000 live births)	100	117	20
118 U.S. Military Strength compared to the U.S.S.R.	100	118	0

New Figures

Some changes are built in to the model regardless of which policies pass.



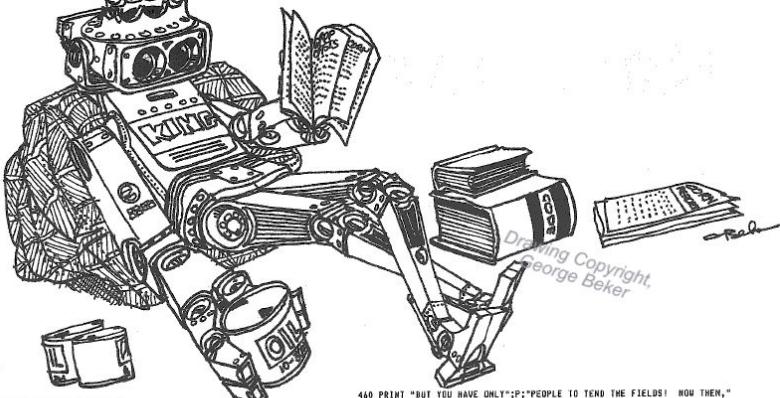
ISBN 0-916888-07-0  
\$7.50

# Basic Computer Games

**Microcomputer Edition**

**Edited by David H. Ahl**





```

10 PRINT TAB(32); "HAMURABI"
20 PRINT TAB(15); "CREATIVE COMPUTING MORristown, NEW JERSEY"
30 PRINT:PRINT:PRINT
40 PRINT "TRY YOUR HAND AT GOVERNING ANCIENT SUMERIA"
50 PRINT "FOR A TEN-YEAR TERM OF OFFICE.";PRINT
55 DIM:D: P=1
60 FOR I=1 TO 1000: H=30001: E=H-S
70 I=3: H=M/I: I=I+1
80 D=D+1
90 PRINT:PRINT:PRINT "HAMURABI: I BEG TO REPORT TO YOU:"; Z=Z+1
100 PRINT "IN YEAR"; Z; ":"; B;"PEOPLE STARVED"; ;"CARE TO THE CITY."
110 IF B>0 THEN 230
120 IF D>0 THEN 240
130 IF S>0 THEN 250
140 IF E>0 THEN 260
150 PRINT:PRINT:PRINT
160 PRINT "BUT YOU HAVE ONLY"; P;"PEOPLE TO TEND THE FIELDS! NOW THEN."
170 PRINT "BUT YOU HAVE ONLY"; P;"PEOPLE TO TEND THE FIELDS! NOW THEN."
180 PRINT "BUT YOU HAVE ONLY"; P;"PEOPLE TO TEND THE FIELDS! NOW THEN."
190 PRINT "BUT YOU HAVE ONLY"; P;"PEOPLE TO TEND THE FIELDS! NOW THEN."
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480 PRINT "BUT YOU HAVE ONLY"; P;"PEOPLE TO TEND THE FIELDS! NOW THEN."
490 PRINT "BUT YOU HAVE ONLY"; P;"PEOPLE TO TEND THE FIELDS! NOW THEN."
500 PRINT "BUT YOU HAVE ONLY"; P;"PEOPLE TO TEND THE FIELDS! NOW THEN."
510 REM *** A BOUNTIFUL HARVEST!
515 Y=C: H=D: E=0
520 GOSUB 800
525 REM *** 10% OF C/C/2/C/C THEN S30
530 REM *** 10% OF C/C/2/C/C THEN S30
535 E=INT(S/2)
540 S=5-E/H
545 GOSUB 800
550 REM *** LET'S HAVE SOME BABIES
555 I=INT((200*A$)/P/100)+1
560 REM *** HOW MANY PEOPLE HAD FULL TUMMIES?
565 C=INT(D/20)
570 REM *** HORRIBLE: A 15% CHANCE OF PLAGUE
575 D=1+(.15)*((.00001*(I-1))-.3)
580 REM *** PCE THEN 210
585 REM *** STARVE ENOUGH FOR IMPEACHMENT?
590 D=9-C: I=D*.459 THEN 560
595 P=I*(Z-1)*P+8810*D*.2
600 REM *** PCE THEN 210
605 REM *** PRINT "YOU STARVED"; D;"PEOPLE IN ONE YEAR!!!"
610 PRINT "BUT TO THIS EXTREME MIGRADEMENT YOU HAVE NOT ONLY"
615 PRINT "BEEN IMPEACHED AND THROWN OUT OF OFFICE BUT YOU HAVE"
620 PRINT "ALSO BEEN DECLARED NATIONAL FINK!!!!"; GOTO 990
625 REM *** THINK AGAIN. YOU HAVE ONLY"
630 REM *** 10 ACRES PER PERSON. I PRINT
635 REM *** 10 ACRES PER PERSON. I PRINT
640 REM *** TRYING TO USE MORE GRAIN THAN IS IN SILOY
645 REM *** TRYING TO USE MORE GRAIN THAN IS IN SILOY
650 REM *** TRYING TO USE MORE GRAIN THAN IS IN SILOY
655 REM *** TRYING TO USE MORE GRAIN THAN IS IN SILOY
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990 REM *** TRYING TO USE MORE GRAIN THAN IS IN SILOY
995 REM *** TRYING TO USE MORE GRAIN THAN IS IN SILOY

```



MS-DOS Prompt - QBASIC

File Edit View Search Run Debug Options Help

ROBOT.BAS

```
DECLARE SUB FischerInstall ()
DECLARE SUB MotorsOff ()
DECLARE SUB Motor (MotorNo%, Direction%)
DECLARE SUB OutputWord (Value%)
DECLARE SUB FischerSet (Port%, AnalogSet%, OutDelay%)
DECLARE FUNCTION SwitchIn% (E1toE16%)
DECLARE FUNCTION InputWord% ()
DECLARE FUNCTION AnalogIn% (EXorEY%)
DECLARE FUNCTION InternalPCFunc% (EXorEY%)

; QBASIC Interface drive routines
; IBM Personal Computer
; Copyright (C) Procon Technology 1995
; Version 2.0

CONST E1 = 1, E2 = 2, E3 = 3, E4 = 4
CONST E5 = 5, E6 = 6, E7 = 7, E8 = 8
CONST E9 = 9, E10 = 10, E11 = 11, E12 = 12
CONST E13 = 13, E14 = 14, E15 = 15, E16 = 16
CONST EX = 0, EY = 1
CONST MOFF = 0, MCCW = 1, MCW = 2, MON = 3

DIM SHARED Fischer%(0 TO 511)

DEF SEG = VARSEG(Fischer%(0))
BLOAD "fischer.bld", VARPTR(Fischer%(0))
DEF SEG

FischerInstall
    HandOpen 30
    ArmUp 30
    ArmLeft 150
    ArmRight 75
    ArmDown 10
    HandClose 20
    ArmUp 30
    ArmLeft 150
    ArmDown 10
    HandOpen 30
    ArmUp 30

Immediate
<Shift+F1=Help> <F6=Window> <F2=Subs> <F5=Run> <F8=Step>
00044:001
```

30 REM "PROGRAMMING IN BASIC"

CREATIVE COMPUTING MORRISTOWN, NEW JERSEY  
TRANSLATION TO YABASIC BY LEE2SMAN BROOKLYN, NYC

TRY YOUR HAND AT GOVERNING ANCIENT SUMERIA  
FOR A TEN-YEAR TERM OF OFFICE.

HAMURABI: I BEG TO REPORT TO YOU,  
IN YEAR 1, 0 PEOPLE STARVED, 5 CAME TO THE CITY,  
POPULATION IS NOW 100  
THE CITY NOW OWNS 1000 ACRES.  
YOU HARVESTED 3 BUSHELS PER ACRE.  
THE RATS ATE 200 BUSHELS.  
YOU NOW HAVE 2800 BUSHELS IN STORE.

LAND IS TRADING AT 20 BUSHELS PER ACRE.  
HOW MANY ACRES DO YOU WISH TO BUY?

YOUR CURRENT CASH= \$ 6149

BUY HOW MANY SHARES OF 'ALTAIR STARWAYS' AT \$ 600  
YOU NOW OWN 5 ? 10

→

MAP OF THE GALAXY

\*\*\*\*\*

	A	B	C	D	E	F	G	H	I	J	K	L
1	.	.	.	.	.	.	.	.	.	.	.	.
2	*	.	.	.	.	.	.	.	.	.	.	.
3	.	.	A	.	.	.	.	.	.	.	.	.
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7	.	.	.	.	.	.	.	.	.	.	.	.
8	.	.	.	.	.	.	.	.	.	.	*	.
9	.	.	.	.	.	.	.	.	.	.	.	.

Phil, HERE ARE YOUR LEGAL MOVES FOR THIS TURN

8 B 9 B 4 G 3 B 5 A

WHAT IS YOUR MOVE ?



# OREGON TRAIL



Dan Rawitsch

This program simulates a trip over the Oregon Trail from Independence, Missouri to Oregon City, Oregon in 1847. Your family of five will cover the 2040-mile Oregon Trail in 5-6 months — if you make it alive.

## INTRODUCTION

"The Santa Fe Trail being first established, a signboard was later set up to show where the Oregon Trail branched off. It bore the simple legend 'Road To Oregon.' ... Surely so unostentatious a sign never before nor since announced so long a journey."

- M.H. Chittenden  
*The American Fur Trade of the Far West*

During the thirty-year period from 1840

on a wagon train in the 1840's. But attempts do attempt to present students with some of the resources, decisions, and events that faced the pioneers of that day. Although students can find out about the Oregon Trail by reading books, visiting museums, watching movies, and similar activities, this simulation allows them to learn from actively participating in the simulated experiences of people from another era.

- H.M. Chittenden  
*The American Fur Trade of the Far West.*

During the thirty-year period from 1840 to 1870, thousands of pioneers traveled over the 2000-mile Oregon Trail to settle on the West Coast. The history of the trail may be seen by some as a strong example of heroic American themes such as "conquering the frontier" and "the pioneer spirit." To others, the great western migration carries the political overtones of the colonists and their descendants forcing out British imperialism and clearing away the native American Indians in an effort to dominate middle North America themselves. At the very least, the journey over the trail represents the human stories of many individuals who, oblivious to historical trends, tried to survive in life as best they knew how.



## **RATIONALE FOR COMPUTER USAGE**

This computer simulation, developed initially in 1971 and refined in 1975, is an attempt to give students a better feeling of what the journey west was like for the people who attempted it. Like all simulations, OREGON does not attempt to replicate exactly a trip on a wagon train in the 1840's. But it does attempt to present students with some of the resources, decisions, and events that faced the pioneers of that day. Although students can find out about the Oregon Trail by reading books, visiting museums, watching movies, and similar activities, the simulation allows them to learn from actively participating in the simulated experiences of people from another era.

## **Background On The OREGON Program**

In 1971, Don Rawlings and Bill Johnson were participating in a practice test program as students at Carlton College, Northfield, Minnesota. Don was teaching a class on the history of the American West and presented the material in a manner which, as a teacher, used to construct the OREGON program. The program was first implemented on the Minneapolis Superimaging Systems computer in the fall term of 1971. In 1972, the program was removed from the Minneapolis system and remained only as a curled up listing on Don's MECC staff disk. In 1974 and 1975, Don and MECC developed a series of programs to do further research on the Oregon Trail and modified the program for historical accuracy to produce the present version. The program has been implemented on Hewlett-Packard, UNIVAC, and Control Data systems.



## Program Listing



> ./OREGON

DO YOU NEED INSTRUCTIONS (YES/NO)? NO

HOW GOOD A SHOT ARE YOU WITH YOUR RIFLE?

- (1) ACE MARKSMAN, (2) GOOD SHOT, (3) FAIR TO MIDDLE
- (4) NEED MORE PRACTICE, (5) SHAKY KNEES

ENTER ONE OF THE ABOVE -- THE BETTER YOU CLAIM YOU ARE, THE  
FASTER YOU'LL HAVE TO BE WITH YOUR GUN TO BE SUCCESSFUL.

? 1

HOW MUCH DO YOU WANT TO SPEND ON YOUR OXEN TEAM? █

```
40 REM "GAME JAM IN YABASIC"
```

# marcIhm/yabasic

Yabasic - A simple Basic interpreter for Unix and Windows



6

Contributors

6

Issues

97

Stars

19

Forks



V · T · E	Dialects of the <b>BASIC</b> programming language (list)		[hide]	
<b>Classic</b>	<b>Microsoft</b>	Microsoft BASIC • TRS-80 BASICs (Level I, Level II/III) • Thomson BASIC 1.0		
	<b>Texas Instruments</b>	TI-BASIC (calculators) • TI Extended BASIC (aka XBasic) • TI-BASIC 83		
	<b>Hewlett-Packard</b>	HP Time-Shared BASIC • Rocky Mountain BASIC • HP Basic		
	<b>Locomotive Software</b>	Locomotive BASIC • Mallard BASIC		
	<b>Microcomputers</b>	Atom BASIC • Integer BASIC • North Star BASIC • SCELBAL		
	<b>Minicomputers</b>	BASIC-11 • Business Basic (B32, Data General) • Data General Extended BASIC • Southampton BASIC System • Wang BASIC		
	<b>Time-sharing computers</b>	BASIC-PLUS • Extra! Basic Macro Language • VSI BASIC for OpenVMS • SUPER BASIC • CALL/360:BASIC		
	<b>Other</b>	AlphaBasic • Astro BASIC • BASICODE • BAL • Casio BASIC • CBASIC • PBASIC • SDS BASIC • Tiny BASIC • UBASIC • ZBasic • ETBASIC [zh]		
	<b>Extenders</b>	BASIC 8 • Graphics BASIC • Simons' BASIC • Super Expander • Super Expander 64 • YS MegaBasic		
<b>Procedure-oriented</b>	<b>Proprietary</b>	AmigaBASIC • AMOS BASIC • ASIC • BasicX • Beta BASIC • FutureBASIC • GRASS • Liberty BASIC • LSE • MapBasic • Mobile BASIC • OWBasic • PowerBASIC • PureBasic • SmileBASIC • Tiger-BASIC • True BASIC • Turbo Basic • WordBASIC		
	<b>Free and open source</b>	Basic-256 • Basic4GL • BBC BASIC V • DarkBASIC • Euphoria • Indic BASIC • Open Programming Language • SdlBasic • SmallBASIC • QB64 • wxBasic • XBasic • Xelite • Yabasic		
<b>With object extensions</b>	<b>Proprietary</b>	AutoIt • Chipmunk Basic • GLBasic • LotusScript • Morfik • PowerBASIC • ProvideX • Run BASIC • VBA • VBScript • VB 5 for Microsoft Excel 5.0 (VSTO • VSTA) • Embedded Visual Basic • WinWrap Basic		
	<b>Free and open source</b>	BlitzMax • FreeBASIC • Microsoft Small Basic • Mono-Basic • OpenOffice Basic • ScriptBasic • Roslyn		
	<b>RAD designers</b>	<b>Proprietary</b>	CA-Realizer • Visual Basic (classic) • NS Basic • RapidQ • Visual Basic .NET (Mercury) • Xojo	
		<b>Free and open source</b>	B4X (Basic4android, Basic4ppc) • Gambas • WinFBE, Visual FB Editor	
<b>Defunct</b>	Altair BASIC • Applesoft BASIC • Apple Business BASIC • Atari BASIC • Atari Microsoft BASIC • Atari ST BASIC • BASIC A+ • BASIC XE • BASIC XL • BASIC Programming (Atari 2600) • BBC BASIC • Benton Harbor BASIC • Chinese BASIC • Commodore BASIC • Color BASIC • Dartmouth BASIC • Disk Extended Color BASIC • Extended Color BASIC • Family BASIC • GFA BASIC • GW-BASIC • IBM BASIC • JR-BASIC • MacBASIC • MBASIC • MSX BASIC • MS BASIC for Macintosh • QBasic • QuickBASIC • S-BASIC • Sinclair BASIC • STOS BASIC • SuperBASIC • TI BASIC (TI 99/4A) • Turbo-BASIC XL • Vilnius BASIC			

Welcome to CyberHoss, the competitive game of cyberhoss racing.

What is your name? Lee

You are Leebot, a sentient cyborg with a penchant for gambling.

How many rounds would you like to play? (Default: 8)

Okay, 2 rounds.

Press any key to enter the racetrack.

In the upcoming race:

Junior Tango pays out: 3X

Junior Echo pays out: 2X

Mega Echo pays out: 1X

Total cyberbucks: 200

? (E)xamine (T)ips (B)et (W)atch race (M)eaddle (L)oan shark (Q)uit

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Enter your program and type RETURN twice when done.

Your program will execute immediately and cannot be saved;  
create your program with an external editor, to avoid this.

Type 'man yabasic' or see the file `yabasic.htm` for more information,  
or go to [www.yabasic.de](http://www.yabasic.de) for online resources.

```
print "Welcome to Your Pirate Name, a pirate name generator software"
input "What is your name? " name$
print "Your pirate name is Pirate ",name$
print "Yarrrrr!"
```

```
Welcome to Your Pirate Name, a pirate name generator software
What is your name? Lee
Your pirate name is Pirate Lee
Yarrrrr!
```

Yabasic: <http://yabasic.de>

Yabasic Reference: <https://2484.de/yabasic/yabasic.htm>

My Yabasic games:

<https://github.com/lee2sman/yabasic-games>

Me:

<https://LeeTusman.com>

[Artists and Hackers podcast](#)

<https://faculty.purchase.edu/lee.tusman>

