BASIC Compiler Language

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Document History

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Table of Contents

1. Introduction

This document describes the implemented BASIC language of the BASIC Compiler project. The implemented BASIC language is oriented at Microsoft BASIC.

1.1 Syntax Notation

- These *words* are placeholders that must be filled in by the programmer.
- *[]* Items in square brackets are optional.
- *{}* Items in curly braces indicate a set of choices.
- *|* A vertical bar separates choices within curly braces.
- *** The preceeding item can be repeated zero, one, or more times.

2. Basics

This section describes line format, numbers, strings, their operators, variables, and arrays.

2.1 Line Format

A BASIC program is composed of lines of code. Each line of code starts with a line number, followed by one or more statements separated by a colon (`:`). The general format is:

*lineNumber statement[:statement]**

- A *lineNumber* is in the range of 0 to 99999.
- A line of code contains up to 255 characters.
- Blank lines of code are ignored.
- All lines of code are sorted by their line number in increasing order.
- If there are two lines of code with the same line number, then the first line of code is ignored.

2.2 Numbers

- Numbers are represented internally by IEEE 754-1985 float values.
- Number constants match the regular expression `[-+]?([0-9]+(\.[0-9]*)?|\.[0-9]++)([eE][-+]?[0-9]+)?`.
- The maximum positive number is 3.402823e+38.
- The maximum negative number is -3.402823e+38.
- Numbers 0 and -0 are identical.

2.3 Operators for Numbers

The following types of operators can be applied to numbers (in descending order of priority):

- Arithmetic Operators
- Relational Operators
- Logical Operators

2.3.1 Arithmetic Operators

The arithmetic operators are (in descending order of priority):

Operator	Description	Example	Result	Priority
`^`	Power	`2^3`	`8`	6
`-`	Unary Minus	`-3`	`-3`	5
`+`	Unary Plus	`+3`	`3`	5
`*`	Multiplication	`2*3`	`6`	4
`/`	Division	`6/3`	`2`	4
`\`	Integer Division	`12\5`	`2`	3
`MOD`	Modulo	`6 MOD 4`	`2`	2
`+`	Addition	`2+3`	`5`	1
`-`	Subtraction	`2-3`	`-1`	1

Division `/`

- If the denominator is 0 then `Division by zero` is printed and the result is infinity with the sign of the numerator.

Integer Division `\`

- The arguments must be in the range of -32768 to +32767.
- The quotient is truncated to an integer value.
- If the denominator is 0 then `Division by zero` is printed and the result is infinity with the sign of the numerator.

Integer remainder `MOD`

- The arguments must be in the range of -32768 to +32767.
- If the denominator is 0 then `Division by zero` is printed and the result is infinity with the sign of the numerator.

2.3.2 Relational Operators

The relational operators are:

- `<` Less than
- `<=` Less or equal than
- `=` Equals
- `<>` Unequal to
- `>=` Greater or equal than
- `>` Greater than

The result of a relational operator is either -1 (true) or 0 (false).

2.3.3 Logical Operators

The logical operators are:

- `AND` And
- `OR` Or
- `XOR` Exclusive Or
- `NOT` Not

Logical operators convert the argument(s) to signed 16-bit integer values in the range of -32768 to 32767, perform the logical operation, and return the result as a signed 16-bit integer value. If the argument values are not in the signed 16-bit integer value range, then an error occurs.

Operation	Result
0 AND 0	0
0 AND 1	0
1 AND 0	0
1 AND 1	1

Operation	Result
0 OR 0	0
0 OR 1	1
1 OR 0	1
1 OR 1	1

Operation	Result
0 XOR 0	0
0 XOR 1	1
1 XOR 0	1
1 XOR 1	0

Operation	Result
NOT 0	1
NOT 1	0

Example	Result
1 AND 1	1
7 AND 3	3
6 AND 3	2
1 OR 1	1
7 OR 3	7
6 OR 3	7
1 XOR 1	0
7 XOR 3	4
6 XOR 3	5
NOT 1	-2
NOT 7	-8
NOT 3	-4

2.4 Strings

- Strings contain up to 255 ASCII characters.
- String constants are enclosed in double quotes (").

2.5 Operators for Strings

The following types of operators can be applied to strings (in descending order of priority):

- Concatenation Operator
- Relational Operators

2.5.1 Concatenation Operator

The string concatenation operator is `+`.

Operation	Result
`"ABC"+"DEF"`	`"ABCDEF"`

2.5.2 Relational Operators

The relational operators for strings are:

- `<` Less than
- `<=` Less or equal than
- `=` Equals
- `<>` Unequal to
- `>=` Greater or equal than
- `>` Greater than

The result of a relational operator is either -1 (true) or 0 (false).

Relational operators compare both strings character for character by their ASCII codes. Strings are *equal* if the ASCII codes of both strings are the same. If during the comparison a character of the first string has a lower ASCII code than the second string, then the first string is *less than* the second string. If during the comparison the end of the first string is reached before the end of the second string, then the first string is *less than* the second string, too.

Operation	Result
`"ABC"="ABC"`	`-1` (true)
`"ABC"="ABD"`	`0` (false)
`"ABC"<"ABD"`	`-1` (true)
`"ABC"<"ABCD"`	`-1` (true)

2.6 Variables

- A variable represents either a number, a string, or an array of numbers or strings.
- Each variable has a name. The name indicates the type of the variable:

Variable represents	Variable Name (Regex notation)	Examples
Number	`[A-Z][A-Z0-9\.]*`	`A`
String	`[A-Z][A-Z0-9\.]*\$`	`A$`
Array of numbers	`[A-Z][A-Z0-9\.]*\(...\)`	`A(5), A(2,2)`
Array of strings	`[A-Z][A-Z0-9\.]*\$\(...\)`	`A$(3), A$(2,3)`

- Variable names may have any number of characters
- Variables names must be different from reserved words for statements, functions, and operators.
- Variable names **A**, **A$**, **A(1)**, **A$(1)** represent four distinct variables.
- Number variables and number array variables are initially set to 0.
- String variables and string array variables are initially set to the empty string (**""**).

2.7 Arrays

- An array variable has 1 or 2 indexes.
- The minimum array variable index value is 0, the maximum array variable index value depends on the size of the array (see **DIM** statement), but is less than 32768. It is an error to use index values less than 0 and greater than the maximum index value.
- Array variable index values are rounded to integer values.

3. Statements

This section lists all statements of the implemented BASIC language.

3.1 DATA

Format: `DATA` *constant[,constant]**

Description: Stores number and string constants. String constants that contain commas (`,`), colons (`:`), or leading or trailing spaces must be enclosed in double quotes (`"`). Constants stored in `DATA` statements are retrieved by `READ` statements in order by line number. `DATA` statements can be placed anywhere in a program.

Example:

```
10 FOR I=1 TO 3
20 READ A$
30 PRINT A$
40 NEXT I
50 DATA PARIS,LONDON,ROME

PARIS
LONDON
ROME
```

See also: `READ`
`RESTORE`

3.2 DEF FN

Format: `DEF FN`*name*`(`*parameter[,parameter]**`)=`*expression*

Description: Defines a user-defined function. The function name is `FN` followed by *name*, where *name* must be a valid variable name. A function has one or more *parameter*s that are replaced with the actual values when the function is called. The *expression* evaluates the value of the function. It can contain variables and parameters.
A user-defined function can define a number function or a string function. The type of its *name* must be the same as the type of its *expression*.
A user-defined function must fit in one line of code.
A user-defined function must be defined before it can be called.
A user-defined function of the same name cannot be defined twice.

Example:

```
10 DEF FNA(X)=X*X*X
20 PRINT FNA(2)

 8

10 DEF FNMULT(X,Y) = X * Y
20 PRINT FNMULT(2,3)

 6
```

```
10 DEF FNFIRST$(A$)=LEFT(A$,1)
20 PRINT FNFIRST$("HELLO")

H
```

3.3 DIM

Format: **DIM** *arrayVariable[,arrayVariable]**

Description: Allocates memory for one or more array variables. If an array variable is used without a **DIM** statement, then the maximum value of the index(es) is 10.

Example:

```
10 DIM SQUARE(3)
20 FOR I=0 TO 2
30 SQUARE(I)=I*I
40 NEXT I
50 FOR I=0 TO 2
60 PRINT I,SQUARE(I)
70 NEXT I

 0            0
 1            1
 2            4
```

Example:

```
10 EVEN(0)=2
20 EVEN(1)=4
30 EVEN(2)=6
40 FOR I=0 TO 2
50 PRINT I,EVEN(I)
60 NEXT I

 0            2
 1            4
 2            6
```

3.4 END

Format: **END**

Description: Ends the program. The **END** statment at the end of a program is optional.

Example:

```
10 IF A=1 THEN END ELSE RETURN
```

3.5 FOR...NEXT

Format: **FOR** *numberVariable*=*startNumExpression* **TO** *endNumExpression* *[***STEP** *stepNumExpression]*

...

NEXT *[numberVariable[,numberVariable]*]*

Description: Executes a sequence of statements repeatedly with *numberVariable* acting as a counter. First, *numberVariable* is set to the result of *startNumExpression* and the results of *endNumExpression* and *stepNumExpression* are calculated. If

STEP is omitted then *stepNumExpression* is 1. Then the statements between **FOR** and **NEXT** are executed. After that the value of *numberVariable* is increased by the result of *stepNumExpression*. If the updated value of *numberVariable* is smaller or equal to the previously computed result of *endNumExpression* then the statements between **FOR** and **NEXT** are executed again, otherwise program execution continues at the statement after **NEXT**. The statements between **FOR** and **NEXT** are skipped altogether if *startNumExpression* * **SGN(***stepNumExpression***)** > *endNumExpression* * **SGN(***stepNumExpression***)**. FOR-NEXT loops may be nested, each loop must have its own counter variable *numberVariable*. The *numberVariable* in **NEXT** statements is optional; program execution will loop back to the most recent **FOR** statement.

Example:

```
10 FOR I=1 TO 3
20 PRINT I,I*I
30 NEXT I

 1            1
 2            4
 3            9

10 FOR I=1 TO 5 STEP 2
20 PRINT I,I*I
30 NEXT I

 1            1
 3            9
 5            25

10 FOR I=1 TO 3
20 FOR J=2 TO 4
30 PRINT I*J;
40 NEXT J
50 NEXT I

 2  3  4  2  4  6  3  6  9

10 ST=3
20 FOR I=1 TO 4 STEP ST
30 ST=1
40 PRINT I
50 NEXT

 1
 4

10 EN=3
20 FOR I=1 TO EN
30 EN=10
40 PRINT I
```

```
50 NEXT

 1
 2
 3
```

3.6 GOSUB...RETURN

Format: **GOSUB** *lineNumber*
...
RETURN

Description: Branches to and returns from a subroutine at a particular line number.

Limitation: The maximum number of nested **GOSUB** statements is 256.

Example:
```
10 PRINT "HELLO"
20 GOSUB 40
30 END
40 PRINT "WORLD"
50 RETURN

HELLO
WORLD
```

3.7 GOTO

Format: **GOTO** *lineNumber*

Description: Branches to a line number.

Example:
```
10 PRINT "HELLO"
20 GOTO 40
30 PRINT "SAILOR"
40 PRINT "WORLD"

HELLO
WORLD
```

3.8 IF...THEN...ELSE

Format: **IF** *numExpression* **THEN** *{statements|lineNumber}* *[***ELSE** *{statements|lineNumber}]*
IF *numExpression* **GOTO** *lineNumber* *[***ELSE** *{statements|lineNumber}]*

Description: Executes statements depending on a condition. If the result of *numExpression* is not 0 (the result is rounded) then the *clause* after **THEN** or **GOTO** is executed, that is, the statements after **THEN** are executed or program execution branches to the line number after **THEN** or **GOTO**. If the result is 0 and **ELSE** was specified then the clause after **ELSE** is executed.

Example:
```
10 I=3
20 IF I>2 THEN 40
30 PRINT "HELLO"
40 PRINT "WORLD"

WORLD
```

Example:
```
10 I=3
20 IF I=2 THEN PRINT "TWO" ELSE PRINT "NOT TWO"
```

```
NOT TWO
```

IF-THEN statements may be nested.

Example:

```
10 X=1
20 Y=2
30 IF X>Y THEN PRINT "GREATER" ELSE IF X<Y THEN PRINT "LESS"
ELSE PRINT "EQUAL"

LESS
```

If the **IF** statement does not contain the same number of **THEN** and **ELSE** clauses, then each **ELSE** is matched with the closest **THEN**.

Example:

```
10 A=1
20 B=2
30 C=2
40 IF A=B THEN IF B=C THEN PRINT "A=C" ELSE PRINT "A<>C"

(prints nothing)
```

3.9 INPUT

Format: **INPUT** *[promptString{,|;}] variable[,variable]**

Description: Assigns input from the keyboard to one or more variables. When an **INPUT** statement is executed input is read from the keyboard until the RETURN key is pressed. Input for multiple variables is separated by a comma (**,**) character.

When *promptString* is specified followed by a semicolon (**;**) then *promptString* is printed followed by a question mark (**?**). When *promptString* is specified followed by a comma (**,**) then *promptString* is printed without a following question mark.

If the type of the input does not match the type of the specified variable then **?Redo from start** is printed and reading input from the keyboard is repeated.

Example:

```
10 INPUT "LENGTH OF EDGE";R
20 PRINT "AREA OF SQUARE:";R*R
30 GOTO 10

LENGTH OF EDGE? 4
AREA OF SQUARE: 16
LENGTH OF EDGE? HELLO
?Redo from start
LENGTH OF EDGE? 2
AREA OF SQUARE: 4
...
```

3.10 LET

Format: *[*LET *]variable*=*expression*

Description: Assigns the result of an expression to a variable. The keyword LET is optional.

Example:

```
10 LET A=11
20 PRINT A
30 B=21
40 PRINT B

 11
 21
```

3.11 ON...GOSUB

Format: ON *numExpression* GOSUB *lineNumber[,lineNumber]**

Description: Branches to one of several line numbers containing subroutines. The line number to branch to is selected by the result of *numExpression*. If it is 1 (the result is rounded), then program execution branches to the first line number. If it is 0 or greater than the number of listed line numbers (but less than 256) then program execution continues at the statement after ON...GOSUB. If it is negative or equal or greater than 256 then an error occurs.

Example:

```
10 I=2
20 ON I GOSUB 40,50,60
30 END
40 PRINT "LONDON" : RETURN
50 PRINT "PARIS" : RETURN
60 PRINT "ROME" : RETURN

PARIS
```

3.12 ON...GOTO

Format: ON *numExpression* GOTO *lineNumber[,lineNumber]**

Description: Branches to one of several line numbers. The line number to branch to is selected by the result of *numExpression*. If it is 1 (the result is rounded), then program execution branches to the first line number. If it is 0 or greater than the number of listed line numbers (but less than 256) then program execution continues at the statement after ON...GOTO. If it is negative or equal or greater than 256 then an error occurs.

Example:

```
10 I=3
20 ON I GOTO 30,40,50
30 PRINT "LONDON" : GOTO 60
40 PRINT "PARIS" : GOTO 60
50 PRINT "ROME"
60 END

ROME
```

3.13 PRINT

Format: `PRINT` *[[expression]{;|,| }]**

Description: Prints the result of zero, one, or more expressions at the current cursor position. A semicolon (`;`) or a space character ( ) places the cursor immediately at the end of the previously printed *expression*. A comma (`,`) places the cursor at the beginning of the next *print zone* after the end of the previously printed *expression*. A print zone is a 14-character wide interval of cursor positions. If an *expression* does not end with a semicolon (`;`), space character ( ), or comma (`,`) the cursor is placed at the beginning of the next line of the printed *expression*.

Numbers are printed with a trailing space character. Positive numbers are printed with a leading space character.

Example:

```
10 PRINT "HELLO";" WORLD"
20 PRINT "HELLO";
30 PRINT " WORLD"
40 PRINT
50 PRINT "HELLO"," ","WORLD"
60 PRINT 123;"UNITS"
70 PRINT -123;"UNITS"
80 PRINT 1;2;3;4

HELLO WORLD
HELLO WORLD

HELLO         WORLD
 123 UNITS
-123 UNITS
 1  2  3  4
```

3.14 READ

Format: `READ` *variable[,variable]**

Description: Reads constants from a `DATA` statement and assigns them to variables. The constant type and variable type must match. If more constants are read than are present in `DATA` statements then an error occurs. To reread constants use the `RESTORE` statement.

Example:

```
10 FOR I=1 TO 3
20 READ A$
30 PRINT A$
40 NEXT I
50 DATA PARIS,ROME,LONDON

PARIS
ROME
LONDON
```

See also: DATA
RESTORE

3.15 REM

Format: REM *string*

Description: Insert a comment into the program.

Example:
```
10 REM *** CALCULATE THE AREA OF A SQUARE ***
20 EDGE=10
30 AREA=EDGE*EDGE
```

3.16 RESTORE

Format: RESTORE *[lineNumber]*

Description: Permits **READ** statements to reread constants from **DATA** statements. If *lineNumber* is specified then the next **READ** statement reads constants from the **DATA** statement at the specified line number on. If *lineNumber* is not specified then the next **READ** statement reads constants from the first **DATA** statement on.

Example:
```
10 FOR I=1 TO 3
20 READ A$
30 PRINT A$
40 NEXT I
50 RESTORE
60 FOR I=1 TO 3
70 READ A$
80 PRINT A$
90 NEXT I
100 DATA PARIS,ROME,LONDON

PARIS
ROME
LONDON
PARIS
ROME
LONDON
```

See also: DATA
READ

3.17 STOP

Format: STOP

Description: Stops the program; effectively the same as the **END** statment.

Example:
```
10 IF A=1 THEN STOP ELSE RETURN
```

3.18 SWAP

Format: `SWAP` *variable1*`,`*variable2*

Description: Exchanges the values of two variables. The variable types must match.

Example:

```
10 A=10
20 B=20
30 PRINT A;B
40 SWAP A,B
50 PRINT A;B

 10  20
 20  10
```

3.19 WHILE...WEND

Format: `WHILE` *numExpression*
...
`WEND`

Description: Executes a sequence of statements repeatedly as long as a condition holds. If the result of *numExpression* is not 0 (the result is rounded) then the statements between `WHILE` and `WEND` are executed. When program execution reaches the `WEND` statement it branches back to the `WHILE` statement to check the result of *numExpression* again. If the result of *numExpression* is 0 then program execution continues at the statement after `WEND`. WHILE-WEND loops can be nested.

Example:

```
10 I=1
20 WHILE I<4
30 PRINT I
40 I=I+1
50 WEND

 1
 2
 3
```

4. Functions

This section lists all functions of the implemented BASIC language.

4.1 ABS()

Format: `ABS(`*number*`)`

Description: Returns the absolute value of *number*.

Example:
```
PRINT ABS(3)
 3

PRINT ABS(-3)
 3
```

4.2 ASC()

Format: `ASC(`*string*`)`

Description: Returns the ASCII code of the first character of *string*. If *string* is an empty string (`""`) then an error occurs.

Example:
```
PRINT ASC("HELLO WORLD")
 72
```

4.3 ATN()

Format: `ATN(`*number*`)`

Description: Returns the arctangent of *number*. *number* is an angle in radians.

Example:
```
PRINT ATN(1)
 0.7853982
```

4.4 CHR$()

Format: `CHR$(`*number*`)`

Description: Returns a string whose single character is represented by ASCII code *number*. *number* is rounded and must be in the range of 0 to 127, otherwise an error occurs.

Example:
```
PRINT CHR$(65)
 A
```

4.5 COS()

Format: `COS(`*number*`)`

Description: Returns the cosine of *number*. *number* is an angle in radians.

Example:
```
PRINT COS(1)
 0.5403023
```

4.6 EXP()

Format: `EXP(`*number*`)`

Description: Returns *e* to the power of *number*. If *number* > 87.3365 then **`Overflow`** is printed, a value of positive infinity is returned, and execution continues.

Example:
```
PRINT EXP(1)
 2.718281
```

4.7 FIX()

Format: `FIX(`*number*`)`

Description: Returns the truncated integer part of *number*.

Example:
```
PRINT FIX(1.4)
 1

PRINT FIX(-1.4)
-1
```

See also: `INT()`

4.8 INSTR()

Format: `INSTR(`*[offset,]string,searchString*`)`

Description: Searches the first occurence of string *searchString* in *string* and returns the position at which the match starts. The first character of *string* has position 1. If no match was found then 0 is returned. The optional argument *offset* sets the start position of the search. *offset* must be in the range of 1 to 255, otherwise an error occurs. If *searchString* was not found, or *string* is empty, or *offset* is greater than the number of characters of *string* then 0 is returned. If *searchString* is empty then 1 or *offset* is returned.

Example:
```
PRINT INSTR("HELLO WORLD","L")
 3

PRINT INSTR(5, "HELLO WORLD","L")
 10
```

4.9 INT()

Format: `INT(`*number*`)`

Description: Returns the largest integer <= *number*.

Example:
```
PRINT INT(1.4)
 1

PRINT INT(-1.4)
-2
```

See also: `FIX()`

4.10 LEFT$()

Format: `LEFT$(`*string*`,`*length*`)`

Description: Returns a string composed of the *length* leftmost characters of *string*. *length* must be in the range of 0 to 255, otherwise an error occurs. If *length* is larger than the number of characters of *string* then the entire string *string* is returned. If *length* = 0 then an empty string (`""`) is returned.

Example:
```
PRINT LEFT$("HELLO WORLD",5)
HELLO
```

4.11 LEN()

Format: `LEN(`*string*`)`

Description: Returns the number of characters of *string*.

Example:
```
PRINT LEN("HELLO WORLD")
 11
```

4.12 LOG()

Format: `LOG(`*number*`)`

Description: Returns the natural logarithm of *number*. *number* must be > 0, else an error occurs.

Example:
```
PRINT LOG(2)
 .6931472
```

4.13 MID$()

Format: `MID$(`*string*`,`*offset*`[,`*length*`])`

Description: Returns a string of *length* characters, beginning with the character at position *offset* of *string*. *offset* and *length* must be in the range of 1 to 255, otherwise an error occurs. If *offset* is greater than the number of characters of *string* then an empty string (`""`) is returned. If *length* is omitted or if there are fewer than *length* characters to the right of the character at position *offset* then all characters of *string* beginning with the character at position *offset* are returned.

Example:
```
PRINT MID$("HELLO WORLD",7,3)
WOR
```

4.14 POS()

Format: `POS(`*number*`)`

Description: Returns the current cursor position. The leftmost cursor position is 1. The argument *number* is ignored.

4.15 RIGHT$()

Format: `RIGHT$(`*string*`,`*length*`)`

Description: Returns a string composed of the *length* rightmost characters of *string*. *length* must be in the range of 0 to 255, otherwise an error occurs. If *length* is larger than the number of characters of *string* then the entire string *string* is returned. If *length* = 0 then an empty string (`""`) is returned.

Example:
```
PRINT RIGHT$("HELLO WORLD",5)
WORLD
```

4.16 RND()

Format: `RND(`*number*`)`

Description: Returns a random number between (including) 0 and (excluding) 1. If *number* > 0 then a new random number is returned. If *number* = 0 then the last random number is returned. If *number* < 0 then an error occurs.

Example:
```
PRINT RND(1)
 .9964446

PRINT RND(1) : PRINT RND(0)
 .6873739
 .6873739
```

4.17 SGN()

Format: `SGN(`*number*`)`

Description: Returns 1 if *number* > 0, 0 if *number* = 0, and -1 if *number* < 0.

Example:
```
PRINT SGN(2)
 1

PRINT SGN(0)
 0

PRINT SGN(-3)
-1
```

4.18 SIN()

Format: `SIN(`*number*`)`

Description: Returns the sine of *number*. *number* is an angle in radians.

Example:
```
PRINT SIN(1)
 0.841471
```

4.19 SPACE$()

Format: `SPACE$(`*number*`)`

Description: Returns a string composed of *number* space characters ( ). *number* is rounded to an integer value and must be in the range of 0 to 255, otherwise an error occurs.

Example:
```
A$=SPACE$(5) : PRINT "A";A$;"B"
A     B
```

4.20 SPC()

Format: `SPC(`*number*`)`

Description: Prints *number* space characters ( ). *number* is rounded to an integer value and must be in the range of 0 to 255, otherwise an error occurs. `SPC()` can be used only with the `PRINT` statement.

Example:
```
PRINT "A";SPC(2);"B"
A  B
```

4.21 SQR()

Format: `SQR(`*number*`)`

Description: Returns the square root of *number*. *number* must be >= 0, otherwise an error occurs.

Example:
```
PRINT SQR(2)
 1.414213
```

4.22 STR$()

Format: `STR$(`*number*`)`

Description: Returns a string that represents the value of *number*.

Example:
```
PRINT STR$(1.4)
 1.4

PRINT STR$(-1.4)
-1.4

PRINT "|";STR$(1.4);"|"
| 1.4 |

PRINT "|";STR$(-1.4);"|"
|-1.4 |
```

4.23 TAB()

Format: `TAB(`*number*`)`

Description: Advances the cursor to cursor position *number*. The leftmost cursor position is position 1. If the current cursor position is larger than position *number* then the cursor is placed in the next line before advancing to cursor position *number*. *number* must be in the range of 1 to 255, otherwise an error occurs. `TAB()` can be used only with the `PRINT` statement.

Example:

```
PRINT "HELLO";TAB(10);"WORLD
HELLO    WORLD

PRINT "HELLO";TAB(3);"WORLD
HELLO
   WORLD
```

4.24 TAN()

Format: `TAN(`*number*`)`

Description: Returns the tangent of *number*. *number* is an angle in radians. If `TAN()` results in a division by zero then `Division by zero` is printed, the value positive infinity or negative infinity is returned (depending on *number*), and execution continues.

Example:

```
PRINT TAN(1)
 1.5574077
```

4.25 VAL()

Format: `VAL(`*string*`)`

Description: Returns the numerical value of *string*. `VAL()` ignores leading whitespace characters. If *string* does not represent a number then `VAL()` returns 0.

Example:

```
PRINT VAL("1.4")
 1.4
```

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