

HUG SOFTWARE VOLUME 1

885-1008-01

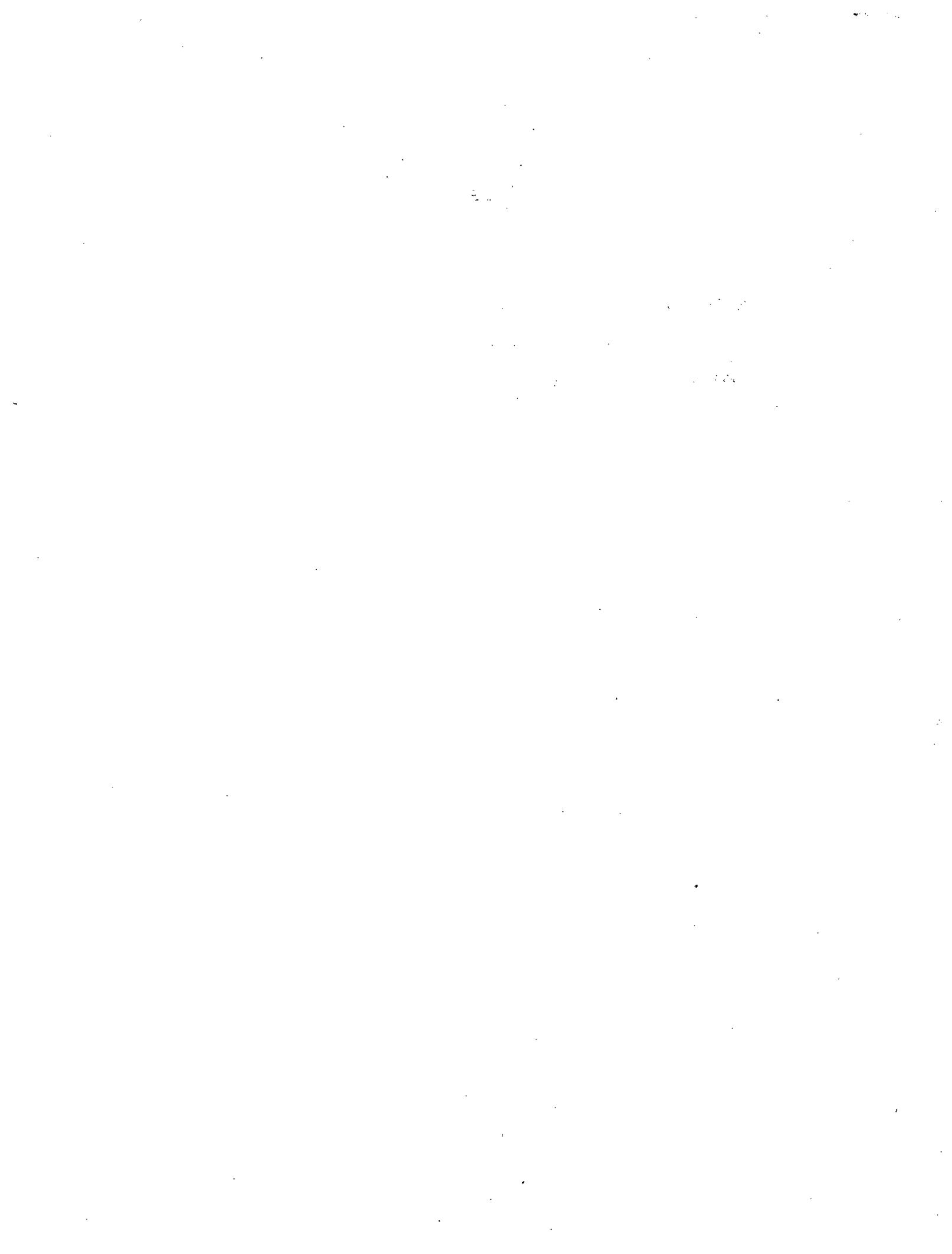
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SECTION I

AMATEUR

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< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CODE/SPIES

```
00001 DIM L$(80)
00002 CNTRL 0,100
00003 REM WRITTEN BY SM SPIES,MD 2/78
00004 REM HUG CODE/SPIES.,2330 BYTES
00010 PRINT TAB(20)"MORSE CODE GENERATOR":PRINT :PRINT :PRINT
00020 PRINT "THIS PROGRAM ALLOWS YOU TO GENERATE MORSE CODE FROM"
00022 PRINT "THE KEYBOARD OF THE CONSOLE TERMINAL"
00025 PRINT :PRINT "IMMEDIATE MODE WILL RESPOND DIRECTLY TO KEYBO
ARD ENTRIES"
00026 PRINT :PRINT "TEXT MODE WILL ALLOW ENTRY OF A LINE OF TEXT
BEFORE SENDING"
00028 PRINT :PRINT "TO EXIT IMMEDIATE MODE, TYPE CTRL-B, THEN SPA
CE BAR"
00029 PRINT "TO EXIT TEXT MODE, ENTER-- AS LINE OF TEXT"
00030 PRINT "SPEED 1 IS EXTREMELY FAST, SPEED 30 IS EXTREMELY SLO
W"
00100 PRINT :PRINT "ENTER SPEED (1 TO 30)":INPUT N
00102 LINE INPUT "TEXT OR IMMEDIATE? ";A$
00104 IF LEFT$(A$,1)="I"THEN 110
00105 N1=91:N2=82:N3=73:N4=58:GOTO 6000
00110 N1=219:N2=210:N3=201:N4=186
00130 IF LEFT$(A$,1)="T"GOTO 152:PAUSE
00131 PAUSE
00132 IF LEFT$(A$,1)="I"THEN 200
00134 FOR I=1TO LEN(T$):Z1=ASC(L$(I))
00140 ON N1-Z1GOTO 3000,3010,3020,3030,3040,3050,3060,3070,3080
00142 ON N2-Z1GOTO 3090,4000,4010,4020,4030,4040,4050,4060,4070
00144 ON N3-Z1GOTO 4080,4090,5000,5010,5020,5030,5040,5050
00146 ON N4-Z1GOTO 9090,9080,9070,9060,9050,9040,9030,9020,9010,9
00
00150 IF LEFT$(A$,1)="I"GOTO 130
00152 NEXT I
00160 GOTO 6000
00200 Z1=PIN(250):GOTO 140
01000 REM DOT GENERATOR
01010 POKE 8201,112:PAUSE (N):POKE 8201,240
01012 PAUSE (3*N):RETURN
01020 RETURN
02000 REM DASH GENERATOR
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CODE/SPIES < CONT'D >

```
02010 POKE 8201,112:PAUSE (4*N):POKE 8201,240
02020 PAUSE (3*N):RETURN
03000 GOSUB 2000:GOSUB 2000:GOSUB 1000:GOSUB 1000
03001 GOTO 130
03010 GOSUB 2000:GOSUB 1000:GOSUB 2000:GOSUB 2000
03011 GOTO 130
03012 GOTO 130
03020 GOSUB 2000:GOSUB 1000:GOSUB 1000:GOSUB 2000
03021 GOTO 130
03030 GOSUB 1000:GOSUB 2000:GOSUB 2000
03031 GOTO 130
03040 GOSUB 1000:GOSUB 1000:GOSUB 1000:GOSUB 2000
03041 GOTO 130
/ 03050 GOSUB 1000:GOSUB 1000:GOSUB 2000
03051 GOTO 130
03060 GOSUB 2000:GOTO 130
03070 GOSUB 1000:GOSUB 1000:GOSUB 1000:GOTO 130
03080 GOSUB 1000:GOSUB 2000:GOSUB 1000:GOTO 130
03090 GOSUB 2000:GOSUB 2000:GOSUB 1000:GOSUB 2000
03091 GOTO 130
04000 GOSUB 1000:GOSUB 2000:GOSUB 2000:GOSUB 1000
04001 GOTO 130
04010 GOSUB 2000:GOSUB 2000:GOSUB 2000:GOTO 130
04020 GOSUB 2000:GOSUB 1000:GOTO 130
04030 GOSUB 2000:GOSUB 2000:GOTO 130
04040 GOSUB 1000:GOSUB 2000:GOSUB 1000:GOSUB 1000
04041 GOTO 130
04050 GOSUB 2000:GOSUB 1000:GOSUB 2000:GOTO 130
04060 GOSUB 1000:GOSUB 2000:GOSUB 2000:GOSUB 2000
04061 GOTO 130
04070 GOSUB 1000:GOSUB 1000:GOTO 130
04080 GOSUB 1000:GOSUB 1000:GOSUB 1000:GOSUB 1000
04081 GOTO 130
04090 GOSUB 2000:GOSUB 2000:GOSUB 1000:GOTO 130
05000 GOSUB 1000:GOSUB 1000:GOSUB 2000:GOSUB 1000
05001 GOTO 130
05010 GOSUB 1000:GOTO 130
05020 GOSUB 2000:GOSUB 1000:GOSUB 1000:GOTO 130
05030 GOSUB 2000:GOSUB 1000:GOSUB 2000:GOSUB 1000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CODE/SPIES < CONT'D > < CONT'D >

```
05031 GOTO 130
05040 GOSUB 2000:GOSUB 1000:GOSUB 1000:GOSUB 1000
05041 GOTO 130
05050 GOSUB 1000:GOSUB 2000:GOTO 130
06000 REM TEXT INPUT
06010 LINE INPUT "ENTER LINE OF TEXT";T$
06015 IF LEFT$(T$,1)="--"GOTO 100
06030 FOR I=1TO LEN(T$)
06040 L$(I)=MID$(T$,I)
06050 NEXT I
06060 GOTO 134
09000 GOSUB 2000:GOSUB 2000:GOSUB 2000:GOSUB 2000
09001 GOTO 130
09010 GOSUB 1000:GOSUB 2000:GOSUB 2000:GOSUB 2000:GOSUB 2000
09011 GOTO 130
09020 GOSUB 1000:GOSUB 1000:GOSUB 2000:GOSUB 2000:GOSUB 2000
09021 GOTO 130
09030 GOSUB 1000:GOSUB 1000:GOSUB 1000:GOSUB 2000:GOSUB 2000
09031 GOTO 130
09040 GOSUB 1000:GOSUB 1000:GOSUB 1000:GOSUB 1000:GOSUB 2000
09041 GOTO 130
09050 GOSUB 1000:GOSUB 1000:GOSUB 1000:GOSUB 1000:GOSUB 1000
09051 GOTO 130
09060 GOSUB 2000:GOSUB 1000:GOSUB 1000:GOSUB 1000:GOSUB 1000
09061 GOTO 130
09070 GOSUB 2000:GOSUB 2000:GOSUB 1000:GOSUB 1000:GOSUB 1000
09071 GOTO 130
09080 GOSUB 2000:GOSUB 2000:GOSUB 2000:GOSUB 1000:GOSUB 1000
09081 GOTO 130
09090 GOSUB 2000:GOSUB 2000:GOSUB 2000:GOSUB 2000:GOSUB 1000
09091 GOTO 130
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MORSE CODE/BAXTER

```
00005 REM 2589 BYTES MORSE CODE/BAXTER
00010 REM - MORSE CODE PRACTICE PROGRAM -
00020 REM - USES H-8 SPEAKER TO PRODUCE THE TONES -
00025 REM - CONFIGURE HIGH MEMORY TO 22525 DECIMAL. - 16K MEMORY
      NEEDED.
00030 GOSUB 2000:REM PRINT INSTRUCTIONS
00040 REM - LINE 50 SETS UP USER FUNCTION -
00050 POKE 22528,62:POKE 22530,195:POKE 22531,96:POKE 22532,2:POKE
      22533,191
00060 POKE 17267,000:POKE 17268,88:REM STARTING ADDRESS FOR USER
      FUNCTION
00070 INPUT "1 IS FASTEST, 18 IS SLOWEST. SPEED?":D3:IF D3<1 OR D
      >18 THEN 70
00080 D2=D3*13+20:REM D2*2 IS THE DURATION OF DASH TONE IN MILL
      ISECONDS.
00090 LINE INPUT "WANT A QUIZ?":L$:IF LEFT$(L$,1)="Y" THEN 1000
00100 PRINT :PRINT
00110 L=120
00120 LINE INPUT "MESSAGE?":A$:IF A$="SPEED" THEN 70
00130 IF A$="QUIZ" THEN 1000
00140 FOR I=1 TO LEN(A$)
00150 B$=MID$(A$,I,1)
00160 IF ASC(B$)>=ASC(" ") AND ASC(B$)<=ASC("Z") THEN GOSUB 10*AS
      C(B$)-120
00170 IF D$="" THEN 70
00180 GOTO 800
00190 REM BELOW ARE DASH-DOT STRINGS
00200 D$="":RETURN
00210 D$="":RETURN
00220 D$=".---.":RETURN
00230 REM - NEXT FEW CHARACTERS NOT IN MORSE CODE - FALLS THROUGH
      TO 310
00240 REM
00250 REM
00260 REM
00270 REM
00280 REM
00290 REM
00300 REM
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MORSE CODE/BAXTER < CONT'D >

\

```
00310 D$="" :RETURN
00320 D$="---,-,-" :RETURN
00330 D$="" :RETURN
00340 D$=".-.-,-" :RETURN
00350 D$="-.,-." :RETURN
00360 D$="-----" :RETURN
00370 D$=".-----" :RETURN
00380 D$="...----" :RETURN
00390 D$="....--" :RETURN
00400 D$=".....-" :RETURN
00410 D$="....." :RETURN
00420 D$="----.." :RETURN
00430 D$="----.." :RETURN
00440 D$="----.." :RETURN
00450 D$="----..," :RETURN
00460 D$="----...," :RETURN
00470 D$="-.,-,-," :RETURN
00480 D$="...,-," :RETURN
00490 D$="--," :RETURN
00500 D$="" :RETURN
00510 D$="...--..," :RETURN
00520 D$="" :RETURN
00530 D$=",---" :RETURN
00540 D$="--..," :RETURN
00550 D$="--,-," :RETURN
00560 D$="--..," :RETURN
00570 D$=".,," :RETURN
00580 D$="...-," :RETURN
00590 D$="---," :RETURN
00600 D$="....," :RETURN
00610 D$="..," :RETURN
00620 D$=".----" :RETURN
00630 D$="--,-" :RETURN
00640 D$="--..," :RETURN
00650 D$="---" :RETURN
00660 D$="--," :RETURN
00670 D$="----" :RETURN
00680 D$="---,-" :RETURN
00690 D$="---,-" :RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

*

PROGRAM NAME: MORSE CODE/BAXTER < CONT'D > < CONT'D >

```
00700 D$=".,-,:RETURN
00710 D$="...,:RETURN
00720 D$="-,:RETURN
00730 D$=".,-,:RETURN
00740 D$="...,-,:RETURN
00750 D$=".---,:RETURN
00760 D$="-.,-,:RETURN
00770 D$="-.---,:RETURN
00780 D$="---,:RETURN
00800 REM CONVERTS THE '--' OR ".," TO DURATION OF THE TONE
00810 FOR J=1 TO LEN(D$)
00820 IF MID$(D$,J,1)="--" THEN T=D2:GOTO 850
00830 IF MID$(D$,J,1)<>".," THEN 870
00840 T=INT(D2/3)
00850 POKE 22529,T
00860 W=USR(T):REM SPEAKER NOW GIVES TONE
00870 PAUSE INT(D2/3)
00880 NEXT J:PAUSE D2:IF L>300 THEN 900
00890 NEXT I
00900 PRINT :PAUSE 2*D2:GOTO L
01000 REM - QUIZ ON MORSE CODE -
01005 REM (IF YOU WANT LETTERS ONLY, CHANGE: 1010 A=INT(RND(1)*26
+65)
01010 A=INT(RND(1)*43+48):IF A>59 AND A<65 THEN 1010:REM 59<A<65
NOT IN MORSE
01020 B$=CHR$(A):N=N+1
01030 GOSUB 10*A-120
01040 L=1050:GOTO 800
01050 LINE INPUT #E$
01060 IF E$="QUIT" THEN 1100
01070 IF E$="GIVE" THEN PRINT B$:GOTO 1010
01080 IF E$=B$ THEN PRINT "RIGHT!":GOTO 1010
01090 PRINT "WRONG, TRY AGAIN.":Q=Q+1:N=N+1:GOTO 1040
01100 PRINT "YOU GOT";Q;"WRONG OUT OF";N
01110 PRINT
01120 N=0:Q=0:GOTO 100
02000 PRINT " THIS IS A MORSE CODE PRACTICE PROGRAM. FIRST YOU WI
LL BE ASKED"
02010 PRINT "HOW FAST A SPEED YOU WANT, THEN IF YOU WANT A QUIZ."
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MORSE CODE/BAXTER < CONT'D > < CONT'D > < CONT'D >

```
02020 PRINT "A QUIZ PRODUCES RANDOM LETTERS IN CODE WHICH YOU MUS  
T IDENTIFY."  
02030 PRINT "IF YOU CAN'T GET THE WORD THEN TYPE 'GIVE' AND IT WI  
LL TELL YOU."  
02040 PRINT "IF YOU DON'T WANT A QUIZ, THEN ANSWER NO TO THAT QUE  
STION." :PRINT  
02050 PRINT "AFTER THIS YOU CAN TYPE IN A LETTER OR MESSAGE, AND  
HEAR WHAT"  
02060 PRINT "IT SOUNDS LIKE. IF AT ANY TIME YOU WANT A QUIZ, JUST  
TYPE IN"  
02070 PRINT "'QUIZ' AS YOUR MESSAGE. ALSO, TO CHANGE RATE, TYPE I  
N 'SPEED'."  
02080 PRINT  
02090 RETURN
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: INTERNATIONAL MORSE CODE/REYES

```
1 REM - INTERNATIONAL MORSE CODE PROGRAM BY PHIL REYES, KH6PR, HAWAII, 7/78
2 REM - PROGRAMMED ON AN H11 COMPUTER
10 PRINT "*** * ***' *      *** *** * ***      *** * ***' *      *** *** * ***"
20 PRINT "      C           Q           C           Q"
21 PRINT
30 PRINT "                      *** * *      *"
40 PRINT "                      D           E"
41 PRINT
50 PRINT "*** * ***      * * * *      *** * * * *      * *** * ***      * *** *"
60 PRINT "      K           H           6           P           R"
70 FOR X=1 TO 2500\nEXT X
80 PRINT
90 PRINT "THE PURPOSE OF THIS PROGRAM IS TO ASSIST IN LEARNING OR REVIEWING"
100 PRINT "THE INTERNATIONAL MORSE CODE. THE PROGRAM CONSISTS OF TWO PARTS:"
105 PRINT
110 PRINT "      (PART 1) - LEARNING THE MORSE CODE ALPHABETS AND NUMERALS."
120 PRINT "      (PART 2) - THE COMPUTER WILL RANDOMLY SELECT CODES AND YOU"
130 PRINT "                  ARE TO INPUT THE CORRESPONDING ALPHABETS/NUMERALS."
140 PRINT
160 PRINT "PART (1) OR (2)   ";
170 INPUT P\IF P=2 THEN 2000
1000 PRINT \PRINT "(PART 1): IN THIS PART WE WILL LEARN THE MORSE CODES IN"
1001 PRINT "GROUPS OF SIX (6). YOU CAN ACCESS ANY OF THESE GROUPS BY TYPING"
1002 PRINT "THE GROUP NUMBER AND HITTING 'RETURN'. BY ENTERING ZERO (0), THE"
1003 PRINT "COMPUTER WILL SELECT THE GROUPS IN SEQUENTIAL ORDER. HAVE FUN!"
1100 PRINT
1110 PRINT "GROUP #1: E I S H S Z          GROUP #4: F 2 V 3 4 N"
1111 PRINT "GROUP #2: T M O O A R          GROUP #5: B B 6 8 9 X"
1112 PRINT "GROUP #3: L W J 1 P U          GROUP #6: G Q 7 K C Y"
1200 PRINT \GO TO 1390
1300 PRINT "ENTER '0' OR GROUP NUMBER "; \INPUT G\PRINT
1301 IF G=1 THEN 1400 \IF G=2 THEN 1500 \IF G=3 THEN 1600
1302 IF G=4 THEN 1700 \IF G=5 THEN 1800 \IF G=6 THEN 1900
1303 RETURN
1390 GOSUB 1300
1400 PRINT "GROUP I: E I S H S Z"
1401 PRINT
1410 PRINT TAB(10); "E"; TAB(25); "*"          (DIT)
1411 PRINT TAB(10); "I"; TAB(25); "* *        (DI DIT)
1412 PRINT TAB(10); "S"; TAB(25); "* * *      (DI DI DIT)
1413 PRINT TAB(10); "H"; TAB(25); "* * * *     (DI DI DI DIT)
1414 PRINT TAB(10); "S"; TAB(25); "* * * * *    (DI DI DI DI DIT)
1415 PRINT TAB(10); "Z"; TAB(25); "*** *** *    (DAH DAH DI DIT)
1416 PRINT
1490 GOSUB 1300
1500 PRINT "GROUP II: T M O O A R"
1501 PRINT
1510 PRINT TAB(10); "T"; TAB(25); "****        (DAH)
1511 PRINT TAB(10); "M"; TAB(25); "**** ***    (DAH DAH)
1512 PRINT TAB(10); "O"; TAB(25); "**** *** ***  (DAH DAH DAH)
1513 PRINT TAB(10); "O" ZERO; TAB(25); "**** *** *** *** *** (DAH DAH DAH DAH DAH)
1514 PRINT TAB(10); "A"; TAB(25); "**** ***      (DI DAH)
1515 PRINT TAB(10); "R"; TAB(25); "**** *       (DI DAH DIT)
1516 PRINT
1590 GOSUB 1300
1600 PRINT "GROUP III: L W J 1 P U"
1601 PRINT
1610 PRINT TAB(10); "L"; TAB(25); "* *** * *      (DI DAH DI DIT)
1611 PRINT TAB(10); "W"; TAB(25); "* *** ***    (DI DAH DAH)
1612 PRINT TAB(10); "J"; TAB(25); "* *** *** ***  (DI DAH DAH DAH)
1613 PRINT TAB(10); "1"; TAB(25); "* *** *** *** *** (DI DAH DAH DAH DAH)
1614 PRINT TAB(10); "P"; TAB(25); "* *** *** *     (DI DAH DAH DIT)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: INTERNATIONAL MORSE CODE/REYES

```
1615 PRINT TAB(10); "U"; TAB(25); "*** * ***" (DI DI 'DAH) "
1616 PRINT
1690 GOSUB 1300
1700 PRINT "GROUP IV: F 2 V 3 4 N"
1701 PRINT
1710 PRINT TAB(10); "F"; TAB(25); "*** * ***" (DI DI DAH DIT) "
1711 PRINT TAB(10); "2"; TAB(25); "*** * *** *** ***" (DI DI DAH DAH DAH) "
1712 PRINT TAB(10); "V"; TAB(25); "*** * ***" (DI DI DI DAH) "
1713 PRINT TAB(10); "3"; TAB(25); "*** * *** ***" (DI DI DI DAH DAH) "
1714 PRINT TAB(10); "4"; TAB(25); "*** * *** ***" (DI DI DI DI DAH) "
1715 PRINT TAB(10); "N"; TAB(25); "*** * ***" (DAH DIT) "
1716 PRINT
1790 GOSUB 1300
1800 PRINT "GROUP V: D B 6 8 9 X"
1801 PRINT
1810 PRINT TAB(10); "D"; TAB(25); "*** * *" (DAH DI BIT) "
1811 PRINT TAB(10); "B"; TAB(25); "*** * *" (DAH DI DI BIT) "
1812 PRINT TAB(10); "6"; TAB(25); "*** * * *" (DAH DI DI DI BIT) "
1813 PRINT TAB(10); "8"; TAB(25); "*** *** *** * *" (DAH DAH DAH DI BIT) "
1814 PRINT TAB(10); "9"; TAB(25); "*** *** *** ***" (DAH DAH DAH DAH BIT) "
1815 PRINT TAB(10); "X"; TAB(25); "*** * * ***" (DAH DI DI DAH) "
1816 PRINT
1890 GOSUB 1300
1900 PRINT "GROUP VII: G Q 7 K C Y"
1901 PRINT
1910 PRINT TAB(10); "G"; TAB(25); "*** ***" (DAH DAH DIT) "
1911 PRINT TAB(10); "Q"; TAB(25); "*** *** * ***" (DAH DAH DI DAH) "
1912 PRINT TAB(10); "7"; TAB(25); "*** *** * * *" (DAH DAH DI DI BIT) "
1913 PRINT TAB(10); "K"; TAB(25); "*** * ***" (DAH DI DAH) "
1914 PRINT TAB(10); "C"; TAB(25); "*** * ***' *" (DAH DI DAH DIT) NOTE 1"
1915 PRINT TAB(10); "Y"; TAB(25); "*** * *** ***" (DAH DI DAH DAH) "
1916 PRINT \PRINT "NOTE 1: NOTE THAT THE 3RD ELEMENT IS ACCENTED"
1917 PRINT
1990 GOSUB 1300
1997 GO TO 160
2000 PRINT \PRINT "(PART 2): THE COMPUTER WILL RANDOMLY SELECT CODES AND YOU"
2010 PRINT "ARE TO INPUT THE CORRESPONDING ALPHABET OR NUMERAL. YOU WILL BE"
2020 PRINT "GIVEN THREE CHANCES. GOOD LUCK. TO TERMINATE, TYPE 'STOP' AND"
2021 PRINT "HIT 'RETURN'. NOTE: (*=DIT, ***=DAH) * *** = DI DAH"
2025 PRINT \PRINT
2030 X=INT(37*RND(0))\W=0
2031 IF X=0 THEN 2050 \IF X=1 THEN 2051 \IF X=2 THEN 2052 \IF X=3 THEN 2053
2032 IF X=4 THEN 2054 \IF X=5 THEN 2055 \IF X=6 THEN 2056 \IF X=7 THEN 2057
2033 IF X=8 THEN 2058 \IF X=9 THEN 2059 \IF X=10 THEN 2060 \IF X=11 THEN 2061
2034 IF X=12 THEN 2062 \IF X=13 THEN 2063 \IF X=14 THEN 2064
2035 IF X=15 THEN 2065 \IF X=16 THEN 2066 \IF X=17 THEN 2067
2036 IF X=18 THEN 2068 \IF X=19 THEN 2069 \IF X=20 THEN 2070
2037 IF X=21 THEN 2071 \IF X=22 THEN 2072 \IF X=23 THEN 2073
2038 IF X=24 THEN 2074 \IF X=25 THEN 2075 \IF X=26 THEN 2076
2039 IF X=27 THEN 2077 \IF X=28 THEN 2078 \IF X=29 THEN 2079
2040 IF X=30 THEN 2080 \IF X=31 THEN 2081 \IF X=32 THEN 2082
2041 IF X=33 THEN 2083 \IF X=34 THEN 2084 \IF X=35 THEN 2085
2050 PRINT TAB(35); "*** *\nGO TO 2100
2051 PRINT TAB(35); "*** * *\nGO TO 2110
2052 PRINT TAB(35); "*** * ***' *\nGO TO 2120
2053 PRINT TAB(35); "*** * *\nGO TO 2130
2054 PRINT TAB(35); "*** *\nGO TO 2140
2055 PRINT TAB(35); "*** * *** *\nGO TO 2150
2056 PRINT TAB(35); "*** *** *\nGO TO 2160
2057 PRINT TAB(35); "*** * *\nGO TO 2170
2058 PRINT TAB(35); "*** *\nGO TO 2180
2059 PRINT TAB(35); "*** *** *** *\nGO TO 2190
2060 PRINT TAB(35); "*** * *** *\nGO TO 2200
2061 PRINT TAB(35); "*** * *\nGO TO 2210
2062 PRINT TAB(35); "*** *** *\nGO TO 2220
2063 PRINT TAB(35); "*** *\nGO TO 2230
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: INTERNATIONAL MORSE CODE/REYES

```
2064 PRINT TAB(35);*** *** ***"\GO TO 2240
2065 PRINT TAB(35);* *** *** *"\GO TO 2250
2066 PRINT TAB(35);*** *** * ***"\GO TO 2260
2067 PRINT TAB(35);* *** *"\GO TO 2270
2068 PRINT TAB(35);* * *\G0 TO 2280
2069 PRINT TAB(35);***"\GO TO 2290
2070 PRINT TAB(35);* * ***"\GO TO 2300
2071 PRINT TAB(35);* * * ***"\GO TO 2310
2072 PRINT TAB(35);* * *** ***"\GO TO 2320
2073 PRINT TAB(35);* *** * * ***"\GO TO 2330
2074 PRINT TAB(35);* *** * *** ***"\GO TO 2340
2075 PRINT TAB(35);* *** *** * *\G0 TO 2350
2076 PRINT TAB(35);* * *** *** ***"\GO TO 2360
2077 PRINT TAB(35);* * * *** *** ***"\GO TO 2370
2078 PRINT TAB(35);* * * *** *** ***"\GO TO 2380
2079 PRINT TAB(35);* * * * ***"\GO TO 2390
2080 PRINT TAB(35);* * * *\G0 TO 2400
2081 PRINT TAB(35);* *** * * *\G0 TO 2410
2082 PRINT TAB(35);* *** *** * *\G0 TO 2420
2083 PRINT TAB(35);* *** *** *** *\G0 TO 2430
2084 PRINT TAB(35);* *** *** *** *** *\G0 TO 2440
2085 PRINT TAB(35);* *** *** *** *** *\G0 TO 2450
2100 INPUT A$\IF A$="A" THEN 3000 \B$="A"\GO TO 4000
2110 INPUT A$\IF A$="B" THEN 3000 \B$="B"\GO TO 4000
2120 INPUT A$\IF A$="C" THEN 3000 \B$="C"\GO TO 4000
2130 INPUT A$\IF A$="D" THEN 3000 \B$="D"\GO TO 4000
2140 INPUT A$\IF A$="E" THEN 3000 \B$="E"\GO TO 4000
2150 INPUT A$\IF A$="F" THEN 3000 \B$="F"\GO TO 4000
2160 INPUT A$\IF A$="G" THEN 3000 \B$="G"\GO TO 4000
2170 INPUT A$\IF A$="H" THEN 3000 \B$="H"\GO TO 4000
2180 INPUT A$\IF A$="I" THEN 3000 \B$="I"\GO TO 4000
2190 INPUT A$\IF A$="J" THEN 3000 \B$="J"\GO TO 4000
2200 INPUT A$\IF A$="K" THEN 3000 \B$="K"\GO TO 4000
2210 INPUT A$\IF A$="L" THEN 3000 \B$="L"\GO TO 4000
2220 INPUT A$\IF A$="M" THEN 3000 \B$="M"\GO TO 4000
2230 INPUT A$\IF A$="N" THEN 3000 \B$="N"\GO TO 4000
2240 INPUT A$\IF A$="O" THEN 3000 \B$="O"\GO TO 4000
2250 INPUT A$\IF A$="P" THEN 3000 \B$="P"\GO TO 4000
2260 INPUT A$\IF A$="Q" THEN 3000 \B$="Q"\GO TO 4000
2270 INPUT A$\IF A$="R" THEN 3000 \B$="R"\GO TO 4000
2280 INPUT A$\IF A$="S" THEN 3000 \B$="S"\GO TO 4000
2290 INPUT A$\IF A$="T" THEN 3000 \B$="T"\GO TO 4000
2300 INPUT A$\IF A$="U" THEN 3000 \B$="U"\GO TO 4000
2310 INPUT A$\IF A$="V" THEN 3000 \B$="V"\GO TO 4000
2320 INPUT A$\IF A$="W" THEN 3000 \B$="W"\GO TO 4000
2330 INPUT A$\IF A$="X" THEN 3000 \B$="X"\GO TO 4000
2340 INPUT A$\IF A$="Y" THEN 3000 \B$="Y"\GO TO 4000
2350 INPUT A$\IF A$="Z" THEN 3000 \B$="Z"\GO TO 4000
2360 INPUT A$\IF A$="1" THEN 3000 \B$="1"\GO TO 4000
2370 INPUT A$\IF A$="2" THEN 3000 \B$="2"\GO TO 4000
2380 INPUT A$\IF A$="3" THEN 3000 \B$="3"\GO TO 4000
2390 INPUT A$\IF A$="4" THEN 3000 \B$="4"\GO TO 4000
2400 INPUT A$\IF A$="5" THEN 3000 \B$="5"\GO TO 4000
2410 INPUT A$\IF A$="6" THEN 3000 \B$="6"\GO TO 4000
2420 INPUT A$\IF A$="7" THEN 3000 \B$="7"\GO TO 4000
2430 INPUT A$\IF A$="8" THEN 3000 \B$="8"\GO TO 4000
2440 INPUT A$\IF A$="9" THEN 3000 \B$="9"\GO TO 4000
2450 INPUT A$\IF A$="0" THEN 3000 \B$="0"\GO TO 4000
3000 PRINT "EVERY GOOD"\GO TO 2030
4000 IF A$="STOP" THEN 5000 \W=W+1\IF W=3 THEN 4100
4010 PRINT "SO SORRY, TRY AGAIN."
4020 GO TO 2031
4050 PRINT
4100 PRINT "SORRY! THAT'S YOUR 3RD TRY. CORRECT ANSWER IS: "B$
4110 PRINT
4120 GO TO 2030
5000 PRINT \PRINT "O K IT'S BEEN FUN. HPE TO C U AGN SN. 73 & ALOHA, PHIL."
5001 END
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LOOP ANTENNA DESIGNER/MIESKE

```
00010 REM THIS PROGRAM DESINGS SMALL LOOP ANTENNAS AND SHOWS
00020 REM EFFECTS OF ALTERING VARIOUS PARAMETERS,
00030 REM WRITTEN BY T.J.MIESKE HEC#4
00040 REM 5/24/78 LA MESA,CA.92041
00045 DIM D(1),R(2)
00050 FOR X=1 TO 6:PRINT ":";NEXT X
00060 PRINT "LOOP ANTENNA DESIGNER"
00070 FOR X=1 TO 5:PRINT ":";NEXT X
00080 PRINT "THIS PROGRAM AIDS IN THE DESIGN"
00090 PRINT "OF LOOP ANTENNAS;SMALL COMPARED"
00100 PRINT "TO THEIR OPERATING FREQ."
00110 PRINT
00120 PRINT "ENTER DATA AS REQUIRED"
00130 PRINT
00140 FOR X=1 TO 1000:NEXT X
00150 FOR X=1 TO 20:PRINT ":";NEXT X
00160 INPUT "ENTER FREQ.";F
00170 PRINT
00180 PRINT
00190 INPUT "ENTER LOOP DIA.;"D
00200 LET K=D:LET Z=F
00210 PRINT
00220 GOSUB 1180
00230 PRINT "THE RADIATION RESISTANCE OF A"
00240 PRINT "LOOP ANTENNA";D;"FEET IN DIA"
00250 PRINT "IS ";R;"AT";F;"MHZ."
00260 PRINT
00270 PRINT "LOOP ANTENNA EFFI CIENCY DEPENDS"
00280 PRINT "ON THE DIA,AND COMPOSITION"
00290 PRINT "OF THE INDUCTOR"
00300 PRINT
00310 INPUT "ENTER CONDUCTOR DIA.(INCHES)";D(1)
00320 LET P=D(1)
00330 PRINT "IS THE CONDUCTOR COPPER OR ALUUMINUM?"
00340 PRINT "ENTER A OR C"
00350 LINE INPUT ;A$
00360 IF A$=="C" THEN B$="COPPER"
00370 IF A$=="A" THEN B$="ALUMINUM"
00380 GOSUB 1200
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LOOP ANTENNA DESIGNER/MIESKE < CONT'D >

```
00390 GOSUB 1250
00400 PRINT
00410 PRINT "DO YOU WISH TO ALTER A PARAMETER?"
00420 PRINT "AND OBSERVE THE EFFECTS? (ENTER Y OR N)"
00430 LINE INPUT #D$
00440 IF D$="Y" THEN 490
00450 IF D$="N" THEN PRINT "DO YOU WISH A NEW DESIGN?"
00460 IF D$="N" THEN LINE INPUT #C$
00470 IF C$="Y" THEN 160
00480 END
00490 PRINT "DO YOU WISH TO ALTER-"
00500 PRINT "1.FREQ."
00510 PRINT "2.LOOP DIA."
00520 PRINT "3.CONDUCTOR DIA."
00530 INPUT "ENTER APPROPRIATE NUMBER" #C
00540 IF C=1 THEN 590
00550 IF C=2 THEN 870
00560 IF C=3 THEN 1030
00570 PRINT "ENTER YOUR CHOICE"
00580 GOTO 490
00590 LET F=1.8
00600 GOSUB 1180
00610 GOSUB 1200
00620 GOSUB 1250
00630 LET F=3.8
00640 GOSUB 1180
00650 GOSUB 1200
00660 GOSUB 1250
00670 LET F=7.2
00680 GOSUB 1180
00690 GOSUB 1200
00700 GOSUB 1250
00710 LET F=14.25
00720 GOSUB 1180
00730 GOSUB 1200
00740 GOSUB 1250
00750 LET F=21.2
00760 GOSUB 1180
00770 GOSUB 1200
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

'PROGRAM NAME: LOOP ANTENNA DESIGNER/MIESKE < CONT'D >

```
00780 GOSUB 1250
00790 LET F=28.9
00800 GOSUB 1180
00810 GOSUB 1200
00820 GOSUB 1250
00830 PRINT "THE FORMULAS USED IN THESE"
00840 PRINT "CALCULATIONS ARE INSUFFICIENT"
00850 PRINT "VALIDITY FOR FREQ.ABOVE 10 METERS"
00860 GOTO 410
00870 FOR X=1 TO 3:PRINT ":"NEXT X
00880 LET F=Z:LET D(1)=F
00890 LET K=3
00900 PRINT "FREQ.IN MEMORY IS" ;F;"MHZ."
00910 PRINT "CONDUCTOR IS" ;B$;D(1); "INCHES"
00920 PRINT "IN DIA."
00930 FOR X=1 TO 3000:NEXT X
00940 PRINT
00960 FOR X=1 TO 8
00970 GOSUB 1180
00980 GOSUB 1200
00990 PRINT K,E
01000 LET K=K+1
01010 NEXT X
01020 GOTO 410
01030 FOR X=1 TO 3:PRINT :NEXT X
01040 PRINT "FREQ. IN MEMORY IS ",Z
01050 PRINT
01060 PRINT "LOOP IS" ;B$;" AND IS" ;D; " FEET "
01080 FOR X=1 TO 3000:NEXT X
01090 PRINT
01100 PRINT "DIA           EFF."
01110 D(1)=.5
01120 FOR X=1 TO 10
01130 GOSUB 1180
01135 GOSUB 1200
01140 PRINT D(1),E
01150 D(1)=D(1)+.5
01160 NEXT X
01170 GOTO 410
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LOOP ANTENNA DESIGNER/MIESKE < CONT'D >

```
01180 R=31200*((3.14*(K/2)^2)/(984/F)^2)^2
01190 RETURN
01200 R(1)=31200*((3.14*(K/2)^2)/(984/F)^2)^2
01210 IF A$="A"THEN 1390
01220 R(2)=R(1)*(3.14*K)
01230 E=R/(R+R(2))*100
01240 RETURN
01250 FOR X=1 TO 3 :PRINT :NEXT X
01260 PRINT "THE LOSS RESISTANCE OF "
01270 PRINT "ALOOP ANTENNA "#D#" FEET"
01280 PRINT "IN DIAMETER SNF MADE OF"
01290 PRINT D(1)#+ INCH "#B$#" TUBING"
01300 PRINT "IS "#R(2)+" OHMS AT "#F#" MHZ. "
01310 PRINT
01320 PRINT "ITS RADIATION IS "#R+" OHMS"
01330 PRINT
01340 PRINT
01350 PRINT "IT'S EFFICIENCY IS "#E#" PER CENT."
01360 PRINT
01370 FOR X=1 TO 1000:NEXT X
01380 RETURN
01390 R(1)=R(1)*1.28
01400 GOTO 1220
11070 PRINT "IN DIA. ":PRINT
```

SECTION II

CAI
(Computer Assisted Instruction)

<u>PROGRAM NAME</u>	<u>PAGE</u>
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< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH CLASS/NORTH

```
00001 "NAME"="MATH CLASS--VERS.1.02--BY DEAN NORTH--3/12/78"
00002 REM      5022 BYTES
00005 REM ***D & H ENTERPRISES, 47-637 HUI ULILI ST., KANEHOHE, HI
. 96744*** 
00007 REM ***DEAN NORTH, PROP. --- PHONE (808) 239-7233*** 
00008 REM           THIS PROGRAM IS A GRADE SCHOOL MATH TUTOR
00009 REM   GIVE INITIAL INSTRUCTIONS AND FIND OUT WHO'S PLAYING
00010 PRINT "WHENEVER I (THE COMPUTER) ASK YOU A QUESTION, TYPE I
N THE ANSWER AND"
00011 PRINT "THEN PUSH THE BUTTON MARKED 'RETURN'. HERE WE GO...
..
00012 PRINT
00015 LINE INPUT "WHAT IS YOUR FIRST NAME? ";A$
00017 PRINT
00018 REM   MAKE THE PLAYER FEEL WELCOME AND GIVE INSTRUCTIONS
00020 PRINT "HELLO, ";A$";. TODAY WE WILL SEE HOW WELL YOU HAVE L
EARNED"
00030 PRINT "THOSE MATH LESSONS. YOU TELL ME WHAT YOU'D LIKE TO
WORK ON, AND"
00040 PRINT "THEN WE'LL DO IT TOGETHER, JUST YOU AND ME, OKAY? W
HATEVER YOU"
00050 PRINT "DECIDE TO WORK ON, ";A$";, WHETHER IT BE ADDITION, S
UBTRACTION,"
00060 PRINT "MULTIPLICATION, OR DIVISION, I'LL GIVE YOU 13 PROBLE
MS AND THEN"
00070 PRINT "WE'LL SEE HOW WELL YOU'VE DONE. OK.....HERE WE G
O!"
00071 PRINT
00072 PRINT "TELL ME WHAT YOU WANT TO PRACTICE THIS TIME, ";A$";.
ENTER A '1' FOR"
00074 PRINT "ADDITION PROBLEMS, A '2' FOR SUBTRACTION PROBLEMS, A
'3' FOR MULTIPLICATION"
00076 PRINT "PROBLEMS, OR A '4' FOR DIVISION PROBLEMS."
00078 PRINT "WHICH WILL IT BE?"
00080 INPUT "PUT IN THE NUMBER FOR THE SKILL YOU WANT TO PRACTICE
AND HIT THE RETURN KEY: ";X
00082 ON X GOTO 210,350,500,88
00086 PRINT "NO FAIR! YOUR CHOICES ARE 1,2,3, OR 4.":GOTO 78
00088 REM   THIS IS THE DIVISION PROBLEM PROGRAM SECTION
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH CLASS/NORTH < CONT'D >

```
00089 REM SET THE WRONG NUMBER COUNTER TO ZERO
00090 W=0
00092 REM ACKNOWLEDGE THE GAME CHOSEN
00094 PRINT "I LIKE DIVISION PROBLEMS TOO, ";A$;"! READY OR NOT,
HERE THEY COME."
00096 REM SET UP THE 13 PROBLEM LOOP
00098 FOR I=1 TO 13
00100 REM GENERATE THE PROBLEMS WITH 1<=DIVISOR>=9 AND WHOLE POS
ITIVE ANSWERS
00101 REM QUOTIENTS ARE LIMITED TO 12 OR LESS (BUT NOT LESS THAN
1)
00102 G=INT(RND(1)*108)+1
00103 H=INT(RND(1)*9)+1
00104 IF (G<H)OR (G/H)<INT(G/H))THEN 102
00105 IF G/H>12THEN 103
00106 PRINT "WHAT IS";G;" DIVIDED BY";H;
00108 REM CHECK THE ANSWER AND GO TO THE ANSWER SUB-PROGRAMS
00110 INPUT A
00112 IF A=G/H THEN GOSUB 810
00120 GOSUB 800
00130 GOTO 106
00200 REM THIS IS THE ADDITION PROBLEM SECTION - ACKNOWLEDGE THA
T
00210 PRINT "ADDITION IT IS. ARE YOU READY? ";:PAUSE 350:PRINT "I
AM. HERE WE GO..."
00213 REM SET THE WRONG NUMBER COUNTER TO 0 AND ESTABLISH S$=+ F
OR PROBLEMS
00215 S$="+":W=0
00216 REM SET THE PROBLEM LOOP AND GO TO THE SET-UP SUBROUTINE
00217 FOR I=1TO 13
00218 GOSUB 750
00219 REM TEST THE ANSWER FOR NUMBER OF DIGITS AND SET ? APPROPR
IATELY
00220 IF (G+H)<10THEN 250
00225 IF (G+H)<100THEN 260
00230 PRINT TAB(2)::GOTO 270
00250 PRINT TAB(4)::GOTO 270
00260 PRINT TAB(3)::GOTO 270
00269 REM ASK FOR THE ANSWER
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH CLASS/NORTH < CONT'D >

```
00270 INPUT L
00290 IF L=(G+H)THEN GOSUB 810
00300 GOSUB 800
00310 GOSUB 770
00315 GOTO 220
00349 REM THIS IS THE SUBTRACTION SECTION - ACKNOWLEDGE THAT
00350 PRINT "A SUBTRACTION GAME, HUH? OK, ";A$";", LET'S SEE HOW WELL YOU'VE STUDIED."
00359 REM SET S$ TO '-' AND RESET WRONG ANSWER COUNTER
00360 S$="-":W=0
00369 REM SET UP PROBLEM LOOP
00370 FOR I=1TO 13
00379 REM GET THE PROBLEM FROM THE PROBLEM GENERATOR SUBROUTINE
00380 GOSUB 750
00389 REM SET THE ? AT THE APPROPRIATE PLACE BASED ON ANSWER SIZE
00390 IF (G-H)<10THEN 410
00400 PRINT TAB(3);:GOTO 420
00410 PRINT TAB(4);
00419 REM ASK FOR THE ANSWER
00420 INPUT L
00430 REM TEST FOR ACCURACY AND CALL THE APPROPRIATE RESPONSE
00440 IF L=(G-H)THEN GOSUB 810
00450 GOSUB 800
00460 GOSUB 770
00470 GOTO 390
00499 REM MULTIPLICATION QUIZ SECTION - ACKNOWLEDGE THAT
00500 PRINT "I'M GLAD YOU PICKED THE MULTIPLICATION QUIZ. IT'S MY FAVORITE."
00509 REM SET THE WRONG NUMBER COUNTER AND PROBLEM LOOP
00510 W=0
00515 FOR I=1TO 13
00519 REM THE PROBLEMS ARE CHOSEN TO FIT IN A 9 X 12 MULTIPLICATION TABLE
00520 G=INT(RND(1)*9)+1
00530 H=INT(RND(1)*12)+1
00540 PRINT "WHAT IS";G;"TIMES";H;
00549 REM ASK FOR THE ANSWER
00550 INPUT L
*
```

*

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH CLASS/NORTH < CONT'D >

```
00560 REM TEST THE ANSWER FOR ACCURACY AND GET THE APPROPRIATE RESPONSE
00570 IF L=(G*H)THEN GOSUB 810
00580 GOSUB 800
00590 GOTO 540
00750 REM THIS SUBPROGRAM GENERATES RANDOM NUMBERS (LESS THAN 10)
0) AND SETS
00751 REM UP ADDITION AND SUBTRACTION PROBLEMS.
00753 G=INT(RND(1)*99)+1
00755 IF G<2THEN 750
00760 H=INT(RND(1)*99)+1
00763 REM CHECK TO SEE THAT H IS LESS THAN G FOR SUBTRACTION PROBLEMS
00764 IF X=1THEN 768
00765 IF H>=G THEN 760
00768 REM THIS SECTION FORMATS THE PROBLEM PRINTING BASED ON NUMBER SIZE
00770 IF G<10THEN 785
00775 PRINT TAB(3);G
00780 GOTO 790
00785 PRINT TAB(4);G
00788 REM $ IS EITHER '+' OR '-' DEPENDING ON THE PROBLEMS
00790 PRINT TAB(2);$;;
00791 IF H<10THEN 794
00792 PRINT TAB(3);H
00793 GOTO 795
00794 PRINT TAB(4);H
00795 PRINT TAB(2);"-----"
00796 RETURN
00798 REM THESE ARE THE RIGHT AND WRONG ANSWER SUBROUTINES
00799 REM IF THE ANSWER WAS WRONG THE COUNTER IS ADVANCED AND THE PROBLEM RETURNS
00800 PRINT "NO, ";A$";", THAT'S NOT RIGHT. TRY IT AGAIN."
00803 W=W+1
00806 RETURN
00810 REM CHECK TO SEE IF ALL PROBLEMS ARE DONE
00812 IF I=13THEN 818
00814 PRINT "RIGHT YOU ARE! OK, HERE'S THE NEXT ONE:";NEXT I
00818 REM THIS IS THE END GAME SUB-PROGRAM WITH PRINTOUTS BASED
ON THE # WRONG
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH CLASS/NORTH

```
00819 PRINT "RIGHT YOU ARE!":PRINT
00820 IF W=0THEN 880
00830 PRINT "OK, ";A$$";, THAT WAS THE LAST PROBLEM. YOU GAVE ME";W";
W;"WRONG"
00835 REM THE NEXT STEP GUARANTEES GOOD ENGLISH (1 WRONG ANSWERS
IS POOR)
00840 IF W=1THEN 870
00844 REM IF MORE THAN HALF THE PROBLEMS ARE WRONG THEY GET ANOT
HER SET OF THEM
00845 IF W>6THEN 875
00850 PRINT "ANSWERS, BUT I THINK THAT YOU'RE LEARNING. KEEP IT U
P!":GOTO 890
00870 PRINT "ANSWER WHICH IS VERY GOOD. YOU'RE REALLY LEARNING.":GOTO 890
00875 PRINT "ANSWERS, WHICH ISN'T VERY GOOD. I THINK YOU SHOULD P
LAY THE GAME AGAIN."
00876 GOTO 82
00879 REM IF THEY'RE ALL RIGHT BELLS EVEN RING
00880 PRINT "I'M REALLY PROUD OF YOU. DO YOU REALIZE THAT YOU COM
PLETED THE"
00885 PRINT "GAME WITHOUT A SINGLE MISTAKE. FANTASTIC ";A$$"!!!!
!!!!"
00890 LINE INPUT "DO YOU WANT TO PLAY THE GAME AGAIN? ";B$
00899 REM THEY'LL GET A CHOICE OF WHICH GAME TO PLAY IF THEY WAN
T TO GO AGAIN
00900 IF B$="YES"THEN PRINT :GOTO 72
00909 REM THAT'S ALL THEN
00910 PRINT "OK, IT WAS FUN PLAYING WITH YOU, ";A$$". KEEP UP THE
GOOD WORK. BYE."
00920 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH TUTOR/BARTOLI

```
00010 REM ***MATHEMATICS TUTOR BY T.J.BARTOLI ***
00020 REM *** H8 WITH 16K OF MEMORY ***
00025 DIM A$(10)
00030 LINE INPUT "WHAT'S YOUR NAME ? ";N$
00040 PRINT N$;
00050 LINE INPUT ", DO YOU WANT INSTRUCTIONS ? ";T$
00060 IF LEFT$(T$,1)="Y" THEN GOSUB 4000
00065 IF LEFT$(T$,1)="Y" THEN 82
00070 IF LEFT$(T$,1)="N" THEN 82
00080 PRINT "ANS. 'YES' OR 'NO'***";: GOTO 50
00082 PRINT "HOW OLD ARE YOU, ";N$;
00083 LINE INPUT " ";O$
00084 IF VAL(O$)<99 THEN 90
00085 PRINT "BE SERIOUS, ";: GOTO 82
00090 LINE INPUT "PRESS ANY KEY-";R$
00100 FOR I=1 TO ASC(R$)
00110 X=RND(1)
00120 NEXT I
00130 LINE INPUT "ADDITION - SUBTRACTION - MULTIPLICATION - DIVISION ? ";T$
00135 IF LEFT$(T$,1)="M" OR LEFT$(T$,1)="D" THEN 140
00136 IF LEFT$(T$,1)="A" OR LEFT$(T$,1)="S" THEN 140
00137 IF LEFT$(T$,1)="Q" THEN 5000
00138 PRINT "REENTER***";: GOTO 130
00140 LINE INPUT "DO YOU WANT TO ADJUST RANGE ? ";R$
00150 IF LEFT$(R$,1)="N" THEN 265
00160 IF LEFT$(R$,1)="Y" THEN 180
00170 PRINT "ANS. 'YES' OR 'NO'***";: GOTO 140
00180 INPUT " TOP OF 'X' RANGE= ";X2
00190 INPUT "BOTTOM OF 'X' RANGE= ";X1
00200 INPUT " TOP OF 'Y' RANGE= ";Y2
00210 INPUT "BOTTOM OF 'Y' RANGE= ";Y1
00220 IF X1>X2 AND Y1>Y2 THEN 250
00230 IF X1=X2 OR Y1=Y2 THEN 260
00240 GOTO 270
00250 PRINT "ILLOGICAL RANGE ON 'X' AND/OR 'Y'***REENTER":GOTO 180
0
00260 PRINT "INVALID RANGE ON 'X' AND/OR 'Y'***REENTER":GOTO 180
00265 X2=6: X1=0: Y2=6: Y1=0: REM ***DEFAULT RANGE IF NOT SELECTED***
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH TUTOR/BARTOLI

```
00266 IF LEFT$(T$,1)="A" OR LEFT$(T$,1)="S" THEN X2=20: Y2=20
00270 F=F-1
00280 IF F=2 THEN X=Z2: Y=Z1
00290 REM
00320 REM ***330 & 340 PICK A RANDOM VALUE FOR X AND Y***
00330 X=INT((X2-X1+1)*RND(1)+X1)
00340 Y=INT((Y2-Y1+1)*RND(1)+Y1)
00350 Z=0
00354 IF T$="A" THEN 512
00355 IF T$="M" THEN 450
00356 IF T$="S" THEN 432
00360 D1=X*Y
00380 REM ***ACCEPT DIVISION***
00390 PRINT D1;" / ";X;" = ";
00400 LINE INPUT " ";A$(1): IF LEFT$(A$(1),1)="Q" THEN 690
00410 GOSUB 1000
00420 IF A*X=D1 THEN 530
00430 GOTO 600
00431 REM ***ACCEPT SUBTRACTION***
00432 IF VAL(O$)>=8 THEN 436
00433 IF X>=Y THEN PRINT " ";X;" : PRINT " -";Y;" : A1=X-Y
00434 IF X< Y THEN PRINT " ";Y;" : PRINT " -";X;" : A1=Y-X
00435 GOTO 437
00436 PRINT " ";X;" : PRINT " -";Y;" : A1=X-Y
00437 LINE INPUT " ";A$(1): IF LEFT$(A$(1),1)="Q" THEN 690
00438 GOSUB 1000
00439 IF A=A1 THEN 530
00440 GOSUB 600
00441 REM ***ACCEPT MULTIPLICATION***
00450 PRINT " ";X;
00460 PRINT " X ";Y;
00480 LINE INPUT " ";A$(1): IF LEFT$(A$(1),1)="Q" THEN 690
00490 GOSUB 1000
00500 IF A=X*Y THEN 530
00510 GOTO 600
00511 REM ***ACCEPT ADDITION***
00512 PRINT " ";X;" : PRINT " +";Y;
00513 LINE INPUT " ";A$(1): IF LEFT$(A$(1),1)="Q" THEN 690
00514 GOSUB 1000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH TUTOR/BARTOLI < CONT'D >

```
00515 IF A=X+Y THEN 530
00516 GOTO 600
00520 REM ***RING THEIR LITTLE CHIMES. KEEP TRACK OF 'RIGHTS' AND
  FLAGS***
00530 FOR M=1 TO 10: PRINT CHR$(7);: NEXT M
00540 R=R+1
00550 F=F+1
00555 Z=1
00560 GOSUB 2000
00570 IF Z=1 THEN 270
00590 REM ***KEEP TRACK OF 'WRONGS' AND PICK A NO-NO MESSAGE***
00600 W=W+1
00620 IF X=X2 THEN PRINT TAB(25)**** NOT TOO GOOD ";N$"
00630 IF X=X1 THEN PRINT TAB(25)**** ";N$";, YOU SHOULD KNOW BET
TER!
00640 IF X<X2 AND X>X1 THEN PRINT TAB(25)**** TRY AGAIN, ";N$"
00650 REM ***SET UP FLAGS AND THINGS SO WRONG PROBLEMS CAN BE REP
EATED***
00660 F=6: Z1=X: Z2=Y
00670 GOTO 350
00680 REM ***GIVE THEM THE SCORE***
00690 S=(R/(R+W))*100
00700 PRINT
00710 PRINT R;" CORRECT"; W;" WRONG"
00730 PRINT "YOUR SCORE IS: ";INT(S);"%"
00735 GOTO 130
00740 PRINT "HERE'S YOUR PROBLEM AGAIN, ";N$
00750 PRINT
00760 GOTO 350
01000 IF LEFT$(A$(1),1)="-" THEN 1040
01010 IF LEFT$(A$(1),1)="+" THEN 1060
01020 A=VAL(A$(1))
01030 GOTO 1080
01040 S3=-1
01050 GOTO 1070
01060 S3=+1
01070 A=VAL(MID$(A$(1),2,10))*S3
01080 RETURN
02000 REM ***SELECT THE GOODIE MESSAGE***
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH TUTOR/BARTOLI < CONT'D >

```
02010 IF RND(1)>.7 THEN RETURN
02020 IF RND(1)>.4 AND X<X2 THEN X=X+1: S1=1
02030 IF X=X1 OR X=(X1+1) THEN PRINT TAB(30)"YOU GOT IT!"#
02040 IF X=(X1+2) THEN PRINT TAB(30)"GOOD FIGURING ";N$#
02050 IF X=(X1+3) THEN PRINT TAB(30);N$#, YOU'RE A WIZZ"#
02060 IF X>=(X1+4) THEN PRINT TAB(30)"ANOTHER RIGHT ANSWER, ";N$#
;
02070 IF X=Y AND Q<.4 THEN 2090
02080 GOTO 2100
02090 PRINT "...BUT IT WAS EASY!": Q=1
02100 IF Y=(X-1) AND S1=1 THEN 2120
02110 PRINT : GOTO 2130
02120 PRINT "...BUT IT WAS EASY!": Q=1
02130 IF S1=1 THEN S1=0: X=X-1
02140 RETURN
02150 REM ***** INSTRUCTIONS *****
04000 PRINT :PRINT :PRINT
04010 PRINT "WHEN YOU ARE FINISHED READING EACH PAGE, TYPE 'RETURN'"
04020 PRINT :PRINT :PRINT "THIS PROGRAM WILL HELP YOU LEARN":PRINT
04030 PRINT TAB(10)"ADDITION"
04040 PRINT TAB(10)"SUBTRACTION"
04060 PRINT TAB(10)"MULTIPLICATION"
04080 PRINT TAB(10)"DIVISION"
04100 PRINT : INPUT
04120 PRINT "THINGS YOU HAVE TO DO TO GET STARTED ARE:"
04140 PRINT TAB(5)"1. PRESS ANY LETTER OR NUMBER KEY AND THEN 'RETURN'."
04160 PRINT TAB(9)"THIS MAKES SURE YOU START WITH A NEW SET OF PROBLEMS ";
04180 PRINT "EACH TIME."
04200 PRINT
04220 PRINT TAB(5)"2. TYPE 'A', 'S', 'M', OR 'D' FOR ADDITION, SUBTRACTION, ";
04240 PRINT "MULTIPLICATION,": PRINT TAB(9)"OR DIVISION"
04250 PRINT
04260 PRINT TAB(5)"3. ALWAYS HIT 'RETURN' AFTER EACH ANSWER TO LET THE ";
04280 PRINT "COMPUTER KNOW": PRINT TAB(9)"YOU ARE FINISHED TYPING.": PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH TUTOR/BARTOLI

```
04290 INPUT
04300 PRINT TAB(5) "4. WHEN THE COMPUTER ASKS YOU IF YOU WANT TO
ADJUST RANGE: "
04320 PRINT TAB(9) "TYPE NO IF YOU WANT 0 THRU 6 FOR MULTIPLICATIO
N AND ";
04340 PRINT "DIVISION"
04360 PRINT TAB(9) "AND 0 THRU 20 FOR ADDITION AND SUBTRACTION."
04380 PRINT TAB(9) "TYPE YES IF YOU WANT TO CHOOSE YOUR OWN VALUES
."
04400 PRINT
04420 PRINT TAB(5) "AS YOU ARE GIVEN A PROBLEM, TYPE IN YOUR ANSWE
R."
04440 PRINT TAB(5) "IF THE ANSWER IS CORRECT THE COMPUTER WILL RIN
G A BELL."
04460 PRINT TAB(5) "IF THE ANSWER IS WRONG, IT WILL GIVE ANOTHER C
HANCE TO ";
04480 PRINT "ANSWER IT CORRECTLY"
04500 INPUT
04520 PRINT TAB(5) "ANYTIME YOU WANT TO CHANGE PROBLEMS OR IF YOU
WANT TO ";
04540 PRINT "SEE YOUR SCORE."
04560 PRINT TAB(5) "TYPE 'Q' (FOR QUIT) INSTEAD OF THE ANSWER."
04580 PRINT
04600 PRINT TAB(20) "***** GOOD LEARNING *****"
04620 RETURN
05000 STOP
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES

```
00001 REM 7852 BYTES
00010 REM ** TIMES TABLE 5-8 **
00020 REM ** BY JIM JONES WA1PJP/GM5BQA ***
00030 CLEAR
00040 FOR I=1 TO 15:PRINT :NEXT I
00050 PRINT "WELCOME TO THE WORLD OF TIMES TABLES. THIS GAME WILL
"
00060 PRINT "DO THE FIVE THRU EIGHT TABLES.":PRINT :PRINT :PRINT
00070 LINE INPUT "WHAT IS YOUR NAME? ";N$:PRINT :PRINT
00080 PRINT TAB(10) "MY NAME IS R2-D2 -- HI ";N$:PRINT
00090 PRINT "WHICH TABLE WOULD YOU LIKE TO TRY? "
00100 PRINT "0 = NONE"
00110 PRINT "5 = FIVE TABLE"
00120 PRINT "6 = SIX TABLE"
00130 PRINT "7 = SEVEN TABLE"
00140 PRINT "8 = EIGHT TABLE"
00150 INPUT A
00155 FOR I=1 TO 15:PRINT :NEXT I:PAUSE 4000
00160 IF A=0 GOTO 4500
00170 IF A=5 GOTO 530
00180 IF A=6 GOTO 1430
00190 IF A=7 GOTO 2330
00200 IF A=8 GOTO 3230
00210 FOR I=1 TO 15:PRINT :NEXT I
00220 PRINT TAB(10) "5 X 1 = 5";TAB(30) "5 X 7 = 35"
00230 PRINT TAB(10) "5 X 2 = 10";TAB(30) "5 X 8 = 40"
00240 PRINT TAB(10) "5 X 3 = 15";TAB(30) "5 X 9 = 45"
00250 PRINT TAB(10) "5 X 4 = 20";TAB(30) "5 X 10 = 50"
00260 PRINT TAB(10) "5 X 5 = 25";TAB(30) "5 X 11 = 55"
00270 PRINT TAB(10) "5 X 6 = 30";TAB(30) "5 X 12 = 60"
00280 PAUSE 3000:GOTO 4470
00290 FOR I=1 TO 15:PRINT :NEXT I
00300 PRINT TAB(10) "6 X 1 = 6";TAB(30) "6 X 7 = 42"
00310 PRINT TAB(10) "6 X 2 = 12";TAB(30) "6 X 8 = 48"
00320 PRINT TAB(10) "6 X 3 = 18";TAB(30) "6 X 9 = 54"
00330 PRINT TAB(10) "6 X 4 = 24";TAB(30) "6 X 10 = 60"
00340 PRINT TAB(10) "6 X 5 = 30";TAB(30) "6 X 11 = 66"
00350 PRINT TAB(10) "6 X 6 = 36";TAB(30) "6 X 12 = 72"
00360 PAUSE 3000:GOTO 4470
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
00370 FOR I=1 TO 15:PRINT :NEXT I
00380 PRINT TAB(10)"7 X 1 = 7":TAB(30)"7 X 7 = 49"
00390 PRINT TAB(10)"7 X 2 = 14":TAB(30)"7 X 8 = 56"
00400 PRINT TAB(10)"7 X 3 = 21":TAB(30)"7 X 9 = 63"
00410 PRINT TAB(10)"7 X 4 = 28":TAB(30)"7 X 10 = 70"
00420 PRINT TAB(10)"7 X 5 = 35":TAB(30)"7 X 11 = 77"
00430 PRINT TAB(10)"7 X 6 = 42":TAB(30)"7 X 12 = 84"
00440 PAUSE 3000:GOTO 4470
00450 FOR I=1 TO 15:PRINT :NEXT I
00460 PRINT TAB(10)"8 X 1 = 8":TAB(30)"8 X 7 = 56"
00470 PRINT TAB(10)"8 X 2 = 16":TAB(30)"8 X 8 = 64"
00480 PRINT TAB(10)"8 X 3 = 24":TAB(30)"8 X 9 = 72"
00490 PRINT TAB(10)"8 X 4 = 32":TAB(30)"8 X 10 = 80"
00500 PRINT TAB(10)"8 X 5 = 40":TAB(30)"8 X 11 = 88"
00510 PRINT TAB(10)"8 X 6 = 48":TAB(30)"8 X 12 = 96"
00520 PAUSE 3000:GOTO 4470
00530 PRINT :PRINT "THIS IS YOUR FIVE TABLE":PRINT :PRINT
00540 PRINT TAB(15)"ARE YOU READY? "#N$"
00550 CLEAR B
00560 REM ** GENERATE GAME **
00570 FOR B=0 TO C
00580 C=(B+1):NEXT B:IF B=13 GOTO 4410
00590 IF B=1 THEN PRINT TAB(25)"WHAT TIMES 5 = 5":GOTO 710
00600 IF B=2 THEN PRINT TAB(25)"WHAT TIMES 5 = 20":GOTO 770
00610 IF B=3 THEN PRINT TAB(25)"WHAT TIMES 5 = 10":GOTO 830
00620 IF B=4 THEN PRINT TAB(25)"WHAT TIMES 5 = 25":GOTO 890
00630 IF B=5 THEN PRINT TAB(25)"WHAT TIMES 5 = 15":GOTO 950
00640 IF B=6 THEN PRINT TAB(25)"WHAT TIMES 5 = 30":GOTO 1010
00650 IF B=7 THEN PRINT TAB(25)"WHAT TIMES 5 = 35":GOTO 1070
00660 IF B=8 THEN PRINT TAB(25)"WHAT TIMES 5 = 45":GOTO 1130
00670 IF B=9 THEN PRINT TAB(25)"WHAT TIMES 5 = 40":GOTO 1190
00680 IF B=10 THEN PRINT TAB(25)"WHAT TIMES 5 = 60":GOTO 1250
00690 IF B=11 THEN PRINT TAB(25)"WHAT TIMES 5 = 50":GOTO 1310
00700 IF B=12 THEN PRINT TAB(25)"WHAT TIMES 5 = 55":GOTO 1370
00710 INPUT D1
00720 IF D1*5=5 GOTO 750
00730 GOSUB 4270
00740 GOTO 570
00750 GOSUB 4130
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
00760 GOTO 570
00770 INPUT D2
00780 IF D2*5=20 GOTO 810
00790 GOSUB 4270
00800 GOTO 570
00810 GOSUB 4130
00820 GOTO 570
00830 INPUT D3
00840 IF D3*5=10 GOTO 870
00850 GOSUB 4270
00860 GOTO 570
00870 GOSUB 4130
00880 GOTO 570
00890 INPUT D4
00900 IF D4*5=25 GOTO 930
00910 GOSUB 4270
00920 GOTO 570
00930 GOSUB 4130
00940 GOTO 570
00950 INPUT D5
00960 IF D5*5=15 GOTO 990
00970 GOSUB 4270
00980 GOTO 570
00990 GOSUB 4130
01000 GOTO 570
01010 INPUT D6
01020 IF D6*5=30 GOTO 1050
01030 GOSUB 4270
01040 GOTO 570
01050 GOSUB 4130
01060 GOTO 570
01070 INPUT D7
01080 IF D7*5=35 GOTO 1110
01090 GOSUB 4270
01100 GOTO 570
01110 GOSUB 4130
01120 GOTO 570
01130 INPUT D8
01140 IF D8*5=45 GOTO 1170
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
01150 GOSUB 4270
01160 GOTO 570
01170 GOSUB 4130
01180 GOTO 570
01190 INPUT D9
01200 IF D9*5=40 GOTO 1230
01210 GOSUB 4270
01220 GOTO 570
01230 GOSUB 4130
01240 GOTO 570
01250 INPUT E1
01260 IF E1*5=60 GOTO 1290
01270 GOSUB 4270
01280 GOTO 570
01290 GOSUB 4130
01300 GOTO 570
01310 INPUT E2
01320 IF E2*5=50 GOTO 1350
01330 GOSUB 4270
01340 GOTO 570
01350 GOSUB 4130
01360 GOTO 570
01370 INPUT E3
01380 IF E3*5=55 GOTO 1410
01390 GOSUB 4270
01400 GOTO 570
01410 GOSUB 4130
01420 GOTO 570
01430 PRINT "THIS IS YOUR SIX TABLE":PRINT :PRINT
01440 PRINT TAB(15)"ARE YOU READY ";N$;PRINT :PRINT
01450 CLEAR F
01460 REM ** GENERATE GAME **
01470 FOR F=0 TO G
01480 G=(F+1):NEXT F:IF F=13 GOTO 4410
01490 IF F=1 THEN PRINT TAB(25)"WHAT TIMES 6 = 18":GOTO 1610
01500 IF F=2 THEN PRINT TAB(25)"WHAT TIMES 6 = 6":GOTO 1670
01510 IF F=3 THEN PRINT TAB(25)"WHAT TIMES 6 = 24":GOTO 1730
01520 IF F=4 THEN PRINT TAB(25)"WHAT TIMES 6 = 12":GOTO 1790
01530 IF F=5 THEN PRINT TAB(25)"6 TIMES WHAT = 30":GOTO 1850
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
01540 IF F=6 THEN PRINT TAB(25)"WHAT TIMES 6 = 48":GOTO 1910
01550 IF F=7 THEN PRINT TAB(25)"WHAT TIMES 6 = 36":GOTO 1970
01560 IF F=8 THEN PRINT TAB(25)"6 TIMES WHAT = 42":GOTO 2030
01570 IF F=9 THEN PRINT TAB(25)"WHAT TIMES 6 = 60":GOTO 2090
01580 IF F=10 THEN PRINT TAB(25)"6 TIMES WHAT = 54":GOTO 2150
01590 IF F=11 THEN PRINT TAB(25)"WHAT TIMES 6 = 66":GOTO 2210
01600 IF F=12 THEN PRINT TAB(25)"6 TIMES WHAT = 72":GOTO 2270
01610 INPUT H1
01620 IF H1*6=18 GOTO 1650
01630 GOSUB 4270
01640 GOTO 1470
01650 GOSUB 4130
01660 GOTO 1470
01670 INPUT H2
01680 IF H2*6=6 GOTO 1710
01690 GOSUB 4270
01700 GOTO 1470
01710 GOSUB 4130
01720 GOTO 1470
01730 INPUT H3
01740 IF H3*6=24 GOTO 1770
01750 GOSUB 4270
01760 GOTO 1470
01770 GOSUB 4130
01780 GOTO 1470
01790 INPUT H4
01800 IF H4*6=12 GOTO 1830
01810 GOSUB 4270
01820 GOTO 1470
01830 GOSUB 4130
01840 GOTO 1470
01850 INPUT H5
01860 IF H5*6=30 GOTO 1890
01870 GOSUB 4270
01880 GOTO 1470
01890 GOSUB 4130
01900 GOTO 1470
01910 INPUT H6
01920 IF H6*6=48 GOTO 1950
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
01930 GOSUB 4270
01940 GOTO 1470
01950 GOSUB 4130
01960 GOTO 1470
01970 INPUT H7
01980 IF H7*6=36 GOTO 2010
01990 GOSUB 4270
02000 GOTO 1470
02010 GOSUB 4130
02020 GOTO 1470
02030 INPUT H8
02040 IF H8*6=42 GOTO 2070
02050 GOSUB 4270
02060 GOTO 1470
02070 GOSUB 4130
02080 GOTO 1470
02090 INPUT H9
02100 IF H9*6=60 GOTO 2130
02110 GOSUB 4270
02120 GOTO 1470
02130 GOSUB 4130
02140 GOTO 1470
02150 INPUT J1
02160 IF J1*6=54 GOTO 2190
02170 GOSUB 4270
02180 GOTO 1470
02190 GOSUB 4130
02200 GOTO 1470
02210 INPUT J2
02220 IF J2*6=66 GOTO 2250
02230 GOSUB 4270
02240 GOTO 1470
02250 GOSUB 4130
02260 GOTO 1470
02270 INPUT J3
02280 IF J3*6=72 GOTO 2310
02290 GOSUB 4270
02300 GOTO 1470
02310 GOSUB 4130
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
02320 GOTO 1470
02330 PRINT :PRINT "THIS IS YOUR SEVEN TABLE":PRINT :PRINT
02340 PRINT :PRINT TAB(15)"ARE YOU READY ";N$
02350 CLEAR K
02360 REM **GENERATE GAME **
02370 FOR K=0 TO L
02380 L=(K+1):NEXT K:IF K=13 GOTO 4410
02390 IF K=1 THEN PRINT TAB(25)"WHAT TIMES 7 = 14":GOTO 2510
02400 IF K=2 THEN PRINT TAB(25)"WHAT TIMES 7 = 7":GOTO 2570
02410 IF K=3 THEN PRINT TAB(25)"WHAT TIMES 7 = 21":GOTO 2630
02420 IF K=4 THEN PRINT TAB(25)"7 TIMES 8 = ?":GOTO 2690
02430 IF K=5 THEN PRINT TAB(25)"WHAT TIMES 7 = 28":GOTO 2750
02440 IF K=6 THEN PRINT TAB(25)"WHAT TIMES 7 = 35":GOTO 2810
02450 IF K=7 THEN PRINT TAB(25)"7 TIMES WHAT = 49":GOTO 2870
02460 IF K=8 THEN PRINT TAB(25)"WHAT TIMES 7 = 42":GOTO 2930
02470 IF K=9 THEN PRINT TAB(25)"WHAT TIMES 7 = 70":GOTO 2990
02480 IF K=10 THEN PRINT TAB(25)"7 TIMES WHAT = 63":GOTO 3050
02490 IF K=11 THEN PRINT TAB(25)"WHAT TIMES 7 = 77":GOTO 3110
02500 IF K=12 THEN PRINT TAB(25)"WHAT TIMES 7 = 84":GOTO 3170
02510 INPUT M1
02520 IF M1*7=14 GOTO 2550
02530 GOSUB 4270
02540 GOTO 2360
02550 GOSUB 4130
02560 GOTO 2360
02570 INPUT M2
02580 IF M2*7=7 GOTO 2610
02590 GOSUB 4270
02600 GOTO 2360
02610 GOSUB 4130
02620 GOTO 2360
02630 INPUT M3
02640 IF M3*7=21 GOTO 2670
02650 GOSUB 4270
02660 GOTO 2360
02670 GOSUB 4130
02680 GOTO 2360
02690 INPUT M4
02700 IF M4=56 GOTO 2730
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
02710 GOSUB 4270
02720 GOTO 2360
02730 GOSUB 4130
02740 GOTO 2360
02750 INPUT M5
02760 IF M5*7=28 GOTO 2790
02770 GOSUB 4270
02780 GOTO 2360
02790 GOSUB 4130
02800 GOTO 2360
02810 INPUT M6
02820 IF M6*7=35 GOTO 2850
02830 GOSUB 4270
02840 GOTO 2360
02850 GOSUB 4130
02860 GOTO 2360
02870 INPUT M7
02880 IF M7*7=49 GOTO 2910
02890 GOSUB 4270
02900 GOTO 2360
02910 GOSUB 4130
02920 GOTO 2360
02930 INPUT M8
02940 IF M8*7=42 GOTO 2970
02950 GOSUB 4270
02960 GOTO 2360
02970 GOSUB 4130
02980 GOTO 2360
02990 INPUT M9
03000 IF M9*7=70 GOTO 3030
03010 GOSUB 4270
03020 GOTO 2360
03030 GOSUB 4130
03040 GOTO 2360
03050 INPUT N1
03060 IF N1*7=63 GOTO 3090
03070 GOSUB 4270
03080 GOTO 2360
03090 GOSUB 4130
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
03100 GOTO 2360
03110 INPUT N2
03120 IF N2*7=77 GOTO 3150
03130 GOSUB 4270
03140 GOTO 2360
03150 GOSUB 4130
03160 GOTO 2360
03170 INPUT N3
03180 IF N3*7=84 GOTO 3210
03190 GOSUB 4270
03200 GOTO 2360
03210 GOSUB 4130
03220 GOTO 2360
03230 PRINT :PRINT "THIS IS YOUR EIGHT TABLE":PRINT :PRINT
03240 PRINT :PRINT TAB(15)"ARE YOU READY ";N$
03250 CLEAR 0
03260 REM ** GENERATE GAME **
03270 FOR 0=0 TO F
03280 P=(0+1):NEXT 0:IF 0=13 GOTO 4410
03290 IF 0=1 THEN PRINT TAB(25)"WHAT TIMES 8 = 8":GOTO 3410
03300 IF 0=2 THEN PRINT TAB(25)"WHAT TIMES 8 = 24":GOTO 3470
03310 IF 0=3 THEN PRINT TAB(25)"WHAT TIMES 8 = 40":GOTO 3530
03320 IF 0=4 THEN PRINT TAB(25)"8 TIMES WHAT = 16":GOTO 3590
03330 IF 0=5 THEN PRINT TAB(25)"8 TIMES WHAT = 32":GOTO 3650
03340 IF 0=6 THEN PRINT TAB(25)"WHAT TIMES 8 = 64":GOTO 3710
03350 IF 0=7 THEN PRINT TAB(25)"WHAT TIMES 8 = 48":GOTO 3770
03360 IF 0=8 THEN PRINT TAB(25)"WHAT TIMES 8 = 80":GOTO 3830
03370 IF 0=9 THEN PRINT TAB(25)"8 TIMES WHAT = 56":GOTO 3890
03380 IF 0=10 THEN PRINT TAB(25)"WHAT TIMES 8 = 88":GOTO 3950
03390 IF 0=11 THEN PRINT TAB(25)"WHAT TIMES 8 = 96":GOTO 4010
03400 IF 0=12 THEN PRINT TAB(25)"8 TIMES WHAT = 72":GOTO 4070
03410 INPUT Q1
03420 IF Q1*8=8 GOTO 3450
03430 GOSUB 4270
03440 GOTO 3260
03450 GOSUB 4130
03460 GOTO 3260
03470 INPUT Q2
03480 IF Q2*8=24 GOTO 3510
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
03490 GOSUB 4270
03500 GOTO 3260
03510 GOSUB 4130
03520 GOTO 3260
03530 INPUT Q3
03540 IF Q3*8=40 GOTO 3570
03550 GOSUB 4270
03560 GOTO 3260
03570 GOSUB 4130
03580 GOTO 3260
03590 INPUT Q4
03600 IF Q4*8=16 GOTO 3630
03610 GOSUB 4270
03620 GOTO 3260
03630 GOSUB 4130
03640 GOTO 3260
03650 INPUT Q5
03660 IF Q5*8=32 GOTO 3690
03670 GOSUB 4270
03680 GOTO 3260
03690 GOSUB 4130
03700 GOTO 3260
03710 INPUT Q6
03720 IF Q6*8=64 GOTO 3750
03730 GOSUB 4270
03740 GOTO 3260
03750 GOSUB 4130
03760 GOTO 3260
03770 INPUT Q7
03780 IF Q7*8=48 GOTO 3810
03790 GOSUB 4270
03800 GOTO 3260
03810 GOSUB 4130
03820 GOTO 3260
03830 INPUT Q8
03840 IF Q8*8=80 GOTO 3870
03850 GOSUB 4270
03860 GOTO 3260
03870 GOSUB 4130
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
03880 GOTO 3260
03890 INPUT Q9
03900 IF Q9*8=56 GOTO 3930
03910 GOSUB 4270
03920 GOTO 3260
03930 GOSUB 4130
03940 GOTO 3260
03950 INPUT R1
03960 IF R1*8=88 GOTO 3990
03970 GOSUB 4270
03980 GOTO 3260
03990 GOSUB 4130
04000 GOTO 3260
04010 INPUT R2
04020 IF R2*8=96 GOTO 4050
04030 GOSUB 4270
04040 GOTO 3260
04050 GOSUB 4130
04060 GOTO 3260
04070 INPUT R3
04080 IF R3*8=72 GOTO 4110
04090 GOSUB 4270
04100 GOTO 3260
04110 GOSUB 4130
04120 GOTO 3260
04130 FOR S=0 TO T
04140 T=(S+1):NEXT S
04150 IF S=1 THEN PRINT "NOT BAD BIRDBRAIN":RETURN
04160 IF S=2 THEN PRINT "KEEP IT UP, ALMOST A BRAIN YOU HAVE":RETURN
04170 IF S=3 THEN PRINT "WELL, WELL, YOU SURPRISE ME":RETURN
04180 IF S=4 THEN PRINT "HURRAY!! ANOTHER RIGHT ANSWER":RETURN
04190 IF S=5 THEN PRINT "YOU ARE GETTING GOOD, AREN'T YOU":RETURN

04200 IF S=6 THEN PRINT "SURPRISE, SURPRISE - RIGHT YOU ARE":RETURN
04210 IF S=7 THEN PRINT "HEY, HEY, GOOD SHOW":RETURN
04220 IF S=8 THEN PRINT "B+ ON THAT ONE":RETURN
04230 IF S=9 THEN PRINT "I DON'T BELIEVE IT.":RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TIMES TABLE/JONES < CONT'D >

```
04240 IF S=10 THEN PRINT "GOOD SHOW, GENIUS MATERIAL":RETURN
04250 IF S=11 THEN PRINT "SMART LITTLE BUGGER":RETURN
04260 IF S=12 THEN PRINT "*** MAGIC ***":RETURN
04270 FOR U=0 TO V
04280 V=(U+1):NEXT U
04290 IF U=1 THEN PRINT "DUMMY, THATS NOT RIGHT":RETURN
04300 IF U=2 THEN PRINT "TRY AGAIN BIRDBRAIN":RETURN
04310 IF U=3 THEN PRINT "ARE YOU FOR REAL - TRY AGAIN":RETURN
04320 IF U=4 THEN PRINT "WRONG AGAIN TWIT":RETURN
04330 IF U=5 THEN PRINT "ARE YOU SURE YOU HAVE A BRAIN? ";N$:RETUR
RN
04340 IF U=6 THEN PRINT "GAD ZOOKS - ANOTHER WRONG ANSWER":RETURN

04350 IF U=7 THEN PRINT "DUMB - DUMB - DUMB":RETURN
04360 IF U=8 THEN PRINT "TRY TO FIND YOUR BRAIN TWIT":RETURN
04370 IF U=9 THEN PRINT "OH NO - PLEASE - I CAN'T STAND IT":RETUR
N
04380 IF U=10 THEN PRINT "HELP - HELP - CALL THE DOCTOR, WRONG":R
ETURN
04390 IF U=11 THEN PRINT "GROAN, MY MEMORY CAN'T TAKE IT":RETURN
04400 IF U=12 THEN PRINT "OUT OF ORDER, COMPLETE NERVOUS BREAKDOW
N":RETURN
04410 FOR I=1 TO 15:PRINT :NEXT I
04420 PRINT "YOUR SCORE IS ";S$: THE COMPUTERS SCORE IS ";U:PAUSE
4000
04430 IF A=5 GOTO 210
04440 IF A=6 GOTO 290
04450 IF A=7 GOTO 370
04460 IF A=8 GOTO 450
04470 PRINT :PRINT "WOULD YOU LIKE TO HAVE A TRY AT ANOTHER TIMES
TABLE"
04480 LINE INPUT "IF YES THEN TYPE 'Y' ? ";Y$
04490 IF Y$="Y" GOTO 30
04500 PRINT "HOPE YOU LEARNED YOUR TIMES TABLE, SEE YOU NEXT TIME
"
04510 PRINT :PRINT TAB(15)"GOODBYE FOR NOW....."
...
04520 FOR I=1 TO 8:PRINT :NEXT I:PAUSE 2000
04530 END
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH FACTS/PFEIFER.JR

```
00001 REM 3629 BYTES
00010 REM *** DRILL PRACTICE IN BASIC MATH FACTS
00015 REM *** BY FRANK J. PFEIFER, JR.
00020 REM *** FOR THE GREAT KIDS OF 308 IN CICERO SCHOOL
00030 PRINT
00035 E=0:G=0:W=0:Z1=0:Z2=0
00040 LINE INPUT "HI THERE...I'M CYBERNUT! ARE YOU A BOY OR GIRL
? ";A$
00050 IF A$="BOY" THEN 100
00060 IF A$="GIRL" THEN 200
00070 LINE INPUT "HEY...YOU HAVE TO BE EITHER A BOY OR GIRL! WHI
CH? ";A$
00080 GOTO 50
00100 LET M=INT(8*RND(1))+1
00110 ON M GOTO 120,130,140,150,160,170,180,190
00120 LET M$="YOU'RE A REAL GENTLEMAN!":GOTO 300
00130 LET M$="O.K. YOUNG MAN!":GOTO 300
00140 LET M$="YES SIR!":GOTO 300
00150 LET M$="O.K. BUSTER!":GOTO 300
00160 LET M$="FINE, YOU LITTLE STINKER!":GOTO 300
00170 LET M$="ALL RIGHT, HANDSOME!":GOTO 300
00180 LET M$="O.K. PAL!":GOTO 300
00190 LET M$="I BET THE GIRLS ARE CRAZY ABOUT YOU!":GOTO 300
00200 LET F=INT(8*RND(1))+1
00210 ON F GOTO 220,230,240,250,260,270,280,290
00220 LET F$="O.K. SUGAR!":GOTO 305
00230 LET F$="O.K. SWEETIE!":GOTO 305
00240 LET F$="I COULD KISS YOU, DOLL!":GOTO 305
00250 LET F$="ALL RIGHT, SUGAR BABE!":GOTO 305
00260 LET F$="YOU'RE A REAL CUTIE!":GOTO 305
00270 LET F$="YOU'RE A SWEETHEART!":GOTO 305
00280 LET F$="O.K. BEAUTIFUL!":GOTO 305
00290 LET F$="I BET YOU DRIVE THE BOYS WILD!":GOTO 305
00300 LET S$=M$":GOTO 310
00305 LET S$=F$
00310 PRINT S$;" NOW, WHAT'S YOUR NAME?":LINE INPUT "? ";N$
00315 PRINT
00320 PRINT "VERY GOOD, ";N$". WE ARE GOING TO DO A LITTLE PRAC
TICE IN"
00330 PRINT "ARITHMETIC. THAT GREAT TEACHER OF YOURS GAVE ME A L
IST OF"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH FACTS/PFEIFER.JR

```
00340 PRINT "SOME MATH PROBLEMS TO WORK WITH YOU. I'LL TRY NOT T  
O BE TOO"  
00350 PRINT "HARD ON YOU EITHER...I PROMISE!"  
00355 PRINT  
00360 PRINT "DO YOU WANT (1) ADDITION, (2) SUBTRACTION, (3) MULTI  
PLICATION,"  
00365 PRINT "OR (4) DIVISION?...";  
00370 INPUT "ANSWER (1, 2, 3, OR 4)...WHICH ONE? ";T  
00375 IF T<1 OR T>4 OR T<>INT(T) THEN 370  
00380 PRINT  
00385 PRINT "FINE, ";N$;"...HERE WE GO!"  
00390 PRINT :PRINT ,  
00395 GOTO 600  
00400 FOR X=10 TO 50 STEP 10  
00410 IF G+E=X THEN 1100  
00420 NEXT X  
00500 IF W=3 THEN 600  
00505 ON T GOTO 510,530,550,570  
00510 IF R<>A1+A2 THEN 700  
00520 GOTO 600  
00530 IF R<>S1-S2 THEN 700  
00540 GOTO 600  
00550 IF R<>M1*M2 THEN 700  
00560 GOTO 600  
00570 IF R<>D1/D2 THEN 700  
00600 W=0:ON T GOTO 610,620,630,640  
00610 A1=INT(11*RND(1)):A2=INT(11*RND(1)):GOTO 700  
00620 S1=INT(21*RND(1)):S2=INT(11*RND(1)):IF S1-S2<0 THEN 620  
00625 GOTO 700  
00630 M1=INT(13*RND(1)):M2=INT(13*RND(1)):GOTO 700  
00640 D1=INT(145*RND(1)):D2=INT(12*RND(1))+1  
00650 IF D1/D2<>INT(D1/D2) OR D1/D2>12 THEN 640  
00700 ON T GOTO 710,720,730,740  
00710 PRINT A1;"+";A2;"=" ";:GOTO 750  
00720 PRINT S1;"-";S2;"=" ";:GOTO 750  
00730 PRINT M1;"X";M2;"=" ";:GOTO 750  
00740 PRINT D1;" / ";D2;"=" "  
00750 INPUT "? ";R  
00800 ON T GOTO 810,830,850,870
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH FACTS/PFEIFER.JR < CONT'D >

```
00810 IF R=A1+A2 THEN 1000
00820 GOTO 900
00830 IF R=S1-S2 THEN 1000
00840 GOTO 900
00850 IF R=M1*M2 THEN 1000
00860 GOTO 900
00870 IF R=D1/D2 THEN 1000
00900 LET E1=INT(8*RND(1))+1
00905 ON E1 GOTO 910,920,930,940,950,960,970,980
00910 PRINT "HOLD IT!.....":GOTO 990
00920 PRINT "EASY NOW.....":GOTO 990
00930 PRINT "OOPS!.....":GOTO 990
00940 PRINT "OUCH!.....":GOTO 990
00950 PRINT "NOW THINK!...":GOTO 990
00960 PRINT "YOU GOOFED...":GOTO 990
00970 PRINT "WATCH IT!....":GOTO 990
00980 PRINT "HEY THERE!...",
00990 E=E+1:W=W+1:IF W=3 THEN PRINT " TRY ANOTHER.. "":GOTO 400
00995 PRINT " TRY AGAIN.... "":GOTO 400
01000 LET G1=INT(8*RND(1))+1:FOR B=1 TO 3:PRINT CHR$(7)::::NEXT B:W
=0
01005 ON G1 GOTO 1010,1020,1030,1040,1050,1060,1070,1080
01010 PRINT "YOU GOT IT...":GOTO 1090
01020 PRINT "KEEP IT UP...":GOTO 1090
01030 PRINT "CORRECT.....":GOTO 1090
01040 PRINT "GOOD WORK....":GOTO 1090
01050 PRINT "FINE ANSWER..":GOTO 1090
01060 PRINT "EXCELLENT....":GOTO 1090
01070 PRINT "RIGHT ON.....":GOTO 1090
01080 PRINT "GREAT JOB....",
01090 G=G+1:GOTO 400
01100 PRINT :PRINT :PRINT "* YOUR SCORE IS NOW":G%;"CORRECT AND":E
;
01110 IF E<>1 THEN PRINT "ERRORS *":GOTO 1130
01120 PRINT "ERROR *"
01130 IF G+E=50 THEN 1300
01140 PRINT " ";N$";", DO YOU WISH TO CONTINUE";
01150 LINE INPUT "? ";Q$
01160 PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH FACTS/PFEIFER.JR < CONT'D >

```
01170 IF LEFT$(Q$,1)="Y" THEN 1200
01180 IF LEFT$(Q$,1)="N" THEN Z1=Z1+G:Z2=Z2+E:GOTO 1400
01190 PRINT " PLEASE ANSWER YES OR NO!":GOTO 1140
01200 ON T GOTO 1210,1230,1250,1270
01210 IF R=A1+A2 THEN PRINT ,:GOTO 600
01220 GOTO 1280
01230 IF R=S1-S2 THEN PRINT ,:GOTO 600
01240 GOTO 1280
01250 IF R=M1*M2 THEN PRINT ,:GOTO 600
01260 GOTO 1280
01270 IF R=D1/D2 THEN PRINT ,:GOTO 600
01280 IF W=3 THEN PRINT ,:GOTO 600
01285 PRINT "I BET YOU THOUGHT I FORGOT":PRINT "THIS ONE.....",
01290 GOTO 700
01300 PRINT
01310 PRINT N$$", YOU HAVE FINISHED 50 PROBLEMS.":Z1=Z1+G:Z2=Z2+E
01320 PRINT "NUMBER OF PROBLEMS CORRECT IS":"
01330 PRINT INT(G*100/(G+E))%"":PRINT
01340 LINE INPUT "WOULD YOU LIKE SOME MORE PRACTICE? ":P$
01350 IF LEFT$(P$,1)="Y" THEN G=0:E=0:GOTO 355
01360 IF LEFT$(P$,1)="N" THEN PRINT :GOTO 1400
01370 PRINT :PRINT "PLEASE ANSWER YES OR NO!":GOTO 1340
01400 PRINT "YOUR TOTAL NUMBER OF PROBLEMS CORRECT IS":"
01410 PRINT INT(Z1*100/(Z1+Z2))%""
01420 PRINT
01430 PRINT "IT'S BEEN GREAT FUN PLAYING WITH YOU, "N$$".
01440 PRINT "I HOPE THE MATH PRACTICE WAS HELPFUL TO YOU."
01450 PRINT
01460 PRINT "YOU'RE A FINE YOUNG "A$":...HAVE A NICE DAY!"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH/REECE

```
00001 REM COMPUTER AIDED INSTRUCTION IN ARITHMETIC
00002 REM USES VERTICAL AND HORIZONTAL PROBLEMS
00003 REM GOOD FOR MATH DRILL FOR CHILDREN
00004 REM C REECE - H8 EXT B H BASIC 1/78
00005 REM ADAPTED FROM VERSION IN CREATIVE COMPUTING, MAY-JUNE 77
(P-82)
00006 REM HUG
00010 CNTRL 4,1
00020 CNTRL 2,2
00030 LINE INPUT "HI. WHAT'S YOUR NAME?";A$
00040 PRINT
00045 PRINT A$", ENTER A NUMBER BETWEEN 1 AND 100."
00046 INPUT N
00047 I=RND(-N)
00050 PRINT
00060 PRINT "OK, "A$", WE'RE GOING TO DO SOME ARITHMETIC PROBLEMS
"
00080 E=0
00085 Y=0
00090 FOR P=1 TO MAX(5,N/10*2)
00099 REM NUMBERS IN PROBLEMS VARY BETWEEN 1 AND N
00100 A=INT(N*RND(1)+1)
00105 B=INT(N*RND(1)+1)
00110 IF A>B THEN 114
00111 D=B:B=A:A=D
00113 REM DETERMINE THE WIDTH OF THE NUMBER
00114 S=3-INT(LOG(A)/2.302585+1)
00115 T=2-INT(LOG(B)/2.302585+1)
00120 Q=P
00130 IF P<10 THEN 150
00140 Q=P-9
00149 REM ALTERNATE BETWEEN THE 9 PROBLEM TYPES
00150 ON Q GOTO 200,250,300,350,400,450,500,550,600
00200 R=A+B
00210 PRINT TAB(S);A
00220 PRINT TAB(T)+"+"B
00225 PRINT "-----"
00230 INPUT G
00235 GOSUB 700
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH/REECE < CONT'D >

```
00240 IF E>0 THEN 210
00245 GOTO 680
00250 R=A-B
00260 PRINT A;" - ";B;" = ";
00270 INPUT G
00280 GOSUB 700
00290 IF E>0 THEN 260
00295 GOTO 680
00300 R=A-B
00310 PRINT TAB(T); "B
00320 PRINT "+"
00325 PRINT -----
00330 PRINT TAB(S);A,
00332 INPUT G
00335 GOSUB 700
00340 IF E>0 THEN 310
00345 GOTO 680
00350 R=A-B
00360 PRINT A;" - " = ";B,,,
00370 INPUT G
00380 GOSUB 700
00390 IF E>0 THEN 360
00395 GOTO 680
00400 C=INT(N*RND(1)+1)
00401 U=3-INT(LOG(C)/2.302585+1)
00402 R=A+B+C
00410 PRINT TAB(S);A
00415 PRINT TAB(U);C
00420 PRINT TAB(T); "+";B
00425 PRINT -----
00430 INPUT G
00435 GOSUB 700
00440 IF E>0 THEN 410
00445 GOTO 680
00450 R=A+B
00460 PRINT A;" + ";B;" = ";
00470 INPUT G
00480 GOSUB 700
00490 IF E>0 THEN 460
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH/REECE < CONT'D >

```
00495 GOTO 680
00500 R=A-B
00510 PRINT TAB(S);A
00520 PRINT TAB(T)---B
00525 PRINT -----
00530 INPUT G
00535 GOSUB 700
00540 IF E>0 THEN 510
00545 GOTO 680
00550 R=A-B
00560 PRINT B;" + " = ";A,,,
00570 INPUT G
00580 GOSUB 700
00590 IF E>0 THEN 560
00595 GOTO 680
00600 R=A-B
00610 PRINT TAB(S);A
00615 PRINT -
00620 PRINT -----
00625 PRINT TAB(T) " B,,"
00630 INPUT G
00635 GOSUB 700
00640 IF E>0 THEN 610
00645 GOTO 680
00680 NEXT P
00690 GOTO 900
00700 IF G=R THEN 750
00701 W1=W1+1:REM COUN ALL WRONG ANSWERS.
00705 E=E+1
00710 IF E>2 THEN 800
00720 PRINT "WRONG. TRY AGAIN!"
00725 PRINT
00730 RETURN
00750 Y=Y+1
00751 C1=C1+1:REM COUNT CORRECT ANSWERS
00752 E=0
00755 ON Y GOTO 760,770,780,790
00760 PRINT "VERY GOOD ";A$
00765 GOTO 725
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH/REECE < CONT'D >

```
00770 PRINT "SUPER!!"
00775 GOTO 725
00780 PRINT "THAT'S RIGHT "A$"
00785 GOTO 725
00790 PRINT "CORRECT !"
00792 Y=0
00795 GOTO 725
00800 PRINT "YOU MISSED THAT ONE 3 TIMES "A$!",""
00805 PRINT "THE CORRECT ANSWER IS"R!",""
00810 PRINT "HERE'S ANOTHER PROBLEM."
00815 E=0
00820 GOTO 725
00900 PRINT
00910 PRINT "THAT WAS LOTS OF FUN "A$!",""
00920 PRINT "DO YOU WANT ANY MORE PROBLEMS TODAY (YES OR NO)?""
00930 LINE INPUT #B$
00940 IF B$="YES" THEN 85
00950 IF B$="NO" THEN 960
00953 PRINT "PLEASE ANSWER YES OR NO "A$!",""
00955 GOTO 920
00960 PRINT
00961 T1=W1+C1:REM TOTAL PROBLEMS (INCLUDING DUPLICATES)
00962 G1=INT(C1/T1*100)
00963 PRINT "YOU GOT "C1" CORRECT OUT OF "T1
00964 PRINT "YOUR GRADE IS "G1%" , "A$"
00965 G$="EXCELLENT!"
00966 IF G1<90 THEN G$="VERY GOOD."
00967 IF G1<80 THEN G$="GOOD."
00968 IF G1<70 THEN G$="NOT TOO GOOD, YOU NEED LOTS MORE PRACTICE
!"
00969 PRINT A$" THAT'S "G$"
00970 PRINT "OK "A$", GOODBYE FOR NOW AND THANKS....."
00999 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH QUIZ/FALE

```
00010 DIM N$(2),Z$(1)
00020 FOR L=0 TO 8:PRINT :NEXT L
00030 PRINT TAB(18) "THIS PROGRAM WILL TEST YOUR MATH SKILL" :PRIN
NT
00035 PRINT "TYPE IN YOUR FIRST NAME PLEASE"
00036 LINE INPUT N$(2)
00040 PRINT N$(2) ", DO YOU WANT TO ADD, SUBTRACT, MULTIPLY, OR D
IVIDE?"
00045 I=0:N1=0:N2=0
00050 LINE INPUT N$(1)
00060 IF LEFT$(N$(1),1)="A" THEN X=240:GOTO 120
00070 IF LEFT$(N$(1),1)="S" THEN X=410:GOTO 120
00080 IF LEFT$(N$(1),1)="M" THEN X=610:GOTO 120
00090 IF LEFT$(N$(1),1)="D" THEN X=810:GOTO 120
00100 PRINT "INVALID INPUT, TRY AGAIN"
00110 GOTO 40
00120 PRINT "WHAT IS THE LARGEST NUMBER YOU WANT TO TRY " N$(2) " "
?
00130 PRINT 10, 100, 1000, 10000
00135 INPUT D
00140 IF D=10GOTO 170
00145 IF D=100GOTO 170
00150 IF D=1000GOTO 170
00155 IF D=10000GOTO 170
00160 PRINT "INVALID INPUT, TRY AGAIN " N$(2)
00165 GOTO 120
00170 PRINT "HOW MANY PROBLEMS DO YOU WANT " N$(2) " ?"
00175 INPUT N
00180 IF N>1GOTO X
00190 PRINT "YOU MUST TRY MORE THAN ONE PROBLEM " N$(2) " TRY AGA
IN"
00200 GOTO 170
00210 FOR L=0 TO 8:PRINT :NEXT L
00220 REM ADDITION SECTION
00240 GOSUB 1100
00250 GOSUB 1000
00260 Z=X+Y
00270 N2=N2+1
00280 PRINT " " X
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH QUIZ/FALE < CONT'D >

```
00290 PRINT " +" Y
00300 PRINT "-----"
00310 GOSUB 1300
00320 REM E1=NEXT PROBLEM, E2= TRY AGAIN
00330 E1=250
00340 E2=270
00350 GOSUB 2500
00400 REM SUBTRACTION SECTION FOLLOWS
00410 GOSUB 1100
00420 GOSUB 1000
00430 Z=X-Y
00440 N2=N2+1
00450 PRINT " -" X
00460 PRINT " -" Y
00470 PRINT "-----"
00480 GOSUB 1300
00490 E1=420
00500 E2=440
00510 GOSUB 2500
00600 REM MULTIPLICATION SECTION FOLLOWS
00610 GOSUB 1100
00620 GOSUB 1000
00630 Z=X*Y
00640 N2=N2+1
00650 PRINT " *" X
00660 PRINT " *" Y
00670 PRINT "-----"
00680 GOSUB 1300
00690 E1=620
00700 E2=640
00710 GOSUB 2500
00800 REM DIVISION SECTION FOLLOWS
00810 GOSUB 1100
00820 GOSUB 1000
00830 Q=X/Y
00840 N2=N2+1
00850 PRINT " -----"
00860 PRINT X " ! " Q
00870 PRINT "="
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH QUIZ/FALE < CONT'D >

```
00880 Z=Y
00890 GOSUB 1300
00900 E1=820
00910 E2=840
00920 GOSUB 2500
01000 IF N1=N THEN GOSUB 5000
01010 N1=N1+1
01020 GOSUB 2000
01030 RETURN
01100 C=0
01110 FOR L=0TO 60: PRINT "--";: NEXT L:PRINT
01120 RETURN
01125 REM EXPLINATION OF COUNTERS AND VARIABLES
01130 REM N1= # PROBLEMS COUNTER
01140 REM N2= # TRIES COUNTER
01150 REM Z= ACTUAL ANSWER
01160 REM Z1= OPERATORS ANSWER
01170 REM I= CORRECT ANSWER COUNTER
01180 REM N=#PROBLEMS ASKED FOR
01190 REM D=LARGEST # YOU WANT
01300 REM VALID INPUT TEST SUB
01305 LINE INPUT Z$(1)
01310 FOR A=1TO LEN(Z$(1))
01320 S$=MID$(Z$(1),A,1)
01330 IF S$<"0" GOTO 1360
01335 IF S$>"9" GOTO 1360
01340 NEXT A
01350 RETURN
01360 PRINT "INVALID INPUT, TRY AGAIN"
01370 GOTO 1300
02000 REM THIS SUB GENERATES DIGITS X, Y OF A RANDOM NATURE
02010 IF C<>0 GOTO 2040
02020 D1=D
02030 C=C+1
02040 X=INT(D1*RND(1))
02041 IF X=0 GOTO 2040
02050 Y=INT(D1*RND(1))
02051 IF Y=0 GOTO 2050
02060 IF Y<X GOTO 2100
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH QUIZ/FALE < CONT'D >

```
02070 A=Y
02080 Y=X
02090 X=A
02100 REM
02101 IF D1<>10 GOTO 2140
02110 IF D=10 GOTO 2150
02120 D1=D
02130 GOTO 2150
02140 D1=D1/10
02150 RETURN
02500 REM CORRECT OR INCORRECT MESSAGE SUB
02510 PRINT
02520 IF Z<VAL(Z$(1)) GOTO 2580
02530 IF Z>VAL(Z$(1)) GOTO 2600
02540 I=I+1
02550 W1=0
02560 PRINT TAB(30) "CORRECT " N$(2)
02570 GOTO E1
02580 PRINT "TOO HIGH " N$(2) " ! TRY AGAIN"
02590 GOTO 2610
02600 PRINT "TOO LOW " N$(2) " ! TRY AGAIN"
02610 W1=W1+1
02620 IF W1=3 GOTO 2640
02630 GOTO E2
02640 PRINT
02645 W1=0
02650 PRINT "THREE STRIKES, YOU'RE OUT. THE CORRECT ANSWER IS "
Z
02660 GOTO E1
05000 REM THIS SECTION CALCULATES WRONGS, RIGHTS, %, DONE?
05010 REM I=RIGHT, W=WRONG, P=% RIGHT
05020 W=N2-I
05030 R=N2-W
05040 P=INT(100*R/N2)
05050 PRINT
05060 PRINT "PROBLEMS =" N1
05070 PRINT "TRIES =" N2
05080 PRINT "CORRECT RESPONSES =" I
05090 PRINT "SCORE =" P "%"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MATH QUIZ/FALE < CONT'D >

```
05100 PRINT "DO YOU WANT TO TRY ANY MORE " N$(2) " ?"
05110 LINE INPUT N$(1)
05120 IF LEFT$(N$(1),1)="Y" GOTO 40
05130 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ARITHMETIC PRACTICE/HOYLE

```
00003 PRINT "IN ANY PROGRAM YOU RUN BE SURE TO PUSH RETURN AFTER
GIVING."
00006 PRINT "THE COMPUTER THE INFORMATION IT ASKS FOR."
00008 PAUSE 5000
00010 DIM S(5,10),T(5),A(10),B(10):S=1
00015 FOR Y6=1 TO 12:PRINT :NEXT Y6
00020 PRINT "WELCOME TO ARITHMETIC PRACTICE."
00021 PRINT "MY NAME IS AGGRAVATION - AGGIE FOR SHORT."
00022 LINE INPUT "WHAT'S YOUR NAME? ";S$:GOSUB 3000:GOSUB 3100
00023 PRINT
00025 PRINT TAB(20);S$;"", THIS IS A SERIES OF FOUR"
00030 PRINT "SETS OF TEN PROBLEMS EACH. IN ANY SET YOU GET 10 PO
INTS."
00040 PRINT "FOR EACH QUESTION ANSWERED CORRECTLY THE FIRST TIME
AND"
00050 PRINT "5 POINTS FOR EACH QUESTION ANSWERED CORRECTLY THE SE
COND."
00060 PRINT "TIME."
00070 PRINT "YOU MUST GET 75 POINTS OR MORE ON A SET TO GO ON TO
THE"
00080 PRINT "NEXT SET OF PROBLEMS."
00090 PRINT "NOW LET'S BEGIN."
00100 ON S GOTO 110,220,350,570
00110 T=1:Q=1:Z=0:Z1=0
00120 PRINT TAB(20);"ADDITION FACTS"
00130 A=INT(10*RND(1))
00133 B=INT(10*RND(1))
00136 GOSUB 2400
00140 IF M=0 THEN 130
00144 IF (Q>5 AND A+B<10) THEN 130
00150 PRINT "QUESTION";Q;"";
00160 PRINT "WHAT IS ";A;" + ";B;" EQUAL TO";Z
00170 LINE INPUT Z$
00172 GOSUB 900:IF Y5=1 THEN Y5=0:GOSUB 3250:GOTO 150
00180 IF A+B=X THEN GOSUB 1000:GOTO 130
00190 IF A+B<>X AND T=1 THEN GOSUB 1200:T=2:GOTO 160
00200 IF A+B<>X AND T=2 THEN GOSUB 1300:GOTO 130
00220 T=1:Q=1:Z=0:Z1=0
00230 PRINT TAB(20);"MULTIPLICATION FACTS"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ARITHMETIC PRACTICE/HOYLE < CONT'D >

```
00240 A=INT(10*RND(1))
00250 B=INT(10*RND(1))
00254 GOSUB 2400
00257 IF M=0 THEN 240
00258 IF (Q>6 AND A*B<40) THEN 240
00260 PRINT "QUESTION ";Q";";
00270 PRINT "WHAT IS ";A"; X ";B"; EQUAL TO";
00280 LINE INPUT #Z$
00285 GOSUB 900:IF Y5=1 THEN Y5=0:GOSUB 3250:GOTO 260
00290 IF A*B=X THEN GOSUB 1000:GOTO 240
00300 IF A*B<>X AND T=1 THEN GOSUB 1200:T=2:GOTO 270
00310 IF A*B<>X AND T=2 THEN GOSUB 1300:GOTO 240
00350 T=1:Q=1:Z=0:Z1=0
00360 PRINT TAB(20);"ADDITION"
00370 A=INT(60*RND(1))+3
00380 B=INT(70*RND(1))+10
00383 GOSUB 2400
00387 IF M=0 THEN 370
00388 IF (Q>6 AND A+B<100) THEN 370
00390 PRINT "QUESTION ";Q";";
00400 PRINT "WHAT IS ";A"; + ";B"; EQUAL TO";
00500 LINE INPUT #Z$
00505 GOSUB 900:IF Y5=1 THEN Y5=0:GOSUB 3250:GOTO 390
00510 IF A+B=X THEN GOSUB 1000:GOTO 370
00520 IF A+B<>X AND T=1 THEN GOSUB 1200:T=2:GOTO 400
00530 IF A+B<>X AND T=2 THEN GOSUB 1300:GOTO 370
00570 T=1:Q=1:Z=0:Z1=0
00580 PRINT TAB(20);"SUBTRACTION"
00590 A=INT(40*RND(1))+2
00600 B=INT(100*RND(1))
00604 GOSUB 2400
00607 IF M=0 THEN 590
00608 IF (Q>6 AND B-A<30) THEN 590
00610 IF A<B THEN 650
00620 D=B
00630 B=A
00640 A=D
00650 PRINT "QUESTION ";Q";";
00660 PRINT "WHAT IS ";B"; - ";A"; EQUAL TO";
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ARITHMETIC PRACTICE/HOYLE < CONT'D >

```
00670 LINE INPUT #Z$  
00675 GOSUB 900:IF Y5=1 THEN Y5=0:GOSUB 3250:GOTO 650  
00680 IF B-A=X THEN GOSUB 1000:GOTO 590  
00690 IF B-A<>X AND T=1 THEN GOSUB 1200:T=2:GOTO 660  
00700 IF B-A<>X AND T=2 THEN GOSUB 1300:GOTO 590  
00900 FOR Y7=1 TO LEN(Z$)  
00910 LET Y$=MID$(Z$,Y7,1)  
00920 IF (ASC(Y$)<=47 OR ASC(Y$)>=58) THEN Y5=1:RETURN  
00930 NEXT Y7  
00940 X=VAL(Z$):RETURN  
01000 C=INT(9*RND(1))  
01010 ON C+1 GOTO 1020,1030,1040,1050,1060,1025,1035,1045,1055  
01020 PRINT "THAT IS CORRECT":GOTO 1070  
01025 PRINT S$;", YOU ARE DOING VERY WELL":GOTO 1070  
01030 PRINT "VERY GOOD":GOTO 1070  
01035 PRINT "RIGHT":GOTO 1070  
01040 PRINT "EXCELLENT":GOTO 1070  
01045 PRINT "YOU ARE REALLY DOING WELL":GOTO 1070  
01050 PRINT "CORRECT":GOTO 1070  
01055 PRINT "THAT'S FINE":GOTO 1070  
01060 PRINT S$;", THAT'S REALLY GREAT.":GOTO 1070  
01070 IF T=1 THEN S(S,Q)=10:T(S)=T(S)+S(S,Q)  
01080 IF T=2 THEN S(S,Q)=5:T(S)=T(S)+S(S,Q):T=1  
01090 Q=Q+1  
01100 IF Q=11 THEN 2000  
01110 RETURN  
01200 C=INT(5*RND(1))  
01210 ON C+1 GOTO 1220,1230,1240,1250,1260  
01220 PRINT "I'M SORRY. THAT IS WRONG. TRY AGAIN.":RETURN  
01230 PRINT "NO! THINK CAREFULLY! TRY AGAIN.":RETURN  
01240 PRINT "I'M SORRY. YOU NEED TO TRY AGAIN.":RETURN  
01250 PRINT "NO! ";S$;", PLEASE TRY AGAIN.":RETURN  
01260 PRINT "THAT IS NOT CORRECT. TRY AGAIN.":RETURN  
01300 ON S GOTO 1310,1320,1330,1340  
01310 PRINT "NO! ";A$"; + ";B$"; = ";A+B:GOTO 1360  
01320 PRINT "NO! ";A$"; X ";B$"; = ";A*B:GOTO 1360  
01330 PRINT "NO! ";A$"; + ";B$"; = ";A+B:GOTO 1360  
01340 PRINT "NO! ";B$"; - ";A$"; = ";B-A:GOTO 1360  
01360 S(S,Q)=0:Q=Q+1:T=1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ARITHMETIC PRACTICE/HOYLE < CONT'D >

```
01370 IF Q=11 THEN 2000
01380 RETURN
02000 PRINT "YOU HAVE FINISHED SET ";S$"; ", "S$";", YOUR SCORES WE
RE: "
02020 PRINT "QUESTION "
02030 FOR I=1 TO 9:PRINT I;" ";:NEXT I:PRINT 10
02040 FOR I=1 TO 60:PRINT "-";:NEXT I:PRINT "-"
02045 PRINT TAB(9)
02047 CNTRL 3,5
02050 FOR I=1 TO 9:PRINT S(S,I),:NEXT I:PRINT S(S,10)
02060 PRINT "THIS MEANS THAT YOUR TOTAL SCORE FOR SET ";S$"; WAS "
;T(S)";"
02070 CNTRL 3,14
02075 IF T(S)>=95 THEN PRINT S$";", YOU REALLY KNEW YOUR ARITHMETI
C FACTS IN"
02076 IF T(S)>=95 THEN PRINT " THIS SET. THAT'S GREAT."
02080 IF T(S)<75 THEN 2140
02085 IF S=4 THEN 2300
02090 PRINT "SINCE YOUR SCORE WAS AT LEAST 75, YOU MAY NOW MOVE O
N TO"
02100 PRINT "SET ";S+1";"
02110 LINE INPUT "ARE YOU READY?";X$
02120 IF LEFT$(X$,1)<>"Y" THEN 2200
02130 S=S+1:GOTO 100
02140 PRINT "I'M SORRY. BUT YOUR SCORE WAS NOT AT LEAST 75."
02150 PRINT "IF YOU CONTINUE, YOU MUST STAY WITH THIS SET."
02170 LINE INPUT "ARE YOU READY?";X$
02180 IF LEFT$(X$,1)<>"Y" THEN 2200
02185 T(S)=0
02190 GOTO 100
02200 FOR I=1 TO S:PRINT "SET ";I"; - SCORE ";T(I):NEXT I
02210 PRINT "YOUR TOTAL AVERAGE FOR ";S$";
02212 IF S=1 THEN PRINT " SET IS";:GOTO 2220
02215 PRINT " SETS IS";;
02220 A=0
02230 FOR I=1 TO S:A=A+T(I):NEXT I
02240 A=A/S:PRINT A
02243 IF A>=95 THEN PRINT S$";", YOUR PERFORMANCE ON ";S$";
02244 IF A>=95 AND S=1 THEN PRINT " SET HAS";
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ARITHMETIC PRACTICE/HOYLE < CONT'D >

```
02245 IF A>=95 AND S>1 THEN PRINT " SETS HAS";  
02247 IF A>=95 THEN PRINT " BEEN EXCELLENT."  
02250 PRINT "PLEASE TRY AGAIN ANYTIME YOU WISH."  
02260 END  
02300 PRINT "YOU HAVE SATISFACTORILY COMPLETED ALL FOUR SETS OF"  
02310 PRINT "PROBLEMS. YOUR SCORES WERE:"  
02320 GOTO 2200  
02400 M=1:A(Q)=A:B(Q)=B  
02410 IF Q=1 THEN RETURN  
02420 FOR L=1 TO Q-1  
02430 IF (A(L)=A AND B(L)=B) OR (A(L)=B AND B(L)=A) THEN M=0:RETU  
RN  
02440 NEXT L  
02444 IF A=0 OR B=0 THEN Z=Z+1  
02445 IF A=1 OR B=1 THEN Z1=Z1+1  
02447 IF Z=2 THEN Z=1:M=0:RETURN  
02448 IF Z1=2 THEN Z1=1:M=0:RETURN  
02450 RETURN  
03000 I0=1  
03010 IF RIGHT$(LEFT$(S$,I0),1)<>" " THEN 3050  
03020 I0=I0+1  
03030 IF I0=20 THEN 3200  
03040 GOTO 3010  
03050 S$=RIGHT$(S$,LEN(S$)-(I0-1)):RETURN  
03100 I1=2  
03110 IF RIGHT$(LEFT$(S$,I1),1)=" " THEN 3150  
03115 IF I1>LEN(S$) THEN 3150  
03120 I1=I1+1  
03130 IF I1=20 THEN 3220  
03140 GOTO 3110  
03150 S$=LEFT$(S$,I1-1):RETURN  
03200 PRINT "PLEASE DON'T LEAVE SO MANY BLANKS BEFORE YOUR NAME."  
03210 PRINT "NOW TRY AGAIN!":GOTO 22  
03220 PRINT "YOUR NAME CAN'T BE SO LONG. DON'T FORGET TO LEAVE"  
03230 PRINT "A SPACE BETWEEN WORDS. NOW TRY AGAIN.":GOTO 22  
03250 PRINT TAB(7); "THE ANSWER TO ANY QUESTION IS A NUMBER. MAKE  
"  
03260 PRINT "SURE YOU DO NOT PUT ANY BLANKS IN YOUR ANSWER. EITH  
ER"  
03270 PRINT "AT THE BEGINNING, THE MIDDLE, OR THE END. NOW TRY AG  
AIN."  
03280 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MULTIPLICATION PRACTICE/PELLETIER

```
00010 REM "MULTIPLICATION TABLE PRACTICE...BY G A P ..REVISED 11/22/77"
00020 PRINT "...MULTIPLICATION PRACTICE--TABLES...""
00025 M=0:N=0
00030 PRINT :PRINT "... WHAT TABLE ":"INPUT T
00040 PRINT
00050 FOR I=1 TO 12
00060 PRINT TAB(5) T;" X ";"I;"=" ";"INPUT S
00070 IF S<>T*I THEN 165
00075 IF I=12 THEN PRINT "...GOOD...":PRINT :GOTO 185
00080 PRINT "...GOOD...NEXT:"
00085 W=0
00090 NEXT I
00092 GOTO 185
00095 PRINT
00100 PRINT "...ANOTHER TABLE...Y' OR 'N'...":LINE INPUT A$
00110 IF A$<>"Y" THEN 330
00120 GOTO 25
00150 PRINT "...WRONG AGAIN ..THE ANSWER IS: ";T;" X ";"I;"=" ;T*I
00155 W=0
00157 N=N+1
00160 GOTO 90
00165 W=W+1
00166 IF W>1 THEN 150
00170 PRINT "...WRONG...TRY AGAIN..."
00175 M=M+1
00180 GOTO 60
00185 IF M=0 THEN 210
00190 IF M<4 THEN 220
00200 PRINT "...YOU MISSED ";M;"ANSWER(S) ON THE FIRST TRY AND ";N;"ANSWER(S)":
00201 PRINT "ON THE SECOND TRY...YOU NEED MORE STUDY ON THIS TABL E... "
00202 GOTO 250
00210 PRINT "...VERY GOOD...100% CORRECT ON THE FIRST TRY...+"
00211 PRINT "...CONGRATULATIONS!!!!":GOTO 250
00220 PRINT "...NOT BAD...YOU MISSED ";M;"ANSWER(S) ON THE FIRST TRY,":"
00221 PRINT "AND ";N;"ANSWER(S) ON THE SECOND TRY...YOU COULD DO BETTER..."
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MULTIPLICATION PRACTICE/PELLETIER

```
00222 GOTO 250
00250 PRINT "...(PAUSE..WHEN YOU'RE READY TO GO ON, PUSH THE <SPAC
E> BAR...)"
00260 PAUSE :
00270 PRINT "...NOW LET'S REVIEW THE WHOLE TABLE...":
00280 FOR I=1TO 11
00290 PRINT TAB(5) T;" X";I;"=";"T*I
00300 NEXT I
00310 PRINT TAB(5) T;" X";12;"=";"T*12;"      (PAUSE)"#;PAUSE :
00320 GOTO 100
00330 END
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: NAME THE STATES' CAPITOLS/NICO

```
10 REM ** THE "NAME THE STATE CAPITALS" PROGRAM
20 REM
30 FOR I=1 TO 16\PRINT \NEXT I
40 RANDOMIZE
50 PRINT TAB(18);"*****"
60 PRINT TAB(18);"THE 'NAME THE STATE CAPITALS' PROGRAM *"
70 PRINT TAB(18);"*";TAB(58);"*"
80 PRINT TAB(18);"* BY.... WILLARD I. NICO      *"
90 PRINT TAB(18);"*****"
100 PRINT
110 PRINT TAB(24);"HERE IS A QUIZ TO SEE HOW MANY"
120 PRINT TAB(25);"STATE CAPITALS YOU CAN NAME."
130 PRINT\PRINT
140 DIM S$(50,2)
150 FOR A=1 TO 50\FOR B=1 TO 2\READ S$(A,B)\NEXT B\NEXT A
160 PRINT "FIRST, PLEASE TELL ME YOUR NAME....";\INPUT N$
170 IF LEN(N$)<20 GOTO 200
180 PRINT "HOW ABOUT A NICKNAME INSTEAD....";\INPUT N$
190 GOTO 170
200 PRINT\PRINT "THANKS, ";N$;"! HERE WE GO....."
210 PRINT "I'LL NAME A STATE AND YOU TELL ME ITS CAPITAL"
220 PRINT\PRINT "HERE'S THE FIRST ONE....."
230 S=50\R=0\W=0
240 PRINT\PRINT\A$=""
250 IF Q<>0 GOTO 270
260 PRINT "WHAT CITY IS THE CAPITAL OF ";;\GOTO 350
270 IF Q<>1 GOTO 290
280 PRINT "HERE'S THE NEXT ONE..... ";;\GOTO 350
290 IF Q<>2 GOTO 310
300 PRINT "TELL ME THE CAPITAL OF ";;\GOTO 350
310 IF Q<>3 GOTO 330
320 PRINT "OK, ";N$;"! NAME THE STATE CAPITAL OF ";;\GOTO 350
330 Q=-1
340 PRINT "HERE'S A TOUGH ONE! WHAT'S THE CAPITAL OF "
350 Q=Q+1\X=INT(S*RND(1))+1\S=S-1
360 PRINT S$(X,1)
370 INPUT A$
380 IF LEN(A$)>0 GOTO 400
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: NAME THE STATES' CAPITOLS/NICO < CONT'D >

```
390 PRINT "DON'T KNOW THAT ONE, ";N$;"?"\GOTO 660
400 IF A$=S$(X,2) GOTO 700
410 FOR I=1 TO 50
420 IF A$=S$(I,2) GOTO 450
430 NEXT I
440 GOTO 480
450 PRINT A$;" IS THE CAPITAL OF ONE OF THE STATES,"
460 PRINT " BUT IT'S NOT ";S$(X,1)
470 GOTO 650
480 IF N<>0 GOTO 500
490 PRINT "SORRY, ";N$;"! ";A$;" IS NOT CORRECT!"\GOTO 650
500 IF N<>1 GOTO 540
510 PRINT "PEOPLE WHO LIVE IN ";S$(X,1);;" KNOW THAT"
520 PRINT " ";A$;" ISN'T THE CAPITAL!"
530 GOTO 650
540 IF N<>2 GOTO 580
550 PRINT "MANY PEOPLE GUESS ";A$;", ";N$;",";
560 PRINT " BUT IT'S NOT THE CAPITAL OF ";S$(X,1)
570 GOTO 650
580 IF N<>3 GOTO 620
590 PRINT "THAT'S NOT RIGHT, ";N$;"!"
600 PRINT " BUT I'LL GIVE YOU ANOTHER CHANCE....."
610 GOTO 650
620 N=-1
630 PRINT "OOPS! ";A$;" MAY BE A FAMILIAR CITY"
640 PRINT " IN ";S$(X,1);", BUT IT'S NOT THE CAPITAL!"
650 N=N+1
660 PRINT "TRY AGAIN! - ";S$(X,1);". . . . . ";"\INPUT A$
670 IF A$=S$(X,2) GOTO 700
680 PRINT "THE CORRECT ANSWER IS ";S$(X,2)
690 W=W+1\GOTO 870
700 R=R+1
710 IF Y<>0 GOTO 730
720 PRINT "GOOD GOING, ";N$;"! THAT'S RIGHT!"\GOTO 840
730 IF Y<>1 GOTO 760
740 PRINT "IT SURE IS ";A$;", ";N$;"! KEEP UP THE GOOD WORK!"
750 GOTO 840
760 IF Y<>2 GOTO 790
770 PRINT "ANOTHER RIGHT ANSWER, ";N$;"! YOU'RE DOING FINE!"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: NAME THE STATES' CAPITOLS/NICO < CONT'D >

```
780 GOTO 840
790 IF Y<>3 GOTO 820
800 PRINT "PEOPLE IN ";S$(X,1);" ARE PROUD OF YOU, ";N$;"!"
810 GOTO 840
820 Y=-1
830 PRINT "THAT'S RIGHT, ";N$;"! YOU'VE GOT";R;"RIGHT SO FAR!""
840 Y=Y+1
850 IF S=0 GOTO 970
860 IF X=50 GOTO 960
870 T1$=S$(X,1)
880 T2$=S$(X,2)
890 FOR I=X TO 49
900 FOR B=1 TO 2
910 S$(I,B)=S$(I+1,B)
920 NEXT B
930 NEXT I
940 S$(50,1)=T1$
950 S$(50,2)=T2$
960 GOTO 240
970 PRINT\PRINT\PRINT
980 IF R<>50 GOTO 1030
990 PRINT CHR$(7);CHR$(7);""!!! A PERFECT SCORE, ";N$;" !!!"
1000 PRINT "!!! C O N G R A T U L A T I O N S !!!";CHR$(7);
1010 PRINT CHR$(7)
1020 GOTO 1060
1030 PRINT "HERE'S THE FINAL SCORE, ";N$;"! ";
1040 PRINT "OUT OF 50 STATES...."
1050 PRINT "YOU GOT";R;"RIGHT AND";W;"WRONG."
1060 PRINT\PRINT
1070 PRINT "WANT TO TRY AGAIN.... ";INPUT A$
1080 IF SEG$(A$,1,1)="Y" GOTO 230
1090 PRINT\PRINT
1100 PRINT "OK, ";N$;"! ";
1110 PRINT "THANKS FOR TAKING THE QUIZ ON STATE CAPITALS."
1120 PRINT\PRINT\END
1130 DATA "ALABAMA","MONTGOMERY","ALASKA","JUNEAU","ARIZONA"
1140 DATA "PHOENIX","ARKANSAS","LITTLE ROCK","CALIFORNIA"
1150 DATA "SACRAMENTO","COLORADO","DENVER","CONNECTICUT"
1160 DATA "HARTFORD","DELAWARE","DOVER","FLORIDA","TALLAHASSEE"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: NAME THE STATES' CAPITOLS/NICO < CONT'D >

```
1170 DATA "GEORGIA","ATLANTA","HAWAII","HONOLULU","IDAHO"
1180 DATA "BOISE"
1190 DATA "ILLINOIS","SPRINGFIELD","INDIANA","INDIANAPOLIS"
1200 DATA "IOWA","DES MOINES","KANSAS","TOPEKA","KENTUCKY"
1210 DATA "FRANKFORT","LOUISIANA","BATON ROUGE","MAINE"
1220 DATA "AUGUSTA","MARYLAND","ANNAPOLIS","MASSACHUSETTS"
1230 DATA "BOSTON","MICHIGAN","LANSING","MINNESOTA","ST. PAUL"
1240 DATA "MISSISSIPPI","JACKSON","MISSOURI","JEFFERSON CITY"
1250 DATA "MONTANA","HELENA","NEBRASKA","LINCOLN","NEVADA"
1260 DATA "CARSON CITY","NEW HAMPSHIRE","CONCORD","NEW JERSEY"
1270 DATA "TRENTON","NEW MEXICO","SANTA FE","NEW YORK","ALBANY"
1280 DATA "NORTH CAROLINA","RALEIGH","NORTH DAKOTA","BISMARCK"
1290 DATA "OHIO","COLUMBUS","OKLAHOMA","OKLAHOMA CITY","OREGON"
1300 DATA "SALEM","PENNSYLVANIA","HARRISBURG","RHODE ISLAND"
1310 DATA "PROVIDENCE","SOUTH CAROLINA","COLUMBIA"
1320 DATA "SOUTH DAKOTA"
1330 DATA "PIERRE","TENNESSEE","NASHVILLE","TEXAS","AUSTIN"
1340 DATA "UTAH","SALT LAKE CITY","VERMONT","MONTFELIER"
1350 DATA "VIRGINIA","RICHMOND","WASHINGTON","OLYMPIA"
1360 DATA "WEST VIRGINIA","CHARLESTON","WISCONSIN","MADISON"
1370 DATA "WYOMING","CHEYENNE"
```

: :

SECTION III

FINANCIAL

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< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DECLINING INTEREST/PARKER

```
00010 REM DECLINING INTEREST/PARKER
00020 REM WRITTEN BY STEVE PARKER HEC # 29
00110 REM DECLINING INTEREST CALCULATION PROBLEM
00120 PRINT
00130 PRINT :PRINT "DECLINING INTEREST PROGRAM":PRINT
00140 INPUT "AMOUNT OF LOAN? ";A
00150 INPUT "INTEREST RATE (E.G. 9.25)? ";R
00160 INPUT "LENGTH OF LOAN (MONTHS)? ";M
00162 IF M<>INT(M) THEN 160
00164 LINE INPUT "WANT PAYMENT CALCULATED FOR YOU? ";B$
00170 PRINT :PRINT A;"FOR";M;"MONTHS AT";R;"PERCENT"
00171 R=R/1200
00172 IF LEFT$(B$,1)="Y" THEN 200
00173 INPUT "WHAT IS THE MONTHLY PAYMENT? ";P
00175 GOTO 230
00190 REM CALCULATE MONTHLY PAYMENT AND ROUND UP TO CENTS.
00200 C=(R+1)^M
00210 P=A*((R*C)/(C-1))
00220 P=(P*100)+1: P=INT(P):P=P/100
00230 PRINT "MONTHLY PAYMENT=";P
00240 REM PRINT EITHER A MONTHLY BREAKDOWN OR JUST PAYMENTS
00250 LINE INPUT "WANT A MONTHLY BREAKDOWN? ";B$
00255 F=0
00260 IF LEFT$(B$,1)<>"Y" THEN F=1: GOTO 290
00275 PRINT
00280 PRINT "MONTH      BALANCE      INTEREST      INT T.D      PRINCIPLE      P
RINCIPLE T.D"
00290 Z=0: T=0: I2=0: N2=0: P2=0
00295 B=A
00300 FOR K=1TO M
00310 I=B*R
00315 I=(I*100)+1:I=INT(I):I=I/100
00320 IF K=M THEN P=B+1
00330 P2=P2+P
00350 N=P-I: B=B-N: I2=I2+I: N2=N2+N
00355 IF F=1 THEN 370
00360 PRINT TAB(1);K;TAB(7);B;TAB(19);I;TAB(29);I2;TAB(41);N;TAB(52);N2
00370 NEXT K
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DECLINING INTEREST/PARKER < CONT'D >

```
00375 PRINT "FINAL PAYMENT =" ; P
00380 PRINT " TOTAL PAYMENTS=" ; P2: PRINT
00390 LINE INPUT "WANT TO DO ANOTHER ONE? " ; B$
00400 IF LEFT$(B$,1)="Y" THEN 140
00410 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STOCK REPORTER/MORRISON

```
00100 REM ****
00110 REM *
00120 REM *           S T O C K   R E P O R T E R
00130 REM *           WRITTEN BY
00140 REM *           MIKE MORRISON (513) 531-8825
00150 REM *           2553 MOUNDVIEW DRIVE
00160 REM *           CINCINNATI, OHIO 45212
00170 REM ****
00180 REM
00190 REM ANY STOCK PRICE MAY BE ENTERED AS DOLLARS AND CENTS
00200 REM      (EVEN FRACTIONAL CENTS) OR AS AN ARBITRARILY
00210 REM      COMPLEX EXPRESSION. I.E., 18-3/8 MAY BE
00220 REM      ENTERED 18.375 *OR* 18 + 3 / 8
00230 REM
00240 LINE INPUT "DO YOU WISH TO CALCULATE YIELDS? (Y OR N) "; X$
00250 IF X$ = "N" THEN 330
00260 IF X$ <> "Y" THEN 240
00270 INPUT "STOCK PRICE: "; P0
00280 IF P0 <> 0 THEN 300
00290 STOP
00300 INPUT "DIVIDEND: "; DO
00310 PRINT "YIELD EQUALS "; 100 * (DO / P0); CHR$(10)
00320 GOTO 270
00330 REM
00340 REM TO ADD OR DELETE STOCKS, SIMPLY ADD OR DELETE APPROPRIATE
00350 REM      DATA STATEMENTS. SUBSEQUENT PURCHASES OF THE SAME
00360 REM      STOCK SHOULD BE IN SEQUENTIAL DATA STATEMENTS.
00370 REM
00380 REM N$ = STOCK EXCHANGE DESIGNATION (10) & NAME
00390 REM D$ = DATE STRING (8) & OTHER COMMENTS
00400 REM S = # OF SHARES HELD
00410 REM P0 = PURCHASE PRICE
00420 REM D = DIVIDEND
00430 REM P1 = CURRENT SELLING PRICE
00440 N = 0; I = 0
00450 READ N$
00460 IF N$ = "000" THEN 500
00470 I = I + 1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STOCK REPORTER/MORRISON < CONT'D >

```
/  
00480 READ D$, S, PO, D  
00490 GOTO 450  
00500 RESTORE  
00510 DIM N$(I), D$(I), S(I), PO(I), D(I), P1(I)  
00520 J = I  
00530 FOR I = 1 TO J  
00540 READ N$(I), D$(I), S(I), PO(I), D(I)  
00550 NEXT I  
00560 FOR I = 1 TO J  
00570 IF LEFT$(N$(I),10) <> LEFT$(N$(I - 1),10) THEN 600  
00580 P1(I) = P1(I - 1)  
00590 NEXT I  
00600 PRINT CHR$(10); N$(I), D$(I)  
00610 INPUT "CURRENT SELLING PRICE: "; P1(I)  
00620 PRINT "CURRENT DIVIDEND = "; 100 * (D(I) / P1(I))  
00630 NEXT I  
00640 GOSUB 830  
00650 FOR I = 1 TO J  
00660 I1 = S(I) * PO(I)  
00670 C1 = S(I) * P1(I)  
00680 G1 = C1 - I1  
00690 IF LEFT$(N$(I),10) <> LEFT$(N$(I - 1),10) THEN 720  
00700 PRINT ,  
00710 GOTO 730  
00720 PRINT LEFT$(N$(I),10),  
00730 PRINT I1, 100 * (D(I) / PO(I)), C1, G1  
00740 IO = IO + I1  
00750 CO = CO + C1  
00760 GO = GO + G1  
00770 IF INT(I / 8) <> (I / 8) THEN 790  
00780 GOSUB 830  
00790 NEXT I  
00800 PRINT  
00810 PRINT "*TOTALS*", IO, , CO, GO  
00820 END  
00830 PAUSE  
00840 PRINT CHR$(10); CHR$(10); CHR$(10); CHR$(10); CHR$(10); CHR  
$(10);  
00850 PRINT CHR$(10); CHR$(10); CHR$(10); CHR$(10); CHR$(10); CHR  
$(10);
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STOCK REPORTER/MORRISON

```
00860 PRINT "NAME", "INVESTMENT", "YIELD", "CURRENT VAL", "GAIN O
R LOSS"
00870 PRINT
00880 RETURN
01000 DATA "A M F      ", "5-13", 100, 16.125, 1.24
01010 DATA "BORG W    BORG-WARNER", "7-18", 50, 26, 1.80
01020 DATA "CHAM SP   CHAMPION SPARKPLUG", "5-19", 100, 10+7/8,
.68
01030 DATA "CONS PWR  CONSUMERS POWER", "7-18", 50, 23.25, 2.12
01040 DATA "DAYT P L  DAYTON POWER & LIGHT", "8-1", 100, 17+7/8,
1.66
01050 DATA "G T E    GENERAL TELE. & ELEC.", "5-17", 50, 29.50,
2.24
01060 DATA "N L IND  NATIONAL LEAD", , 50, 15+7/8, 1.20
01070 DATA "N L IND  ", , 50, 16+1/8, 1.20
01080 DATA "NYSEG     NY STATE ELEC. & GAS", "7-13 * 3/2 SPLIT
5-77"
01081 DATA 150, 19+1/6, 1.68
01090 DATA "SOUTH CO  SOUTHERN CO", "7-26", 100, 16.75, 1.54
01100 DATA "TRANSM    TRANSAMERICA", "6-29", 100, 13.75, .80
09999 DATA "000"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CASHFLOW-PROJECTION/WIEDLE

```
00010 REM -CASHFLOW/PROJECTION-
00020 REM *** RUSSELL WIEDLE / 4717 W. 30TH / TOPEKA, KS 66614 ***
*
00030 REM CONTROL ARRAY
00050 DIM P(9,4)
00070 DATA 1,0,Y,Y,    1,0,Y,1,    1,0,Y,7,    1,0,Y,14
00090 DATA 0,1,25,1,  0,1,24,2,  0,1,24,4,  0,1,24,6,  0,1,24,12
00100 REM SEMI-MONTH ARRAY
00110 DIM S(26)
00120 REM JAN-JUN
00130 DATA 0,     0,14,      31,45,      59,73,      90,104,    120,134,
151,165
00140 REM JUL-DEC
00150 DATA 181,195,  212,226,  243,257,  273,287,  304,318,
334,348, 365
00200 REM ** START **
00230 REM -LIST-
00240 GOSUB 2000
00250 REM -INIT-
00260 GOSUB 3000
00270 REM -PROMPT-
00280 GOSUB 3500
00290 REM -PROJECT TRANSACTIONS-
00300 GOSUB 4000
00310 REM -PRINT-
00320 GOSUB 6100
00330 REM -PROMPT-
00340 P$="CASHFLOW QUERY (OR 0 TO END)"
00350 GOSUB 3500
00360 REM -QUERY-
00370 IF Z1<>0 THEN GOSUB 5000
00380 IF Z1<>0 THEN GOTO 350
00390 REM -TERMINATE-
00400 END
02000 LINE INPUT "LIST INPUT? (Y OR N) ";Q$
02010 IF Q$="Y" THEN LIST 7000,9999
02999 RETURN
03000 REM -INIT SUB-
03010 Y=365
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CASHFLOW-PROJECTION/WIEDLE < CONT'D >

```
03020 R1=25
03030 R2=45
03040 DIM R$(R1),R(R2,3)
03060 D0=1:D1=2:W1=3:W2=4:M0=5:M1=6:M2=7:M3=8:M6=9:Q1=M3:Q2=M6:Y1
=D0
03180 FOR I=1 TO 9
03190 FOR J=0 TO 3
03200 READ P(I,J)
03210 NEXT J
03220 NEXT I
03230 FOR I=1 TO 26
03240 READ S(I)
03250 NEXT I
03260 DIM C(366) :REM -CASHFLOW ARRAY-
03270 P$="DETAILED REPORT"
03280 CNTRL 4,0
03400 REM -FUNCTIONS-
03410 REM -CONVERT (MONTH,DAY) TO RELATIVE DAY
03420 DEF FN D8(V1,V2)=S(V1*2)+V2
03430 REM -CONVERT (SEMI-MONTH,DAY) TO RELATIVE DAY
03440 DEF FN D9(V1,V2)=S(V1)+V2
03450 REM -ADJ COL SUB-
03460 DEF FN C1$(V1)="$"+MID$("          "+STR$(V1),INT(MAX(2,LOG(MA
X(ABS(V1),.001))/LOG(10)-(SGN(V1)-1)/2+4)))
03470 REM -ADJ DECIMALS SUB-
03480 DEF FN C2$(V2)=LEFT$(FN C1$(V2),7)+MID$(STR$(ABS(V2-INT(V2)
)+1.005),3,3)
03499 RETURN
03500 REM -PROMPT SUB-
03510 P1$="ENTER MONTH NUMBER FOR "+P$+" ==> "
03520 INPUT P1$:Z1
03530 RETURN
04000 REM -PROJECT SUB-
04010 PRINT
04020 PRINT TAB(34);"YEARLY";TAB(48);"RUNNING"
04030 PRINT " ITEM";TAB(34);"AMOUNT";TAB(48);"TOTAL"
04040 PRINT
04050 READ T,M,D,A,E$
04060 PRINT LEFT$(E$,30);
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CASHFLOW-PROJECTION/WIEDLE < CONT'D >

```
04070 P5=Y
04080 IF T>0 THEN GOTO 4120
04090 READ V1,V2
04100 P5=FN D8(V1,V2)
04110 T=ABS(T)
04120 IF T=99 THEN RETURN
04130 FOR J=FN D8(M,D)*P(T,0)+(M*2)*P(T,1) TO P(T,2) STEP P(T,3)
04140 P2=J*P(T,0)+FN D9(MIN(25,J),D)*P(T,1)
04150 IF P2>P5 THEN GOTO 4260
04160 C(P2)=C(P2)+A
04170 A8=A8+A
04175 PRINT " ";CHR$(8);
04180 FOR I=24 TO 1 STEP -2
04190 IF S(I)<P2 THEN GOTO 4210
04200 NEXT I
04210 Z2=I/2
04220 P3=P2-S(I)
04230 IF Z2<>Z1 GOTO 4250
04240 GOSUB 6000
04250 NEXT J
04260 A7=A7+A8
04270 PRINT TAB(31);FN C2$(A8);TAB(46);FN C2$(A7)
04280 A8=0
04290 GOTO 4050
04499 RETURN
05000 REM -QUERY SUB-
05010 Z2=1:Z3=0:Z4=0
05040 FOR J=0 TO FN D8(Z1,1)-1
05050 Z4=Z4+C(J)
05060 NEXT J
05070 FOR I=S(Z1*2)+1 TO S((Z1+1)*2)
05080 Z3=Z3+C(I)
05090 Z4=Z4+C(I)
05100 PRINT Z1;" /";Z2;TAB(10);"DAY = ";FN C2$(C(I));
05110 PRINT TAB(34);"MTD = ";FN C2$(Z3);
05120 PRINT TAB(58);"YTD = ";FN C2$(Z4)
05130 Z2=Z2+1
05140 NEXT I
05999 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CASHFLOW-PROJECTION/WIEDLE < CONT'D >

```
06000 REM -COLLECT DETAIL DATA-
06010 IF E$=R$(U1) THEN GOTO 6050
06020 U1=U1+1
06030 R$(U1)=E$
06050 R(U2,1)=P3
06060 R(U2,2)=U1
06070 R(U2,3)=A
06080 U2=U2+1
06090 RETURN
06100 REM -PRINT DETAIL REPORT-
06110 PRINT CHR$(10);CHR$(13);"ENTER SPACE FOR DETAILED REPORT"
06120 PAUSE
06130 PRINT TAB(26);"MONTH'S"
06140 PRINT " DAY";TAB(9);"TRANSACTION";TAB(26);"CASHFLOW";
06150 PRINT TAB(42);"DESCRIPTION"
06160 PRINT "===== ===== ===== ===== ";
06170 PRINT "===== ===== ===== ===== ";
06180 FOR I=1 TO 31
06190 PRINT Z1;"";I;CHR$(7);
06200 FOR I2=POS(0)-2 TO 0 STEP -1 : PRINT CHR$(8); : NEXT I2
06210 FOR J=0 TO U2
06220 IF I>R(J,1) THEN GOTO 6250
06225 E5=E5+R(J,3)
06230 PRINT Z1;"";I;TAB(10);FN C2$(R(J,3));
06232 PRINT TAB(25);FN C2$(E5);
06233 PRINT TAB(40);R$(R(J,2))
06250 NEXT J
06260 NEXT I
06270 LINE INPUT "RE-DISPLAY REPORT? (Y OR N) ";Q$
06280 IF Q$<>"N" THEN GOTO 6130
06999 RETURN
07000 REM -INPUT DATA-
07001 REM INPUT FORMAT:
07002 REM     DATA [-]INTERVAL,START-MONTH,DAY,AMOUNT,"DESC" [,END-
MONTH,DAY]
07003 REM INTERVALS:
07004 REM     ONE-TIME=D0    DAILY=D1    WEEKLY=W1    BI-WEEKLY=W2    SEMI-
MONTHLY=M0
07005 REM     MONTHLY=M1    BI-MONTHLY=M2    QUARTERLY=Q1    SEMI-ANNUAL
=Q2    YEARLY=Y1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CASHFLOW-PROJECTION/WIEDLE

```
07008 REM -KNOWN INCOMES-
07010 DATA M0,1,1,411.20,"PAYCHECK"
07020 DATA D0,3,7,350.00,"INCOME TAX REFUND"
07030 DATA Q1,2,15,12.35,"DIVIDENDS"
08000 REM -EXPENSES IN PRIORITY ORDER-
08020 DATA W1,1,5,-32.25,"FOOD"
08040 DATA M1,1,23,-250.00,"RENT"
08060 DATA M1,1,10,-75.40,"UTILITIES"
08080 DATA Q1,2,13,-23.42,"INSURANCE"
08100 DATA M1,1,23,-114.10,"CAR PAYMENT"
08120 DATA M2,2,2,-20.50,"CLOTHING"
08140 DATA -W1,7,1,-15.75,"CAMPING",9,15
08160 DATA -W1,11,1,-20.00,"CHRISTMAS GIFTS",12,25
08180 DATA D0,5,14,-40.00,"PARTY"
09000 REM -PROBABLE INCOMES-
09020 DATA D0,6,15,120.00,"GARAGE SALE"
09040 DATA D0,9,1,100.00,"IRISH SWEEPSTAKES"
09500 REM -IF THERE IS ANY LEFT- (A7 CONTAINS YTD REMAINING)
09520 DATA D0,6,1,-MAX(0,.50*A7),"VACATION(50% OF EXTRA)"
09540 DATA D0,4,20,-(MAX(0,SGN(A7-150.00))*150.00),"CB RADIO?"
09560 DATA D0,8,1,-(MAX(0,SGN(A7-1500.00))*1500.00),"H36 PRINTER?
"
09999 DATA 99,99,99,99,"**** END ****"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ACCOUNTS RECEIVABLES/NIAMO

```
00010 REM ACCOUNTS RECEIVABLE
00020 REM WRITTEN BY NICHOLAS NAIMO
00100 REM =====
00110 REM      SOME SPECIAL QUALITIES OF THIS PROGRAM ARE
00120 REM      NUMBER ROUNDING FOR DOLLARS & CENTS AND
00130 REM      NUMBER ALIGNMENT SO THAT DOLLARS ARE ALWAYS IN
00140 REM      DOLLARS COLUMN AND CENTS IN CENTS COLUMN
00150 REM =====
00160 REM
01060 CNTRL 4,0
01080 REM -----
01100 DIM N(25),E$(25),P$(25),N$(25),R$(25),S$(25),S(25)
01120 DIM A$(25),B(25),P(25),U(25),U$(25)
01140 REM      ** CHANGE THE ABOVE SUBSCRIPTS TO EQUAL YOUR NUMBER
DF CUSTOMERS.
01160 REM -----
01300 PRINT *
01400 PRINT "      THIS IS THE BILLING AND ACCOUNTS RECEIVABLE P
ROGRAM "
01420 PRINT
01440 PRINT
01460 PRINT
01480 PRINT "WHAT IS TODAY'S DATE (MONTH,DAY,YEAR)" ;
01500 LINE INPUT " ? " ;ID$
01660 REM
01680 PRINT "
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ACCOUNTS RECEIVABLES/NIAMO < CONT'D >

```
01800 PRINT "TYPE NUMBER CORRESPONDING YOUR SELECTION:"  
01810 PRINT  
01820 PRINT " 1 = PRINT UP STATEMENTS"  
01830 PRINT " 2 = PRINT UP CUSTOMER A/R REPORT"  
01835 PRINT " 3 = END PROGRAM"  
01840 PRINT  
01850 INPUT "WHICH NUMBER, PLEASE ? " ;R  
01860 IF R=1 THEN 2720  
01870 IF R=2 THEN 4480  
01875 IF R=3 THEN 65000  
01880 GOTO 1800  
02720 REM ** THIS SUB GENERATES THE BILLING LIST (#2) -----  
  
02740 B1=0  
02760 B2=0  
02780 B3=0  
03200 REM  
03220 PRINT :PRINT  
03230 LINE INPUT "WHICH ACCOUNT DO YOU WANT PRINTED ? " ;W$  
03235 IF W$="NONE" THEN 65000  
03240 PRINT  
03260 PRINT "THIS GENERATES THE INVOICE PRINTING."  
03280 PRINT "PRESS 'RETURN' KEY WHEN THEY ARE IN PLACE -";  
03300 LINE INPUT " ? " ;Z$  
03320 LET Z=7  
03340 FOR I=1 TO Z  
03360 PRINT  
03380 NEXT I  
03400 LET Z=18  
03420 RESTORE  
03440 FOR I=1 TO 25  
03460 LET Z2=65  
03480 LET Z=5  
03500 READ P$(I)  
03510 IF P$(I)="END DATA" THEN 4320  
03520 READ N$(I),R$(I),S$(I),U(I),U$(I)  
03525 IF W$="ALL" THEN 3540  
03530 IF LEFT$(N$(I),3)<>LEFT$(W$,3) THEN 3780  
03540 PRINT TAB(Z+13);P$(I)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ACCOUNTS RECEIVABLES/NIAMO < CONT'D >

```
03560 PRINT TAB(Z),N$(I)
03580 PRINT TAB(Z),R$(I)
03600 PRINT TAB(Z),S$(I)
03620 LET Z1=4
03640 FOR I3=1 TO Z1
03660 PRINT
03680 NEXT I3
03700 REM ** THIS IS TO SKIP DOWN TO THE STATEMENT SECTION OF TH
E BILL.
03720 Z7=50
03740 PRINT TAB(43);"DATE:";PRINT TAB(Z7);D$
03760 PRINT
03765 PRINT "      REF.#";" INV#";" DESCRIPTION","INV.DATE","AMOU
NT $"
03770 PRINT "      -----";"-----";"-----";"-----";"-----";
-----"
03780 FOR I1=1 TO 100
03800 READ E$(I)
03810 IF E$(I)="0" THEN I1=I1-1:GOTO 3940
03815 READ N(I),A$(I),S(I),P(I)
03818 IF W$="ALL" THEN 3820
03819 IF LEFT$(N$(I),3)<>LEFT$(W$,3) THEN 3920
03820 Z2=3
03840 PRINT TAB(Z2);
03850 P(I)=INT(.5+100*P(I))/100
03851 REM
03852 REM =====
03853 REM      LINES 3860 & 3865 GENERATE PRINTING ORDER ON FORM
03854 REM =====
03855 REM
03860 PRINT S(I);N(I);";";E$(I),A$(I),"$";
03865 PRINT TAB(61-LEN(STR$(INT(P(I)))));P(I)
03900 B2=B2+P(I)
03920 NEXT I1
03940 IF W$="ALL" THEN 3950
03945 IF LEFT$(N$(I),3)<>LEFT$(W$,3) THEN 4240
03950 PRINT
03965 PRINT "DATE OF LAST PAYMENT = ";U$(I)
03980 PRINT "AMT. OF LAST PAYMENT = $"U(I)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ACCOUNTS RECEIVABLES/NIAMO < CONT'D >

```
04100 B2=INT(.5+100*B2)/100
04120 PRINT "TOTAL AMOUNT DUE      = *****$";B2;"*****"
*****"
04125 PRINT -----
-----
04130 PRINT "          THANK YOU !    IT'S A PLEASURE TO SERVE YOU.
"
04140 Z5=9
04160 FOR I6=1 TO Z5
04180 PRINT
04200 NEXT I6
04220 REM ** THIS IS TO SKIP TO THE NEXT BILL HEAD
04240 B1=0
04260 B2=0
04280 B3=0
04285 IF LEFT$(W$,3)="ALL" THEN 4300
04290 IF LEFT$(N$(I),3)=LEFT$(W$,3) THEN 4320
04300 NEXT I
04320 Z=12
04340 FOR I7=1 TO Z
04360 PRINT
04380 NEXT I7
04400 REM
04401 REM =====
04402 REM      END OF STATEMENT PRINTING SEQUENCE
04403 REM =====
04404 REM
04420 PRINT
04440 PRINT
04450 PAUSE
04460 GOTO 1660
04480 REM THIS SUB GENERATES THE CUST. A/R REPORT #3 -----
-----
04481 PRINT :PRINT "THIS GENERATES CUSTOMER A/R REPORT."
04482 PRINT "SET PAPER, PRESS 'SPACEBAR' KEY WHEN READY."
04483 PAUSE
04484 PRINT "
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ACCOUNTS RECEIVABLES/NIAMO < CONT'D >

```
04500 B1=0
04520 B2=0
04540 B3=0
04560 PRINT :PRINT
04600 PRINT " C U S T O M E R S      A / R      R E P O R T      " ; D
$
04620 PRINT :PRINT
04660 PRINT " ACC #      " ;" A/R $      " ;" LAST PAY      " ;" DATE
";
04661 PRINT " CUSTOMER NAME"
04662 PRINT " -----      " ;" -----      " ;"-----      " ;" -----      "
";
04663 PRINT " -----"
04680 PRINT
04700 RESTORE
04720 FOR I=1 TO 25
04740 READ P$(I)
04745 IF P$(I)="END DATA" THEN 5040
04750 READ N$(I),R$(I),S$(I),U(I),U$(I)
04780 FOR I1=1 TO 100
04800 READ E$(I)
04810 IF E$(I)="0" THEN I1=I1-1:GOTO 4920
04815 READ N(I),A$(I),S(I),P(I)
04820 T2=P(I)
04860 T2=INT(.5+100*T2)/100
04880 B3=B3+T2
04900 NEXT I1
04920 B3=INT(.5+100*B3)/100
04940 B1=B1+B3
04960 B1=INT(.5+100*B1)/100
04962 REM
04963 REM =====
04964 REM      LINES 4980,4981,4982 & 4983 GENERATE
04965 REM      PRINTING ORDER ON FORM
04966 REM =====
04967 REM
04980 PRINT P$(I);
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ACCOUNTS RECEIVABLES/NIAMO < CONT'D > -

```
04981 PRINT TAB(15-LEN(STR$(INT(B3))))#B3#
04982 PRINT TAB(25-LEN(STR$(INT(U(I)))))#U(I)#
04983 PRINT TAB(30)#U$(I);"      "#N$(I)
05000 B3=0
05020 NEXT I
05040 PRINT :PRINT :PRINT
05120 PRINT "TOTAL ACCOUNTS/REC. = $"#B1
05140 PRINT
05160 REM
05161 REM =====
05162 REM      END OF CUSTOMERS A/R REPORT
05163 REM =====
05164 REM
05165 PRINT :PRINT
05170 PAUSE
05180 GOTO 1660
07385 REM -----
07400 DATA "0480634","APTED-HULLING / H.V. SCHOUTZ","11TH & LOCU
ST","ST. LOUIS, MO 63101"
07401 DATA 239.60,"03/20/78"
07403 DATA "CCRC MEM. AP. FORM",3024,"12/30/77",7403,36.62
07406 DATA "C.O. 2 ADS      ",3141,"02/07/78",7406,53.36
07410 DATA "W.L. RESV. FORM",3164,"02/14/78",7410,26.16
07414 DATA "W.L. 12 PAGE BROCH.",3194,"02/23/78",7414,187.29
07422 DATA "C.O. CAMIEN CARD",3172,"02/16/78",7422,6.8
07424 DATA "2W PICNIC AD",3199,"02/24/78",7424,36.62
07426 DATA "W.L. WELCOME BROCH",3213,"02/28/78",7426,12.56
07428 DATA "2W GROUP PICNIC    ",3229,"03/08/78",7428,7.85
07429 DATA "C.O. PROGRAM BOOK ",3230,"03/08/78",7429,32.43
07430 DATA "C.L. MISSOURI MAP ",3231,"03/08/78",7430,36.62
07431 DATA "C.L. ENERGY T/T    ",3249,"03/14/78",7431,10.46
07432 DATA "O.H. DINNER MENU   ",3259,"03/20/78",7432,130.79
07433 DATA "O.H. COLONIAL RECIPES",3260,"03/20/78",7433,12.56
07434 DATA "A.H. SCRIPT MONEY   ",3261,"03/20/78",7434,12.56
10401 DATA 78.49,"02/16/78"
10403 DATA "AMS MARCH NEWSLETTER",3228,"03/08/78",10403,88.93 .
10499 DATA "0"
10500 DATA "0229269","EXEC,INC./J.MESTMAN"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ACCOUNTS RECEIVABLES/NIAMO < CONT'D >

```
10501 DATA "1717 S. BRENTWOOD BLVD.", "ST. LOUIS, MO 63144"
10502 DATA 0, "01/01/78"
10503 DATA "ISRAEL 30TH ANNIV", 3250, "03/14/78", 10503, 14.91
10599 DATA "0"
64998 DATA "END DATA", "--", "--", "--", 0, "--"
64999 DATA "END", 0, "--", 0, 0
65000 CNTRL 4,1:END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

8

PROGRAM NAME: PAYROLL/PARKER

```
00010 REM PAYROLL/PARKER
00100 PRINT CHR$(16):PRINT CHR$(22)
00110 READ Z
00120 DIM E(Z,14)
00130 PRINT "PAYROLL PROGRAM FOR HEATHKIT"
00140 PRINT
00150 REM FROM KILOBAUD
00250 PRINT "PAY PERIOD ENDING(M D Y)";
00260 INPUT M,D,Y
00270 FOR N=1TO Z
00280 READ E(N,1),E(N,10),E(N,11),E(N,2),E(N,3),E(N,4)
00290 IF E(N,4)=0 THEN 330
00300 PRINT CHR$(22)
00310 PRINT "EMP. NO.";(N+1000),"HRS. PAID";
00320 INPUT E(N,5)
00330 NEXT N
00340 PRINT "CORRECTIONS";
00350 INPUT A
00360 IF A=0 THEN 430
00370 PRINT "EMP. NO.";
00380 INPUT A
00390 LET N=A-1000
00400 PRINT "EMP. NO.";(N+1000),"HRS. PAID";
00410 INPUT E(N,5)
00420 GOTO 340
00430 FOR N=1TO Z
00440 IF E(N,5)>40 THEN 470
00450 LET E(N,6)=E(N,4)*E(N,5)
00460 GOTO 480
00470 LET E(N,6)=E(N,4)*E(N,5)+E(N,4)/2*(E(N,5)-40)
00480 LET E(N,6)=INT(E(N,6)*100+.5)/100
00490 LET E(N,7)=INT((E(N,6)*.0585)*100+.5)/100
00520 IF E(N,2)=0 THEN GOSUB 1100
00530 IF E(N,2)=1 THEN GOSUB 1200
00540 LET E(N,8)=INT(E(N,8)*100+.5)/100
00550 LET E(N,9)=0
00560 LET E(N,14)=E(N,6)-E(N,7)-E(N,8)-E(N,9)
00610 LET F=F+E(N,7)
00620 LET I=I+E(N,8)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

*

PROGRAM NAME: PAYROLL/PARKER < CONT'D >

```
00630 LET L=L+E(N,9)
00640 LET P=P+E(N,14)
00650 IF E(N,4)=0 THEN 700
00660 IF E(N,5)=0 THEN 700
00670 GOSUB 720
00680 PRINT "CONTINUE";
00690 INPUT
00700 NEXT N
00710 GOTO 920
00720 PRINT CHR$(16):PRINT CHR$(22)
00730 PRINT "EMP.NO.";(N+1000),"DATE";M;D;Y
00739 CNTRL 1,6
00740 PRINT "SS";E(N,1);E(N,10);E(N,11),"RATE";E(N,4)
00750 IF E(N,2)=0 THEN GOSUB 880
00760 IF E(N,2)=1 THEN GOSUB 900
00770 PRINT
00780 PRINT TAB(10);"PAY","Y-T-D"
00790 PRINT "GROSS" ;"";E(N,6)
00800 PRINT "F.I.C.A." ;"";E(N,7)
00810 PRINT "F.I.T." ;"";E(N,8)
00820 PRINT "STATE" ;"";E(N,9)
00830 PRINT "-----"
00840 PRINT "NET PAY";E(N,14)
00870 RETURN
00880 PRINT "SINGLE";E(N,3),"HRS.";E(N,5)
00890 RETURN
00900 PRINT "MARRIED";E(N,3),"HRS.";E(N,5)
00910 RETURN
00920 PRINT "RECORD FILE COPY";
00930 INPUT A
00940 IF A=0 THEN 1300
00950 IF A>1 THEN 930
00960 FOR N=1 TO Z
00970 GOSUB 720
00980 NEXT N
00990 GOTO 1310
01000 DATA 2
01001 DATA 123,45,6778,1,2,5
01002 DATA 234,56,7890,1,3,4
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: PAYROLL/PARKER < CONT'D >

```
01003 DATA 333333,1,1,1,333
01004 DATA 444444,1,1,1,444
01005 DATA 555556,1,1,1,555
01100 LET G=E(N,6)-(E(N,3)*14.40)
01110 IF G>=      346 THEN E(N,8)=(G-346)*.36+74.17
01120 IF G<       346 THEN E(N,8)=(G-279)*.3+54.07
01130 IF G<       279 THEN E(N,8)=(G-240)*.26+43.93
01140 IF G<       240 THEN E(N,8)=(G-183)*.21+31.96
01150 IF G<       183 THEN E(N,8)=(G-115)*.23+16.32
01160 IF G<       115 THEN E(N,8)=(G-67)*.2+6.72
01170 IF G<        67 THEN E(N,8)=(G-25)*.16
01180 IF G<        25 THEN E(N,8)=0
01190 RETURN
01200 LET G=E(N,6)-(E(N,3)*14.40)
01210 IF G>=500 THEN E(N,8)=(G-500)*.36+105.33
01220 IF G<      500 THEN E(N,8)=(G-433)*.32+83.89
01230 IF G<      433 THEN E(N,8)=(G-346)*.28+59.53
01240 IF G<      346 THEN E(N,8)=(G-264)*.25+39.03
01250 IF G<      264 THEN E(N,8)=(G-173)*.17+23.56
01260 IF G<      173 THEN E(N,8)=(G-96)*.2+8.16
01270 IF G<       96 THEN E(N,8)=(G-48)*.17
01280 IF G<       48 THEN E(N,8)=0
01290 RETURN
01300 PRINT CHR$(16):PRINT CHR$(22)
01310 PRINT "PAYROLL SUMMARY FOR "#M#D#Y
01320 PRINT
01330 PRINT "F.I.C.A. EMPLOYER",F
01340 PRINT "F.I.C.A. WITHHELD",F
01350 PRINT "F.I.T.    WITHHELD",I
01360 PRINT "STATE    WITHHELD",L
01370 PRINT
01380 PRINT "NET PAYROLL",P
01390 PRINT
01400 PRINT "PAYROLL COST" #P+L+I+(2*F)
01410 PRINT
01560 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO

00001 PRINT "

.

00100 REM TAX PROGRAM BY NICHOLAS NAIMO.
00900 PRINT "1040 TAX PROGRAM; MARRIED PERSONS FILING JOINTLY"
01000 DIM T1(4,18),T2(4,90)
01010 REM -- LIST TAXES AS FOLLOWS: (1) LOWER TAX LIMIT (2) UPPE
R LIMIT
01015 REM (3) TAX AMOUNT (4) PERC
ENTAGE OF
01020 REM AMT.
OVER
01025 REM LOWE
R LIMIT.
01030 REM F.I.C.A. IS @ LINE 40400
01035 REM
01040 REM -- FEDERAL TAX TABLE STARTS HERE:
01100 DATA 0,3200,0,0
01200 DATA 3200,4200,0,14
01300 DATA 4200,5200,140,15
01400 DATA 5200,6200,290,16
01500 DATA 6200,7200,450,17
01600 DATA 7200,11200,620,19
01700 DATA 11200,15200,1380,22
01800 DATA 15200,19200,2260,25
01900 DATA 19200,23200,3260,28
02000 DATA 23200,27200,4380,32
02100 DATA 27200,31200,5660,36
02200 DATA 31200,35200,7100,39

<'H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
02300 DATA 35200,39200,8660,42
02400 DATA 39200,43200,10340,45
02500 DATA 43200,47200,12140,48
02600 DATA 47200,55200,14060,50
02700 DATA 55200,67200,18060,53
02800 DATA 67200,79200,24420,55
02890 REM -- END FEDERAL TAX TABLE.
02899 REM
02900 REM -- LIST MISSOURI STATE TAX RATE BELOW:
03000 DATA 0,1000,0,1.5
03001 DATA 1000,2000,15,2
03002 DATA 2000,3000,35,2.5
03003 DATA 3000,4000,60,3
03004 DATA 4000,5000,90,3.5
03005 DATA 5000,6000,125,4
03006 DATA 6000,7000,165,4.5
03007 DATA 7000,8000,210,5
03008 DATA 8000,9000,260,5.5
03009 DATA 9000,100000,315,6
03010 REM --END STATE TAX TABLE
04100 FOR J=1 TO 18
04200 READ T1(1,J),T1(2,J),T1(3,J),T1(4,J)
04300 NEXT J
04400 FOR J=1 TO 10
04500 READ T2(1,J),T2(2,J),T2(3,J),T2(4,J)
04600 NEXT J
04700 DIM A4$(8)
04800 DIM A(60)
04900 K1=60
05000 REM - M1 IS THE MODE, M2 IS FIRST TAB, M3 IS SECOND TAB
05100 REM - M4=SET PAPER SWITCH
05200 M4=0
05300 LET M2=40
05350 LET M3=50
05400 LINE INPUT "NEW OR OLD RUN? " ;A1$
05500 IF A1$="NEW" THEN 6400
05600 IF A1$<>"OLD" THEN 5400
05900 FOR J=1 TO K1
06100 NEXT J
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
06300 GOTO 6800
06400 FOR J=1 TO K1
06500 A(J)=0
06600 NEXT J
06700 GOTO 7400
06800 LINE INPUT "LIST OR UPDATE? " ;A3$
06900 IF A3$="LIST" THEN 8000
07000 IF A3$="UPDATE" THEN 7200
07100 GOTO 6800
07200 IF A1$="OLD" THEN 7700
07300 REM - M1=0 FOR UPDATING NEW
07400 M1=0
07500 GOTO 8400
07600 REM - M1=1 FOR UPDATING OLD
07700 M1=1
07800 GOTO 8400
07900 REM - M1=2 FOR LISTING ONLY
08000 M1=2
08100 IF M4>0 THEN 8400
08200 M4=1
08300 PRINT "SET UP AND READY LINE PRINTER. PRESS 'RETURN' WHEN R
EADY."
08310 PAUSE
08320 PRINT "
08400 J1=0
08500 REM - UPDATE NEW OR LIST (SEQUENTIAL OPERATION)
08600 IF M1=1 THEN 8900
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
08700 GOTO 9100
08800 REM - UPDATE OLD LOOP
08900 INPUT "LINE? ";J1
09000 IF J1=999 THEN 37300
09100 REM - BEGIN CYCLING THRU THE FS
09200 IF M1<>1 THEN 9350
09300 IF J1<>1 THEN 9900
09350 PRINT
09400 PRINT "001    NUMBER OF EXEMPTIONS",TAB(M2);A(8)
09500 IF M1=2 THEN 10000
09600 INPUT A(8)
09700 IF M1=1 THEN 8900
09800 GOTO 10000
09900 IF J1<>10 THEN 10500
10000 PRINT "010    WAGES, SALARIES, TIPS",TAB(M3-1);"$";A(1)
10100 IF M1=2 THEN 10600
10200 INPUT A(1)
10300 IF M1=1 THEN 8900
10400 GOTO 10600
10500 IF J1<>12 THEN 11100
10600 PRINT "012    DIVIDENDS",TAB(M3);A(2)
10700 IF M1=2 THEN 11200
10800 INPUT A(2)
10900 IF M1=1 THEN 8900
11000 GOTO 11200
11100 IF J1<>14 THEN 11700
11200 PRINT "014    INTEREST INCOME",TAB(M3);A(3)
11300 IF M1=2 THEN 11800
11400 INPUT A(3)
11500 IF M1=1 THEN 8900
11600 GOTO 11800
11700 IF J1<>15 THEN 12600
11800 PRINT "015    OTHER INCOME",TAB(M3);A(4)
11900 IF M1=2 THEN 12700
12000 INPUT A(4)
12100 IF M1=1 THEN 8900
12200 LINE INPUT "DO YOU WANT TO DO BUSINESS CALC.? ";A4$
12300 IF A4$="NO" THEN 18700
12400 IF A4$<>"YES" THEN 12200
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
12500 GOTO 12700
12600 IF J1<>40 THEN 13300
12700 IF A(18)=0 AND M1=2 THEN 18700
12800 PRINT "040    GROSS INCOME ON BUS.",TAB(M2-1);"$";A(18)
12900 IF M1=2 THEN 13400
13000 INPUT A(18)
13100 IF M1=1 THEN 8900
13200 GOTO 13400
13300 IF J1<>100 THEN 14200
13400 PRINT "100    MILES TRAVELED",TAB(M2!);A(17)
13500 IF M1=2 THEN 13800
13600 INPUT A(17)
13700 IF M1=1 THEN 8900
13800 C1=A(17)*.10
13900 PRINT "*** MILEAGE EXPENSE",TAB(M2-1);"$";C1
14000 IF M1=2 THEN 14300
14100 GOTO 14300
14200 IF J1<>110 THEN 14800
14300 PRINT "110    PLANE, BUS, TAXI",TAB(M2);A(19)
14400 IF M1=2 THEN 14900
14500 INPUT A(19)
14600 IF M1=1 THEN 8900
14700 GOTO 14900
14800 IF J1<>120 THEN 15400
14900 PRINT "120    ADVERTISING EXP.",TAB(M2);A(20)
15000 IF M1=2 THEN 15500
15100 INPUT A(20)
15200 IF M1=1 THEN 8900
15300 GOTO 15500
15400 IF J1<>130 THEN 16000
15500 PRINT "130    OFFICE EXPENSES",TAB(M2);A(21)
15600 IF M1=2 THEN 16100
15700 INPUT A(21)
15800 IF M1=1 GOTO 8900
15900 GOTO 16100
16000 IF J1<>140 THEN 16600
16100 PRINT "140    DEFRECIATION",TAB(M2);A(22)
16200 IF M1=2 THEN 16700
16300 INPUT A(22)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
16400 IF M1=1 THEN 8900
16500 GOTO 16700
16600 IF J1<>145 THEN 17200
16700 PRINT "145    REPAIRS",TAB(M2);A(23)
16800 IF M1=2 THEN 17300
16900 INPUT A(23)
17000 IF M1=1 THEN 8900
17100 GOTO 17300
17200 IF J1<>150 THEN 17800
17300 PRINT "150    TAX ON EQUIPMENT",TAB(M2);A(24)
17400 IF M1=2 THEN 17900
17500 INPUT A(24)
17600 IF M1=1 THEN 8900
17700 GOTO 17900
17800 IF J1<>160 THEN 19000
17900 PRINT "160    JOURNALS AND MAG.",TAB(M2);A(25)
18000 IF M1=2 THEN 18300
18100 INPUT A(25)
18200 IF M1=1 THEN 8900
18300 A(35)=A(17)*.10+A(19)+A(20)+A(21)+A(22)+A(23)+A(24)+A(25)
18310 A(35)=INT(.5+100*A(35))/100
18400 PRINT "*** TOTAL EXPENSES",TAB(M2-1);"$";A(35)
18500 A(36)=A(18)-A(35)
18510 A(36)=INT(.5+100*A(36))/100
18600 PRINT "*** NET BUSINESS INCOME",TAB(M3-1);"$";A(36)
18700 A(5)=A(1)+A(2)+A(3)+A(4)+A(36)
18710 A(5)=INT(.5+100*A(5))/100
18800 PRINT "*** TOTAL INCOME",TAB(M3);A(5)
18900 GOTO 19100
19000 IF J1<>50 THEN 20300
19100 PRINT "050    ADJUSTMENTS TO INCOME",TAB(M3);A(6)
19200 IF M1=2 THEN 19500
19300 INPUT A(6)
19400 IF M1=1 THEN 8900
19500 A(7)=A(5)-A(6)
19510 A(7)=INT(.5+100*A(7))/100
19520 IF A(7)<=0 THEN 28200
19600 PRINT "*** ADJUSTED GROSS INCOME",TAB(M3-1);"$";A(7)
19700 PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
19800 IF M1<>0 THEN 20400
19900 LINE INPUT "WANT TO ITEMIZE DEDUCTIONS? " ;A4$
20000 IF A4$="NO" THEN 26800
20100 IF A4$<>"YES" THEN 19900
20200 GOTO 20400
20300 IF J1<>200 THEN 20900
20400 PRINT "200 MEDICAL INSURANCE",TAB(M2-1);"$";A(40)
20500 IF M1=2 THEN 21000
20600 INPUT A(40)
20700 IF M1=1 THEN 8900
20800 GOTO 21000
20900 IF J1<>210 THEN 21500
21000 PRINT "210 MEDICINE & DRUGS",TAB(M2);A(41)
21100 IF M1=2 THEN 21600
21200 INPUT A(41)
21300 IF M1=1 THEN 8900
21400 GOTO 21600
21500 IF J1<>220 THEN 23400
21600 PRINT "220 OTHER MEDICAL EXPENSES",TAB(M2);A(42)
21700 IF M1=2 THEN 22000
21800 INPUT A(42)
21900 IF M1=1 THEN 8900
22000 C1=A(41)/2
22100 IF C1>150 THEN C1=150
22200 C2=A(7)*.01
22300 C3=A(41)-C2
22400 IF C3<0 THEN C3=0
22500 C4=A(40)-C1
22600 C5=C3+A(40)-C1+A(42)
22700 C6=A(7)*.03
22800 C7=C5-C6
22900 IF C7<0 THEN C7=0
23000 A(43)=C1+C7
23010 A(43)=INT(.5+100*A(43))/100
23100 PRINT "*** MEDICAL DEDUCTION",TAB(M2);A(43)
23200 IF M1=2 THEN 23500
23300 GOTO 23500
23400 IF J1<>240 THEN 24000
23500 PRINT "240 STATE AND LOCAL TAX",TAB(M2);A(44)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
23600 IF M1=2 THEN 24100
23700 INPUT A(44)
23800 IF M1=1 THEN 8900
23900 GOTO 24100
24000 IF J1<>250 THEN 24600
24100 PRINT "250 OTHER TAXES",TAB(M2);A(45)
24200 IF M1=2 THEN 24700
24300 INPUT A(45)
24400 IF M1=1 THEN 8900
24500 GOTO 24700
24600 IF J1<>260 THEN 25200
24700 PRINT "260 INTEREST EXPENSE",TAB(M2);A(46)
24800 IF M1=2 THEN 25300
24900 INPUT A(46)
25000 IF M1=1 THEN 8900
25100 GOTO 25300
25200 IF J1<>270 THEN 25800
25300 PRINT "270 CONTRIBUTIONS",TAB(M2);A(47)
25400 IF M1=2 THEN 25900
25500 INPUT A(47)
25600 IF M1=1 THEN 8900
25700 GOTO 25900
25800 IF J1<>280 THEN 26400
25900 PRINT "280 CASUALTY OR THEFT",TAB(M2);A(48)
26000 IF M1=2 THEN 26500
26100 INPUT A(48)
26200 IF M1=1 THEN 8900
26300 GOTO 26500
26400 IF J1<>290 THEN 29200
26500 PRINT "290 MISC DEDUCTIONS",TAB(M2);A(49)
26600 IF M1=2 THEN 26900
26700 INPUT A(49)
26800 IF M1=1 THEN 8900
26900 A(50)=A(43)+A(44)+A(45)+A(46)+A(47)+A(48)+A(49)
26910 A(50)=INT(.5+100*A(50))/100
27000 PRINT "*** ITEMIZED DEDUCTIONS",TAB(M3-1);"$";A(50)
27300 A(9)=3200
27310 A(9)=INT(.5+100*A(9))/100
27400 PRINT "*** ZERO BRACKET AMOUNT",TAB(M3);A(9)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
27500 IF A(9)>A(50) THEN 27900
27600 PRINT "*** EXCESS ITEMIZED DEDUCTIONS USED"
27700 A(9)=A(50)-A(9)
27800 GOTO 28000
27900 PRINT "*** ZERO BRACKET AMOUNT USED"
27910 A(9)=0
28000 A(10)=A(8)*750
28010 A(10)=INT(.5+100*A(10))/100
28100 PRINT "*** STANDARD EXEMPTION",TAB(M3);A(10)
28200 A(11)=A(7)-A(9)-A(10)
28210 A(11)=INT(.5+100*A(11))/100
28220 IF A(11)<0 THEN A(11)=0
28300 PRINT "*** TAXABLE INCOME",TAB(M3-1);"$";A(11)
28400 PRINT
28500 REM - TAX CREDITS
28600 C1=35*A(8)
28700 C2=(A(11)-3200)*.02
28800 IF C2>180 THEN C2=180
28900 IF C2<C1 THEN C2=C1
28910 C2=INT(.5+100*C2)/100
28920 IF A(11)=0 THEN C2=0
29000 PRINT "*** GENERAL TAX CREDIT",TAB(M3-1);"$";C2
29100 GOTO 29300
29200 IF J1<>86 THEN 30800
29300 PRINT "086 OTHER TAXES OWED",TAB(M3);A(12)
29400 IF M1=2 THEN 29700
29500 INPUT A(12)
29600 IF M1=1 THEN 8900
29700 G1=A(11)
29800 GOSUB 38700
29900 A(29)=T1-C2
29910 A(29)=INT(.5+100*A(29))/100
29920 IF A(11)=0 THEN A(29)=0
30000 PRINT "*** FEDERAL TAX",TAB(M3);A(29)
30100 GOSUB 40400
30200 A(30)=T3
30210 A(30)=INT(.5+100*A(30))/100
30220 IF A(11)=0 THEN A(30)=0
30300 PRINT "*** F.I.C.A.",TAB(M3);A(30)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
30400 A(13)=A(29)+A(12)+A(30)-C2
30410 A(13)=INT(.5+100*A(13))/100
30420 IF A(11)=0 THEN A(13)=A(12)
30500 PRINT "*** TOTAL FEDERAL TAXES OWED",TAB(M3-1);"$";A(13)
30600 PRINT
30700 GOTO 30900
30800 IF J1<>90 THEN 31400
30900 PRINT "090    FEDERAL TAX WITHHELD",TAB(M3-1);"$";A(14)
31000 IF M1=2 THEN 31500
31100 INPUT A(14)
31200 IF M1=1 THEN 8900
31300 GOTO 31500
31400 IF J1<>95 THEN 32000
31500 PRINT "095    ESTIMATED TAX PAYMENTS",TAB(M3);A(15)
31600 IF M1=2 THEN 32100
31700 INPUT A(15)
31800 IF M1=1 THEN 8900
31900 GOTO 32100
32000 IF J1<>97 THEN 33700
32100 PRINT "097    F.I.C.A. WITHHELD",TAB(M3);A(27)
32200 IF M1=2 THEN 32500
32300 INPUT A(27)
32400 IF M1=1 THEN 8900
32500 A(16)=A(15)+A(14)+A(27)
32510 A(16)=INT(.5+100*A(16))/100
32600 PRINT "*** TOTAL TAX PAYMENTS",TAB(M3-1);"$";A(16)
32700 PRINT
32800 C1=A(16)-A(13)
32900 IF C1<0 THEN 33300
32910 IF A(16)>0 THEN 33210
33000 PRINT "*** IRS OWES YOU.....",TAB(M3-1);"$"
#C1
33100 PRINT
33200 GOTO 33800
33210 PRINT "*** YOUR LOSS IS MORE THAN YOUR INCOME",TAB(M3),"NO
TAX"
33220 IF A(16)>A(13) THEN 33000
33230 GOTO 33800
33300 C1=ABS(C1)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
33310 C1=INT(.5+100*C1)/100
33400 PRINT "*** YOU OWE IRS.....",TAB(M3-1)+"$";
C1
33500 PRINT
33600 GOTO 33800
33700 IF J1<>98 THEN 34300
33800 PRINT "098 MISSOURI TAX WITHHELD",TAB(M3-1)+"$";A(28)
33900 IF M1=2 THEN 34400
34000 INPUT A(28)
34100 IF M1=1 THEN 8900
34200 GOTO 34400
34300 IF J1<>93 THEN 37100
34400 PRINT "093 MISSOURI ESTIMATED PAYMENTS",TAB(M3);A(32)
34500 IF M1=2 THEN 34900
34600 INPUT A(32)
34700 IF M1=1 THEN 8900
34800 REM - MISSOURI STANDARD DEDUCTIONS
34900 C1=(A(8)-2)*400+5600
34910 C1=INT(.5+100*C1)/100
34940 G1=A(7)-C1
35010 G1=INT(.5+100*G1)/100
35100 PRINT "*** MISSOURI STANDARD DEDUCTIONS",TAB(M3);C1
35200 PRINT "*** MISSOURI TAXABLE INCOME",TAB(M3);G1
35300 GOSUB 39600
35400 A(31)=T2
35410 A(31)=INT(.5+100*A(31))/100
35500 A(33)=A(32)+A(28)
35510 A(33)=INT(.5+100*A(33))/100
35600 PRINT "*** TOTAL MISSOURI TAX PAID",TAB(M3);A(33)
35700 PRINT "*** TOTAL MISSOURI TAX OWED",TAB(M3);A(31)
35800 C1=A(33)-A(31)
35900 IF C1>0 THEN 36200
35950 C1=ABS(C1)
35960 C1=INT(.5+100*C1)/100
36000 PRINT "*** OWE MISSOURI TAX",TAB(M3-1)+"$";C1
36100 GOTO 36300
36200 C1=INT(.5+100*C1)/100
36250 PRINT "*** REFUND MISSOURI TAX",TAB(M3-1)+"$";C1
36300 PRINT :PRINT :PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
36380 P1=A(13)/A(7)*100
36390 P1=INT(.5+100*P1)/100
36400 PRINT "*** FEDERAL TAX % OF INCOME",TAB(M3),P1
36480 P2=A(31)/A(7)*100
36490 P2=INT(.5+100*P2)/100
36500 PRINT "*** MISSOURI TAX % OF INCOME",TAB(M3),P2
36580 P3=A(30)/A(7)*100
36590 P3=INT(.5+100*P3)/100
36600 PRINT "*** F.I.C.A. % OF INCOME",TAB(M3),P3
36700 T3=A(13)+A(31)+A(30)
36780 P4=T3*100/A(7)
36790 P4=INT(.5+100*P4)/100
36800 PRINT "*** TOTAL TAX % OF INCOME",TAB(M3),P4
36900 PRINT :PRINT :PRINT
37000 IF M1<>1 THEN 37300
37100 PRINT "LINE NO.";J1;"NOT RECOGNIZED"
37200 GOTO 8900
37300 IF M1=2 THEN 41400
37400 LINE INPUT "DO YOU WANT TO SAVE RESULTS? ";A4$
37500 IF A4$="NO" THEN 38300
37600 IF A4$<>"YES" THEN 37400
37900 FOR J=1 TO K1
38100 NEXT J
38300 LINE INPUT "DO YOU WANT A LISTING? ";A4$
38400 IF A4$="NO" THEN 41400
38500 IF A4$<>"YES" THEN 38300
38600 GOTO 8000
38700 REM - ACTUAL CALCULATION SUBROUTINE
38800 REM - FEDERAL TAX CALCULATION
38900 FOR J=1 TO 18
39000 IF G1>T1(2,J) THEN 39300
39100 T1=T1(3,J)+(G1-T1(1,J))*T1(4,J)*.01
39110 T1=INT(.5+100*T1)/100
39200 GOTO 39500
39300 NEXT J
39400 PRINT "AMOUNT NOT IN FED TAX TABLE",G1
39500 RETURN
39600 REM - STATE TAX CALCULATIONS
39700 FOR J=1 TO 10
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TAX PROGRAM/NAIMO < CONT'D >

```
39800 IF G1>T2(2,J) THEN 40100
39900 T2=T2(3,J)+(G1-T2(1,J))*T2(4,J)*.01
39910 T2=INT(.5+100*T2)/100
40000 GOTO 40300
40100 NEXT J
40200 PRINT "AMOUNT NOT IN MISSOURI TAX TABLE",G1
40300 RETURN
40400 REM - F.I.C.A. CALCULATION
40500 G1=A(1)
40600 IF G1>16500 THEN G1=16500
40700 T3=G1*.059
40710 T3=INT(.5+100*T3)/100
40720 IF T3>965.25 THEN T3=965.25
40800 IF G1=16500 THEN RETURN
40900 G2=G1+A(36)
41000 IF G2>16500 THEN G2=16500
41100 G2=G2-G1
41200 T3=T3+G2*.079
41210 T3=INT(.5+100*T3)/100
41220 IF T3>965.25 THEN T3=965.25
41300 RETURN
41400 LINE INPUT "WANT ANOTHER RUN? ",A4$
41500 IF LEFT$(A$,1)="Y"THEN 41700
41600 STOP
41700 A1$="OLD"
41800 GOTO 6800
41900 END
```

: :

NOTE

Pages 3-34 through 3-39 are intentionally omitted.

:HUG:







< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: RECORDS/DACEY

```
00005 REM RECORDS BY FRANK DACEY/328 BARBARA DR. POINT PLEASANT,  
NJ 08742  
00006 REM 201 899 4302  
00007 REM HUG  
00010 DIM A(12),B(12),C(12),D(12),E(12),F(12),G(12),H(12),I(12),J  
(12)  
00015 DIM K(12),L(12),M(12),N(12),O(12),Z(12),A$(16),M$(12)  
00020 DATA "AM. EXPRESS","CHECKING","CONDO","GAS & OIL","HEAT"  
00030 DATA "HOUSEHOLD","LIGHT","MARINA","MASTER CHARGE","MEDICAL"  
00040 DATA "MISC. ","PHONE","TAXES","TIRES&REPAIR","TELEVISION"  
00050 DATA "JAN","FEB","MARCH","APRIL","MAY","JUNE","JULY","AUG"  
00055 DATA "SEPT","OCT","NOV","DEC"  
00060 FOR X=1TO 15:READ A$(X):NEXT X  
00065 FOR X=1TO 12:READ M$(X):NEXT X  
00070 PRINT "THIS IS A BOOKKEEPING SYSTEM FOR MAINTAINING YOUR RE  
CORDS."  
00075 PRINT "YOU CAN LOOK AT ANY OF THE FOLLOWING AREAS BY TYPING  
THE"  
00080 PRINT "NUMBER OF THE AREA AS IT APPEARS IN THE LIST."  
00085 PRINT :PRINT :FOR X=1TO 4  
00090 PRINT TAB(0);X;TAB(3);A$(X);TAB(18);X+4;A$(X+4);TAB(33);X+8  
;  
00095 PRINT A$(X+8);TAB(52);X+12;A$(X+12)  
00100 NEXT X  
00105 PRINT :INPUT "WHICH IS YOUR AREA OF INTEREST? ";Y  
00108 B$=""  
00110 GOTO (Y*20+100)  
00115 GOTO 105  
00120 GOSUB 970  
00121 FOR X=0TO 12:Z(X)=A(X):NEXT X  
00122 GOSUB 800  
00123 IF B$="LOOK"GOTO 130  
00124 GOSUB 850  
00125 IF B$="NO"GOTO 130  
00126 GOSUB 920  
00127 A=Z  
00128 A(X)=INT((A(X)+A)*100+.5)/100  
00129 A(0)=INT((A(0)+A)*100+.5)/100  
00130 GOSUB 950
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: RECORDS/DACEY < CONT'D >

```
00131 IF B$="LOOK"GOTO 120
00132 IF B$="ENTER"GOTO 124
00133 IF B$="CHOOSE"GOTO 105
00135 GOTO 130
00140 GOSUB 970
00141 FOR X=0TO 12:Z(X)=B(X):NEXT X
00142 GOSUB 800
00143 IF B$="LOOK"GOTO 150
00144 GOSUB 850
00145 IF B$="NO"GOTO 150
00146 GOSUB 920
00147 B=Z
00148 B(X)=INT((B(X)+B)*100+.5)/100
00149 B(0)=INT((B(0)+B)*100+.5)/100
00150 GOSUB 950
00151 IF B$="LOOK"GOTO 140
00152 IF B$="ENTER"GOTO 144
00153 IF B$="CHOOSE"GOTO 105
00155 GOTO 150
00160 GOSUB 970
00161 FOR X=0TO 12:Z(X)=C(X):NEXT X
00162 GOSUB 800
00163 IF B$="LOOK"GOTO 170
00164 GOSUB 850
00165 IF B$="NO"GOTO 170
00166 GOSUB 920
00167 C=Z
00168 C(X)=INT((C(X)+C)*100+.5)/100
00169 C(0)=INT((C(0)+C)*100+.5)/100
00170 GOSUB 950
00171 IF B$="LOOK"GOTO 160
00172 IF B$="ENTER"GOTO 164
00173 IF B$="CHOOSE"GOTO 105
00175 GOTO 170
00180 GOSUB 970
00181 FOR X=0TO 12:Z(X)=D(X):NEXT X
00182 GOSUB 800
00183 IF B$="LOOK"GOTO 190
00184 GOSUB 850
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: RECORDS/DACEY < CONT'D >

```
00185 IF B$="NO"GOTO 190
00186 GOSUB 920
00187 D=Z
00188 D(X)=INT((D(X)+D)*100+.5)/100
00189 D(0)=INT((D(0)+D)*100+.5)/100
00190 GOSUB 950
00191 IF B$="LOOK"GOTO 180
00192 IF B$="ENTER"GOTO 184
00193 IF B$="CHOOSE"GOTO 105
00195 GOTO 190
00200 GOSUB 970
00201 FOR X=0TO 12:Z(X)=E(X):NEXT X
00202 GOSUB 800
00203 IF B$="LOOK"GOTO 210
00204 GOSUB 850
00205 IF B$="NO"GOTO 210
00206 GOSUB 920
00207 E=Z
00208 E(X)=INT((E(X)+E)*100+.5)/100
00209 E(0)=INT((E(0)+E)*100+.5)/100
00210 GOSUB 950
00211 IF B$="LOOK"GOTO 200
00212 IF B$="ENTER"GOTO 204
00213 IF B$="CHOOSE"GOTO 105
00215 GOTO 210
00220 GOSUB 970
00221 FOR X=0TO 12:Z(X)=F(X):NEXT X
00222 GOSUB 800
00223 IF B$="LOOK"GOTO 230
00224 GOSUB 850
00225 IF B$="NO"GOTO 230
00226 GOSUB 920
00227 F=Z
00228 F(X)=INT((F(X)+F)*100+.5)/100
00229 F(0)=INT((F(0)+F)*100+.5)/100
00230 GOSUB 950
00231 IF B$="LOOK"GOTO 220
00232 IF B$="ENTER"GOTO 224
00233 IF B$="CHOOSE"GOTO 105
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: RECORDS/DACEY < CONT'D >

```
00235 GOTO 230
00240 GOSUB 970
00241 FOR X=0TO 12:Z(X)=G(X):NEXT X
00242 GOSUB 800
00243 IF B$="LOOK"GOTO 250
00244 GOSUB 850
00245 IF B$="NO"GOTO 250
00246 GOSUB 920
00247 G=Z
00248 G(X)=INT((G(X)+G)*100+.5)/100
00249 G(0)=INT((G(0)+G)*100+.5)/100
00250 GOSUB 950
00251 IF B$="LOOK"GOTO 240
00252 IF B$="ENTER"GOTO 244
00253 IF B$="CHOOSE"GOTO 105
00255 GOTO 250
00260 GOSUB 970
00261 FOR X=0TO 12:Z(X)=H(X):NEXT X
00262 GOSUB 800
00263 IF B$="LOOK"GOTO 270
00264 GOSUB 850
00265 IF B$="NO"GOTO 270
00266 GOSUB 920
00267 H=Z
00268 H(X)=INT((H(X)+H)*100+.5)/100
00269 H(0)=INT((H(0)+H)*100+.5)/100
00270 GOSUB 950
00271 IF B$="LOOK"GOTO 260
00272 IF B$="ENTER"GOTO 264
00273 IF B$="CHOOSE"GOTO 105
00275 GOTO 270
00280 GOSUB 970
00281 FOR X=0TO 12:Z(X)=I(X):NEXT X
00282 GOSUB 800
00283 IF B$="LOOK"GOTO 290
00284 GOSUB 850
00285 IF B$="NO"GOTO 290
00286 GOSUB 920
00287 I=Z
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: RECORDS/DACEY < CONT'D >

```
00288 I(X)=INT((I(X)+I)*100+.5)/100
00289 I(0)=INT((I(0)+I)*100+.5)/100
00290 GOSUB 950
00291 IF B$="LOOK"GOTO 280
00292 IF B$="ENTER"GOTO 284
00293 IF B$="CHOOSE"GOTO 105
00295 GOTO 290
00300 GOSUB 970
00301 FOR X=0TO 12:Z(X)=J(X):NEXT X
00302 GOSUB 800
00303 IF B$="LOOK"GOTO 310
00304 GOSUB 850
00305 IF B$="NO"GOTO 310
00306 GOSUB 920
00307 J=Z
00308 J(X)=INT((J(X)+J)*100+.5)/100
00309 J(0)=INT((J(0)+J)*100+.5)/100
00310 GOSUB 950
00311 IF B$="LOOK"GOTO 300
00312 IF B$="ENTER"GOTO 304
00313 IF B$="CHOOSE"GOTO 105
00315 GOTO 310
00320 GOSUB 970
00321 FOR X=0TO 12:Z(X)=K(X):NEXT X
00322 GOSUB 800
00323 IF B$="LOOK"GOTO 330
00324 GOSUB 850
00325 IF B$="NO"GOTO 330
00326 GOSUB 920
00327 K=Z
00328 K(X)=INT((K(X)+K)*100+.5)/100
00329 K(0)=INT((K(0)+K)*100+.5)/100
00330 GOSUB 950
00331 IF B$="LOOK"GOTO 320
00332 IF B$="ENTER"GOTO 324
00333 IF B$="CHOOSE"GOTO 105
00335 GOTO 330
00340 GOSUB 970
00341 FOR X=0TO 12:Z(X)=L(X):NEXT X
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: RECORDS/DACEY < CONT'D >

```
00342 GOSUB 800
00343 IF B$="LOOK" GOTO 350
00344 GOSUB 850
00345 IF B$="NO" GOTO 350
00346 GOSUB 920
00347 L=Z
00348 L(X)=INT((L(X)+L)*100+.5)/100
00349 L(0)=INT((L(0)+L)*100+.5)/100
00350 GOSUB 950
00351 IF B$="LOOK" GOTO 340
00352 IF B$="ENTER" GOTO 344
00353 IF B$="CHOOSE" GOTO 105
00355 GOTO 350
00360 GOSUB 970
00361 FOR X=0TO 12:Z(X)=M(X):NEXT X
00362 GOSUB 800
00363 IF B$="LOOK" GOTO 370
00364 GOSUB 850
00365 IF B$="NO" GOTO 370
00366 GOSUB 920
00367 M=Z
00368 M(X)=INT((M(X)+M)*100+.5)/100
00369 M(0)=INT((M(0)+M)*100+.5)/100
00370 GOSUB 950
00371 IF B$="LOOK" GOTO 360
00372 IF B$="ENTER" GOTO 364
00373 IF B$="CHOOSE" GOTO 105
00375 GOTO 370
00380 GOSUB 970
00381 FOR X=0TO 12:Z(X)=N(X):NEXT X
00382 GOSUB 800
00383 IF B$="LOOK" GOTO 390
00384 GOSUB 850
00385 IF B$="NO" GOTO 390
00386 GOSUB 920
00387 N=Z
00388 N(X)=INT((N(X)+N)*100+.5)/100
00389 N(0)=INT((N(0)+N)*100+.5)/100
00390 GOSUB 950
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: RECORDS/DACEY < CONT'D >

```
00391 IF B$="LOOK"GOTO 380
00392 IF B$="ENTER"GOTO 384
00393 IF B$="CHOOSE"GOTO 105
00395 GOTO 390
00400 GOSUB 970
00401 FOR X=0TO 12:Z(X)=0(X):NEXT X
00402 GOSUB 800
00403 IF B$="LOOK"GOTO 410
00404 GOSUB 850
00405 IF B$="NO"GOTO 410
00406 GOSUB 920
00407 O=Z
00408 O(X)=INT((O(X)+O)*100+.5)/100
00409 O(O)=INT((O(O)+O)*100+.5)/100
00410 GOSUB 950
00411 IF B$="LOOK"GOTO 400
00412 IF B$="ENTER"GOTO 404
00413 IF B$="CHOOSE"GOTO 105
00415 GOTO 410
00800 PRINT :FOR X=1TO 6
00805 PRINT TAB(0);M$(X);TAB(7);"$";Z(X);TAB(25);M$(X+6);TAB(32);
00815 PRINT "$";Z(X+6)
00820 NEXT X
00825 PRINT :PRINT "TOTAL TO DATE = $" ;Z(O)
00830 FOR X=0TO 12:Z(X)=0:NEXT X
00835 RETURN
00850 IF B$="ENTER"GOTO 880
00855 PRINT :PRINT "ARE YOU INTERESTED IN ENTERING DATA? PLEASE"
00860 LINE INPUT "ANSWER BY TYPING YES OR NO...";B$
00865 IF B$="YES"GOTO 880
00870 IF B$="NO"GOTO 905
00875 GOTO 860
00880 LINE INPUT "FOR WHAT MONTH? TYPE THE MONTH AS SHOWN...";B$
00885 FOR X=1TO 12
00890 IF M$(X)=B$GOTO 905
00895 NEXT X
00900 GOTO 880
00905 RETURN
00920 PRINT :PRINT "THE AMOUNT SPENT SO FAR IN ";M$(X);" ON"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: RECORDS/DACEY < CONT'D >

```
00925 PRINT "EXPENDITURES FOR ";A$(Y);":INPUT " IS $";Z
00930 RETURN
00950 PRINT :PRINT "AT THIS TIME YOU CAN LOOK AT THE MONTHLY DISPLAY."
00955 PRINT "ENTER DATA, CHOOSE ANOTHER AREA, OR QUIT. INDICATE"
00960 LINE INPUT "BY PRINTING LOOK, ENTER, CHOOSE, OR QUIT...";B$
00965 IF B$="QUIT"GOTO 1000
00967 RETURN
00970 PRINT :PRINT "HERE ARE THE RECORDS FOR ";A$(Y);" COSTS"
00975 RETURN
01000 END
```

: :

SECTION IVGAMES

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PROGRAM NAME: HUNT THE WUMPUS/PARKER

```
00001 REM HUNT THE WUMPUS/PARKER
00010 PRINT "HUNT THE WUMPUS!"
00020 LINE INPUT "WANT INSTRUCTIONS? ";I$
00030 IF LEFT$(I$,1)="Y" THEN GOSUB 7000
00040 PRINT "WORKING...";"
00100 DIM L(8),S(20,3)
00110 FOR I=1 TO 20: FOR J=1 TO 3:READ S(I,J): NEXT J: NEXT I
00130 DATA 2,5,8,1,3,10,2,4,12,3,5,14,1,4,6
00140 DATA 5,7,15,6,8,17,1,7,9,8,10,18,2,9,11
00150 DATA 10,12,19,3,11,13,12,14,20,4,13,15,6,14,16
00160 DATA 15,17,20,7,16,18,9,17,19,11,18,20,13,16,19
00240 W=0: F=0: M=0: FOR J=1 TO 7: L(J)=INT(1+RND(1)*20): NEXT J
00280 FOR J=1 TO 7: FOR K=J TO 7: IF J=K THEN 330
00320 IF L(J)=L(K) THEN 240
00330 NEXT K: NEXT J
00340 A=5: L(8)=L(1)
00350 PRINT : PRINT "ENTRANCE IS IN CAVE";L(8)
00390 IF RND(1)>0.4 THEN GOSUB 3370
00485 IF RND(1)<0.08 THEN GOSUB 5000
02000 PRINT : FOR K=1 TO 3: FOR J=2 TO 6: IF S(L(1),K)<>L(J) THEN
2110
02050 ON J-2 GOTO 2080,2080,2100,2100
02060 PRINT "I SMELL A WUMPUS": GOTO 2110
02080 PRINT "I FEEL A DRAFT": GOTO 2110
02100 PRINT "I HEAR BATS NEARBY"
02110 NEXT J: NEXT K: PRINT "YOU ARE IN CAVE";L(1)
02140 J=INT(RND(1)*40): IF J=0 OR J>7 THEN 2440
02150 ON J GOSUB 2200,2200,2210,2220,2230,2240,2250: GOTO 2440
02200 PRINT "AH! WUMPUS TRACKS!": RETURN
02210 PRINT "AH! ... FOUND OLD ARROW! - LUCKY YOU.": A=A+1: RETURN
02220 PRINT "OOPS, SLIPPED ON SOME LOOSE GRAVEL.": GOTO 5900
02230 PRINT "OOPS, YOU JUST FELL INTO AN UNDERGROUND POOL.": GOTO
5900
02240 PRINT "THIS LOOKS LIKE A NICE CAVE, WHY NOT STOP FOR LUNCH?
": RETURN
02250 PRINT "TAKE CARE WITH THAT FLASHLIGHT!": RETURN
02440 PRINT "TUNNELS LEAD TO CAVES";S(L(1),1);S(L(1),2);S(L(1),3)
: PRINT
02450 IF J=38 THEN L=L(5): GOTO 4260
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HUNT THE WUMPUS/PARKER < CONT'D >

```
02500 M=M+1: LINE INPUT "WHAT DO YOU DO? ";I$  
02540 IF LEFT$(I$,1)="S" THEN 3000  
02550 IF LEFT$(I$,1)="A" THEN 3220  
02560 IF LEFT$(I$,1)="M" THEN 4000  
02570 IF LEFT$(I$,1)="E" THEN 2600  
02580 IF LEFT$(I$,1)="H" THEN GOSUB 7600: GOTO 2000  
02590 GOTO 2500  
02600 IF L(1)=L(8) THEN 8800  
02610 PRINT "NO EXIT HERE.": GOTO 2000  
03000 IF A<1 THEN PRINT "WHAT WITH? DUMMY!": GOTO 390  
03010 INPUT "CAVE #";L: FOR K=1 TO 3: IF S(L(1),K)=L THEN 3130  
03020 NEXT K: PRINT "NOT POSSIBLE.": GOTO 3010  
03130 A=A-1: IF A<0 THEN A=0: GOTO 3220  
03135 IF L<>L(2) THEN PRINT "MISSSED.": GOTO 3215  
03140 IF RND(1)<.9 THEN PRINT "YOU GOT THE WUMPUS!": F=F+1: L(2)=  
0: GOTO 4400  
03150 PRINT "YOU WOUNDED THE WUMPUS!"  
03215 GOSUB 3370  
03220 PRINT A;"ARROWS LEFT.": GOTO 390  
03370 IF W=1 THEN L(2)=0: RETURN  
03380 L(2)=S(L(2),INT(3*RND(1)+1))  
03390 IF L(1)=L(2) OR L=L(2) OR L(2)=L(7) THEN 3380  
03425 RETURN  
04000 INPUT "WHERE TO? ";L: FOR K=1 TO 3: IF S(L(1),K)=L THEN 412  
0  
04080 NEXT K: IF L<>L(1) THEN PRINT "NOT POSSIBLE.": GOTO 4000  
04120 IF L=L(2) THEN PRINT "OOPS! BUMPED A WUMPUS.": GOTO 4500  
04210 IF L=L(3) OR L=L(4) THEN PRINT "YYYYIIIEEE!! ... FELL IN PIT  
.": GOTO 4520  
04220 IF L=L(7) THEN PRINT "CAVE ENTRANCE IS BLOCKED.": GOSUB 590  
0: GOTO 390  
04260 IF L=L(5) OR L=L(6) THEN PRINT "ZAP! ... SUPERBAT SNATCH!":  
GOTO 4280  
04265 IF L=L(8) THEN PRINT "EXIT NEARBY."  
04270 L(1)=L: GOTO 390  
04280 L=INT(1+RND(1)*20): IF L=L(1) OR L=L(6) OR L=L(7) THEN 4280  
04290 GOSUB 5900: GOTO 4120  
04400 IF RND(1)<.75 THEN PRINT "BEWARE OF ITS MATE.": J=2: GOSUB  
6100: GOTO 3220  
04410 W=1: PRINT "HEE HEE HEE - THE WUMPUS'L GET YOU NEXT TIME.":  
GOTO 390
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HUNT THE WUMPUS/PARKER

```
04500 IF RND(1)<.75 THEN GOSUB 3370: GOSUB 5900: GOTO 4270
04510 PRINT "TOO BAD - THE WUMPUS GOT YOU!"
04520 PRINT "HA HA HA - YOU LOSE!": GOTO 8810
05000 PRINT "** EARTHQUAKE **": FOR J=3 TO 7: GOSUB 6100: NEXT J:
      GOSUB 5900
05005 L(2)=INT(RND(1)*20+1): IF L(1)=L(2) OR L(2)=L(7) THEN 5005
05010 IF RND(1)<.1 THEN RETURN
05020 L(8)=INT(RND(1)*20+1): FOR J=3 TO 7
05030 IF L(8)=L(J) THEN L(8)=INT(RND(1)*20+1): GOTO 5030
05040 NEXT J: RETURN
05900 J=INT(RND(1)*10): IF J>A OR A=0 THEN RETURN
05910 PRINT "DROPPED ARROWS.": IF J=0 THEN PRINT "ALL ARROWS FOUN
D.": RETURN
05930 A=A-J: PRINT J;"ARROWS LOST,";A;"LEFT.": RETURN
06100 L(J)=INT(RND(1)*20+1): IF L(J)=L(1) OR L(J)=L(8) THEN 6100
06200 RETURN
07000 PRINT :PRINT "AS EACH PAGE OF INSTRUCTIONS IS PRINTED, THE
PROGRAM WILL."
07001 PRINT "PAUSE TO ALLOW YOU TIME TO READ THE PAGE. TYPE A SP
ACE WHEN YOU."
07002 PRINT "ARE FINISHED READING AND THE INSTRUCTIONS WILL CONTI
INUE.": 
07005 PAUSE : PRINT : PRINT
07009 PRINT "WELCOME TO 'HUNT THE WUMPUS'!": PRINT
07010 PRINT "THE WUMPUS LIVES IN A BURROW OF 20 CAVES. EACH CAVE
HAS TUNNELS."
07020 PRINT "LEADING TO 3 OTHER CAVES. THE OBJECTIVE IS TO DESCE
ND INTO THE"
07030 PRINT "BURROW, HUNT WUMPI, AND ESCAPE ALIVE. AFTER YOU HAV
E KILLED AT"
07040 PRINT "LEAST ONE, YOU MAY RETURN TO THE EXIT AND LEAVE THE
BURROW."
07050 PRINT : PRINT "YOU HAVE 5 ARROWS. UNDER CONDITIONS OF STRE
SS, YOU MAY."
07060 PRINT "DROP YOUR ARROWS AND PERHAPS LOSE SOME.": PRINT
07070 PRINT "YOUR RATING IS A FUNCTION OF THE NUMBER OF WUMPI SHO
T IN THE"
07080 PRINT "NUMBER OF MOVES SPENT IN THE BURROW.": 
07090 PAUSE : PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HUNT THE WUMPUS/PARKER < CONT'D >

```
07100 PRINT :PRINT TAB(19);"*****": PRINT TAB(19);"**  
HAZARDS **"  
07105 PRINT TAB(19);"*****": PRINT  
07110 PRINT TAB(22);"* PITS *"  
07115 PRINT "TWO CAVES CONTAIN BOTTOMLESS PITS. SHOULD YOU ENTER  
THE CAVE AND"  
07120 PRINT "FALL INTO A PIT, YOU LOSE.": PRINT  
07130 PRINT TAB(22);"* BATS *"  
07135 PRINT "TWO CAVES CONTAIN NESTS OF SUPERBATS. THEY ARE"  
07140 PRINT "VERY PRIVATE CREATURES, AND SHOULD YOU STUMBLE ACROS  
S THEIR"  
07150 PRINT "NESTING CAVE, YOU WILL BE PICKED UP AND DEPOSITED IN  
ANOTHER CAVE"  
07160 PRINT "AT RANDOM. OCCASIONALLY, FREDDY (THE FEARLESS) WILL  
FLY THROUGH"  
07170 PRINT "THE CAVES; AND IF HE SHOULD SPOT YOU, PICK YOU UP AN  
YWAY."  
07180 PRINT "TOO BAD IF THE CAVE YOU ARE DROPPED IN CONTAINS ANOT  
HER HAZARD."  
07190 PAUSE : PRINT  
07200 PRINT :PRINT TAB(19);"* EARTHQUAKES *"  
07210 PRINT "EARTHQUAKES ARE A VERY COMMON OCCURRANCE. SHOULD ONE  
OCCUR,"  
07220 PRINT "THE PITS MAY FILL UP AND NEW ONES OPEN. ONE CAVE MA  
Y BE BLOCKED"  
07230 PRINT "BY A ROCKFALL, THE BATS MAY BE DISTURBED AND SEEK A  
NEW CAVE, AND"  
07240 PRINT "THE WUMPUS MAY ALSO BECOME ALARMED AND MOVE ABOUT.":  
PRINT  
07250 PRINT TAB(21);"* WUMPUS *"  
07260 PRINT "THE WUMPUS IS NOT BOthered BY ANY HAZARDS (IT HAS SU  
CKERS ON ITS"  
07270 PRINT "FEET, AND IS TOO BIG FOR A BAT TO LIFT). IT MOVES T  
HROUGH THE"  
07280 PRINT "CAVES LOOKING FOR FOOD. IT NORMALLY EATS A SPECIES  
OF MUSHROOM."  
07290 PRINT "BUT IT MAY EAT YOU IF YOU ENTER THE CAVE WHERE IT IS  
FEEDING."  
07300 PAUSE : PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HUNT THE WUMPUS/PARKER < CONT'D >

```
07310 GOSUB 7600
07320 GOTO 7655
07600 FOR I=1 TO 5: PRINT :NEXT I:PRINT "ON EACH TURN YOU MAY":;
PRINT
07610 PRINT "M - MOVE INTO AN ADJACENT CAVE THROUGH A CONNECTING
TUNNEL."
07620 PRINT "S - SHOOT AN ARROW THROUGH A TUNNEL TO TRY TO HIT TH
E WUMPUS."
07630 PRINT "A - CHECK NUMBER OF ARROWS LEFT"
07640 PRINT "E - EXIT FROM THE CAVES (IF YOU ARE IN THE ENTRANCE
CAVE)."
07650 PRINT "H - HELP! (REPEAT INSTRUCTIONS)."
07651 RETURN
07655 PAUSE : PRINT : PRINT
07660 PRINT :PRINT "WHEN YOU ARE ONE CAVE AWAY FROM A HAZARD YOU
WILL BE."
07670 PRINT "WARNED AS FOLLOWS":; PRINT
07680 PRINT "WUMPUS - 'I SMELL A WUMPUS'"
07690 PRINT "BATS - 'I HEAR BATS NEARBY'"
07700 PRINT "PIT - 'I FEEL A DRAFT':; PRINT
07710 PRINT "YOU WILL BE TOLD IF YOU ENTER THE ENTRANCE CAVE, OR
TRY TO."
07720 PRINT "ENTER A CAVE BLOCKED BY A ROCKFALL."
07730 PRINT : PAUSE
07740 RETURN
08800 PRINT "OUT OF THE CAVE."
08803 IF F>0 THEN PRINT " GOOD HUNTING."
08804 PRINT
08805 W=INT(F*1000/M): PRINT "YOUR RATING IS":W
08810 IF F=0 THEN PRINT "BETTER LUCK NEXT TIME."
09000 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DOGFIGHT/SANNER

```
00010 REM DOGFIGHT/SANNER
00100 PRINT "THIS IS AN AERIAL DOGFIGHT BETWEEN YOUR PHANTOM AND
AN ENEMY MIG."
00110 PAUSE (700)
00120 GOSUB 1180
00130 PRINT TAB(19)"FLY WELL.....GOOD LUCK!"
00140 PAUSE (600):GOSUB 1180
00150 PRINT "THE COMPUTER WILL ASK YOU FOR YOUR MISSILE DETONATIO
N RANGE."
00160 PRINT "THAT IS HOW FAR OUT YOUR MISSILE GOES BEFORE IT EXPL
ODES."
00170 PRINT "AFTER YOU ENTER THE RANGE, THE COMPUTER WILL TELL YO
U HOW WELL"
00180 PRINT "YOU DID, AND THEN TELL YOU THE LAST KNOWN POSITION O
F THE ENEMY."
00190 PRINT "EVERY TIME YOU LAUNCH A MISSILE AND MISS, THE ENEMY
TAKES A SHOT."
00200 PRINT "AT YOU. REMEMBER TO PRESS THE 'RETURN' KEY AFTER EAC
H ENTRY."
00210 PRINT "(WHEN YOU FINISH READING THIS PRESS THE 'RETURN' KEY
+):PAUSE
00220 GOSUB 1180
00230 E1=0:D1=0:R=0:L=0:M=0:N=0
00240 PRINT
00250 A4=20
00260 REM (A4 IS THE HIT RADIUS)
00270 A3=A4
00280 PRINT
00290 PRINT "AN ENEMY MIG HIS BEEN SPOTTED ON RADAR!"
00300 PRINT "ALERT YOUR WEAPONS CONTROL OFFICER AND ARM YOUR WEAP
ONS."
00310 PRINT :PRINT
00320 INPUT "ENTER RADAR JAMMING CODE (ANY NUMBER BETWEEN 1 & 100
) ";X4
00330 PRINT :PRINT :PRINT :PRINT
00340 FOR G=1 TO X4
00350 LET X4=X4*(-1)
00360 NEXT G
00370 GOSUB 1180
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DOGFIGHT/SANNER < CONT'D >

```
00380 PRINT TAB(22)*THE MIG IS TAKING EVASIVE ACTION!!*
00390 GOSUB 1180
00400 X=(RND(X4+1)+0.5)*60
00410 M=M+1
00420 A=(RND(X)+0.5)*60
00430 PAUSE (750)
00440 C=(RND(X4)+0.5)*60
00450 PRINT
00460 Y=X*A
00470 X1=(INT(Y/100)*100+INT(X))
00480 IF M<35 GOTO 500
00490 A3=2*A4
00500 IF L=1 GOTO 620
00510 PRINT "THE LAST KNOWN VECTOR RANGE OF THE MIG WAS";X1;"METERS."
00520 INPUT "ENTER YOUR MISSILE DETONATION RANGE:" ;B
00530 PRINT
00540 Y1=INT(Y)
00550 IF ABS(B-Y1)<A3 GOTO 690
00560 R=ABS(B-Y1)
00570 GOSUB 1180
00580 IF (B-Y1)>0 GOTO 610
00590 PRINT "MISSSED.....MISSILE SHORT BY";R;"METERS.";PAUSE
(800)
00600 GOTO 620
00610 PRINT "MISSDED.....MISSILE LONG BY";R;"METERS.";PAUSE
(800)
00620 GOSUB 1180
00630 L=0
00640 PRINT TAB(14)*THE ENEMY IS LAUNCHING A MISSILE.....PR
AY!!!*
00650 PAUSE (1000)
00660 IF ABS(A-C)<A3 GOTO 830
00670 PRINT TAB(11)*YOUR PRAYERS WERE ANSWERED.....ENEMY MISSILE
PASSED BY.*
00680 GOTO 400
00690 IF ABS(B-Y1)<(A3/2) GOTO 780
00700 D1=D1+1
00710 IF D1>4 GOTO 740
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DOGFIGHT/SANNER < CONT'D >

```
00720 PRINT TAB(12)"INDIRECT HIT.....MINOR DAMAGE TO ENEM  
Y MIG."  
00730 GOTO 370  
00740 GOSUB 1180  
00750 PRINT TAB(21)"DIRECT HIT.....ENEMY DESTROYED!!"  
00760 J=J+1:PAUSE (1000)  
00770 GOTO 1000  
00780 IF ABS(B-Y1)<(A3/6) GOTO 740  
00790 IF D1>4 GOTO 740  
00800 PRINT TAB(21)"ENEMY HIT.....BUT STILL FLYING!"  
00810 D1=D1+3  
00820 GOTO 370  
00830 IF ABS(A-C)<(A3/3) GOTO 930  
00840 E1=E1+1  
00850 IF E1>4 GOTO 890  
00860 PRINT TAB(10)"YOU HAVE BEEN HIT.....MINOR DAMAGE TO  
YOUR PHANTOM!"  
00870 GOTO 400  
00880 PRINT  
00890 PRINT TAB(9)"BOOM!!!! YOUR AIRCRAFT UNCONTROLABLE.....EJEC  
T.....EJECT!"  
00900 PAUSE (1000)  
00910 PRINT :PRINT TAB(25)"BETTER LUCK NEXT TIME!"  
00920 S=S+1:GOTO 1030  
00930 IF ABS(A-C)>(A3/9) GOTO 880  
00940 IF E1>4 GOTO 890  
00950 PRINT TAB(30)"PHANTOM HIT!!!"  
00960 PRINT :PRINT "MINOR DAMAGE.....CONTROLABILITY POOR!!"  
00970 L=0  
00980 E1=E1+1  
00990 GOTO 400  
01000 PRINT  
01010 PRINT "MESSAGE FROM HEADQUARTERS!":PAUSE (1000)  
01020 PRINT "WELL DONE CAPTIAN .....RETURN TO BASE.":PAUSE (1000)  
01030 PRINT :PRINT  
01040 PRINT "SO FAR THE SCORE IS";J;"SHOT DOWN BY YOU AND";S;"SHO  
T DOWN BY ME."  
01050 PRINT TAB(21)"WOULD YOU LIKE ANOTHER DOGFIGHT?":PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DOGFIGHT/SANNER < CONT'D >

```
01060 LINE INPUT *                                TYPE 'Y' OR 'N' "Z$  
01070 IF Z$="Y" GOTO 220  
01080 PRINT :PRINT  
01090 IF S>J GOTO 1120  
01100 IF J>S GOTO 1150  
01110 PRINT "THIS WAR HAS BEEN A STAND-OFF. THANKS FOR THE CHALAN  
GE!":GOTO 1200  
01120 PRINT "I HAVE BEATEN YOU BY";S-J;"GAMES, BUT YOU HAVE BEEN  
A DIFFICULT"  
01130 PRINT "OPPONENT,TRY AGAIN SOMETIME, I CAN BE DEFEATED!":PAU  
SE (1500)  
01140 GOTO 1200  
01150 PRINT "YOU HAVE BEEN A WORTHY ADVERSARY, BEATING ME BY";J-S  
;"GAMES."  
01160 PRINT "NEXT TIME I WILL NOT BE SO EASY ON YOU!":PAUSE (150  
0):GOTO 1200  
01170 PAUSE (750):GOTO 1200  
01180 PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRI  
NT :PRINT  
01190 RETURN  
01200 PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GRINCH/SANNERS

```
00010 REM GRINCH/SANNERS 2927 BYTES
00100 PRINT "***** THIS IS THE GAME OF GRINCH *****"
*****"
00110 PRINT
00120 PRINT "DO YOU WANT ME TO PRINT THE RULES?"
00130 LINE INPUT "(TYPE 'Y' FOR YES OR 'N' FOR NO, THEN PRESS 'RETURN')":Z$
00140 GOSUB 940
00150 IF Z$="Y" GOTO 180
00160 IF Z$="N" GOTO 440
00170 REM (HERE ARE THE RULES)
00180 PRINT "THE GRINCH IS HIDING WITHIN A GRID LIKE THE "
00190 PRINT "ONE I AM ABOUT TO DISPLAY.":PAUSE (1500)
00200 PRINT
00210 FOR K=9 TO 0 STEP -1
00220 PRINT TAB(17):K:TAB(20)://" . . . . . . . . .
00230 NEXT K
00240 PRINT TAB(20)://"0 1 2 3 4 5 6 7 8 9":PAUSE (1500)
00250 PRINT :PRINT :PRINT
00260 PRINT "THE GRINCH WILL BE HIDING AT ONE OF THE GRIDPOINTS."
00270 PRINT "YOU TRY TO FIND HIM BY GUESSING HIS GRIDPOINT."
00280 PRINT "HOMEBASE IS THE GRIDPOINT (0,0) IN THE LOWER LEFTHAND "
D "
00290 PRINT "CORNER OF THE GRID. YOUR GUESS SHOULD BE A PAIR OF NUMBERS."
00300 PRINT "SEPERATED BY A COMMA.(THE COMMA MUST BE THERE)":PRINT
00310 PRINT "THE FIRST NUMBER TELLS HOW FAR TO THE RIGHT OF HOMEBASE"
00320 PRINT "YOU THINK THE GRINCH IS HIDING AND THE "
00330 PRINT "SECOND NUMBER TELLS HOW FAR ABOVE HOMEBASE YOU THINK "
00340 PRINT "THE GRINCH IS HIDING."
00350 PRINT "(PRESS THE 'RETURN' KEY WHEN YOU HAVE FINISHED READING.)":PAUSE
00360 GOSUB 940
00370 PRINT "FOR EXAMPLE IF YOU THINK THE GRINCH IS 8 TO THE RIGHT"
00380 PRINT "OF HOMEBASE AND 3 ABOVE HOMEBASE, YOU WOULD ENTER 8, 3"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GRINCH/SANNERS

```
00390 PRINT "AS YOUR GUESS AND THEN PRESS THE 'RETURN' KEY."
00400 PRINT :PRINT "AFTER YOUR GUESS, I WILL TELL YOU HOW FAR."
00410 PRINT "(IN A DIRECT LINE) YOUR GUESS IS FROM WHERE THE GRINCH."
00420 PRINT "IS HIDING."
00430 PRINT "(PRESS 'RETURN' WHEN YOU HAVE FINISHED READING)":PAUSE
00440 A=INT(10*RND(1))
00450 B=INT(10*RND(A)):REM (USE OF 'A' HERE HELPS MAKE A NOT EQUAL TO B)
00460 J=J+1
00470 GOSUB 940
00480 PRINT TAB(12)"THE GRINCH IS HIDING.....TRY TO FIND HIM!"
00490 T=1
00500 PRINT :INPUT "WHAT IS YOUR GUES
S? ";X,Y
00510 PRINT
00520 GOTO 630
00530 M=M+1
00540 IF M=5 GOTO 560
00550 GOTO 500
00560 PRINT :PRINT "DO YOU WANT TO KNOW WHERE THE GRINCH IS?":CLEAR M
00570 PRINT CHR$(7):PRINT CHR$(7):LINE INPUT "TYPE 'Y' OR 'N' ";U$
00580 IF U$="Y" THEN PRINT :PRINT "OK.....THE GRINCH IS AT";A$;"";B:GOTO 890
00590 PRINT :PRINT "OK, WAKE ME UP WHEN YOU ARE FINISHED!":PAUSE(700):GOTO 500
00600 PRINT
00610 GOTO 440
00620 REM (D IS THE STRAIGHT LINE DISTANCE TO THE GRINCH)
00630 D=SQR(((ABS(X-A))^2)+((ABS(Y-B))^2))
00640 REM (ROUND D TO ONE DECIMAL POINT)
00650 D=INT(10*D)/10
00660 IF D=0 GOTO 720
00670 IF D=1 GOTO 960
00680 PRINT "YOU ARE";D;"UNITS FROM THE GRINCH."
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GRINCH/SANNERS < CONT'D >

```
00690 T=T+1
00700 IF T>7 GOTO 530
00710 GOTO 500
00720 GOSUB 980
00730 PRINT "***** YOU GET A BIG HUG FROM THE GRINCH *"
*****"
00740 PRINT TAB(24)"HE HAS BEEN SO LONELY!":PAUSE (900)
00750 PRINT :PRINT
00760 PRINT "IT TOOK YOU";T;"GUESSES TO FIND HIM. WOULD YOU LIKE"
TO PLAY AGAIN?"
00770 S=S+T
00780 PRINT :LINE INPUT "TYPE 'Y' OR 'N'" ;K$
00790 IF K$="Y" GOTO 440
00800 GOSUB 940
00810 PRINT "YOU HAVE PLAYED";J;"GAMES OF GRINCH."
00820 PRINT :PRINT "ON THE AVERAGE IT HAS TAKEN YOU";INT(S/J);"GU"
ESSES PER GAME."
00830 PAUSE (800)
00840 PRINT
00850 IF INT(S/J)>10 GOTO 870
00860 PRINT "NOT BAD, I AM VERY IMPRESSED!!":GOTO 880
00870 PRINT "NO OFFENSE, BUT I HAVE SEEN BETTER!"
00880 PAUSE (2000)
00890 PAUSE (800):GOSUB 940
00900 PRINT :PRINT TAB(28)"THANK YOU FOR PLAYING!":PAUSE (1000)
00910 PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRI
NT :PRINT
00920 GOTO 970
00930 REM (LINES 940 & 950 ARE SCREEN CLEAR SUBPROGRAM)
00940 PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRI
NT :PRINT
00950 PRINT :PRINT :RETURN
00960 PRINT "CAREFUL NOW YOU ARE ONLY 1 UNIT FROM THE GRINCH!":GO
TO 690
00970 PRINT "TO RESTART THE GAME:TYPE 'RU' THEN PRESS 'RETURN' KE
Y.":END
00980 FOR N =1 TO 12 :REM (LINES 980 TO 1010 GENERATE SOUND OF TH
E GRINCH)
00990 PRINT CHR$(7)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

7

PROGRAM NAME: GRINCH/SANNERS < CONT'D >

01000 NEXT N
01010 RETURN

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/REECE

```
00001 REM LUNER LANDER/REECE      5452 BYTES
00010 REM WAIT LOOP
00011 K=1
00020 REM INTERVAL FOR CHANGING VALUES OF H,F,V
00021 I9=2
00031 REM VERSION
00032 V$="1.0      (DECEMBER 1977)"
00040 REM INITIAL HEIGHT (MILES)
00050 H=99.9
00060 REM INITIAL FUEL(POUNDS)
00070 F=9.99
00080 REM INITIAL VELOCITY
00090 V=0
00100 REM SET INITIAL VALUES FOR 3 DISPLAY VALUES
00110 DIM L(3)
00120 L(1)=H:L(2)=F:L(3)=V
00130 REM RATE OF BLINKS
00140 R2=150
00160 REM ****
*****  
00180 REM REAL TIME LUNAR LANDER FOR HEATH H8 USING LED'S TO DISPLAY
00190 REM      HEIGHT, FUEL, AND VELOCITY --- ACCEPTS
00200 REM      + OR - FROM KEYPAD TO TURN ROCKET MOTOR ON OR
00210 REM      OFF TO SLOW DESCENT.          (C REECE - 12/77)
00215 REM IDEAS FROM SEVERAL ARTICLES, PRIMARILY 'PERSONAL COMPUTING'
00220 REM      NOV/DEC 1977 (P91)
00240 REM ****
****:  
00245 LINE INPUT "WHAT IS YOUR NAME?";N$
00246 IF N$="/" THEN GOTO 910
00255 FOR I=1 TO 5:PRINT CHR$(10)::NEXT I:PRINT
00260 PRINT TAB(10);"H8 LUNAR LANDER - VERSION: "V$
00265 FOR I=1 TO 5:PRINT CHR$(10)::NEXT I:PRINT
00280 PRINT :PRINT
00290 PRINT "*** GOOD MORNING ASTRONAUT "N$"."
00300 PRINT "*** PLEASE PREPARE FOR DESCENT TO THE MOON."
00310 PRINT
```

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PROGRAM NAME: LUNAR LANDER/REECE < CONT'D >

```
00320 PRINT "*** DO YOU WISH COMPUTER READOUT OF LANDING INSTRUCTIONS?";  
00330 LINE INPUT ;A$  
00340 IF A$="NO" THEN GOTO 880  
00350 REM *****  
*****;  
00375 PRINT :REM PRINT INSTRUCTIONS  
00380 PRINT "*** ASTRONAUT "N$", YOU ARE IN LUNAR LANDER L-101 IN  
ORBIT.  
00390 PRINT "*** AROUND THE MOON AT AN ALTITUDE OF "H;" MILES."  
00400 PRINT "*** YOUR FUEL LOAD IS "F;" POUNDS AND YOUR CURRENT "  
00410 PRINT "*** VERTICAL VELOCITY IS "V;"."  
00420 PRINT "*** CURRENT VALUES, AND SUBSEQUENT CHANGING VALUES,  
ONCE"  
00430 PRINT "*** THE DESCENT BEGINS, WILL BE DISPLAYED"  
00450 PRINT *** ON THE LED'S ON THE H8 FRONT PANEL.  
00460 LET R1=1  
00470 GOSUB 11000 :REM DISPLAY ONE TIME THE CURRENT VALUES  
00475 PRINT  
00480 LINE INPUT "*** DO YOU SEE THE DISPLAY?" ;A$  
00485 PRINT  
00490 IF A$="YES" THEN GOTO 700  
00500 REM *****  
*****;  
00530 LET R1=5  
00540 GOSUB 11000  
00545 PRINT  
00550 PRINT "*** NOW, ASTRONAUT "N$", DO YOU SEE THE DISPLAY?" ;  
00560 LINE INPUT ;A$  
00565 PRINT  
00570 IF A$="YES" THEN GOTO 710  
00580 REM *****  
*  
00600 PRINT "*** ASTRONAUT "N$", HOW IN JUPITER DID YOU GET IN TH  
E"  
00610 PRINT *** SPACE PROGRAM? YOU CAN'T SEE WELL ENOUGH TO  
"  
00620 PRINT *** LAND THE L-101 WITH 15 CO-PILOTS."  
00630 PRINT :PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/REECE < CONT'D >

```
00640 PRINT "*** THIS MISSION IS SCRUBBED, RETURN TO EARTH AT"
00650 PRINT "***      ONCE AND REPORT IMMEDIATELY FOR EYE TESTS!!!
!
00660 PRINT :PRINT
00670 PRINT ***          MISSION CONTROL O V E R A N D O U T !
!
00680 END
00690 REM ****
*:
00710 PRINT *** AS YOU DESCEND THE LED VALUES WILL CHANGE"
00720 PRINT ***      REFLECTING INCREASE IN VELOCITY, DECREASE IN
    FUEL"
00730 PRINT ***      REMAINING AS YOU BRAKE FOR TOUCHDOWN, AND DE
    CREAISE"
00740 PRINT ***      IN HEIGHT AS YOU APPROACH THE LUNAR SURFACE.
"
00750 PRINT *** UNLESS YOU BRAKE, WITH THE ROCKET, THE VELOCITY"
00760 PRINT ***      (SPEED) OF DESCENT WILL CONTINUE TO INCREASE
    UNTIL"
00770 PRINT ***      YOU SMEAR YOURSELF AND THE L-101 ALL OVER TH
    E"
00780 PRINT ***      SURFACE OF THE MOON. BUT BE CAREFUL AND"
00790 PRINT ***      DON'T USE ALL YOUR FUEL TOO SOON OR THE SAME
    MAY"
00800 PRINT ***      HAPPEN."
00801 PRINT *** WARNING *** YOU MUST LAND AT A VELOCITY LESS THA
    N"
00802 PRINT ***      OR EQUAL TO 5.0 FEET PER SECOND!"
00810 PRINT *** AS YOU OBSERVE THE CHANGING H, F, AND V VALUES O
    N "
00820 PRINT ***      THE LED'S AND DECIDE TO TURN ON THE ROCKET M
    OTOR"
00830 PRINT ***      (BRAKE) OR TURN IT OFF (ACCELERATE),"
00850 PRINT ***      PRESS THE + OR - KEYS ON THE KEYPAD "
00860 PRINT ***      TO TURN ON(+) OR OFF(-) THE ROCKET MOTOR."
00861 PRINT ***      WHEN TURNING ON OR OFF THE ROCKET MOTOR HOLD
    THE"
00862 PRINT ***      + OR - BUTTON DOWN UNTIL THE FUEL FLOW BEGIN
    S"
00863 PRINT ***      DECREASING (+) OR STOPS DECREASING (-)."
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/REECE < CONT'D >

```
00880 PRINT
00890 PRINT "*** GOOD LUCK ASTRONAUT "N$", PRESS THE 'GO' KEY"
00900 PRINT "*** ON THE H8 TO BEGIN DESCENT."
00910 REM ****
00920 IF PIN(240)<>246 THEN GOTO 920 :REM WAIT FOR 'GO' (KEY 4)
00930 IF R=0 OR (R>0 AND F<0) THEN GOSUB 12000 :REM MOTOR OFF OR
NO FUEL
00940 IF R>0 AND F>0 THEN GOSUB 13000 :REM MOTOR ON AND FUEL OK
00960 LET L(1)=H:L(2)=F:L(3)=V :REM SET FOR UPDATING LED DISPLAY
00970 GOSUB 10000 :REM TO LED DISPLAY
00975 IF H<=0 THEN GOTO 1060 :REM LANDED, HOW EASSY
00980 REM ****
00990 FOR I=1 TO K :REM WAIT AND CHK FOR + OR - IN
01000 IF PIN(240)=175 THEN LET R=1 :REM +, TURN ON ROCKET MOTOR
01010 IF PIN(240)=143 THEN LET R=0 :REM -, TURN OFF ROCKET MOTOR
01020 NEXT I
01030 GOTO 930
01040 REM ****
01050 REM LANDED! CHECK VELOCITY
01060 IF V<=5 GOTO 1100
01070 REM >5 IS CATASTROPHE.
01080 PRINT "DEAR SIR, WE REGRET TO INFORM YOU..... R.I.P."
01090 END
01100 IF V<3 GOTO 1140
01110 REM 3 TO 5 IS ROUGH BUT OK..
01120 PRINT "*** LC-101 LANDED AT A SPEED OF ";V;" FT/SEC."
01130 PRINT "*** ROUGH BUT YOU MADE IT."
01135 GOTO 1160
01140 REM 0-2 IS OK!
01150 PRINT "*** LC101 LANDED AT A SPEED OF ";V;" FT/SEC."
01155 PRINT "*** GREAT TOUCHDOWN!!!"
01160 PRINT "*** CONGRATULATIONS ASTRONAUT" N$" !"
01170 END
10000 REM ****
*: 100010 REM *** DISPLAY L(1),L(2),L(3) AS 99.9,99.9,99.9
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/REECE < CONT'D >

```
10030 FOR I=1 TO 3
10035 REM TENS
10040 T=INT((L(I)+.05)/10)
10045 REM UNITS
10050 U=INT(L(I)+.05-T*10)
10055 REM DECIMAL TENTHS
10060 D=INT((L(I)+.05-T*10-U)*10)
10065 CNTRL 2,1
10070 POKE 8200+(3*I),SEG(T)
10080 POKE 8200+(3*I)+1,SEG(ABS(U)) AND 2^7 :REM ADD DECIMAL POI
NTT
10090 POKE 8200+(3*I)+2,SEG(ABS(D))
10100 NEXT I
10110 RETURN
11000 REM ****
***:
11010 REM *** BLINK DISPLAY R1 TIMES AT RATE R2
11030 FOR I1=1 TO R1
11040 CNTRL 2,0 :REM TURN OFF DISPLAY
11060 GOSUB 10000 :REM TURN ON DISPLAY
11065 FOR J=1 TO R2:NEXT J
11070 NEXT I1
11075 RETURN
11080 REM ****
***:
12000 REM ****
***:
12010 REM MOTOR IS OFF OR OUT OF FUEL
12020 LET V=V+1/I9 :REM VELOCITY INCREASES
12030 LET H=MAX(0,H-V/I9)
12040 RETURN
13000 REM ****
**:
13010 REM MOTOR IS ON
13020 LET V=V-1/I9 :REM REDUCE VELOCITY
13030 LET F=F-1/I9 :REM USE UP SOME FUEL
13040 LET H=H-V/I9 :REM DECREASE ALTITUDE
13050 RETURN
14000 END
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TREK/FRITKIN

```
00001 REM  TREK/FRITKIN  5165 BYTES
00002 REM "BY GARY FRITKIN DEC. 10, 1977"
00005 REM  THIS IS ENTERPRISE
00010 S4=1
00020 DIM I(25)
00030 PRINT " DO YOU WANT INSTRUCTIONS (YES OR NO)"?
00040 INPUT A$
00050 IF A$="NO" THEN 350
00060 IF A$="NO"  THEN 350
00070 Q=67
00080 PRINT "WHILE ON PATROL NEAR TRISKILLION -7..."'
00090 PRINT "THE USS ENTERPRISE IS CONFRONTED BY"
00100 PRINT "A K L I N G O N B A T T L E C R U I S E R"
00110 REM 0120 PRIN0110 REM
00120 PRINT "TAB(20); " "WEAPONRY"
00130 REM
00140 PRINT "2 FORWARD PHASER BANKS, RANGE:300,000 KM."
00150 PRINT "1 REAR PHASER, RANGE:SAME"
00160 REM
00170 REM
00180 PRINT "2 FORWARD PHOTON TORPEDO BANKS, RANGE:SAME"
00190 REM
00200 PRINT "1 REAR PHOTON TORPEDO BANK, RANGE:SAME"
00210 REM
00220 REM
00230 PRINT TAB(15); "M A N E U V E R S "
00240 REM
00250 PRINT "1-FIRE FOWARD PHASERS"
00260 PRINT "2-FIRE REAR PHASRES"
00270 PRINT "3-FIRE FOWARD PHOTON TORPEDO"
00280 PRINT "4-FIRE REAR PHOTON TORPEDO"
00290 PRINT "5-ACTIVE AUTO DESTRUCT"
00300 PRINT "6-SURRENDER"
00310 PRINT "7-ATTEMPT TO BREAK CONTACT--GO INTO WARP DRIVE"
00320 PRINT "8-MOVE CLOSER TO THE KLINGON"
00330 PRINT
00335 PRINT "ALL VECTOR HEADINGS WILL BE BETWEEN 0 AND 180 DEGREE
S"
00340 REM
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TREK/FRITKIN < CONT'D >

```
00350 PRINT "KLINGON COMMING INTO RANGE--SHIELDS ON"
00360 READ R,H,P,X,A,K1,M3
00370 DATA 85000,0,0,1,97.3304,1,15000
00380 REM
00390 REM
00400 PRINT "WHAT IS YOUR COMPUTER DEFENSE NUMBER"
00410 INPUT N2
00420 IF N2<1 GOTO 400
00430 IF N2>25 GOTO 400
00440 REM
00450 REM
00460 FOR I=1 TO N2
00470 B=RND(X)
00480 NEXT I
00490 GOSUB 1370
00500 PRINT "THE RANGE =";R;" KM. AT A VECTOR HEADING OF ";A;" DEGREES"
00510 GOSUB 620
00520 IF H>8 THEN 2560
00530 IF E=6 GOTO 2700
00540 IF E=5 GOTO 2610
00550 IF R>1.00000E+6 THEN 2690
00560 GOSUB 1100
00570 IF P>8 GOTO 2610
00580 IF K=7 GOTO 500
00590 GOTO 490
00600 REM
00610 REM
00620 W=2
00630 PRINT "WHAT IS YOUR MOVE";
00640 INPUT E
00650 GOSUB 1490
00660 IF Q>0 THEN 630
00670 ON E GOTO 680,790,810,850,900,940,980,1030
00680 IF A>90 THEN 730
00690 B=RND(X)
00700 IF B>.2 GOTO 770
00705 REM THIS IS FOR THE FRONT PHASORS
00710 PRINT "COMPLET MISS, YOUR AIM IS OFF"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TREK/FRITKIN < CONT'D >

```
00720 RETURN
00730 PRINT "MISS, INCORRECT VECTOR ANGLE"
00740 PRINT "REMEMBER THAT BETWEEN 0AND90 DEGREES IS FOWARD"
00750 PRINT "AND THAT BETWEEN 90 AND 180 DEGREES IS REARWARD"
00760 RETURN
00770 GOSUB 2000
00780 RETURN
00790 IF A<90 THEN 730
00800 IF B>.4 GOTO 770
00803 REM THIS IS FOR THE REAR PHASORS
00805 GOTO 710
00810 IF A>90 THEN 730
00820 B=RND(X)
00830 IF B>.1 GOTO 770
00835 REM THIS IS FOR THE FRONT PHOTON TORPEDOES
00840 GOTO 710
00850 IF A<90 THEN 730
00860 B=RND(X)
00870 IF B>.2 GOTO 770
00875 REM THIS IS FOR THE REAR PHOTON TORPEDOES
00880 GOTO 710
00890 REM
00900 PRINT TAB(20);"A C T I V A T E D"
00910 REM
00920 PRINT "10 9 8 7 6 5 4 3 2 1 0"
00930 RETURN
00940 PRINT "ON BEHALF OF THE KLINGON EMPIRE , I ACCEPT YOUR SURR
ENDER"
00950 REM
00960 PRINT TAB(20);"PREPARE TO BE BOARDED"
00970 RETURN
00980 R=R+(200000.*RND(X))
00990 IF R<1.00000E+06 THEN 1010
01000 RETURN
01010 PRINT "CONTACT NOT BROKEN, NEW DISTANCE=";R;" KM."
01020 RETURN
01030 IF R<200000. THEN 1060
01040 R=R-200000.*RND(X)
01050 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TREK/FRITKIN < CONT'D >

```
01060 R=R/2
01070 RETURN
01080 REM
01090 REM
01100 W=1
01110 K=INT((7*RND(X))+1)
01120 GOSUB 1490
01130 IF N>0 THEN 1110
01140 ON K GOTO 1150, 1150,1180,1180,1180, 1230,1290
01150 PRINT "KLINGON FIRES PHOTON TORPEDO"
01160 GOSUB 2000
01170 RETURN
01180 PRINT "KLINGON FIRES PHASERS AT ENTERPRISE"
01190 LET B=RND(X)
01200 IF B>.2 THEN 1160
01210 PRINT "YOU OUTMANEUVERED HIM, MISS."
01220 RETURN
01230 PRINT "KLINGON ATTEMPTING TO BREAK CONTACT ....";
01240 R=R+(200000.*RND(X))
01250 IF R<1.00000E+06 THEN 1270
01260 RETURN
01270 PRINT "CONTACT NOT BROKEN"
01280 RETURN
01290 PRINT "KLINGON APPROACHING "
01300 IF R<200000 THEN 1330
01310 R=R-200000.*RND(X)
01320 RETURN
01330 R=R/2
01340 RETURN
01350 REM
01360 REM
01370 B=RND(X)
01380 IF B>.5 THEN 1410
01390 R=R+(10000*RND(X))
01400 GOTO 1420
01410 R=ABS(R-(10000*RND(X)))
01420 A=A+(100*RND(X))
01430 IF A>180 THEN 1450
01440 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TREK/FRITKIN < CONT'D >

```
01450 A=A-180
01460 GOTO 1430
01470 REM
01480 REM
01490 IF W=1 THEN 1750
01500 IF E<5 THEN 1530
01510 Q=0
01520 RETURN
01530 IF E<3 THEN 1700
01540 IF R<20000. THEN 1590
01550 IF D=5 THEN 1650
01560 IF R<20000. THEN 1590
01570 Q=0
01580 RETURN
01590 PRINT "THE RANGE OF A PHOTON TORPEDO IS 20,000 TO 600,000 K
M."
01600 GOTO 1670
01610 PRINT "YOUR PHASERS HAVE BEEN DESTROYED ALREADY"
01620 GOTO 1670
01630 PRINT "THE RANGE OF A Phaser IS 300,000 KM."
01640 GOTO 1670
01650 PRINT "YOUR WEAPONS HAVE BEEN DESTROYED ALREADY"      +
01660 GOTO 1670
01670 PRINT "MOVE IMPOSSIBLE,TRY AGAIN"
01680 Q=1
01690 RETURN
01700 IF R>300000. THEN 1630
01710 IF D=4 THEN 1610
01720 IF D=5 THEN 1650
01730 Q=0
01740 RETURN
01750 IF K>5 THEN 1880
01760 IF K>2 THEN 1840
01770 IF R>600000. THEN 1820
01780 IF R<M3 THEN 1820
01790 IF H>7 THEN 1820
01800 N=0
01810 RETURN
01820 N=1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TREK/FRITKIN < CONT'D >

```
01830 RETURN
01840 IF R>300000. THEN 1820
01850 IF H>6 THEN 1820
01860 N=0
01870 RETURN
01880 IF P>H+1 THEN 1950
01890 IF P<H-1 THEN 1920
01900 N=0
01910 RETURN
01920 IF K=7 THEN 1820
01930 N=0
01940 RETURN
01950 IF K=6 THEN 1820
01960 N=0
01970 RETURN
01980 REM
01990 REM
02000 B=RND(X)/K1/LOG(R/M3)
02010 IF B>.75 THEN 2120
02020 IF B>.1GOTO 2050
02030 PRINT "NEAR MISS"
02040 RETURN
02050 IF W=1 THEN 2085
02060 PRINT "HIT ON KLINGON BATTLE CRUISER"
02070 H=H+1
02080 GOTO 2380
02085 IF B<.4 GOTO 2030
02090 PRINT "HIT ON THE USS ENTERPRISE, DAMAGE REPORT-"
02100 P=P+1
02110 GOTO 2180
02120 IF W=1 THEN 2160
02130 PRINT "DIRECT HIT ON KLINGON VESSEL, DAMAGE REPORT-"
02140 H=H+2
02150 GOTO 2380
02160 PRINT "DIRECT HIT ON ENTERPRISE, DAMAGE REPORT-"
02170 P=P+2
02180 IF P<9 THEN 2210
02190 D=1
02200 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TREK/FRITKIN < CONT'D >

```
02210 IF P=6 THEN 2290
02220 IF P=7 THEN 2310
02230 IF P=8 THEN 2340
02240 IF P>3 THEN 2270
02250 PRINT "SHIELDS HOLDING-NO DAMAGE"
02260 RETURN
02270 PRINT "SHIELDS WEAKENING-MINOR DAMAGE IN MIDSHIPS"
02280 RETURN
02290 PRINT "ALL SHIELDS DESTROYED-DAMAGE TO OUTER HULL"
02300 RETURN
02310 D=4
02320 PRINT "PHASERS DEACTIVATED-DILITHIUM CRYSTALS OVERHEATING"
02330 RETURN
02340 D=5
02350 PRINT "ALL WEAPONS DESTROYED-POWER DROPPING"
02360 PRINT "MAJOR DAMAGE TO WARP ENGINES"
02370 RETURN
02380 IF H<9 THEN 2410
02390 D=8
02400 RETURN
02410 IF H=8 THEN 2530
02420 IF H=7 THEN 2510
02430 IF H=6 THEN 2490
02440 IF H>3 THEN 2470
02450 PRINT "SHIELDS HOLDING-NO DAMAGE"
02460 RETURN
02470 PRINT "SHIELDS WEAKENING-MINOR DAMAGE"
02480 RETURN
02490 PRINT "ALL SHIELDS DESTROYED-HULL DAMAGE"
02500 RETURN
02510 PRINT "PHASER BANKS DESTROYED-MAJOR DAMAGE FORE AND AFT"
02520 RETURN
02530 D=7
02540 PRINT "ALL WEAPONS ON KLINGON VESSEL DEACTIVATED,POWER DROP
PING"
02550 RETURN
02560 PRINT TAB(15); "C O N G R A T U L A T I O N S "
02570 PRINT
02580 PRINT "KLINGON VESSEL DESTROYED"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TREK/FRITKIN < CONT'D >

```
02590 PRINT
02600 GOTO 2700
02610 PRINT TAB(20)://"ENTERPRISE DESTROYED"
02620 PRINT
02630 IF E=5 THEN 2650
02640 D=1000*RND(X):GOTO 2660
02650 D=100000.*RND(X)
02660 PRINT "RADIUS OF MATTER -ANTIMATTER EXPLOSION=";D;" KM."
02670 IF R<D THEN 2580
02680 GOTO 2700
02690 PRINT "CONTACT BROKEN, RETURN TO BASE"
02700 PRINT "AGAIN YES OR NO":GOTO 2760
02710 PRINT "STAR FLEET HAS DETERMINED THAT YOU ARE TO BLOOD-THIR
STY"
02720 PRINT "THEREFORE, IT HAS BEEN DECIDED THAT YOU WILL NOT BE"
02730 PRINT "ALLOWED TO CONTINUE ON THIS RAMPAGE OF KILLING POOR"
02740 PRINT "LITTLE DEFENSELESS KLINGONS. ADMIRAL WESTLAKE,"
02750 PRINT "STAR FLEET COMMAND":GOTO 2820
02760 INPUT ;A$
02770 RESTORE
02780 IF S4>=4 THEN 2710
02790 IF A$="YES" THEN 2810
02800 IF A$<>"YES" THEN 2820
02810 S4=S4+1:GOTO 350
02820 PRINT ""
02830 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA

*

```
00001 DIM M(7),O(7),W(7,7),Z(14,7):REM FOOTBAL/COSTA 70NN BYTES
00002 DIM G1(7),I1(7),D1(7),K1(7),M1(7),O1(7)
00003 DIM M5(7),O5(7),W5(7,7),Z5(14,7)
00004 DIM G6(7),I6(7),D6(7),K6(7),M6(7),O6(7)
00005 FOR A=0 TO 7
00006 READ M(A)
00007 NEXT A
00009 DATA 69,53,60,64,66,54,50,56
00010 FOR A=0 TO 7
00011 READ M5(A)
00012 NEXT A
00014 DATA 58,62,52,55,64,54,59,69
00015 FOR A=0 TO 7
00016 READ O(A)
00017 NEXT A
00019 DATA 14,25,21,24,18,25,16,30
00020 FOR A=0 TO 7
00021 READ O5(A)
00022 NEXT A
00024 DATA 23,18,21,24,25,10,19,25
00025 FOR A=0 TO 7
00026 FOR B=0 TO 7
00027 READ W(A,B)
00028 NEXT B
00029 NEXT A
00041 DATA 7,0,13,-2,11,6,12,98,6,2,1,-1,98,7,97,98
00042 DATA 3,4,5,3,5,98,98,98,1,5,3,0,-5,98,98,98
00043 DATA 2,8,2,0,7,98,98,98,5,3,9,11,5,3,10,20
00044 DATA 4,12,99,1,15,5,18,50,-1,10,8,1,6,205,14,122
00045 FOR A=0 TO 7
00046 FOR B=0 TO 7
00047 READ W5(A,B)
00048 NEXT B
00049 NEXT A
00061 DATA 2,2,-4,6,20,7,25,98,3,1,3,0,98,3,98,98
00062 DATA 1,0,0,2,18,98,98,98,4,3,6,6,30,98,98,98
00063 DATA 5,4,4,4,25,98,98,98,8,7,8,99,2,1,16,98
00064 DATA 0,-1,2,19,6,202,20,20,14,3,10,2,-1,9,18,122
00065 GOTO 30000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
00100 GOTO 60000
00101 PRINT "TEAM #1 VS TEAM #2"
00110 PRINT
00120 A=INT(100*RND(1))+1
00130 IF A<51 THEN 180
00140 PRINT "TEAM #2 HAS WON THE TOSS AND ELECTS TO RECEIVE"
00150 B=1
00160 C=1
00170 GOTO 210
00180 PRINT "TEAM #1 HAS WON THE TOSS AND ELECTS TO RECEIVE"
00190 B=0
00200 C=0
00210 PRINT
00220 D=0
00230 E=0
00240 F=15
00250 G=1
00270 H=40
00280 I=1
00290 J=10
00295 R=0
00300 GOSUB 9000
00310 GOTO 50000
00320 H=H+L
00330 IF H<=100 THEN 370
00340 GOSUB 10300
00350 H=80
00360 GOSUB 9700
00362 IF R=1 THEN 270
00364 GOTO 600
00370 GOSUB 9000
00380 GOTO 50010
00390 IF N<101 THEN 480
00400 N=N-100
00410 H=H-N
00420 GOSUB 9500
00430 IF P=0 THEN 472
00440 H=100-H
00450 GOSUB 9700
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
00460 IF R=1 THEN 270
00470 GOTO 600
00472 GOSUB 10300
00474 GOTO 360
00480 H=H-N
00490 GOSUB 10300
00500 IF H>0 THEN 540
00510 GOSUB 10500
00520 GOSUB 9700
00530 GOTO 270
00540 IF H<101 THEN 580
00550 GOSUB 10700
00560 GOSUB 9700
00570 GOTO 280
00580 GOSUB 9700
00590 IF R=1 THEN 270
00600 INPUT "OFFENSIVE PLAY";T
00610 INPUT "DEFENSIVE PLAY";U
00615 PRINT
00620 IF T>9 THEN 600
00630 IF U=0 THEN 700
00640 IF U=1 THEN 670
00650 IF U=2 THEN 680
00660 GOTO 610
00670 U=U+4
00675 GOTO 700
00680 U=U+8
00685 GOTO 700
00700 IF T=8 THEN 1690
00710 IF T=9 THEN 2160
00720 GOSUB 9000
00730 GOTO 50020
00740 A=INT(100*RND(1))+1
00750 IF A<23 THEN 810
00760 IF A<51 THEN 830
00770 IF A<84 THEN 850
00780 IF A<95 THEN 870
00790 X=4
00800 GOTO 880
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
00810 X=0
00820 GOTO 880
00830 X=1
00840 GOTO 880
00850 X=2
00860 GOTO 880
00870 X=3
00880 GOTO 50030
00890 IF V>100 THEN 930
00900 IF V>-101 THEN 1040
00910 V=V+100
00920 GOTO 940
00930 IF V<200 THEN 932
00931 GOTO 1040
00932 V=V-100
00940 GOSUB 9500
00950 H=H-V
00960 J=J-V
00970 IF P=0 THEN 1150
00980 GOSUB 10300
00990 I=1
01000 J=10
01010 IF H>0 THEN 1030
01020 GOTO 350
01030 IF H<101 THEN 580
01035 GOTO 510
01040 IF Y=97 THEN 1280
01050 IF Y=98 THEN 1210
01060 IF Y>200 THEN 1390
01070 IF Y>100 THEN 1580
01080 IF Y<-100 THEN 1600
01090 IF V=99 THEN 1640
01100 IF V=98 THEN 1210
01110 IF V=97 THEN 1280
01120 IF V>200 THEN 1410
01130 H=H-(V+Y)
01140 J=J-(V+Y)
01150 IF H>100 THEN 550
01160 IF H<1 THEN 510
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
01170 IF J>0 THEN 1210
01180 I=1
01190 J=10
01200 GOTO 580
01210 I=I+1
01220 IF I<5 THEN 580
01230 GOSUB 10300
01240 H=100-H
01250 I=1
01260 J=10
01270 GOTO 580
01280 GOSUB 9000
01290 GOTO 50040
01300 IF C1>100 THEN 1350
01310 IF C1<-100 THEN 1370
01320 H=H-C1
01330 J=J-C1
01340 GOTO 1150
01350 V=C1-100
01360 GOTO 940
01370 V=C1+100
01380 GOTO 940
01390 E1=Y-200
01400 GOTO 1420
01410 E1=V-200
01420 H=H-E1
01430 H=100-H
01440 PRINT "PASS INTERCEPTED"
01445 PRINT
01450 IF H>100 THEN 1572
01460 I=1
01470 J=10
01480 GOSUB 9000
01490 GOTO 50050
01500 IF F1<101 THEN 1530
01510 N=F1-100
01520 GOTO 410
01530 H=H-F1
01540 GOSUB 10300
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
01550 IF H<1 THEN 510
01560 IF H>100 THEN 550
01570 GOTO 580
01571 IF H<111 THEN 1575
01572 H=100-H
01573 H=H+E1
01574 GOTO 1210
01575 I=1
01576 J=10
01577 GOTO 340
01580 Y=Y-100
01590 GOTO 1610
01600 Y=Y+100
01610 H=H-Y
01620 J=J-Y
01630 GOTO 1150
01640 GOSUB 9000
01650 GOTO 50060
01660 H=H-(H1-Y)
01670 J=J-(H1-Y)
01680 GOTO 1150
01690 GOSUB 9000
01700 GOTO 50070
01710 IF J1>300 THEN 1980
01720 IF J1>200 THEN 2060
01730 IF J1<-100 THEN 2140
01740 H=H-J1
01750 H=100-H
01760 I=1
01770 J=10
01780 IF H>100 THEN 340
01790 GOSUB 9000
01800 GOTO 50080
01810 IF L1>100 THEN 1880
01820 IF L1<-100 THEN 1900
01830 H=H-L1
01840 GOSUB 10300
01850 IF H>100 THEN 550
01860 IF H<1 THEN 510
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
01870 GOTO 580
01880 L1=L1-100
01890 GOTO 1910
01900 L1=L1+100
01910 GOSUB 9500
01920 IF P=0 THEN 1830
01930 H=H-L1
01940 IF H>100 THEN 510
01950 IF H<0 THEN 350
01960 H=100-H
01970 GOTO 580
01980 J1=J1-300
01990 H=H-J1
02000 H=100-H
02010 I=1
02020 J=10
02030 IF H>100 THEN 340
02040 GOSUB 10300
02050 GOTO 580
02060 J1=J1-200
02070 H=H+J1
02080 J=J+J1
02090 PRINT "PUNT BLOCKED"
02100 PRINT
02110 IF H<101 THEN 1170
02120 GOSUB 10300
02130 GOTO 510
02140 V=J1+100
02150 GOTO 940
02160 GOSUB 9000
02170 GOTO 50090
02180 IF N1>200 THEN 2380
02190 P1=H-N1
02200 IF P1>0 THEN 2310
02210 IF B=0 THEN 2250
02220 PRINT "TEAM #1 FIELD GOAL!"
02230 E=E+3
02240 GOTO 2270
02250 PRINT "TEAM #2 FIELD GOAL!"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
02260 D=D+3
02270 PRINT
02280 S=1
02290 GOSUB 9700
02300 GOTO 270
02310 PRINT "FIELD GOAL MISSED"
02320 PRINT
02330 GOSUB 10300
02340 I=1
02350 J=10
02360 H=100-H
02370 GOTO 360
02380 PRINT "FIELD GOAL BLOCKED"
02390 PRINT
02400 H=H+N1-200
02410 GOTO 2330
09000 A=INT(100*RND(1))+1
09010 IF A<18 THEN 9050
09020 IF A<51 THEN 9070
09030 K=20
09040 GOTO 9080
09050 K=0
09060 GOTO 9080
09070 K=10
09080 A=INT(100*RND(1))+1
09090 IF A<34 THEN 9200
09100 IF A<51 THEN 9150
09110 IF A<68 THEN 9170
09120 IF A<85 THEN 9190
09130 K=K+4
09140 GOTO 9200
09150 K=K+1
09160 GOTO 9200
09170 K=K+2
09180 GOTO 9200
09190 K=K+3
09200 A=INT(100*RND(1))+1
09210 IF A<18 THEN 9350
09220 IF A<35 THEN 9280
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
09230 IF A<52 THEN 9300
09240 IF A<69 THEN 9320
09250 IF A<85 THEN 9340
09260 K=K+5
09270 GOTO 9350
09280 K=K+1
09290 GOTO 9350
09300 K=K+2
09310 GOTO 9350
09320 K=K+3
09330 GOTO 9350
09340 K=K+4
09350 IF K>21 THEN 9370
09360 GOTO 9000
09370 K=K-22
09380 RETURN
09500 A=INT(100*RND(1))+1
09510 IF A<51 THEN 9560
09520 P=1
09530 PRINT "FUMBLE LOST"
09540 PRINT
09550 RETURN
09560 P=0
09570 PRINT "FUMBLE RECOVERED"
09580 PRINT
09590 RETURN
09700 R=0
09710 F=F-.5
09720 IF F<>0 THEN 9880
09730 F=15
09740 G=G+1
09750 IF G<>5 THEN 9790
09760 PRINT "FINAL SCORE: TEAM #1 ";E%;" TEAM #2 ";D%
09770 PRINT
09780 STOP
09790 IF G<>3 THEN 9880
09800 PRINT "HALFTIME: TEAM #1 ";E%;" TEAM #2 ";D%
09810 PRINT
09820 IF C=0 THEN 9850
```

, < H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
09830 B=0
09835 S=0
09840 GOTO 9860
09850 B=1
09855 S=0
09860 R=1
09870 RETURN
09880 IF S=0 THEN 9910
09890 S=0
09900 GOTO 9960
09910 IF B=1 THEN 9940
09920 PRINT "TEAM #2'S BALL"
09930 GOTO 9960
09940 PRINT "TEAM #1'S BALL"
09960 PRINT "QUARTER:";G
09970 PRINT "MINUTES LEFT:";F
09975 PRINT "YARD LINE:";H
09980 PRINT "DOWN";I
09985 PRINT "YARDS TO GO:";J
09990 PRINT "SCORE: TEAM #1 ";E;" TEAM #2 ";D
10000 PRINT
10010 RETURN
10300 IF B=0 THEN 10330
10310 B=0
10320 RETURN
10330 B=1
10340 RETURN
10500 IF B=0 THEN 10540
10510 PRINT "TEAM #1 TOUCHDOWN!"
10520 E=E+7
10530 GOTO 10560
10540 PRINT "TEAM #2 TOUCHDOWN!"
10550 D=D+7
10560 PRINT
10570 S=1
10580 H=40
10590 I=1
10600 J=10
10610 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
10700 IF B=0 THEN 10740
10710 PRINT "TEAM #2 SAFETY!"
10720 D=D+2
10730 GOTO 10760
10740 PRINT "TEAM #1 SAFETY!"
10750 E=E+2
10760 PRINT
10770 S=1
10780 H=20
10790 I=1
10800 J=10
10810 RETURN
30000 FOR A=0 TO 14
30001 FOR B=0 TO 7
30002 READ Z(A,B)
30003 NEXT B
30004 NEXT A
30005 DATA 0,0,-1,0,7,-3,116,0,-2,-101,-1,-101,0,0,0,0
30006 DATA 0,-1,0,-1,107,-1,97,0,-1,0,0,0,0,0,115,147
30007 DATA 0,-2,0,0,0,98,114,130,0,0,-1,2,0,0,5,-3
30008 DATA 0,-101,0,0,2,0,0,-2,1,-1,101,0,106,98,98,98
30009 DATA 0,0,-2,0,0,98,0,0,1,-2,-1,1,0,208,0,-2
30010 DATA 2,0,0,0,108,0,4,98,1,0,0,0,1,3,98,-5
30011 DATA 1,0,-1,1,0,2,0,-4,0,1,0,1,1,0,0,97
30012 DATA 0,1,0,1,0,206,0,0
30020 FOR A=0 TO 14
30021 FOR B=0 TO 7
30022 READ Z5(A,B)
30023 NEXT B
30024 NEXT A
30025 DATA 0,0,0,0,-1,-3,0,0,0,0,0,-101,0,0,120,0
30026 DATA -101,0,0,0,-3,0,119,130,-1,-2,0,-2,0,0,0,50
30027 DATA 0,0,2,0,98,104,0,235,1,3,0,0,-6,-1,0,1
30028 DATA 0,3,-101,0,0,0,0,0,2,0,-101,-4,0,0,0
30029 DATA 0,2,-2,-3,0,103,115,0,1,1,-1,-1,98,97,0,97
30030 DATA 5,3,0,0,-2,0,0,-9,4,2,0,0,-3,0,0,0
30031 DATA 0,2,-101,-1,-4,107,0,98,2,0,-1,-1,0,0,0,0
30032 DATA 1,2,0,-1,0,0,0,225
30040 FOR A=0 TO 7
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: 'FOOTBALL/COSTA < CONT'D >

```
30041 READ G6(A)
30042 NEXT A
30044 DATA 14,25,0,0,0,0,35,25
30045 FOR A=0 TO 7
30046 READ G1(A)
30047 NEXT A
30049 DATA 13,6,0,0,0,0,11,17
30050 FOR A=0 TO 7
30051 READ I1(A)
30052 NEXT A
30054 DATA 25,22,21,23,24,26,27,49
30055 FOR A=0 TO 7
30056 READ I6(A)
30057 NEXT A
30059 DATA 21,23,20,24,23,22,29,49
30060 FOR A=0 TO 7
30061 READ D1(A)
30062 NEXT A
30064 DATA -106,-7,-10,-11,-8,3,-10,-1
30065 FOR A=0 TO 7
30066 READ D6(A)
30067 NEXT A
30069 DATA -12,-10,-111,-7,-4,-5,-11,-12
30070 FOR A=0 TO 7
30071 READ K1(A)
30072 NEXT A
30074 DATA 334,29,46,37,347,49,332,332
30075 FOR A=0 TO 7
30076 READ K6(A)
30077 NEXT A
30079 DATA 39,348,332,51,48,343,325,36
30080 FOR A=0 TO 7
30081 READ M1(A)
30082 NEXT A
30084 DATA -1,-3,1,0,0,7,3,8
30085 FOR A=0 TO 7
30086 READ M6(A)
30087 NEXT A
30089 DATA 23,0,9,-4,101,108,20,7
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
30090 FOR A=0 TO 7
30091 READ 01(A)
30092 NEXT A
30094 DATA 43,35,40,40,46,25,11,31
30095 FOR A=0 TO 7
30096 READ 06(A)
30097 NEXT A
30099 DATA 26,45,47,40,30,39,24,12
30100 GOTO 100
50000 IF B=0 THEN 50003
50001 L=M(K)
50002 GOTO 320
50003 L=M5(K)
50004 GOTO 320
50010 IF B=0 THEN 50013
50011 N=05(K)
50012 GOTO 390
50013 N=0(K)
50014 GOTO 390
50020 IF B=0 THEN 50023
50021 V=W(K,T)
50022 GOTO 740
50023 V=W5(K,T)
50024 GOTO 740
50030 IF B=0 THEN 50033
50031 Y=Z5(U+X,T)
50032 GOTO 890
50033 Y=Z(U+X,T)
50034 GOTO 890
50040 IF B=0 THEN 50043
50041 C1=D1(K)
50042 GOTO 1300
50043 C1=D6(K)
50044 GOTO 1300
50050 IF B=0 THEN 50053
50051 F1=G6(K)
50052 GOTO 1500
50053 F1=G1(K)
50054 GOTO 1500
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: FOOTBALL/COSTA < CONT'D >

```
50060 IF B=0 THEN 50063
50061 H1=I1(K)
50062 GOTO 1660
50063 H1=I6(K)
50064 GOTO 1660
50070 IF B=0 THEN 50073
50071 J1=K1(K)
50072 GOTO 1710
50073 J1=K6(K)
50074 GOTO 1710
50080 IF B=0 THEN 50083
50081 L1=M6(K)
50082 GOTO 1810
50083 L1=M1(K)
50084 GOTO 1810
50090 IF B=0 THEN 50093
50091 N1=O1(K)
50092 GOTO 2180
50093 N1=O6(K)
50094 GOTO 2180
60000 PRINT "THIS FOOTBALL GAME HAS 10 OFFENSIVE PLAYS:"
60020 PRINT "0          LINE PLUNGE"
60025 PRINT "1          OFF TACKLE"
60030 PRINT "2          END RUN"
60035 PRINT "3          DRAW"
60040 PRINT "4          SCREEN"
60045 PRINT "5          SHORT PASS"
60050 PRINT "6          MEDIUM PASS"
60055 PRINT "7          LONG PASS"
60056 PRINT "8          PUNT"
60057 PRINT "9          FIELD GOAL      PAUSE-STRIKE KEY":PAUS
E
60060 PRINT "THERE ARE 3 DEFENSIVE PLAYS:"
60070 PRINT "0          SHORT YARDAGE"
60075 PRINT "1          PASS PREVENT SHORT"
60080 PRINT "2          PASS PREVENT LONG"
60100 PRINT :PRINT "CHOOSE SIDES AND GOOD LUCK!"
60102 PRINT :PRINT
60105 PRINT :PRINT :PRINT "PAUSE-STRIKE KEY":PAUSE
60115 GOTO 101
```

< H >< U >< G'> < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BINGO/NAIMO

```
00001 REM BINGO/NAIMO
00002 REM 3634 BYTES
00100 PRINT " "
00110 PRINT " "
00120 PRINT :PRINT
00130 REM THIS IS THE MAIN PROGRAM
00140 REM
00150 F=RND(1)
00160 PRINT
00170 PRINT "YOU ARE NOW GOING TO PLAY A COMPUTERIZED VERSION OF
BINGO--"
00171 PRINT
00172 PRINT "SET PAPER, PRESS 'SPACEBAR' KEY WHEN READY."
00173 PAUSE
00174 FOR Z1=1 TO 10:PRINT :NEXT Z1
00180 F=1
00190 V=0
00200 W=0
00210 DIM B(10,10)
00220 DIM L(75),A$(5)
00230 RESTORE
00240 READ A$(1),A$(2),A$(3),A$(4),A$(5)
00250 DATA B ,,"I ,,"N ,,"G ,,"O "
00260 REM THIS SEQUENCE GENERATES THE CARD NUMBERS (LINES 240-4
30)
00270 FOR K1=1 TO 75
00280 L(K1)=0
00290 NEXT K1
00300 PRINT " ,," HERE'S ";
00310 IF F>1 THEN 340
00320 PRINT "YOUR CARD"
00330 GOTO 350
00340 PRINT "MY CARD"
00350 M=16
00360 G=F+4
00370 FOR Y=F TO G
00380 FOR X=F TO G
00390 LET R=INT(M*RND(X))
00400 IF R<M-15 THEN 390
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BINGO/NAIMO < CONT'D >

```
00410 IF L(R)<>0 THEN 390
00420 B(X,Y)=R
00430 L(R)=1
00440 NEXT X
00450 M=M+15
00460 NEXT Y
00470 REM THIS SEQUENCE PRINTS THE CARD (LINES 440-670)
00480 PRINT
00490 PRINT "-B-", "-I-", "-N-", "-G-", "-O-"
00500 FOR X=F TO G
00510 PRINT
00520 REM ADD PRINT STATEMENT HERE FOR EXTRA SPACE BETWEEN LINE
S
00521 PRINT
00525 PRINT :PRINT
00540 FOR Y=F TO G
00550 IF B(X,Y)=B(F+2,F+2) THEN 580
00560 PRINT B(X,Y),
00570 GOTO 590
00580 PRINT TAB(26)+"FREE",
00590 NEXT Y
00600 NEXT X
00610 PRINT
00620 REM ADD PRINT STATEMENT HERE FOR EXTRA SPACE AFTER LAST L
INE
00621 PRINT :PRINT :PRINT
00640 PRINT -----
00650 PRINT " (TEAR OFF AFTER MACHINE AUTOMATICALLY ADVANCES PA
PER)"
00660 FOR K9=1 TO 9
00670 PRINT
00680 NEXT K9
00690 IF F=6 THEN 720
00700 F=6
00710 GOTO 270
00720 PRINT
00730 PRINT "NOW WE'RE ALL SET TO PLAY THE GAME. USE A PENCIL TO
MARK OFF"
00740 PRINT "THE NUMBERS ON YOUR CARD AS THEY ARE CALLED."
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BINGO/NAIMO < CONT'D >

```
00750 PRINT " > PLEASE PLAY MY CARD AS WELL AS YOUR OWN."
00760 PRINT "JUST TO KEEP EVERYTHING HONEST I WILL BE KEEPING TRA
CK OF THE"
00770 PRINT "ENTIRE GAME ELECTRONICALLY... "
00780 PRINT
00790 LINE INPUT "ARE YOU READY? " ;R$
00810 IF R$<>"NO" THEN 850
00820 PRINT
00830 PRINT "***** HURRY UP *****"
00840 GOTO 780
00850 REM
00860 FOR K1=1 TO 75
00870 L(K1)=0
00880 NEXT K1
00890 PRINT
00900 B(3,3)=0
00910 B(8,8)=0
00920 REM THIS SEQUENCE GENERATES THE BINGO NUMBERS (LINES 880
- 1100)
00930 LET U=INT(75*RND(X))+1
00940 IF L(U)<>0 THEN 930
00950 L(U)=1
00960 PRINT
00970 IF RND(X)>.2 THEN 1000
00980 PRINT "IT COMES UP:",TAB(20),
00990 GOTO 1100
01000 IF RND(X)>.4 THEN 1030
01010 PRINT "NUMBER IS:",TAB(20),
01020 GOTO 1100
01030 IF RND(X)>.6 THEN 1060
01040 PRINT "WE HAVE A:",TAB(20),
01050 GOTO 1100
01060 IF RND(X)>.8 THEN 1090
01070 PRINT "IT'S A:",TAB(20),
01080 GOTO 1100
01090 PRINT "THE NEXT IS:",TAB(20),
01100 PRINT A$(INT((U-1)/15)+1);U
01110 REM THIS IS THE "NUMBER ON CARD?" SEQUENCE (LINES 1110-12
60)
01120 FOR Y=1 TO 10
```

¶

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BINGO/NAIMO < CONT'D >

```
01130 FOR X=1 TO 10
01140 IF B(X,Y)=U THEN 1260
01150 NEXT X
01160 NEXT Y
01170 F=1
01180 GOSUB 1310
01190 F=6
01200 GOSUB 1310
01210 IF V=0 THEN 1240
01220 IF W=1 THEN 1950
01230 GOTO 2050
01240 IF W=0 THEN 930
01250 GOTO 2130
01260 B(X,Y)=0
01270 GOTO 1150
01280 REM THIS IS THE BINGO DETERMINING SEQUENCE (LINES 1270-19
50)
01290 PRINT
01300 REM THIS IS THE VERTICAL CHECK FOR BINGO (LINES 1270-1430
)
01310 G=F+4
01320 FOR Y=F TO G
01330 FOR X=F TO G
01340 IF B(X,Y)<>0 THEN 1460
01350 IF X<F+4 THEN 1450
01360 IF F=6 THEN 1410
01370 PRINT
01380 PRINT "YOU'VE GOT A **** B I N G O ****"
01390 W=1
01400 RETURN
01410 PRINT
01420 PRINT "I'VE GOT A **** B I N G O ****"
01430 V=1
01440 GOTO 1470
01450 NEXT X
01460 NEXT Y
01470 REM THIS IS THE HORIZONTAL CHECK FOR BINGO (LINES 1450-16
10)
01480 G=F+4
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BINGO/NAIMO < CONT'D >

```
01490 FOR X=F TO G
01500 FOR Y=F TO G
01510 IF B(X,Y)<>0 THEN 1630
01520 IF Y<F+4 THEN 1620
01530 IF F=6 THEN 1580
01540 PRINT
01550 PRINT "YOU'VE GOT A     **** B I N G O    ****"
01560 W=1
01570 RETURN
01580 PRINT
01590 PRINT "I'VE GOT A     **** B I N G O    ****"
01600 V=1
01610 GOTO 1650
01620 NEXT Y
01630 NEXT X
01640 REM   THIS IS THE SLANT CHECK (M=-1) FOR BINGO (LINES 1620-
1770)
01650 X=F
01660 Y=F
01670 IF B(X,Y)<>0 THEN 1790
01680 X=X+1
01690 Y=Y+1
01700 IF Y<F+5 THEN 1670
01710 IF Y=11 THEN 1760
01720 W=1
01730 PRINT
01740 PRINT "YOU'VE GOT A     **** B I N G O    ****"
01750 RETURN
01760 PRINT "I'VE GOT A     **** B I N G O    ****"
01770 V=1
01780 RETURN
01790 REM   THIS IS THE SLANT CHECK (M=1) FOR BINGO (LINES 1780-1
950)
01800 X=F+4
01810 Y=F
01820 IF B(X,Y)<>0 THEN 1930
01830 X=X-1
01840 Y=Y+1
01850 IF Y<F+5 THEN 1820
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BINGO/NAIMO < CONT'D >

```
01860 IF Y=11 THEN 1910
01870 PRINT
01880 PRINT "YOU'VE GOT A      **** B I N G O ****"
01890 W=1
01900 RETURN
01910 PRINT
01920 V=1
01930 RETURN
01940 REM   THIS IS THE TIE PRINTOUT SEQUENCE
01950 PRINT
01960 PRINT "          ***** IT'S A TIE *****"
01970 REM   THIS IS THE PLAY AGAIN SEQUENCE
01980 PRINT
01990 PRINT "DO YOU WANT TO PLAY AGAIN?"
02000 LINE INPUT "? ";E$
02010 PRINT
02020 IF E$=="YES" THEN CLEAR :GOTO 180
02030 STOP
02040 REM   THIS IS THE "I WIN" SEQUENCE
02050 PRINT
02060 FOR S=1 TO 6
02070 PRINT "I WIN.  ";
02080 NEXT S
02090 PRINT
02100 PRINT
02110 GOTO 1980
02120 REM   THIS IS THE "YOU WIN" SEQUENCE
02130 PRINT
02140 PRINT "      YOU WIN....    YOU WIN....    YOU WIN...."
02150 GOTO 1980
02160 REM
02170 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GAME OF LIFE/NORTH

```
00001 REM 2502 BYTES
00010 "NAME"="THE GAME OF LIFE--VERSION 1.03--3/12/78--BY DEAN NO
RTH"
00011 REM ***D & H ENTERPRISES, 47-637 HUI ULILI ST., KANEOHE, HI
+ 96744***"
00012 REM ***DEAN NORTH, PROF. PHONE (808) 239-7233***"
00013 REM
00014 REM BECAUSE OF THE WORK INVOLVED, EACH GENERATION TAKES AB
OUT 2 MINUTES
00015 REM
00020 CLEAR
00023 REM THIS TURNS OFF THE HARDWARE CLOCK TO LET THE PROGRAM RU
N FASTER
00025 CNTRL 4,0
00030 DIM A$(5,40),B$(5,40)
00035 REM PRINT THE INTRODUCTION AND INSTRUCTIONS
00040 PRINT "THIS IS THE GAME OF LIFE. IT REPRESENTS SUCCESSIVE G
ENERATIONS OF"
00050 PRINT "A SPECIES IN A 5 ROW BY 40 COLUMN (200 CELL) WORLD.
YOU SET THE INITIALLY"
00060 PRINT "OCCUPIED CELLS AND THEN THE COMPUTER DEVELOPES SUCCE
ETING GENERATIONS"
00070 PRINT "ACCORDING TO THE RULES OUTLINED IN SCIENTIFIC AMERIC
AN: EVERY CELL"
00080 PRINT "WITH 2 OR 3 NEIGHBORS WILL SURVIVE, EVERY CELL WITH
4 OR MORE NEIGHBORS."
00090 PRINT "DIES FROM OVER-POPULATION AND EVERY CELL WITH 1 OR N
O NEIGHBORS DIES."
00100 PRINT "FROM ISOLATION. EVERY EMPTY CELL WITH EXACTLY 3 NEIG
HBORS IS A BIRTH"
00110 PRINT "CELL AND A NEW MEMBER WILL BE BORN THERE IN THE NEXT
GENERATION."
00115 PRINT "LIFE IS REPRESENTED BY AN 'O', DEATH BY AN 'X', AND
BIRTH BY A 'B'."
00116 PRINT "WHEN YOU ARE THROUGH WITH THE GAME, ENTER CONTROL/C
TO END IT."
00118 REM ASK FOR USER INPUTS TO START AND SET UP INITIAL GENERAT
ION MATRIX
00120 INPUT "HOW MANY CELLS DO YOU WANT TO FILL INITIALLY? " ; X
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GAME OF LIFE/NORTH < CONT'D >

```
00130 FOR I=1TO X:INPUT "ROW (1 TO 5), COLUMN (1 TO 40) TO FILL W  
ITH LIFE: ";I,J  
00135 A$(I,J)="0"  
00140 NEXT I  
00143 REM PRINT THE FIRST GENERATION MATRIX AND INITIALIZE THE G  
ENERATION COUNT  
00145 PRINT TAB(26);"THIS IS THE FIRST GENERATION":Y=1  
00150 FOR I=1TO 5  
00160 FOR J=1TO 40  
00165 REM IF A CELL IS EMPTY OR FULL PRINT THE APPROPRIATE SPACE  
S  
00170 IF A$(I,J)=""THEN PRINT " ":"GOTO 190  
00180 PRINT A$(I,J);"  
00190 NEXT J:NEXT I  
00195 REM ADD TO GENERATION COUNTER  
00200 Y=Y+1  
00203 REM SET UP A SECOND MATRIX TO FORM A CLEAN BASE FOR THE NE  
XT GENERATION  
00205 FOR I=1TO 5  
00210 FOR J=1TO 40  
00230 IF A$(I,J)=""THEN 265  
00240 IF A$(I,J)="X"THEN 265  
00260 B$(I,J)="0":GOTO 270  
00265 B$(I,J)=""  
00270 NEXT J:NEXT I  
00295 REM SCAN EACH CELL IN THE SECOND MATRIX AND COUNT IT'S NEI  
GHBOORS  
00296 REM AND DETERMINE IF IT'S FULL IF IT WILL SURVIVE AND IF I  
T'S EMPTY  
00297 REM IF IT WILL BE A BIRTH CELL  
00300 FOR I=1TO 5  
00310 FOR J=1TO 40  
00315 T=0  
00320 IF B$(I-1,J-1)="0"THEN T=1  
00330 IF B$(I-1,J)="0"THEN T=T+1  
00340 IF B$(I,J-1)="0"THEN T=T+1  
00350 IF J=40THEN 380  
00360 IF B$(I-1,J+1)="0"THEN T=T+1  
00370 IF B$(I,J+1)="0"THEN T=T+1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GAME OF LIFE/NORTH < CONT'D >

```
00380 IF I=5THEN 410
00385 IF B$(I+1,J-1)="0"THEN T=T+1
00390 IF B$(I+1,J)="0"THEN T=T+1
00395 IF J=40THEN 410
00398 REM ENTER THE APPROPRIATE SYMBOL IN THE GENERATION PRINT MATRIX
00400 IF B$(I+1,J+1)="0"THEN T=T+1
00410 IF B$(I,J)="0"THEN 420
00415 IF T=3THEN A$(I,J)="B":GOTO 450
00417 LET A$(I,J)=""":GOTO 450
00420 IF T<2THEN A$(I,J)="X":GOTO 450
00430 IF T>3THEN A$(I,J)="X":GOTO 450
00440 LET A$(I,J)="0"
00450 NEXT J:NEXT I
00453 REM THIS STARTS THE PRINT ROUTINE
00455 PRINT TAB(26); "THIS IS GENERATION NUMBER"; Y; ":";
00520 GOTO 150
00530 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SLOT/KEBABJIAN

```
00001 PRINT :PRINT :PRINT :PRINT
00002 REM  SLOT/KEBABJIAN
00003 REM FOR EVERY $8000 IN RETURN OF $9664
00010 PRINT "THIS IS A ONE DOLLAR SLOT MACHINE"
00020 PRINT "TO PLAY PUSH THE SPACE BAR FOR EACH SPIN OF THE MACH
INE"
00040 PRINT "YOU WILL BE TOLD HOW MUCH YOU ARE WINNING OR LOSING
AFTER EVERY"
00041 PRINT "TEN SPINS"
00042 PAUSE (3000):PRINT :PRINT :PRINT
00044 PRINT "WINNING COMBINATIONS ARE -"
00046 PRINT " 7    7    7    = $100"
00048 PRINT "==="   "==="   "==="   = "$50"
00050 PRINT "$20    $20    $20    = $20"
00052 PRINT "$1     $10    $10    = $10"
00054 PRINT "***   ***   ***   = $8"
00058 PRINT "***   ***   ***   = $4"
00060 PRINT "***   ***   ***   = $2"
00062 PAUSE
00064 PRINT :PRINT :PRINT :PRINT
00080 GOTO 100
00090 LET R=R+1
00094 LET Y=Y+1
00095 IF R=10 THEN PRINT "AFTER " ;Y;" GAMES, YOU HAVE $" ;T:PRINT
:PRINT
00096 IF R=10 THEN R=0
00100 FOR A1=1 TO 2
00110 FOR A=1 TO 5
00120 IF A=1 THEN PRINT TAB(20)" 7 ";
00130 IF A=2 THEN PRINT SIN(20)"===";
00140 IF A=3 THEN PRINT TAB(20)">$20";
00150 IF A=4 THEN PRINT TAB(20)">$10";
00160 IF A=5 THEN PRINT TAB(20) "***";
00170 PRINT CHR$(8);:PRINT CHR$(8);:PRINT CHR$(8);
00190 NEXT A
00200 NEXT A1
00210 LET A=INT(20*RND(1)+1)
00220 IF A=1 OR A=2 THEN PRINT TAB(20)" 7 ";
00230 IF A>2 AND A<7 THEN PRINT TAB(20) "===";
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SLOT/KEBABJIAN < CONT'D >

```
00240 IF A>6 AND A<10 THEN PRINT TAB(20)">$20";
00250 IF A>9 AND A<18 THEN PRINT TAB(20)">$10";
00260 IF A>17 THEN PRINT TAB(20)***";
00270 PRINT CHR$(7);
00500 FOR B1=1 TO 2
00510 FOR B=1 TO 5
00520 IF B=1 THEN PRINT TAB(30) " 7 ";
00530 IF B=2 THEN PRINT TAB(30) "====";
00540 IF B=3 THEN PRINT TAB(30) "$20";
00550 IF B=4 THEN PRINT TAB(30) "$10";
00560 IF B=5 THEN PRINT TAB(30) "***";
00570 PRINT CHR$(8);:PRINT CHR$(8);:PRINT CHR$(8);
00580 NEXT B
00590 NEXT B1
00600 LET B=INT(20*RND(1)+1)
00610 IF B=1 OR B=2 THEN PRINT TAB(30) " 7 ";
00620 IF B>2 AND B<6 THEN PRINT TAB(30) "====";
00630 IF B>5 AND B<10 THEN PRINT TAB(30) "$20";
00640 IF B>9 AND B<13 THEN PRINT TAB(30) "$10";
00650 IF B>12 THEN PRINT TAB(30) "***";
00660 PRINT CHR$(7);
01000 FOR C1=1 TO 2
01010 FOR C=1 TO 5
01020 IF C=1 THEN PRINT TAB(40) " 7 ";
01030 IF C=2 THEN PRINT TAB(40) "====";
01040 IF C=3 THEN PRINT TAB(40) "$20";
01050 IF C=4 THEN PRINT TAB(40) "$10";
01060 IF C=5 THEN PRINT TAB(40) "***";
01070 PRINT CHR$(8);:PRINT CHR$(8);:PRINT CHR$(8);
01080 NEXT C
01090 NEXT C1
01100 LET C=INT(20*RND(1)+1)
01110 IF C=1 THEN PRINT TAB(40) " 7 ";
01120 IF C>1 AND C<4 THEN PRINT TAB(40) "====";
01130 IF C>3 AND C<10 THEN PRINT TAB(40) "$20";
01140 IF C>9 AND C<14 THEN PRINT TAB(40) "$10";
01150 IF C>13 THEN PRINT TAB(40) "***";
01160 PRINT CHR$(7);
04000 IF A>0 AND A<3 AND B>0 AND B<3 AND C=1 THEN GOSUB 4500:GOTO
5000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SLOT/KEBABJIAN

```
04010 IF A>2 AND A<7 AND B>2 AND B<6 AND C>1 AND C<4 THEN GOSUB 4
510:GOTO 5010
04020 IF A>6 AND A<10 AND B>5 AND B<10 AND B>3 AND C<10 THEN GOSU
B 4520:GOTO 5010
04030 IF A>9 AND A<18 AND B>9 AND B<13 AND C>9 AND C<14 THEN GOSU
B 4530:GOTO 5030
04040 IF A>17 AND B>12 AND C>13 THEN GOSUB 4540:GOTO 5040
04050 IF A>17 AND B>12 THEN GOSUB 4550:GOTO 5050
04060 IF A>17 THEN GOSUB 4560:GOTO 5060
04200 GOTO 6000
04500 FOR X=1 TO 200:PRINT CHR$(7)::PAUSE (50):NEXT X:RETURN
00414 FOR X=1 TO 10 :PRINT CHR$(7)::PAUSE (50):NEXT X:RETURN
04520 FOR X=1 TO 40:PRINT CHR$(7)::PAUSE (50):NEXT X:RETURN
04530 FOR X=1 TO 20 :PRINT CHR$(7)::PAUSE (50):NEXT X:RETURN
04540 FOR X81 TO 16:PRINT CHR$(7)::PAUSE (50):NEXT X:RETURN
04550 FOR X=1 TO 8:PRINT CHR$(7)::PAUSE (50):NEXT X:RETURN
04560 FOR X=1 TO 4:PRINT CHR$(7)::PAUSE (50):NEXT X:RETURN
05000 T=T+99:PRINT :PRINT "YOU WON $100":GOTO 6010
05010 T=T+49:PRINT :PRINT "YOU WON $50":GOTO 6010
05020 T=T+19:PRINT :PRINT "YOU WON $20":GOTO 6010
05030 T=T+9:PRINT :PRINT "YOU WON $10":GOTO 6010
05040 T=T+7:PRINT :PRINT "YOU WON $8":GOTO 6010
05050 T=T+3:PRINT :PRINT "YOU WON $4":GOTO 6010
05060 T=T+1:PRINT :PRINT "YOU WON $2":GOTO 6010
06000 T=T-1:PAUSE :PRINT :PRINT :PRINT :PRINT :GOTO 90
06010 PAUSE
06012 PRINT :PRINT :PRINT :PRINT :GOTO 10
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/BARTOLI

```
00010 REM  BLACKJACK/BARTOLI
00020 REM  BLACKJACK  FOR H8 WITH 16K RAM AND STRINGS
00030 REM  THOMAS J. BARTOLI
00040 DIM W(10),E(10),T(10),V(10),Q(52)
00090 PRINT TAB(25) "*** BLACKJACK ***"
00110 PRINT TAB(22) "*** LAS VEGAS RULES ***"
00120 PRINT
00130 LINE INPUT "NEED INSTRUCTIONS ? (YES/NO) ";A$
00140 IF LEFT$(A$,1)="Y" THEN 180
00142 IF LEFT$(A$,1)="N" THEN 590
00144 PRINT "REENTER ***";: GOTO 130
00180 PRINT "WHEN YOU ARE FINISHED READING A SECTION, TYPE 'RETURN'"
00185 PRINT
00190 PRINT "HERE ARE THE *LAS VEGAS* RULES FOR PLAYING BLACKJACK:"
00195 PRINT
00200 PRINT ">WAGER: THE HOUSE LIMIT IS $500, SO TYPE IN A NUMBER
"
00210 PRINT " FROM 0 TO 500.  TO TERMINATE GAME, ENTER ZERO."
00220 PRINT : INPUT
00230 PRINT ">THE DEAL: I DEAL MYSELF 2 CARDS AND SHOW YOU ONE. THEN I"
00240 PRINT " DEAL YOU TWO CARDS, AND ASK YOU IF YOU WANT A HIT
 (ANOTHER"
00250 PRINT " CARD).  YOU HAVE SEVERAL OPTIONS DEPENDING ON THE CARDS."
00260 PRINT " YOU HOLD AND MY UP CARD:"
00270 PRINT " * STAND - BY TYPING 'NO' (OR 'N')"
00280 PRINT " * TAKE A HIT - BY TYPING 'YES' (OR 'Y')"
00290 PRINT " * GO DOWN FOR DOUBLES - BY TYPING 'DOUBLES' (OR
 'D')"
00300 PRINT " * SPLIT A PAIR - BY TYPING 'SPLIT' (OR 'S')"
00310 PRINT : INPUT
00320 PRINT ">INSURANCE: IF MY UP CARD IS AN ACE, I WILL ASK IF YOU"
00330 PRINT " WANT INSURANCE. IF YOU TAKE IT, YOU WILL BE BETTING
 ONE-HALF"
00340 PRINT " OF YOUR WAGER THAT I DO HAVE BLACKJACK. IF I DO, I
 PAY"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/BARTOLI

```
00350 PRINT " 2-TO-1 ON YOUR INSURANCE BET. YOU LOSE YOUR ORIGIN  
AL WAGER."  
00360 PRINT " SINCE I HAVE BLACKJACK, SO WE ARE EVEN FOR THE HAN  
D."  
00370 PRINT " IF I DON'T HAVE BLACKJACK, YOU LOSE YOUR INSURANCE  
BET."  
00380 PRINT " AND THE GAME CONTINUES."  
00390 PRINT  
00400 PRINT " IF YOU REFUSE INSURANCE, THE GAME CONTINUES AS NOR  
MAL."  
00420 PRINT : INPUT  
00430 PRINT ">THE PLAY: WHEN YOU FINALLY STAND, I WILL DRAW A CAR  
D UNTIL:"  
00450 PRINT " * I HAVE AT LEAST A HARD 17 (HARD MEANS THE TOTA  
L)"  
00460 PRINT " DOES NOT INCLUDE AN ACE BEING COUNTED AS 11)"  
00470 PRINT " * I HAVE A SOFT 18 (SOFT MEANS THE TOTAL INCLUDE  
S AN)"  
00480 PRINT " ACE COUNTED AS 11)"  
00490 PRINT " * I REACH A TOTAL OF 21"  
00500 PRINT " * I EXCEED 21 AND BUST"  
00510 PRINT : PRINT : INPUT  
00520 PRINT ">ITEMS:"  
00530 PRINT " * I PAY 1.5-TO-1 ON BLACKJACK"  
00540 PRINT " * I DON'T RECOGNIZE 5-CARDS-AND-UNDER"  
00550 PRINT " * YOU MAY DOUBLE DOWN ON A SPLIT HAND"  
00560 PRINT " * YOU DON'T LOSE ON A TIE HAND...WE PUSH"  
00570 PRINT  
00580 PRINT " <<< GOOD LUCK >>>"  
00590 PRINT  
00600 PRINT "*** I AM CALLED 'H8' AND I WILL BE THE DEALER ***"  
00620 X=RND(1)  
00660 Y=1  
00670 K=0  
00680 W1=0  
00690 N=0  
00700 A=10*RND(X)  
00710 IF X >=1 THEN 730  
00720 X=-1*X
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/BARTOLI < CONT'D >

```
00730 IF A < 1 THEN 700
00740 X=T(A)
00750 DIM D(52)
00760 FOR A=1 TO 52
00770 D(A)=0
00780 NEXT A
00800 FOR A=0 TO 39 STEP 13
00810 FOR C=1 TO 13
00820 Q(A+C)=C
00830 NEXT C
00840 NEXT A
00850 PRINT
00860 K=K+1
00870 FOR P=1 TO 5
00880 E(P)=0: V(P)=0: T(P)=0
00890 NEXT P
00900 V(3)=1
00910 PRINT : P=1: INPUT "WAGER ? $" ; W
00920 W(2)=W
00930 IF W <= 0 THEN 2960
00940 IF W <= 500 THEN 970
00950 PRINT "THAT'S TOO MUCH - HOUSE LIMIT IS $500." ; PRINT
00960 GOTO 870
00970 PRINT TAB(32) ; I SHOW:           "
00980 GOSUB 1900
00990 IF E(1)=0 THEN 1010
01000 V(4)=1
01010 V(5)=1
01020 GOSUB 1900
01030 M=X: P=2
01050 PRINT "FIRST CARD IS: "
01060 GOSUB 1900
01070 G=X
01080 PRINT " NEXT CARD IS: "
01090 GOSUB 1900
01100 IF V(2) > 0 THEN 1370
01110 S=X
01120 IF V(3) <> 1 THEN 1370
01130 IF T(P) <> 21 THEN 1200
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/BARTOLI < CONT'D >

```
01140 PRINT "*** BLACKJACK ***"
01150 PRINT TAB(32)"MY HOLE CARD WAS: ";
01160 X=M
01170 GOSUB 2220
01180 W1=W1+1.5*W
01190 GOTO 2740
01200 IF V(4)=0 THEN 1310
01210 PRINT
01220 LINE INPUT "INSURANCE ANYONE ? (Y/N) ";B$
01240 IF LEFT$(B$,1)="N" THEN 1310
01242 IF LEFT$(B$,1)="Y" THEN 1250
01244 PRINT "REENTER **";: GOTO 1220
01250 IF T(1) <> 21 THEN 1290
01260 W1=W1+W
01270 PRINT "YOU WIN $"&W;" ON YOUR INSURANCE BET";
01280 GOTO 1310
01290 W1=W1-W/2
01300 PRINT "YOU LOST $"&W/2;" ON INSURANCE BET - I DON'T HAVE BL
KJAK"
01310 IF T(1) <> 21 THEN 1370
01320 PRINT "** I HAVE BLACKJACK **"
01330 PRINT TAB(32)"MY HOLE CARD IS: ";
01340 X=M
01350 GOSUB 2220
01360 GOTO 2720
01370 IF T(P) <= 21 THEN 1450
01380 IF E(P) > 0 THEN 1430
01390 PRINT "YOU BUSTED, ";
01400 PRINT "YOUR TOTAL IS ";T(P)
01405 D$="RESET"
01410 IF V(2)=1 THEN 1710
01420 GOTO 2520
01430 E(P)=E(P)-1
01440 T(P)=T(P)-10
01450 IF D$="D" THEN 1400
01460 V(3)=V(3)+1
01480 LINE INPUT "HIT ? (Y/N/D/S) ";C$
01490 D$=LEFT$(C$,1)
01492 IF D$="Y" OR D$="N" OR D$="D" OR D$="S" THEN 1500
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/BARTOLI < CONT'D >

```
01494 PRINT "REENTER ***";: GOTO 1480
01500 IF D$<>"S" THEN 1820
01510 IF V(2) > 0 THEN 1800
01520 IF V(3) <> 2 THEN 1800
01530 IF Q(G)=Q(S) THEN 1560
01540 PRINT "YOU CAN ONLY 'SPLIT' A PAIR -- TRY AGAIN"; PRINT
01550 GOTO 1480
01560 V(2)=1
01570 IF Q(G) <> 1 THEN 1590
01580 D$="D"
01590 P=3
01600 PRINT "          PLAY HAND ONE NOW"
01610 PRINT "FIRST CARD IS: ";
01620 W(3)=W
01630 X=G
01640 GOSUB 1660
01650 GOTO 1080
01660 GOSUB 2120
01670 GOSUB 2220
01680 V(3)=1
01690 T(P)=C
01700 RETURN
01710 P=2
01720 V(2)=2
01730 PRINT "          PLAY HAND TWO NOW"
01740 PRINT "FIRST CARD IS: ";
01750 X=S
01760 GOSUB 1660
01770 IF Q(G)=1 THEN 1790
01780 D$="N"
01790 GOTO 1080
01800 PRINT "NO SPLITS NOW -- TRY AGAIN"
01810 GOTO 1480
01820 IF D$<>"D" THEN 1870
01830 IF V(3)=2 THEN 1860
01840 PRINT "TOO LATE TO DOUBLE, CHARLIE!"
01850 GOTO 1480
01860 W(P)=2*W(P)
01870 IF D$<>"N" THEN 1080
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/BARTOLI < CONT'D >

```
01880 GOTO 1400
01890 REM ***DEAL***
01900 GOSUB 1970
01910 T(P)=T(P)+C
01920 IF V(5)=0 THEN 1950
01930 V(5)=0
01940 RETURN
01950 GOSUB 2220
01960 RETURN
01970 N=10*(1+ABS(COS(N+W1)))
01980 X=INT(52.9999*RND(Y))
01990 IF X=0 THEN 1980
02000 IF D(X)=0 THEN 2100
02010 R=R+1
02020 IF R<50 THEN 1970
02030 FOR A=1 TO 52
02040 IF D(A)=K THEN 2060
02050 D(A)=0
02060 NEXT A
02070 R=0
02080 PRINT "I RESHUFFLED"
02090 GOTO 1970
02100 R=0
02110 D(X)=K
02120 IF Q(X) <> 1 THEN 2160
02130 C=11
02140 E(P)=E(P)+1
02150 RETURN
02160 IF Q(X)>10 THEN 2190
02170 C=Q(X)
02180 RETURN
02190 C=10
02200 RETURN
02210 REM ***PRINT CARD***
02220 GOSUB 2250
02230 GOSUB 2400
02240 RETURN
02250 IF Q(X) <> 1 THEN 2280
02260 PRINT " ACE ";
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/BARTOLI < CONT'D >

```
02270 RETURN
02280 IF Q(X)>10 THEN 2310
02290 PRINT Q(X);
02300 RETURN
02310 IF Q(X)>11 THEN 2340
02320 PRINT " JACK ";
02330 RETURN
02340 IF Q(X)>12 THEN 2370
02350 PRINT " QUEEN ";
02360 RETURN
02370 PRINT " KING ";
02380 RETURN
02390 REM ***PRINT SUIT***
02400 IF X>39 THEN 2450
02410 IF X>26 THEN 2470
02420 IF X>13 THEN 2490
02430 PRINT "OF SPADES"
02440 RETURN
02450 PRINT "OF CLUBS"
02460 RETURN
02470 PRINT "OF HEARTS"
02480 RETURN
02490 PRINT "OF DIAMONDS"
02500 RETURN
02510 REM ***DEALER PLAYS***
02520 P=2
02530 PRINT TAB(32)"MY HOLE CARD IS: ";
02540 X=M
02550 GOSUB 2220
02560 IF T(2)<22 THEN 2590
02570 IF V(2)=0 THEN 2720
02580 IF T(3)>21 THEN 2720
02590 P=1
02600 IF T(1)<17 THEN 2790
02610 IF T(1)>17 THEN 2630
02620 IF E(1)>0 THEN 2790
02630 IF T(1)>21 THEN 2820
02640 P=2
02650 PRINT "MY TOTAL IS "#T(1)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/BARTOLI < CONT'D >

```
02660 IF T(P)>21 THEN 2720
02670 IF T(1)>21 THEN 2700
02680 IF T(1)>T(P) THEN 2720
02690 IF T(1)=T(P) THEN 2730
02700 W1=W1+W(P)
02710 GOTO 2730
02720 W1=W1-W(P)
02730 IF V(2)>0 THEN 2760
02740 GOSUB 2880
02750 GOTO 800
02760 P=3
02770 V(2)=0
02780 GOTO 2660
02790 PRINT TAB(32)"I DRAW:
02800 GOSUB 1900
02810 GOTO 2590
02820 IF E(1)=0 THEN 2860
02830 E(1)=E(1)-1
02840 T(1)=T(1)-10
02850 GOTO 2590
02860 PRINT "I BUSTED***";
02870 GOTO 2640
02880 IF W1<0 THEN 2920
02890 IF W1=0 THEN 2940
02900 PRINT "YOU'RE AHEAD $"&W1
02910 RETURN
02920 PRINT "YOU'RE BEHIND $"&-W1
02930 RETURN
02940 PRINT "YOU'RE EVEN"
02950 RETURN
02955 IF W1=0 THEN 3000
02960 IF W1 >= 0 THEN 2990
02970 PRINT "YOU OWE ME $"&-W1;" **PAY UP NOW **"
02980 GOTO 3000
02990 PRINT "I OWE YOU $"&W1;" ** BILL ME **";
03000 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STAR CRUISER BATTLE/PERRELLO

```
00005 REM STAR CRUISER/PERRELLO
00006 REM 6048 BYTES
00010 REM ****
*****  
00015 REM ** THE STAR CRUISER BATTLE VERSION * 1.0
    **
00020 REM ** PROGRAMMED BY PETER J. PERRELLO
    **
00025 REM **           6260 SENECA STREET, SPRINGBROOK, NEW Y
ORK 14140   **
00030 REM ** PROGRAMMED IN EXTENDED BENTON HARBOR BASIC VERSION
* 10.01.02.  **
00035 REM **           MARCH 1978
    **
00040 REM ****
*****  
00041 REM
00042 CNTRL 0,9000
00045 DIM M1(9), L1$(70)
00046 S1$="[]-[]":W1=0 :L1=0
00047 T1=2000
00050 GOSUB 2000
00055 LINE INPUT "ENTER YOUR LAST NAME PLEASE > ";R1$
00060 X1=LEN(R1$)
00061 IF X1>0 THEN GOTO 64
00062 : GOSUB 11000
00063 : GOTO 55
00064 PRINT
00065 LINE INPUT "DO YOU WANT OPERATION INSTRUCTIONS ?      ENTER
Y OR N >";R2$
00066 IF R2$="Y" OR R2$="N" THEN GOTO 69
00067 : GOSUB 11000
00068 : GOTO 65
00069 IF R2$<>"Y" THEN GOTO 1000
00070 PRINT
00071 INPUT "LESSON SPEED     SLOW..1 AVERAGE..2 FAST..3 SPEED R
EAD..4 ENTER 1,2,3 OR 4 >";R1
00072 IF R1=1 THEN T1=4000 :GOTO 79
00073 IF R1=2 THEN T1=3000 :GOTO 79
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STAR CRUISER BATTLE/PERRELLO < CONT'D >

```
· 00074 IF R1=3 THEN T1=2000 :GOTO 79
00075 IF R1=4 THEN T1=1      :GOTO 79
00076 GOSUB 11000
00077 GOTO 71
00079 GOSUB 2000
00080 PRINT "HELLO CAPTAIN ";R1$;TAB(75);
00085 GOSUB 3000
00090 PRINT "YOU ARE THE CAPTAIN OF THE STAR CRUISER  U.S.S. HEAT
H";TAB(75);
00095 GOSUB 3000
00100 PRINT "YOUR STAR CRUISER IS EQUIPPED WITH A MICROCOMPUTER C
ONTROLLED DEFENSE SYSTEM";TAB(75);
00102 GOSUB 3000
00104 PRINT "YOUR MISSION IS TO RID THE GALAXY OF THE EVIL ROMULA
N MENACE !";TAB(75);
00105 GOSUB 3000
00110 PRINT "YOUR TRAINING SESSION WILL NOW BEGIN....PLEASE PAY
CLOSE ATTENTION !!!";TAB(75);
00115 GOSUB 3000
00116 PRINT TAB(75);CHR$(13);
00120 GOSUB 2000
00125 R1=3
00130 GOSUB 5000
00135 PRINT "THIS IS THE DEFENSE SYSTEM SCREEN";TAB(75);
00140 GOSUB 3000
00145 PRINT "THE ROMULAN ENEMY STAR CRUISERS ARE REPRESENTED AS T
HE FIGURE ";S1$;TAB(75);
00150 GOSUB 3000
00155 PRINT "DURING AN ATTACK THE SYSTEM CURSOR WILL SEQUENCE AS
FOLLOWS";TAB(75);
00160 GOSUB 3000
00165 FOR I=1 TO 4
00170 :   FOR J=1 TO 76
00175 :     PRINT TAB(J);
00180 :   NEXT J
00185 :   FOR J=1 TO 77
00190 :     PRINT CHR$(8);
00195 :   NEXT J
00200 NEXT I
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STAR CRUISER BATTLE/PERRELLO < CONT'D >

```
00205 PRINT "AS THE CURSOR SEQUENCES PHASERS CAN BE FIRED AT THE
ROMULAN STAR CRUISERS";TAB(75);
00210 GOSUB 3000
00215 PRINT "FIRE THE PHASERS WHEN THE CURSOR IS DIRECTLY UNDER T
HE ROMULAN STAR CRUISER";TAB(75);
00220 GOSUB 3000
00225 PRINT "PHASERS ARE FIRED BY HOLDING DOWN 'CNTRL' AND PRESSI
NG THE 'B' KEY";TAB(75);
00230 GOSUB 3000
00231 PRINT "WHEN YOU HAVE LOCATED THE 'CNTRL' & 'B' KEY HIT
'RETURN"';TAB(75);
00232 IF T1<2 THEN GOTO 234
00233 PAUSE
00234 PRINT CHR$(13);
00235 PRINT "WHEN A ROMULAN STAR CRUISER HAS BEEN DESTROYED A BEL
L WILL SOUND";TAB(75);
00240 GOSUB 3000
00245 PRINT "ALSO THE WORD 'HIT' WILL BE PRINTED";TAB(75);
00247 GOSUB 3000
00249 PRINT "THE SYMBOL '''' WILL BE PRINTED TO MARK STAR CRUISE
RS THAT WERE DESTROYED";TAB(75);
00250 GOSUB 3000
00255 PRINT "THERE ARE 3 LEVELS AT WHICH TO TEST YOUR SKILL";TAB(
75);
00260 GOSUB 3000
00265 PRINT "THE LEVELS ARE NOVICE, ACE, AND PRO";TAB(75);
00270 GOSUB 3000
00271 PRINT "THE TRAINING SESSION IS AT THE NOVICE LEVEL";TAB(75);
;
00272 GOSUB 3000
00275 PRINT "AS A NOVICE THERE ARE 3 ROMULAN STAR CRUISERS TO DES
TROY";TAB(75);
00280 GOSUB 3000
00285 PRINT "THEY CAN BE DESTROYED BY A HIT ANYWHERE ON THE ROMUL
AN STAR CRUISER";TAB(75);
00290 GOSUB 3000
00295 PRINT "AS AN ACE THERE ARE 5 ROMULAN STAR CRUISERS TO DESTR
OY";TAB(75);
00300 GOSUB 3000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STAR CRUISER BATTLE/PERRELLO < CONT'D >

```
00305 PRINT "THEY CAN ONLY BE DESTROYED BY A HIT ON THE 3 INNER SECTIONS OF THE SHIP";TAB(75);
00310 GOSUB 3000
00315 PRINT "AS A PRO THERE ARE 9 ROMULAN STAR CRUISERS TO DESTROY";TAB(75);
00320 GOSUB 3000
00325 PRINT "THEY CAN ONLY BE DESTROYED BY A HIT DIRECTLY AMIDSHIP";TAB(75);
00330 GOSUB 3000
00335 PRINT "THE ROMULAN STAR CRUISER ATTACK WILL LAST ABOUT 60 SECONDS";TAB(75);
00340 GOSUB 3000
00345 PRINT "YOU HAVE ONLY ENOUGH ENERGY TO FIRE PHASERS 15 TIMES";TAB(75);
00350 GOSUB 3000
00355 PRINT "THE SYSTEM PRINTS THE REMAINING TIME & Phaser SUPPLY AT THE START OF A SCAN";TAB(75);
00360 GOSUB 3000
00362 PRINT TAB(75);CHR$(13);
00365 LINE INPUT "DO YOU WISH TO REPEAT THE TRAINING SESSION ? ENTER Y OR N >";R2$;
00366 IF R2$="Y" OR R2$="N" THEN GOTO 370
00367 : GOSUB 11000
00368 : GOTO 365
00370 IF R2$="Y" THEN GOTO 79
00375 GOSUB 2000
00380 PRINT "THE DEFENSE SYSTEM IS NOW ACTIVATED";TAB(75);
00385 GOSUB 3000
00386 PRINT TAB(75);CHR$(13);
01000 REM CURSOR CONTROL
01005 GOSUB 2000
01010 GOSUB 4000
01015 GOSUB 2000
01020 GOSUB 5000
01022 PRINT "***** GOOD LUCK CAPTAIN ";R1$;CHR$(7);
TAB(75);
01024 GOSUB 3000
01025 K1=60 :K2=15 :H1=0
01027 CNTRL 0,8000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STAR CRUISER BATTLE/PERRELLO < CONT'D >

```
01030 FOR I=1 TO 70
01035 : L1$(I)="-"
01040 NEXT I
01042 L1$(70)=" "
01045 PRINT K1;CHR$(8);K2;TAB(6);
01050 FOR I1=1 TO 70
01055 PRINT L1$(I1);
01060 NEXT I1
01065 FOR I2=1 TO 77
01070 PRINT CHR$(8);
01075 NEXT I2
01080 K1=K1-2
01085 IF H1=H2 THEN GOTO 1200
01090 IF K1<1 AND H1>H2/2 THEN GOTO 1200
01095 IF K2<1 THEN GOTO 1400
01097 IF K1<1 AND H1<H2 THEN GOTO 1600
01100 GOTO 1045
01200 PRINT "THE ROMULAN STAR CRUISER BATTLE IS OVER";TAB(75);CHR
$(7);
01201 CNTRL 0,9000
01205 GOSUB 3000
01210 PRINT "YOU SUCCESSFULLY DEFENDED YOUR STAR CRUISER CAPTAIN
";R1$;TAB(75);
01215 GOSUB 3000
01220 PRINT "YOU DESTROYED ";H1;" ROMULAN STAR CRUISERS";TAB(75);
01225 GOSUB 3000
01230 W1=W1+1
01235 LINE INPUT "DO YOU WISH TO TRY AGAIN ?      ENTER Y OR N >";
R2$
01236 IF R2$="Y" OR R2$="N" THEN GOTO 1240
01237 : GOSUB 11000
01238 : GOTO 1235
01240 IF R2$="Y" THEN GOTO 1000
01245 GOSUB 2000
01250 GOTO 10000
01400 PRINT "*****WARNING ***** YOUR PHASERS ARE EXHAU
STED";TAB(75);
01401 CNTRL 0,9000
01405 GOSUB 3000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STAR CRUISER BATTLE/PERRELLO < CONT'D >

```
01410 PRINT "THERE ARE ";H2-H1;" ROMULAN STAR CRUISERS STILL ATTAKING";TAB(75);
01415 GOSUB 3000
01420 IF H1=0 THEN GOTO 1430
01425 IF (H2-H1)*RND(X1)<0.50000 THEN GOTO 1200
01430 PRINT "A ROMULAN STAR CRUISER JUST MADE A DIRECT HIT ON THE
U.S.S. HEATH";TAB(75);
01435 GOSUB 3000
01440 PRINT "YOUR STAR CRUISER JUST DISENGRATED CAPTAIN ";R1$;TAB
(75);
01445 GOSUB 3000
01446 PRINT TAB(76);CHR$(13);
01450 L1=L1+1
01455 GOTO 1230
01600 PRINT "***** WARNING ***** TIME HAS RUN OUT ";TAB
(75);
01601 CNTRL 0,9000
01605 GOSUB 3000
01610 GOTO 1410
02000 FOR I=1 TO 12
02005 : PRINT CHR$(7)
02010 NEXT I
02015 RETURN
03000 PAUSE T1 :PRINT CHR$(13); :RETURN
04000 INPUT "WHICH SKILL LEVEL      PRO__1    ACE__2    NOVICE__3
ENTER 1,2,3 >";R1
04005 IF R1=1 THEN H2=9 :RETURN
04010 IF R1=2 THEN H2=5 :RETURN
04015 IF R1=3 THEN H2=3 :RETURN
04020 GOSUB 11000
04022 GOTO 4000
04025 PRINT CHR$(7);CHR$(7);
04030 PAUSE 1000
04035 PRINT CHR$(13);
04040 GOTO 4000
05000 ON R1 GOTO 5100, 5200, 5300
05100 GOSUB 6000
05105 FOR I=1 TO 9
05110 : GOSUB 7000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STAR CRUISER BATTLE/PERRELLO < CONT'D >

```
05115 NEXT I
05120 GOSUB 6000
05125 RETURN
05200 FOR I=1 TO 5
05205 : GOSUB 6000
05210 : GOSUB 7000
05215 NEXT I
05220 GOSUB 6000
05225 RETURN
05300 FOR I=1 TO 3
05305 : GOSUB 6000
05310 : GOSUB 6000
05315 : GOSUB 7000
05320 NEXT I
05325 GOSUB 6000
05330 RETURN
06000 FOR K=1 TO 39
06005 : PRINT ".";
06010 NEXT K
06015 PRINT
06020 RETURN
07000 X2=INT((RND(X1)*25.0)+5.0)
07001 IF X2>=X3-5 AND X2<=X3+5 THEN GOTO 7000
07002 X3=X2
07005 FOR J=1 TO X2
07010 : PRINT ".";
07015 NEXT J
07020 PRINT ".";
07025 PRINT S1$;
07030 M1(I)=INT(POS(0)-3.0)
07035 FOR J=POS(0)/2.0 TO 39
07040 : PRINT ".";
07045 NEXT J
07050 PRINT
07055 RETURN
08000 CNTRL 0,9000
08005 Y1=POS(0)
08010 K2=K2-1
08015 FOR I=1 TO H2
```

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PROGRAM NAME: STAR CRUISER BATTLE/PERRELLO < CONT'D >

< H >< U >< G >< S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GUNNER/?

```
00001 REM 2928 BYTES
00005 REM FRONT PANEL DISPLAYS SHOW ANSWER TO ELEV BUT ARE READ
BACKWARDS
00010 DIM Z9$(10)
00011 Z9$(0)="AN ENEMY ARTILLERY INSTALLATION OF 155 MM HOWITZERS
"
00012 Z9$(1)="ENEMY TANKS ABOUT TO RUN DOWN YOUR INFANTRY"
00013 Z9$(2)="ENEMY HEAVY ARTILLERY PIECES MOVING INTO POSITION"
00014 Z9$(3)="MACHINE GUN EMPLACEMENTS AND FORTIFICATIONS"
00015 Z9$(4)="RAILROAD CARS WITH ENEMY EXPLOSIVES AND FUEL"
00016 Z9$(5)="AN ENEMY TROOP CONVOY WITH AT LEAST 200 TRUCKS"
00017 Z9$(6)="AN ENEMY AMMUNITION DUMP WITH MUCH ACTIVITY"
00018 Z9$(7)="THE ENEMY COMMAND HEADQUARTERS AND TOP STAFF MEMBER
S"
00019 Z9$(8)="A COLUMN OF ENEMY ARMORED INFANTRY"
00020 Z9$(9)="FUEL AND AMMUNITION BARGES MOVING DOWN THE RIVER"
00021 Z9$(10)="A CROW - YOU HAVE WIPE OUT EVERYTHING ELSE THE EN
EMY HAD"
00130 PRINT "DO YOU WANT INSTRUCTIONS (Y OR N)?""
00140 LINE INPUT #X$
00150 IF LEFT$(X$,1)="N" THEN 330
00160 IF LEFT$(X$,1)<>"Y" THEN 130
00170 PRINT "      THIS GAME TESTS YOUR ABILITY TO HIT A MOVING TAR
GET."
00180 PRINT "YOU MUST DESTROY IT BEFORE IT DESTROYS YOU OR MOVES
OUT"
00190 PRINT "OF RANGE.  THE TARGET WILL MOVE RANDOMLY."
00200 PRINT
00210 PRINT "      TYPE CTRL/C TO TERMINATE THE PROGRAM.  TO THE QU
ESTION"
00220 PRINT "'ENTER SPEED' TYPE A NUMBER BETWEEN 1 AND 100, THIS
IS THE"
00230 PRINT "RELATIVE SPEED OF THE TARGET WHERE 1 IS THE SLOWEST
AND 100"
00240 PRINT "IS THE FASTEST.  TO THE QUESTION 'ENTER DISTANCE' TY
PE A"
00250 PRINT "NUMBER FROM 0 TO 10000, THIS IS THE MAXIMUM DISTANCE
YOU"
00260 PRINT "CAN HIT FROM THE TARGET AND STILL DESTROY IT OR 'THE
KILL'"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GUNNER/?

```
00270 PRINT "RADIUS' (5000 IS SUGGESTED FOR STARTERS)"
00280 PAUSE 2000
00290 PRINT
00300 PRINT "      ELEVATION IS THE ELEVATION OF YOUR GUN IN DEGREE
S WHEN"
00310 PRINT "YOU FIRE AT THE TARGET.  THE MAXIMUM RANGE IS AT 45
DEGREES"
00320 PRINT
00330 INPUT " ENTER SPEED OF TARGET ";S
00350 IF S<1 OR S>100 THEN 330
00370 INPUT " ENTER DISTANCE (EFFECTIVE BURST DIAMETER) OF YOUR S
HELL ";D
00390 IF D<0 OR D>10000 THEN 370
00410 M=100000-75000*RND(1)
00420 FOR V=0TO 10:PRINT CHR$(7):NEXT V
00421 PRINT "THE FORWARD OBSERVER AT GRID COORDINATES";INT(100*RN
D(1));"- ";
00422 Z9=INT(RND(1)*90)
00423 IF Z9<65 THEN 422
00424 PRINT CHR$(Z9); " HAS SIGHTED"
00425 PRINT Z9$(Z8)
00426 Z8=Z8+1:IF Z8>10 THEN Z8=0
00427 PRINT
00430 PRINT "THE MAXIMUM RANGE OF THE GUN DIRECTED AT THIS TARGET
IS";M;"YARDS"
00440 FOR K=1 TO M/10000
00450 LET K1=RND(1)
00460 NEXT K
00470 R=.95*M-.6*M*RND(1)
00480 LET N=0
00490 GOTO 520
00500 IF R>M THEN 840
00510 IF R<=(M/2.5)THEN 860
00520 PRINT "TARGET RANGE IS";R;"YARDS"
00521 GOSUB 2000
00530 INPUT " ELEVATION ";E
00550 IF E<0 THEN 840
00560 IF E>89 THEN 800
00570 IF E<1 THEN 820
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GUNNER/? < CONT'D >

```
00580 N=N+1
00590 K=INT(R-M*SIN(2*E/57.3))
00600 K1=ABS(K)
00610 IF K1<=D THEN 650
00620 IF K>D THEN 720
00630 IF K<-D THEN 740
00640 STOP
00650 PRINT "***** TARGET DESTROYED *****"
00660 GOSUB 940 .
00670 D1=K
00680 FOR K=1 TO N+D/100
00690 K1=RND(1)
00700 NEXT K
00710 GOTO 410
00720 PRINT "** SHORT TARGET BY" ; K1 ; "YARDS"
00730 GOTO 745
00740 PRINT "** ____OVER TARGET BY" ; K1 ; "YARDS"
00745 LET C=INT(2*RND(1)+1)
00746 IF C=1 THEN 750
00748 LET C=-1
00749 GOTO 760
00750 LET C=1
00760 C1=M*3/100*RND(1)
00770 C1=C*C1
00780 R=R+C1
00790 GOTO 500
00800 PRINT "MAXIMUM ELEVATION IS 89 DEGREES"
00810 GOTO 530
00820 PRINT "MINIMUM ELEVATION IS 1 DEGREE"
00830 GOTO 530
00840 PRINT "* TARGET OUT OF RANGE *"
00850 GOTO 670
00860 PRINT "\\" THE TARGET HAS DESTROYED YOU //"
00870 GOTO 670
00940 IF N=1 THEN 970
00950 PRINT ; N ; "ROUNDS EXPENDED"
00960 RETURN
00970 PRINT "***** DIRECT HIT *****"
00980 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GUNNER/? < CONT'D >

```
00990 END
02000 H9=SQR(M*M-R*R)
02001 E9=ATN(R/H9)
02002 E8=E9*57.3/2
02010 E7=E8/100
02020 A5=10
02030 A4=8211
02040 FOR W=1TO 9
02050 E6=INT(E7*A5)
02060 POKE A4,SEG(E6)
02070 A4=A4-1
02080 E7=E7-(E6/A5)
02090 A5=A5*10
02100 NEXT W
02110 RETURN
02120 STOP
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SPACEWARS/PARKER

```
00001 REM SPACEWARS/PARKER
00010 DIM D(5),K1(7),K2(7),K3(7),S(7,7),Q(7,7),D$(5)
00020 Q$=".EKB* ()-": DEF FN G$(N)=MID$(Q$,N,1)
00030 DATA "WARP ENGINES","SHORT RANGE SENSORS","LONG RANGE SENSO
RS"
00040 DATA "PHASERS","PHOTON TORPEDOES","GALACTIC RECORDS"
00050 FOR I=0 TO 5
00060 READ D$(I)
00070 NEXT I
00080 H$=" ABSORBED BY THE BLACK HOLE !!"
00082 INPUT "HOW MANY YEARS OF STARSHIP COMMAND EXPERIENCE DO YOU
HAVE? ";A
00084 IF A<1 THEN A=1: GOTO 92
00085 IF A<=30 THEN 92
00086 LINE INPUT "ARE YOU A VULCAN? ";E$: IF LEFT$(E$,1)="Y" THEN
90
00088 PRINT "NON-VULCAN CAPTAINS MUST RETIRE AFTER 30 YEARS!": GO
TO 82
00090 IF A>50 THEN A=50
00092 X1=.02*A
00095 PRINT "WORKING ...";
00100 DEF FN Z(N)=SQR((K1(I)-S1)*(K1(I)-S1)+(K2(I)-S2)*(K2(I)-S2))
00105 CNTRL 4,0: REM - HIGH SPEED PROCESSING
00110 GOSUB 610: GOSUB 450: Q1=X: Q2=Y: X=8: Y=1: Y1=6.28: X2=3.2
8
00120 Y2=1.8:A=.96:C=100:W=10:K9=0:B9=0:S9=400:T9=3451: GOTO 140
00130 K=K-((N<X2)+(N<Y2)+(N<.28)+(N<.08)+(N<.03)+(N<.01))/(NOT 0)
00135 K9=K9-K: GOTO 160
00140 T0=3421: T=T0: E0=4000: E=E0: P0=10: P=P0: FOR I=0 TO 7
00150 FOR J=0 TO 7: K=0: N=RND(Y)
00155 IF N<X1 THEN N=N*64: K=-(N<Y1)/(NOT 0)-Y: GOTO 130
00160 B=-(RND(Y)>A)/(NOT 0): B9=B9-B
00165 Q(I,J)=K*C+B*W-INT(RND(Y)*X+Y): NEXT J: NEXT I
00170 IF K9>(T9-T0) THEN T9=T0+K9
00180 IF B9<1 THEN GOSUB 450: Q(X,Y)=Q(X,Y)-10: B9=1
00190 IF K9<1 THEN GOSUB 450: Q(X,Y)=Q(X,Y)-200: K9=2
00195 K0=K9
00200 PRINT TAB(22); LEFT$("** STARTREK ** L.E. COCHRAN, 2/29/76"
,14)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SPACEWARS/PARKER

```
00205 CNTRL 4,1: REM - NORMAL SPEED PROCESSING
00210 PRINT "OBJECTIVE: DESTROY" ;K9;"KLINGON BATTLE CRUISERS IN" ;
T9-T0;
00220 PRINT "STARDATES": PRINT "THERE ARE" ;B9;"STARBASES FOR YOU
TO USE"
00230 A=0: IF Q1<0 OR Q1>7 OR Q2<0 OR Q2>7 THEN N=0:S=0:K=0:L1=1:
GOTO 250
00235 L1=0: REM - LOST OUTSIDE OF GALAXY FLAG
00240 N=ABS(Q(Q1,Q2)): Q(Q1,Q2)=N: S=N-INT(N/10)*10: K=INT(N/100)
00250 B=INT(N/10-K*10): GOSUB 450: S1=X: S2=Y
00260 FOR I=0 TO 7: FOR J=0 TO 7: S(I,J)=1: NEXT J: NEXT I: S(S1,
S2)=2
00270 FOR I=0 TO 7: K3(I)=0: X=8: IF I<K THEN GOSUB 460: S(X,Y)=3
: K3(I)=S9
00280 K1(I)=X: K2(I)=Y: NEXT I: I=S
00290 IF B>0 THEN GOSUB 460: S(X,Y)=4
00300 IF I>0 THEN GOSUB 460: S(X,Y)=5: I=I-1: GOTO 300
00310 GOSUB 550: IF A=0 THEN GOSUB 480
00320 IF E<=0 THEN 1370
00330 I=1: IF D(I)>0 THEN 620
00340 FOR I=0 TO 7: FOR J=0 TO 7: PRINT FN G$(S(I,J))"; " "; NEXT
J
00350 PRINT " . "; ON I GOTO 380,390,400,410,420,430,440
00360 PRINT "TIME LEFT:" ;T9-T
00370 NEXT I: GOTO 650
00380 PRINT "STARDATE: " ;T: GOTO 370
00390 PRINT "CONDITION: " ;C$: GOTO 370
00400 PRINT "QUADRANT: " ;: IF L1=0 THEN PRINT Q1+1;"-";Q2+1: GOTO
370
00405 PRINT " UNKNOWN": GOTO 370
00410 PRINT "SECTOR: " ;S1+1;"-";S2+1: GOTO 370
00420 PRINT "ENERGY: " ;E: GOTO 370
00430 PRINT "TORPEDOES: " ;P: GOTO 370
00440 PRINT "KLINGONS: " ;K9: GOTO 370
00450 X=INT(RND(1)*8): Y=INT(RND(1)*8): RETURN
00460 GOSUB 450: IF S(X,Y)>1 THEN 460
00470 RETURN
00480 IF K<1 THEN RETURN
00490 IF C$="DOCKED" THEN PRINT "STARBASE PROTECTS ENTERPRISE": R
ETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SPACEWARS/PARKER

```
00500 FOR I=0 TO 7: IF K3(I)<=0 THEN NEXT I: RETURN
00510 H=K3(I)*.4*RND(1): K3(I)=K3(I)-H: H=H/(FN Z(O)^.4): E=E-H
00520 E$="ENTERPRISE FROM": N=E: GOSUB 530: NEXT I: RETURN
00530 PRINT H;"UNIT HIT ON ";E$;" SECTOR";K1(I)+1"-";K2(I)+1
00540 PRINT " (";N;"LEFT)": RETURN
00550 FOR I=S1-1 TO S1+1: FOR J=S2-1 TO S2+1
00560 IF I<0 OR I>7 OR J<0 OR J>7 THEN 580
00565 IF S(I,J)=6 THEN A=1: GOTO 961
00570 IF S(I,J)=4 THEN C$="DOCKED": E=E0: P=P0: GOSUB 610: RETURN

00580 NEXT J: NEXT I: IF K>0 THEN C$="RED!!": RETURN
00590 IF E<E0*.1 THEN C$="YELLOW": RETURN
00600 IF L1=0 THEN C$="GREEN": RETURN
00605 C$=LEFT$("LOST, BLACK HOLE, & EXPERIENCE BY STEVE PARKER, 9
/29/77",4)
00610 FOR N=0 TO 5: D(N)=0: NEXT N: RETURN
00620 PRINT D$(I); " DAMAGED. "
00630 PRINT D$(I); "STARDATES ESTIMATED FOR REPAIR.": PRINT
00640 IF A=1 THEN RETURN
00650 INPUT "COMMAND? ";A
00660 IF A<1 OR A>6 THEN 680
00670 ON A GOTO 710,310,1250,1140,690,1300
00680 FOR I=0 TO 5: PRINT I+1;"=";D$(I): NEXT I: GOTO 650
00690 IF D(4)>0 THEN PRINT "SPACE CRUD BLOCKING TUBES. "; I=4: G
OTO 630
00700 N=15: IF P<1 THEN PRINT "NO TORPEDOES LEFT": GOTO 650
00710 IF A=5 THEN PRINT "TORPEDO "
00720 INPUT "COURSE (1-8.9)? ";C: IF C<1 THEN 650
00730 IF C>=9 THEN 710
00740 IF A=5 THEN P=P-1: PRINT "TRACK: "; GOTO 900
00750 INPUT "WARP (0-12)? ";W: IF W<=0 OR W>12 THEN 710
00760 IF W<=.2 OR D(0)<=0 THEN 780
00770 I=0: PRINT D$(I); " DAMAGED, MAX IS .2": GOSUB 630: GOTO 75
0
00780 GOSUB 480: IF E<=0 THEN 1370
00790 IF RND(1)>.25 THEN 870
00800 X=INT(RND(1)*6): IF RND(1)>.5 THEN 830
00810 D(X)=D(X)+INT(6-RND(1)*5): PRINT "** SPACE STORM ** - ";
00820 PRINT D$(X); " DAMAGED **": I=X: GOSUB 630: D(X)=D(X)+1: GOT
0 870
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SPACEWARS/PARKER

```
00830 FOR I=X TO 5: IF D(I)>0 THEN 860
00840 NEXT I
00850 FOR I=0 TO X: IF D(I)<=0 THEN NEXT I: GOTO 870
00860 D(I)=.5: PRINT "/* SPOCK USED A NEW REPAIR TECHNIQUE */"
00870 FOR I=0 TO 5: IF D(I)=0 THEN 890
00880 D(I)=D(I)-1: IF D(I)<=0 THEN D(I)=0: PRINT D$(I);" ARE FIXE
D!"
00890 NEXT I: N=INT(W*8): E=E-N+.5: T=T+1: S(S1,S2)=1
00900 Y1=S1+.5: X1=S2+.5: IF T>T9 THEN 1370
00910 Y=(C-1)*.785398: X=COS(Y): Y=-SIN(Y)
00920 FOR I=1 TO N: Y1=Y1+Y: X1=X1+X: Y2=INT(Y1): X2=INT(X1)
00930 IF X2<0 OR X2>7 OR Y2<0 OR Y2>7 THEN 1110
00940 IF A=5 THEN PRINT Y2+1;"--";X2+1;
00950 IF S(Y2,X2)=1 THEN NEXT I: GOTO 1060
00960 PRINT : IF S(Y2,X2)<6 THEN 969
00961 IF A=1 THEN PRINT "YOU HAVE BEEN";H$: GOTO 1370
00962 PRINT "TORPEDO";H$
00963 GOTO 1090
00969 IF A=1 THEN PRINT "BLOCKED BY ";
00970 ON S(Y2,X2)-3 GOTO 1040,1020
00980 PRINT "KLINGON";: IF A=1 THEN 1050
00990 FOR I=0 TO 7: IF Y2>K1(I) THEN 1010
01000 IF X2=K2(I) THEN K3(I)=0
01010 NEXT I: K=K-1: K9=K9-1: GOTO 1070
01020 PRINT "STAR";: IF A=5 THEN S=S-1: S(Y2,X2)=6: GOTO 1070
01030 GOTO 1050
01040 PRINT "STARBASE";: IF A=5 THEN B=2: GOTO 1070
01050 PRINT " AT SECTOR";Y2+1;"--";X2+1: Y2=INT(Y1-Y): X2=INT(X1-X)
01060 S1=Y2: S2=X2: S(S1,S2)=2: A=2: GOTO 310
01070 PRINT " DESTROYED!";: IF B=2 THEN B=0: PRINT "...GOOD WORK!
";
01080 PRINT : Q(Q1,Q2)=K*100+B*10+S: IF S(Y2,X2)<>6 THEN 1089
01081 FOR I=Y2-1 TO Y2+1: FOR J=X2-1 TO X2+1: IF I<0 OR I>7 OR J<
0 OR J>7 THEN 1087
01082 IF S(I,J)<>3 THEN 1085
01083 FOR X=0 TO 7: IF K1(X)=I AND K2(X)=J THEN K3(X)=0: X=7
01084 NEXT X: K=K-1: K9=K9-1: S(I,J)=1: PRINT "KLINGON";H$
01085 IF S(I,J)=4 THEN B=0: B9=B9-1: S(I,J)=1: PRINT "STARBASE";H
$;" - BRILLIANT!"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SPACEWARS/PARKER

```
01086 IF S(I,J)=5 THEN S=S-1: S(I,J)=1: PRINT "STAR";H$  
01087 NEXT J: NEXT I: IF K9<1 THEN 1400  
01088 Q(Q1,Q2)=100*K+10*B+S: GOTO 1090  
01089 S(Y2,X2)=1: IF K9<1 THEN 1400  
01090 GOSUB 480: IF E<=0 THEN 1370  
01100 GOSUB 550: GOTO 650  
01110 IF A=5 THEN PRINT "MISSED.": GOTO 1090  
01120 Q1=INT(Q1+W*Y+(S1+.5)/8): Q2=INT(Q2+W*X+(S2+.5)/8)  
01130 GOTO 230  
01140 I=3: IF D(I)>0 THEN 620  
01150 INPUT "PHASERS LOCKED ON TARGET. UNITS TO FIRE? ";X: IF X<  
=0 THEN 650  
01160 IF X>E THEN PRINT "ONLY HAVE ";E: GOTO 1150  
01170 E=E-X: Y=K: FOR I=0 TO 7: IF K3(I)<=0 THEN 1230  
01180 H=X/(Y*(FN Z(0)^.4)): K3(I)=K3(I)-H  
01190 E$="KLINGON AT": N=K3(I): GOSUB 530  
01200 IF K3(I)>0 THEN 1230  
01210 PRINT "*** KLINGON DESTROYED ***"  
01220 K=K-1: K9=K9-1: S(K1(I),K2(I))=1: Q(Q1,Q2)=Q(Q1,Q2)-100  
01230 NEXT I: IF K9<1 THEN 1400  
01240 GOTO 1090  
01250 I=2: IF D(I)>0 THEN 620  
01260 PRINT D$(I);: IF L1=0 THEN PRINT " FOR QUADRANT";Q1+1;"-";Q  
2+1: GOTO 1270  
01265 PRINT  
01270 FOR I=Q1-1 TO Q1+1: FOR J=Q2-1 TO Q2+1: PRINT " ";  
01280 IF I<0 OR I>7 OR J<0 OR J>7 THEN PRINT "***";: GOTO 1350  
01290 Q(I,J)=ABS(Q(I,J)): GOTO 1340  
01300 I=5: IF D(I)>0 THEN 620  
01310 PRINT "CUMULATIVE GALACTIC MAP FOR STARDATE";T  
01320 FOR I=0 TO 7: FOR J=0 TO 7: PRINT " ";  
01330 IF Q(I,J)<0 THEN PRINT "***";: GOTO 1350  
01340 E$=STR$(Q(I,J)): E$="00"+MID$(E$,2): E$=MID$(E$,1,LEN(E$)-1  
)  
01341 IF LEN(E$)<3 THEN E$="0"+E$  
01345 PRINT RIGHT$(E$,3);  
01350 NEXT J: PRINT : NEXT I: GOTO 650  
01360 PRINT : PRINT "IT IS STARDATE";T: RETURN  
01370 GOSUB 1360: PRINT "THANKS TO YOUR BUNGLED, THE FEDERATION  
WILL BE"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SPACEWARS/PARKER

```
01380 PRINT "CONQUERED BY THE REMAINING";K9;"KLINGON CRUISERS!"  
01390 PRINT "YOU ARE DEMOTED TO CABIN BOY!"; GOTO 1430  
01400 GOSUB 1360: PRINT "THE FEDERATION HAS BEEN SAVED!"  
01410 PRINT "YOU ARE PROMOTED TO ADMIRAL"; PRINT K0;"KLINGONS IN"  
;  
01420 PRINT T-T0;"YEARS. YOUR RATING IS";INT(K0/(T-T0)*1000)  
01430 LINE INPUT "TRY AGAIN? ";E$: IF LEFT$(E$,1)="Y" THEN 105  
01440 END  
01450 FOR X=0 TO 7  
01460 PRINT X;"--";K1(X);Y2;K2(X);X2  
01462 IF K1(X)=Y2 THEN PRINT "K1 CHECKS"  
01464 IF K2(X)=X2 THEN PRINT "K2 CHECKS"  
01466 IF K1(X)=Y2 AND K2(X)=X2 THEN PRINT "BOTH CHECK"  
01470 IF K1(X)=Y2 AND K2(X)=X2 THEN K3(X)=0: PRINT "K3(";X");";K  
3(X)  
01480 NEXT X  
01490 K=K-1;K9=K9-1: PRINT "KLINGON ABSORBED !!"  
01500 S(I,J)=1  
01510 GOTO 1087
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MILLS-BELT FRUIT/PEARCE

```
00002 REM >>>MILLS-BELL FRUIT<<<
00004 REM >>>(C) COPYRIGHT 1977 BY CRAIG PEARCE
00006 REM >>>H9 VERSION 2.4
00008 REM >>>H8 & H9 REVISION DATED: 3/19/78
00010 DIM A$(6),A(3),W(3):B=250:F=0:F1=0:F2=0:G=0:H=0
00015 DEF FN S(Q$)=""+LEFT$(Q$,
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MILLS-BELT FRUIT/PEARCE < CONT'D >

```
00250 FOR I=1 TO A(3)+(20-A(2))::READ W(3)::NEXT I::RESTORE
00260 IF W(1)=1 THEN 340
00265 IF W(1)=6 AND W(2)=6 AND W(3)=0 THEN 290
00270 IF W(1)=W(2) AND (W(1)=W(3) OR W(3)=0) THEN H=H+10
00280 IF W(1)=W(2) AND W(2)=W(3) AND W(3)=W(1) AND (W(3)=0 OR W(3)
)=6) THEN H=H+90:F=1
00290 B=(B-1)+H
00295 PRINT TAB(30)#
00300 FOR I=1 TO 3:PAUSE 500:PRINT A$(W(I))+":":NEXT I:PRINT
00305 IF H=0 THEN 180
00307 PRINT TAB(15)#
00310 IF F=1 THEN F=0:GOTO 330
00320 IF H>0 THEN PRINT CHR$(7)+"A WIN OF "+FN S(STR$(H)):H=0:GOT
O 180
00330 PRINT CHR$(7)#+PAUSE 500:PRINT CHR$(7)+"JACKPOT! YOU WIN $1
0.00!":H=0:GOTO 180
00340 H=H+2:IF W(2)=W(1) THEN H=H+3
00350 GOTO 290
00360 PRINT :PRINT "YOUR BANK HAS BEEN BROKEN!":PRINT
00370 W$="MADE":F2=1
00380 IF B-250=0 THEN W$="BROKE EVEN.":F2=0
00390 PRINT "YOU'VE PLAYED THE SLOTS":G# TIMES, SPENDING A TOTAL
OF"
00400 PRINT FN S(STR$(G))#+IN THE PROCESS."
00410 IF B=0 THEN END
00420 PRINT " THIS MEANS YOU'VE "+W$+":":IF F2=0 THEN END
00430 IF B-250<0 THEN PRINT "-":L=ABS(B-250):W$="TOO BAD":GOTO 4
40
00435 W$="GOOD WORK"
00440 IF L<>0 THEN PRINT FN S(STR$(L)):GOTO 450
00445 PRINT FN S(STR$(B-250))
00450 PRINT W$:END
00500 PRINT TAB(15)+"[] - BAR"
00510 PRINT TAB(15)+"% - CHERRIES"
00520 PRINT TAB(15)+"OO - LEMONS"
00530 PRINT TAB(15)+"## - PLUMS"
00540 PRINT TAB(15)+"** - ORANGES"
00550 PRINT TAB(15)+"&& - BELLS"
00560 PRINT TAB(15)+"$$ - WATERMELONS":RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MILLS-BELT FRUIT/PEARCE < CONT'D >

```
00600 PRINT "THE PAY OFFS ARE AS FOLLOWS:";PRINT
00610 PRINT TAB(5);"%% XX XX - CHERRY-ANYTHING-ANYTHING:
$0.20"
00620 PRINT TAB(5);"%% %% XX - CHERRY-CHERRY-ANYTHING   :
$0.50"
00630 PRINT TAB(5);"** ** ** - PLUM-PLUM-PLUM           :
$1.00"
00640 PRINT TAB(5);"** ** [ ] - PLUM-PLUM-BAR          :
$1.00"
00650 PRINT TAB(5);"** ** ** - ORANGE-ORANGE-ORANGE    :
$1.00"
00660 PRINT TAB(5);"** ** [ ] - ORANGE-ORANGE-BAR        :
$1.00"
00670 PRINT TAB(5);"## ## ## - BELL-BELL-BELL          :
$1.00"
00680 PRINT TAB(5);"## ## [ ] - BELL-BELL-BAR           :
$1.00"
00685 LINE INPUT "WHEN READY, HIT THE RETURN KEY."$X$
00690 PRINT :PRINT "JACKPOTS:"
00700 PRINT TAB(5);"[ ] [ ] [ ] - BAR-BAR-BAR          :
$10.00"
00710 PRINT TAB(5);"## ## ## ## - MELON-MELON-MELON     :
$10.00"
00720 PRINT :RETURN
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES

```
00001 REM * IF YOU WANT TO ADD A FEW SPECIALS, SEE LINE 3051 AND
ADD...!!!
00005 REM * THIS PROGRAM TAKES UP TO 12 K.
00006 REM JOTTO/LIMOGES      7720 BYTES
00010 FOR Q=0 TO 11:PRINT CHR$(7):NEXT Q
00020 PRINT TAB(15)***** SUPER JOTTO *****"
00030 PRINT :PRINT "BY: PIERRE LIMOGES, BOUCHERVILLE, P.Q., CANAD
A."
00032 PAUSE 600
00035 FOR Q=0 TO 11:PRINT :NEXT Q
00040 PRINT :PRINT "-MACHINE WILL CHOOSE A WORD."
00050 PRINT "-INPUT YOUR GUESS."
00060 PRINT "-MACHINE WILL TELL YOU HOW MANY LETTERS ARE GOOD, BU
T NOT "
00070 PRINT "      NECESSARALY IN THE RIGHT ORDER."
00080 PRINT "-IF YOU WANT TO QUIT, INPUT 'Z'.""
00090 PRINT "-NO 2 LETTERS ARE THE SAME."
00100 PRINT "-ALL WORDS ARE IN THE DICTIONARY."
00110 PRINT "-WHEN YOU GET THE WORD, YOU HAVE 'JOTTO'.""
00120 PRINT :PRINT "(PRESS ANY KEY TO CONTINUE.)":PAUSE
00200 DIM A$(400)
00300 FOR Q=0 TO 11:PRINT :NEXT Q
00400 PRINT "----WHICH OF THE FOLLOWING GAMES WOULD YOU LIKE TO P
LAY?"
00410 PRINT :PRINT "-WORDS WITH 3 LETTERS....(PRESS 3)."
00420 PRINT "-WORDS WITH 4 LETTERS....(PRESS 4)."
00430 PRINT "-WORDS WITH 5 LETTERS....(PRESS 5)."
00440 PRINT "-WORDS WITH 6 LETTERS....(PRESS 6)."
00450 PRINT :PRINT :PRINT "HOW MANY LETTERS PLEASE....":INPUT D
00460 LET N=0
00470 IF D=3 GOTO 1000
00480 IF D=4 GOTO 1500
00490 IF D=5 GOTO 2000
00500 IF D=6 GOTO 2500
00510 PRINT :PRINT "IF YOU CAN'T READ, HOW DO YOU EXPECT TO PLAY
THE GAME !"
00520 PRINT :GOTO 400
01000 RESTORE
01010 LET I=INT(RND(1)*100)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES < CONT'D >

```
01020 FOR Z=0 TO I-1
01030 READ A$(Z)
01040 NEXT Z
01045 IF A$(Z)<"A" GOTO 1000
01050 LET A$=A$(Z)
01060 IF LEN(A$)<>3 GOTO 1000
01070 GOTO 3000
01500 RESTORE
01510 LET I=(INT(RND(1)*100))+100
01520 FOR Z=0 TO I-1
01530 READ A$(Z)
01540 NEXT Z
01545 IF A$(Z)<"A" GOTO 1500
01550 LET A$=A$(Z)
01560 IF LEN(A$)<>4 GOTO 1500
01570 GOTO 3000
02000 RESTORE
02010 LET I=(INT(RND(1)*100))+200
02020 FOR Z=0 TO I-1
02030 READ A$(Z)
02040 NEXT Z
02045 IF A$(Z)<"A" GOTO 2000
02050 LET A$=A$(Z)
02060 IF LEN(A$)<>5 GOTO 2000
02070 GOTO 3000
02500 RESTORE
02510 LET I=(INT(RND(1)*100))+300
02520 FOR Z=0 TO I-1
02530 READ A$(Z)
02540 NEXT Z
02545 IF A$(Z)<"A" GOTO 2500
02550 LET A$=A$(Z)
02560 IF LEN(A$)<>6 GOTO 2500
02570 GOTO 3000
03000 LINE INPUT "YOUR GUESS PLEASE....."
03005 LET N=N+1
03010 IF B$<>"Z" GOTO 3051
03020 PRINT :PRINT "THE WORD IS --- ";A$;" ---,"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES < CONT'D >

```
03030 PRINT :PRINT "YOU HAD MADE " ;N;" TRIALS."
03040 PAUSE 700
03050 GOTO 7000
03051 REM * IF B$<>" ??? " GOTO 3054
03052 REM * PRINT " ??? "
03053 REM * GOTO 3000
03054 REM * IF B$<>" ??? " GOTO 3057
03055 REM * PRINT " ??? "
03056 REM * GOTO 3000
03057 REM * IF B$<>" ??? " GOTO 3060
03058 REM * PRINT " ??? "
03059 REM * GOTO 3000
03060 REM * IF B$<>" ??? " GOTO 3063
03061 REM * PRINT " ??? "
03062 REM * GOTO 3000
03063 REM * ETC. TO LINE 3099, AS NEEDED.
03100 IF LEN(B$)=LEN(A$) GOTO 4000
03150 PRINT "PLEASE INPUT A " ;LEN(A$); " LETTER WORD!"
03160 GOTO 3000
04000 LET C=0
04100 IF LEFT$(A$,1)<>LEFT$(B$,1)GOTO 4250
04110 C=C+1
04120 IF MID$(A$,2,1)<>MID$(B$,2,1)GOTO 4420
04130 C=C+1
04140 IF LEN(A$)=3 GOTO 4230
04150 IF MID$(A$,3,1)<>MID$(B$,3,1) GOTO 4620
04160 C=C+1
04170 IF LEN(A$)=4 GOTO 4230
04180 IF MID$(A$,4,1)<>MID$(B$,4,1) GOTO 4820
04190 C=C+1
04200 IF LEN(A$)=5 GOTO 4230
04210 IF MID$(A$,5,1)<>MID$(B$,5,1) GOTO 5010
04220 C=C+1
04230 IF RIGHT$(A$,1)<>RIGHT$(B$,1) GOTO 5190
04240 GOTO 6000
04250 IF LEFT$(A$,1)<>RIGHT$(B$,1) GOTO 4280
04260 C=C+1
04270 GOTO 4420
04280 IF LEFT$(A$,1)<>MID$(B$,2,1) GOTO 4310
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES < CONT'D >

```
04290 C=C+1
04300 GOTO 4420
04310 IF LEN(A$)=3 GOTO 4420
04320 IF LEFT$(A$,1)<>MID$(B$,3,1) GOTO 4350
04330 C=C+1
04340 GOTO 4420
04350 IF LEN(A$)=4 GOTO 4420
04360 IF LEFT$(A$,1)<>MID$(B$,4,1) GOTO 4390
04370 C=C+1
04380 GOTO 4420
04390 IF LEN(A$)=5 GOTO 4420
04400 IF LEFT$(A$,1)<>MID$(B$,5,1) GOTO 4420
04410 C=C+1
04420 IF MID$(A$,2,1)<>LEFT$(B$,1) GOTO 4450
04430 C=C+1
04440 GOTO 4620
04450 IF MID$(A$,2,1)<>MID$(B$,2,1) GOTO 4480
04460 C=C+1
04470 GOTO 4620
04480 IF LEN(A$)=3 GOTO 4600
04490 IF MID$(A$,2,1)<>MID$(B$,3,1) GOTO 4520
04500 C=C+1
04510 GOTO 4620
04520 IF LEN(A$)=4 GOTO 4600
04530 IF MID$(A$,2,1)<>MID$(B$,4,1) GOTO 4560
04540 C=C+1
04550 GOTO 4620
04560 IF LEN(A$)=5 GOTO 4600
04570 IF MID$(A$,2,1)<>MID$(B$,5,1) GOTO 4600
04580 C=C+1
04590 GOTO 4620
04600 IF MID$(A$,2,1)<>RIGHT$(B$,1) GOTO 4620
04610 C=C+1
04620 IF LEN(A$)=3 GOTO 5190
04630 IF MID$(A$,3,1)<>LEFT$(B$,1) GOTO 4660
04640 C=C+1
04650 GOTO 4820
04660 IF MID$(A$,3,1)<>MID$(B$,2,1) GOTO 4690
04670 C=C+1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES < CONT'D >

```
04680 GOTO 4820
04690 IF MID$(A$,3,1)<>MID$(B$,3,1) GOTO 4720
04700 C=C+1
04710 GOTO 4820
04720 IF LEN(A$)=4 GOTO 4800
04730 IF MID$(A$,3,1)<>MID$(B$,4,1) GOTO 4760
04740 C=C+1
04750 GOTO 4820
04760 IF LEN(A$)=5 GOTO 4800
04770 IF MID$(A$,3,1)<>MID$(B$,5,1) GOTO 4800
04780 C=C+1
04790 GOTO 4820
04800 IF MID$(A$,3,1)<>RIGHT$(B$,1) GOTO 4820
04810 C=C+1
04820 IF LEN(A$)=4 GOTO 5190
04830 IF MID$(A$,4,1)<>LEFT$(B$,1) GOTO 4860
04840 C=C+1
04850 GOTO 5010
04860 IF MID$(A$,4,1)<>MID$(B$,2,1) GOTO 4890
04870 C=C+1
04880 GOTO 5010
04890 IF MID$(A$,4,1)<>MID$(B$,3,1) GOTO 4920
04900 C=C+1
04910 GOTO 5010
04920 IF MID$(A$,4,1)<>MID$(B$,4,1) GOTO 4950
04930 C=C+1
04940 GOTO 5010
04950 IF LEN(A$)=5 GOTO 4990
04960 IF MID$(A$,4,1)<>MID$(B$,5,1) GOTO 4990
04970 C=C+1
04980 GOTO 5010
04990 IF MID$(A$,4,1)<>RIGHT$(B$,1) GOTO 5010
05000 C=C+1
05010 IF LEN(A$)=5 GOTO 5190
05020 IF MID$(A$,5,1)<>LEFT$(B$,1) GOTO 5050
05030 C=C+1
05040 GOTO 5190
05050 IF MID$(A$,5,1)<>MID$(B$,2,1) GOTO 5080
05060 C=C+1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES < CONT'D >

```
05070 GOTO 5190
05080 IF MID$(A$,5,1)<>MID$(B$,3,1) GOTO 5110
05090 C=C+1
05100 GOTO 5190
05110 IF MID$(A$,5,1)<>MID$(B$,4,1) GOTO 5140
05120 C=C+1
05130 GOTO 5190
05140 IF MID$(A$,5,1)<>MID$(B$,5,1) GOTO 5170
05150 C=C+1
05160 GOTO 5190
05170 IF MID$(A$,5,1)<>RIGHT$(B$,1) GOTO 5190
05180 C=C+1
05190 IF RIGHT$(A$,1)<>LEFT$(B$,1) GOTO 5220
05200 C=C+1
05210 GOTO 5500
05220 IF RIGHT$(A$,1)<>MID$(B$,2,1) GOTO 5250
05230 C=C+1
05240 GOTO 5500
05250 IF LEN(A$)=3 GOTO 5370
05260 IF RIGHT$(A$,1)<>MID$(B$,3,1) GOTO 5290
05270 C=C+1
05280 GOTO 5500
05290 IF LEN(A$)=4 GOTO 5370
05300 IF RIGHT$(A$,1)<>MID$(B$,4,1) GOTO 5330
05310 C=C+1
05320 GOTO 5500
05330 IF LEN(A$)=5 GOTO 5370
05340 IF RIGHT$(A$,1)<>MID$(B$,5,1) GOTO 5370
05350 C=C+1
05360 GOTO 5500
05370 IF RIGHT$(A$,1)<>RIGHT$(B$,1) GOTO 5500
05380 C=C+1
05500 PRINT "NUMBER OF LETTER(S) GOOD.....".
.....";C
05600 GOTO 3000
06000 PRINT :PRINT TAB(20)"***** JOTTO *****"
06010 PRINT :PRINT "YOU MADE IT IN ";N;" TRIALS."
06020 PRINT
06030 IF N>3 GOTO 6060
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES < CONT'D >

```
06040 PRINT "YOU ARE A MIND READER....OR YOU CHEAT!!!!"
06050 GOTO 7000
06060 IF N>15 GOTO 6090
06070 PRINT "PRETTY GOOD."
06080 GOTO 7000
06090 IF N>30 GOTO 6120
06100 PRINT "YOU COULD DO BETTER....CAN YOU....TRY AGAIN!"
06110 GOTO 7000
06120 PRINT "YOU'RE STUPID."
06130 GOTO 7000
07000 PAUSE 1000
07010 FOR Q=0 TO 11:PRINT :NEXT Q
07020 LINE INPUT "DO YOU WANT TO TRY AGAIN....('Y' OR 'N') ";C$
07030 IF C$="Y" GOTO 300
07040 IF C$="N" GOTO 7400
07050 PRINT :PRINT "PLEASE ANSWER BY 'Y' OR 'N'....!!"
07060 PRINT
07070 GOTO 7020
07400 FOR Q=0 TO 11:PRINT CHR$(7):NEXT Q
07500 PRINT "THANK YOU FOR PLAYING WITH ME, I WAS LONELY WITH THE
SWITCH OFF."
07999 STOP
10000 DATA "YEN","YAW","WHO","WET","WAX","WAG","USE","TWO","TRY",
"TOY"
10001 DATA "TOG","TIN","TIC","TAX","TEN","SIX","SUB","SPY","SOY",
"SKY"
10002 DATA "SIF","SEX","SEW","SEN","SAG","RUE","RIB","RED","RAW",
"RAG"
10003 DATA "PUT","PUB","PRO","POT","PIT","PAW","PEG","OWL","OUT",
"OUT"
10004 DATA "ORE","ONE","NUT","NOR","NET","NAY","MOW","MIX","MAT",
"LOG"
10005 DATA "LID","LAW","LAD","KEY","KIT","JUG","JAY","HUM","HOW",
"HOP"
10006 DATA "HOG","HIM","HEN","HAW","GUT","GUN","GOA","GNU","GAS",
"FOR"
10007 DATA "FIX","FAT","ETA","END","ELK","EGO","DYE","DUO","DOG",
"CAT"
10008 DATA "DIF","DEN","DAY","COP","CAP","CAM","BUY","CAB","BUN",
"BUD"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES

```
10009 DATA "BIN","BOW","BID","BET","BAD","AWE","EAT","ATE","ARM",
"ALE"
10010 DATA "YELP","YEAR","WORD","BYTE","WINE","WOLF","WHIT","WHAT
","WEAK"
10011 DATA "WASH","VOTE","VINE","VIEW","VEIL","UPON","TURF","TYPE
","TRUE"
10012 DATA "TRIG","TRIP","TORY","TRAP","TIME","TEAR","TALE","TAXI
","SUIT"
10013 DATA "SUCH","STUN","STEM","SPUR","SPIT","SOAR","SNOW","SLUM
","SINK"
10014 DATA "SILO","SIFT","SHOT","SHAY","SEND","GOLF","SALT","RIPE
","ROSE"
10015 DATA "ROPE","RITE","RING","REST","RAIN","ROAD","RASH","RACK
","RAIL"
10016 DATA "QUIT","QUIP","PYRE","PRIM","PORK","POST","AXIS","POET
","PITY"
10017 DATA "PIPE","FAST","PEAK","PART","PALM","PAIN","OVEN","OPAL
","NONE"
10018 DATA "NOSE","NORM","NEST","NAVE","NAME","MUST","MAKE","LIST
","HAZE"
10019 DATA "DOCK","DOPE","DISC","DIET","DICE","DESK","DENT","DEFT
","DALE"
10020 DATA "DAUB","CURE","CURB","CULT","CRAW","COVE","COPE","CORN
","CHEW"
10021 DATA "BOWL"
10022 DATA "WHALE","WEIGH","WAGON","VITAL","VAULT","URBAN","UNSEX
","UNDER"
10023 DATA "STRAP","SHEAR","TWINE","TWANG","TRUMP","TURBO","TUMOR
","TRACK"
10024 DATA "TIMER","THROW","THICK","TAWNY","TABLE","SWARM","SWAMP
","SUGAR"
10025 DATA "SUPER","SUAVE","STRAW","STEAK","STAIR","SPILT","SPICE
","SPARK"
10026 DATA "SMOKE","SMART","SAVOR","SAUCE","ROAST","RHYME","RINSE
","RAZOR"
10027 DATA "REBUT","RADIX","QUOTE","PULSE","FLEAT","PIANO","PLACE
","PANTS"
10028 DATA "ORGAN","NYLON","NURSE","NOTCH","NITRO","NORTH","NAKED
","MOVIE"
10029 DATA "MOTEL","HOTEL","MITER","MINOR","MINCE","MERIT","MAJOR
","LOWER"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: JOTTO/LIMOGES

```
10030 DATA "LOYAL", "LODGE", "LIGHT", "LEARN", "LATCH", "LABOR", "KNIFE",
  ", "JULEP"
10031 DATA "JOUST", "JOULE", "INTER", "INLAY", "INDEX", "HYDRO", "HOARD",
  ", "HINGE"
10032 DATA "GUMBO", "GROUP", "GRIEF", "GRAVE", "GLORY", "GIRTH", "GAMIN",
  ", "FRESH"
10033 DATA "FROCK", "FRUIT", "FINAL", "FABLE", "EQUIP", "EQUAL", "EDICT",
  ", "DWARF"
10034 DATA "CRUMB", "COMET", "CHIME", "BURST"
10035 DATA "WISDOM", "WINTER", "WHITEN", "WARMTH", "VULGAR", "VOLUME",
  "VERIFY"
10036 DATA "VERBAL", "VALISE", "UPTOWN", "ULSTER", "TURBID", "TROPHY",
  "TOILET"
10037 DATA "TOSCIN", "THRONG", "TEACUP", "TANDEM", "SYNTAX", "SWATCH",
  "STOLEN"
10038 DATA "SQUIRM", "SPHINX", "SOMBER", "SMOKER", "SILVER", "SERIAL",
  "SALMON"
10039 DATA "QUOITS", "SAFETY", "SALINE", "RIPSAW", "RETINA", "RECTAL",
  "RATION"
10040 DATA "QUENCH", "QUIVER", "PURITY", "PUBLIC", "PSYCHO", "PROFIT",
  "PRINCE"
10041 DATA "PRIMER", "PREFIX", "PORTLY", "PONDER", "PLIERS", "PHRASE",
  "PATRON"
10042 DATA "PARENT", "PALTRY", "OUTLAW", "ORPHAN", "OCTAVE", "OBLIGE",
  "NUTMEG"
10043 DATA "NUDITY", "NIMBLE", "NEGATE", "NATIVE", "MUDCAT", "MOTHER",
  "MOTIVE"
10044 DATA "MOSAIC", "MODERN", "KOSHER", "MIRAGE", "KIDGET", "MICRON",
  "MATRIX"
10045 DATA "MENTAL", "LUNACY", "LOUVER", "LIZARD", "LIQUOR", "LINEAR",
  "LESION"
10046 DATA "KIDNAP", "JUNKER", "JOSTEL", "INVEST", "ISLAND", "ISOMER",
  "INSULT"
10047 DATA "INFORM", "IMPORT", "ICEMAN", "HYBRID", "HURDLE", "HOMAGE",
  "HARDEN"
10048 DATA "GOLDEN", "GOSPEL", "GENIAL", "GATHER", "GARDEN", "FRUGAL",
  "FISCAL"
10049 DATA "DISARM", "CLIMAX"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: KLONDIKE/WHITE SIDE

```
00001 REM KLONDIKE/WHITE SIDE
00002 DIM P(6,18),H(3),C(3),I(3),D(51),D2(23),N$(12),S$(3)
00003 DEF FN M(M1,M2)=M1-M2*INT(M1/M2)
00006 DATA "A","2","3","4",,,"6","7","8","9","10","J","Q","K",
D,,C,,H,,S,
00007 FOR I=0 TO 12:READ N$(I):NEXT I:FOR I=0 TO 3:READ S$(I):NEXT I
00010 R=1:PRINT :PRINT ** KLONDIKE **- VER.2.5*:PRINT "3/12/78":PRINT
00011 FOR H5=0 TO 3:F(H5)=100:H(H5)=100:NEXT H5:N7=0:C1=52
00012 FOR I=0 TO 23:D2(I)=100:NEXT I:R6=1:FOR I=0 TO 51:D(I)=100:NEXT I
00013 PRINT "SHUFFLING CARDS....":GOSUB 6550:PRINT :PRINT :GOSUB
6500
00014 CNTRL 4,0:FOR I=0 TO 6:FOR K=0 TO 18:P(I,K)=100:NEXT K:NEXT
·I:R=1
00015 A7=0:Y7=1:B9=0:T9=1:PRINT "RUN":R
00029 GOSUB 30060:GOTO 98
00045 GOSUB 4800:IF LEFT$(M$,1)<>"Y" THEN 97
00050 LINE INPUT "FROM(PILE, NO. OF CARDS)- ";A$:LINE INPUT "TO(PILE)- ";B$
00052 IF (T5=1 OR T5=-1) AND LEFT$(A$,1)="H" THEN E1=1
00053 IF T5=1 AND LEFT$(A$,1)="T" THEN A$="H":D2(24-N7)=100:N7=N7
-1
00054 GOSUB 6550:GOSUB 6000:W9=0:J1=0:B9=1:IF E1=1 THEN 5100
00055 F9=0:T5=0:IF LEFT$(A$,1)="H" THEN 175
00070 IF LEFT$(B$,1)="C" THEN GOSUB 30000:GOTO 98
00075 GOSUB 7000:GOTO 98
00097 F9=F9+1:IF F9=2 THEN F9=0:IF A7<>1 THEN GOSUB 30060
00098 PRINT :GOSUB 4000:IF A7=1 THEN 4900
00099 IF H(1)<>100 AND B9=1 THEN B9=0:T9=0:GOTO 103
00100 IF Y7=1 THEN Y7=0:GOTO 102
00101 T9=1:B9=0:GOSUB 25000
00102 PRINT "NEW HAND:";SPC(2);:GOTO 110
00103 PRINT "YOUR HAND:";SPC(2);
00110 IF T9<>1 THEN 125
00115 FOR H5=1 TO 3:GOSUB 1000:H(H5)=C:IF G1<>1 THEN IF H5<>3 THE
N PRINT "X";SPC(2);:NEXT H5:GOTO 130
00116 IF G1=1 THEN IF H5=3 THEN 118
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: KLONDIKE/WHITESIDE < CONT'D >

```
00117 IF G1=1 THEN FOR H6=H5+1 TO 3:H(H6)=100:NEXT H6
00118 IF G1=1 THEN A7=1
00120 GOTO 130
00125 FOR H5=3 TO 1 STEP -1:IF H(H5)=100 THEN NEXT H5
00126 IF H5=3 THEN PRINT "X";SPC(2);"X";SPC(2);:GOTO 130
00127 IF H5=2 THEN PRINT "X";SPC(2);
00130 C=H(H5):H=H(H5):GOSUB 1050:PRINT SPC(2);"CARDS IN STOCK:";
C1;"TALON:";N7;SPC(2);:IF M9=1 THEN RETURN
00135 GOTO 45
00175 IF LEFT$(B$,1)="F" THEN S1=VAL(RIGHT$(B$,1)):F(S1-1)=H:FOR
H5=3 TO 1 STEP -1:IF H(H5)=100 THEN NEXT H5
00180 IF LEFT$(B$,1)="F" THEN H(H5)=100:GOSUB 30060:GOTO 98
00185 G7=VAL(RIGHT$(B$,1)):FOR I=18 TO 0 STEP -1:IF P((G7-1),I)=1
00 THEN IF G7-1>I THEN NEXT I:GOTO 190
00187 IF G7-1=I THEN IF P((G7-1),I)=100 THEN P((G7-1),I)=H:GOTO 1
92
00190 P((G7-1),(I+1))=H
00192 FOR H5=3 TO 1 STEP -1:IF H(H5)=100 THEN NEXT H5
00195 H(H5)=100:GOSUB 30060:GOTO 98
00999 CNTRL 4,1:STOP
01000 IF C1=1 THEN G1=1
01005 C=D(C1-1):C1=C1-1:CNTRL 4,1:PAUSE 80:CNTRL 4,0:RETURN
01050 IF C=100 THEN PRINT " ";:RETURN
01051 PRINT N$(FN M(C,13))+S$(FN M(C,4));:RETURN
04000 FOR I=0 TO 3:IF F(I)=100 THEN RETURN
04005 C(I)=FN M(F(I),13):NEXT I:IF (C(1)=12 AND C(2)=12 AND C(3)=
12 AND C(0)=12)THEN 4015
04010 RETURN
04015 PRINT :PRINT "ALL CARDS ARE ON FOUNDATIONS":R8=1:GOSUB 5100
:R8=0:PRINT TAB(30)** YOU WIN!! **:PRINT
04020 GOTO 5050
04800 LINE INPUT "MOVE? ";M$:RETURN
04900 IF B9=0 THEN GOSUB 25000:GOTO 5000
04910 IF H(1)<>100 THEN 99
04915 IF N7=0 THEN PRINT "TALON EXHAUSTED-ONLY TABLEAU PLAYS LEFT
";SPC(2);:GOSUB 4800:GOTO 4965
04920 PRINT :PRINT "HAND AND STOCK EXHAUSTED-"
04930 PRINT "TOP CARD OF TALON IS-";SPC(2);:H5=3
04936 H(3)=D2(24-N7):M9=1:GOSUB 130:M9=0:GOSUB 4800
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: KLONDIKE/WHITESIDE < CONT'D >

```
04965 IF LEFT$(M$,1)<>"Y" THEN B9=0:GOTO 5000
04967 IF N7<>0 THEN T5=1
04968 IF N7=0 THEN T5=-1:R=3
04975 GOTO 50
05000 PRINT :PRINT "ALL PLAYS EXHAUSTED":IF R<3 THEN PRINT "YO
U HAVE":3-R:IF R<2 THEN PRINT "RUNS LEFT":GOTO 5005
05001 IF R=2 THEN PRINT "RUN LEFT"
05005 R=R+1:IF R>4 THEN 5010
05006 R8=1:GOSUB 5100:PRINT :PRINT TAB(22)** GAME OVER: YOU LOSE
! **:PRINT :R8=0:GOTO 5050
05010 GOSUB 25500:C1=N7:N7=0:F9=0:G1=0:PRINT :GOTO 15
05050 LINE INPUT "WANT TO TRY AGAIN? ";B$
05060 IF LEFT$(B$,1)="Y" THEN R=1:G1=0:C1=52:GOTO 11
05070 PRINT "O.K. I HOPE YOU ENJOYED THE GAME. PLEASE PLAY AGAIN
SOMETIME.":GOTO 999
05100 FOR T3=0 TO 2:PRINT CHR$(7)::CNTRL 4,1:PAUSE 5:NEXT T3:CNTR
L 4,0:IF R8=1 THEN RETURN
05110 PRINT "ILLEGAL PLAY!!!!":E1=0:B9=0:PRINT SPC(2)::GOTO 45
06000 IF LEN(A$)>4 OR LEN(B$)>2 THEN E1=1:RETURN
06001 V1=ASC(LEFT$(A$,1)):V2=ASC(LEFT$(B$,1)):V3=ASC(MID$(A$,2,1))
:V4=ASC(RIGHT$(B$,1))
06002 IF LEFT$(A$,1)="H" THEN V3=52
06003 IF (V1=67 OR V1=72) THEN IF (V2=67 OR V2=70) THEN IF (V3>=4
9 AND V3<=57) THEN IF (V4>=49 AND V4<=57) THEN 6005
06004 E1=1:RETURN
06005 IF V1=72 THEN 6050
06008 IF V2=70 THEN 6075
06009 J5=0
06010 FOR S1=18 TO 0 STEP -1:IF P(VAL(MID$(A$,2,1))-1,S1)=100 THE
N NEXT S1
06015 J5=J5+1:IF S1=VAL(MID$(A$,2,1))-1 THEN 6025
06020 NEXT S1
06025 IF J5<VAL(RIGHT$(A$,1)) THEN E1=1:RETURN
06030 W9=1:GOSUB 30000
06031 Z=P((E-1),(A+1-D)):IF Y=100 THEN 6100
06032 IF FN M(Y,13)-1<>FN M(Z,13) THEN E1=1:RETURN
06035 IF FN M(Y,4)>FN M(Z,4) THEN IF FN M(Y,4)-2=FN M(Z,4) THEN E
1=1:RETURN
06040 IF FN M(Z,4)>FN M(Y,4) THEN IF FN M(Z,4)-2=FN M(Y,4) THEN E
1=1:RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: KLONDIKE/WHITESIDE

```
06042 IF FN M(Z,4)= FN M(Y,4) THEN E1=1:RETURN
06045 RETURN
06050 FOR H5=3 TO 1 STEP -1:IF H(H5)=100 THEN NEXT H5
06060 Z=H(H5):IF FN M(Z,13)=0 THEN IF LEFT$(B$,1)<>"F" THEN E1=1:
RETURN
06061 IF LEFT$(B$,1)="F" THEN F=VAL(RIGHT$(B$,1)):GOTO 6065
06062 W9=1:GOSUB 30000
06063 IF Y=100 THEN 6100
06064 GOTO 6032
06065 IF F(F-1)=100 THEN 6150
06070 GOTO 6080
06075 W9=1:GOSUB 30000:IF F(F-1)=100 THEN 6150
06080 IF FN M(Z,13)-1<>FN M(F(F-1),13) OR FN M(Z,4)<>FN M(F(F-1),
4) THEN E1=1:RETURN
06090 RETURN
06100 IF FN M(Z,13)<>12 THEN E1=1:RETURN
06110 RETURN
06150 IF FN M(Z,13)<>0 THEN E1=1:RETURN
06260 RETURN
06500 FOR I=0 TO 51:X=INT(52*RND(1))
06510 IF D(X)=100 THEN D(X)=I:NEXT I:RETURN
06520 IF X<>51 THEN X=X+1:GOTO 6510
06530 X=0:GOTO 6510
06550 PRINT "PLEASE WAIT.  *":RETURN
07000 Q1=VAL(MID$(A$,2,1)):X1=VAL(RIGHT$(B$,1))
07010 FOR Z1=18 TO 0 STEP -1:IF P((Q1-1),Z1)=100 THEN NEXT Z1
07020 P(X1-1)=P((Q1-1),Z1):IF (Q1-1)<>Z1 THEN P((Q1-1),Z1)=100:GO
TO 30060
07025 E=Q1:A=Z1:W5=1:GOTO 30045
09000 PRINT TAB(29)"FOUNDATIONS"
09005 J=10:FOR I=1 TO 4:PRINT SPC(J)I#
09010 J=11:NEXT I:PRINT
09950 FOR I=0 TO 3:PRINT SPC(J) #:C=F(I):GOSUB 1050
09970 J=12:IF I=3 THEN PRINT :RETURN
09980 NEXT I
09990 PRINT TAB(30)"TABLEAU":FOR T=1 TO 7:PRINT SPC(5)T #:NEXT T:P
RINT
10000 FOR I=0 TO 6
10002 FOR K=I TO 6:IF Q=1 THEN GOSUB 1000:P(K,I)=C
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: KLONDIKE/WHITESIDE < CONT'D >

```
10010 IF K=I THEN C=P(I,K):PRINT TAB(K*9+6)::GOSUB 1050:NEXT K
10015 IF Q=0 THEN IF K<7 THEN NEXT K:NEXT I
10020 IF K=7 THEN PRINT :RETURN
10021 PRINT TAB(K*9+6)"X":NEXT K
10025 FOR B=((I+1)*9+6) TO 60:PRINT CHR$(8)::NEXT B
10060 NEXT I
20000 L=1:K=1
20001 C=100:FOR O=0 TO 6
20005 IF P(O,K)=100 THEN K=K+1:NEXT O:IF C=100 THEN RETURN
20006 IF O=7 THEN 20050
20020 PRINT TAB(O*9+6)::C=P(O,K):GOSUB 1050:K=K+1:NEXT O
20050 PRINT :L=L+1:K=L:GOTO 20001
25000 FOR H5=3 TO 1 STEP -1:IF H(H5)=100 THEN NEXT H5:RETURN
25010 FOR I=23 TO 0 STEP -1:IF D2(I)<>100 THEN NEXT I
25020 IF H5=1 THEN 25060
25030 IF H5=2 THEN D2(I-1)=H(2):N7=N7+1:GOTO 25060
25040 IF H5=3 THEN D2(I-2)=H(3):D2(I-1)=H(2):N7=N7+2
25060 D2(I)=H(1):N7=N7+1:RETURN
25500 FOR S=23 TO 24-N7 STEP -1:D(N7+S-24)=D2(S):D2(S)=100:NEXT S
25510 RETURN
30000 D=VAL(RIGHT$(A$,1)):E=VAL(MID$(A$,2,1)):F=VAL(RIGHT$(B$,1))
30001 IF LEFT$(A$,1)="H" THEN 30030
30010 FOR I=18 TO 0 STEP -1:IF P((E-1),I)=100 THEN NEXT I
30020 Z=P((E-1),I):A=I
30030 FOR I=18 TO 0 STEP -1:IF P((F-1),I)=100 THEN NEXT I:B=F-2:W
4=1:IF W9<>1 THEN 30040
30031 IF W9=1 AND W4=1 THEN W4=0:Y=100:RETURN
30037 Y=P((F-1),I):B=I
30039 IF W9=1 THEN RETURN
30040 D1=D:W4=0:FOR U=1 TO D
30041 P((F-1),(B+D1))=Z:IF (E-1)<>A THEN P((E-1),A)=100:GOTO 3005
1
30045 FOR M=A TO 0 STEP -1:IF P((E-1),M)=100 THEN P((E-1),(M+1))=
100:IF W5<>1 THEN 30051
30047 IF M=0 THEN P((E-1),M)=100:GOTO 30060
30048 P((E-1),M)=P((E-1),(M-1)):NEXT M
30049 P((E-1),A)=100
30051 A=A-1:D1=D1-1:Z=P((E-1),A):NEXT U
30060 Q=0:IF R6=1 THEN R6=0:Q=1
30061 PRINT :F9=0:GOSUB 9000:GOSUB 9990:GOSUB 20000
30070 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAPS//THOMPSON

```
00001 REM CRAPS BY J.J. THOMPSON 281 WARREN AVE. KENMORE N.Y. 142
17 MAY 1978
00002 REM 4200 BYTES
00004 PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRI
NT :PRINT :PRINT
00005 PRINT TAB(15)-----CRAPS-----
00010 LINE INPUT "DO YOU WANT INSTRUCTIONS? ";T$
00011 IF LEFT$(T$,1)="Y"GOTO 900
00012 IF LEFT$(T$,1)<>"N"GOTO 10
00014 DIM D$(1,6)
00015 T=1000
00016 PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRI
NT :PRINT :PRINT
00017 R=0
00018 A$=" ";B$="*"
00019 PRINT :PRINT
00020 INPUT "WHAT IS YOUR BET? ";M
00021 IF M>100 GOTO 24
00022 IF M<=0 THEN PRINT "YOU HAVE TO BET SOMETHING!":GOTO 20
00023 IF T>200 THEN PRINT "CHEAPSKATE!!!"
00024 PRINT "PRESS ANY KEY TO ROLL THE DICE."
00025 PAUSE
00026 FOR X=0 TO 1:FOR Y=0 TO 6
00027 D$(X,Y)=A$
00028 NEXT Y:NEXT X
00029 D1=INT(7*RND(1))
00030 IF D1>0 THEN IF D1<7 GOTO 32
00031 GOTO 29
00032 D2=INT(7*RND(1))
00033 IF D2>0 THEN IF D2<7 GOTO 35
00034 GOTO 32
00035 X=0
00036 ON D1 GOSUB 41,42,43,44,45,46
00037 X=1
00038 ON D2 GOSUB 41,42,43,44,45,46
00039 GOTO 49
00040 REM ROUTINE TO SET UP DICE DISPLAY
00041 D$(X,3)=B$:RETURN
00042 D$(X,0)=B$:D$(X,6)=B$:RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAPS//THOMPSON < CONT'D >

```
00043 D$(X,0)=B$:D$(X,3)=B$:D$(X,6)=B$:RETURN
00044 D$(X,0)=B$:D$(X,1)=B$:D$(X,5)=B$:D$(X,6)=B$:RETURN
00045 D$(X,0)=B$:D$(X,1)=B$:D$(X,3)=B$:D$(X,5)=B$:D$(X,6)=B$:RETU
RN
00046 D$(X,0)=B$:D$(X,1)=B$:D$(X,2)=B$:D$(X,4)=B$:D$(X,5)=B$:D$(X
,6)=B$:RETURN
00049 REM ROUTINE TO DISPLAY DICE ROLL
00050 CNTRL 2,1
00051 FOR Y=8203 TO 8211
00052 POKE Y,255
00053 NEXT Y
00055 A=8202:B=8212
00056 FOR C=1TO 4
00058 A=A+1:B=B-1
00060 FOR X=128 TO 255
00070 POKE A,X:POKE B,X
00075 NEXT X
00080 NEXT C
00089 REM ROUTINE TO PRINT DICE
00090 PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRI
NT :PRINT :PRINT
00091 PRINT TAB(10);"I.....I";SPC(15);"I.....I"
00092 PRINT TAB(10);"I";SPC(3);D$(0,0);SPC(9);D$(0,1);SPC(3);"I";
00093 PRINT SPC(15);"I";SPC(3);D$(1,0);SPC(9);D$(1,1);SPC(3);"I"
00094 PRINT TAB(10);"I";SPC(3);D$(0,2);SPC(3);D$(0,3);SPC(4);D$(0
,4);SPC(3);"I";
00095 PRINT SPC(15);"I";SPC(3);D$(1,2);SPC(3);D$(1,3);SPC(4);D$(1
,4);SPC(3);"I"
00096 PRINT TAB(10);"I";SPC(3);D$(0,5);SPC(9);D$(0,6);SPC(3);"I";
00097 PRINT SPC(15);"I";SPC(3);D$(1,5);SPC(9);D$(1,6);SPC(3);"I"
00098 PRINT TAB(10);"I.....I";SPC(15);"I.....I"
00099 POKE A,SEG(D1):POKE B,SEG(D2)
00100 PRINT :PRINT
00101 D3=D1+D2
00110 IF R=0 GOTO 130
00120 RETURN
00130 R=1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAPS//THOMPSON < CONT'D >

```
00170 IF D3=11 GOTO 180
00171 IF D3=7GOTO 180
00172 IF D3=12 GOTO 200
00173 IF D3=2 GOTO 195
00174 IF D3=3 GOTO 290
00175 GOTO 219
00180 PRINT D3;" NATURAL.....A WINNER!!!!"
00185 PRINT D3;"PAYS EVEN MONEY, YOU WIN";M;"DOLLARS"
00190 GOTO 210
00195 PRINT D3;"SNAKE EYES!....YOU LOSE!"
00196 PRINT "YOU LOSE";M;"DOLLARS"
00197 M=0-M
00198 GOTO 210
00200 PRINT D3;"BOXCARS!....YOU LOSE!"
00201 PRINT "YOU LOSE";M;"DOLLARS"
00205 M=0-M
00210 T=T+M
00211 GOTO 320
00219 D4=D3
00220 PRINT "YOUR POINT IS";D4;"ROLL AGAIN"
00230 GOSUB 24
00235 D3=D1+D2
00250 IF D3=7 GOTO 290
00260 IF D3=D4 GOTO 299
00270 PRINT D3;" NO POINT ROLL AGAIN.":GOSUB 230
00290 PRINT "CRAPS!!!!....YOU LOSE"
00291 PRINT "YOU LOSE";M;"DOLLARS"
00292 M=0-M
00293 GOTO 210
00299 PRINT D3;" .....A WINNER!!!!...CONGRATULATIONS":PRINT D3;
00300 IF D3=4 THEN M=M*2:GOTO 306
00301 IF D3=10 THEN M=M*2:GOTO 306
00302 IF D3=5 THEN M=(INT((M/2*3)*100))/100:GOTO 307
00303 IF D3=9 THEN M=(INT((M/2*3)*100))/100:GOTO 307
00304 IF D3=6 THEN M=(INT((M/5*6)*100))/100:GOTO 308
00305 IF D3=8 THEN M=(INT((M/5*6)*100))/100:GOTO 308
00306 PRINT " AT 2 TO 1 ODDS PAYS YOU...LET ME SEE....":GOTO 312
00307 PRINT " AT 3 TO 2 ODDS PAYS YOU...LET ME SEE....":GOTO 312
00308 PRINT " AT 6 TO 5 ODDS PAYS YOU...LET ME SEE....":GOTO 312
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAPS//THOMPSON < CONT'D >

```
00312 PAUSE (500)
00313 PRINT M;" DOLLARS"
00315 GOTO 210
00320 IF T<0 GOTO 324
00321 IF T<1000 GOTO 325
00322 IF T=1000 GOTO 326
00323 IF T>1000 GOTO 327
00324 PRINT "YOU ARE IN THE HOLE.YOU NOW OWE ME $"#-T:GOTO 330
00325 PRINT "YOU ARE BEHIND $"#1000-T:GOTO 330
00326 PRINT "YOU ARE EVEN AT $"#T:GOTO 330
00327 PRINT "YOU ARE AHEAD $"#T-1000:GOTO 330
00330 LINE INPUT "DO YOU WANT TO PLAY AGAIN (YES OR NO)? ";C$
00331 IF LEFT$(C$,1)="Y" GOTO 16
00332 PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRINT :PRINT
00335 IF T<0 GOTO 340
00336 IF T>1000 GOTO 342
00337 IF T=1000 GOTO 344
00338 IF T<1000 GOTO 346
00340 PRINT "YOU OWE ME $"#-T;" YOU CAN BRING IT THE NEXT TIME YO
U COME."
00341 GOTO 350
00342 PRINT "CONGRATULATIONS .....YOU ARE A WINNER. COME BACK AGA
IN."
00343 GOTO 350
00344 PRINT "YOU CAME OUT EVEN....NOT BAD FOR AN AMATEUR. PLEASE
COME BACK AGAIN"
00345 GOTO 350
00346 PRINT "TOO BAD YOU CAME OUT BEHIND.PLEASE COME AGAIN"
00350 END
00900 PRINT "THIS IS THE GAME OF CRAPS. YOU START OUT WITH $1000
AND MAY"
00901 PRINT "BET ANY AMOUNT. IF THE RESULT OF YOUR FIRST ROLL IS
2,3,OR 12"
00902 PRINT "YOU LOSE. IF THE RESULT OF YOUR FIRST ROLL IS 7,OR 1
1 YOU WIN."
00903 PRINT "ANY OTHER NUMBER IS YOUR POINT. YOU KEEP ROLLING UNT
IL YOU"
00904 PRINT "EITHER ROLL YOUR POINT, OR ROLL A 7. IF YOU ROLL A 7
BEFORE"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAPS//THOMPSON

```
00905 PRINT "ROLLING YOUR POINT YOU LOSE, IF YOU ROLL YOUR POINT BEFORE"
00906 PRINT "ROLLING 7 YOU WIN, DIFFERENT POINT VALUES PAY DIFFERENT AMOUNTS"
00907 PRINT "AS LISTED BELOW, (PRESS ANY KEY TO CONTINUE)":PAUSE
00908 PRINT TAB(10);"SHOOTER'S POINT":TAB(35);"PAYOFF"
00909 PRINT TAB(10);"4 OR 10":TAB(35);"2 TO 1 (EACH $1 BET PAYS $2)"
00910 PRINT TAB(10);"5 OR 9":TAB(35);"3 TO 2 (EACH $2 BET PAYS $3)"
00911 PRINT TAB(10);"6 OR 8":TAB(35);"6 TO 5 (EACH $5 BET PAYS $6)"
00915 PRINT "I WILL SHOW THE DICE ROLL ON MY FRONT PANEL, AND WILL SHOW"
00916 PRINT "THE RESULTS ON THE SCREEN, AFTER EACH PLAY I WILL TELL YOU"
00917 PRINT "HOW MUCH YOU ARE AHEAD OR BEHIND, YOU DO NOT HAVE TO STOP PLAYING"
00918 PRINT "IF YOU LOSE ALL YOUR MONEY, HOWEVER YOU MAY END UP OWINING ME A"
00919 PRINT "CONSIDERABLE AMOUNT OF MONEY."
00920 PRINT "(PRESS ANY KEY TO START THE GAME)":PAUSE
00921 GOTO 14
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GALLERY/

```
00001 REM 4890 BYTES
00010 : REM - GALLERY (APRIL 27,1978)
00011 : REM - EXT'D BASIC - 10.02.01
00012 : REM - 16K / H-9 AT 600 BAUD
00020 GOSUB 200: REM - INITIALIZE
00030 GOSUB 400: REM - BUILD GALLERY
00035 GOSUB 500: REM - PROMPT SHOOTER
T
00040 GOSUB 600: REM - RUN TARGET
O
00045 GOSUB 800: REM - SCORE
1
00050 GOTO 900: REM - WHAT'S NEXT?
00060 GOSUB 530: REM - PROMPT END GAME
00070 GOTO 10: REM - RESTART GAME
00099 :
00100 : REM - SHOT FIRED
00110 K=K1+POS(0):S(N1)=S(N1)+1
00120 IF K=32 OR K=43 THEN PRINT B$:$H(N1)=H(N1)+2:GOTO 140
00125 IF K=49 THEN PRINT B$:$H(N1)=H(N1)+1:GOTO 140
00130 IF K=37 THEN PRINT B$:$H(N1)=H(N1)+3:K1=INT(3*RND(1))-1
00140 IF PIN(240)=111 THEN 140
00150 GOTO 650
00199 :
00200 : REM - INITIALIZE
00205 P3$="ROUND #":P2$="PRESS 'GO' TO BEGIN "
00207 P4$="S H O O T I N G   G A L L E R Y"
00210 B$="*"+CHR$(7)+CHR$(8)
00212 S$=CHR$(10)+CHR$(10):S$=S$+S$+S$+S$+S$+S$
00215 PRINT S$:PRINT TAB(20):P4$
00216 PRINT TAB(19):"(INSERT 25 CENTS FOR EACH PLAYER)"
00217 IF H8=0 THEN 220
00218 PRINT TAB(20):LINE INPUT "NEW GAME OR OLD ? ";E$
00219 IF LEFT$(E$,1)="O" THEN 277
00220 CLEAR N$(:CLEAR S(:CLEAR H(
00222 PRINT TAB(20):LINE INPUT "DO YOU WANT THE INSTRUCTIONS ? ";
E$
00224 IF LEFT$(E$,1)="Y" THEN GOSUB 1100:GOTO 230
00226 IF LEFT$(E$,1)<>"N" THEN PRINT TAB(27):"YES' OR 'NO'";GOTO
222
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GALLERY/

```
00230 PRINT TAB(20);:INPUT "HOW MANY SHOOTERS ARE THERE ? ";N
00235 N=INT(ABS(N));IF N<=0 THEN PRINT CHR$(7);:GOTO 230
00240 DIM N$(N):N$(N)="GAME OVER":N=N-1:DIM S(N),H(N):N1=0
00250 FOR I=0TO N'
00260 PRINT TAB(20);"SHOOTER";I+1;"IS ? ";:LINE INPUT "";N$(I)
00270 NEXT I
00275 PRINT TAB(20);N$(0);", HOW MANY SHOTS PER ROUND ? ";:INPUT
" ";M:M2=M
00276 PRINT TAB(20);"AND, HOW MANY ROUNDS ? ";:INPUT "";M1:M4=M1
00277 FOR I=0TO N:H(I)=0:S(I)=0:NEXT I
00278 N1=0:H9=0:M=M2:M1=M4
00290 RETURN
00299 :
00400 :           REM - BUILD GALLERY
00410 A$="----- * * * * * -----"
00420 PRINT S$;PRINT TAB(23);A$
00425 PRINT TAB(23);P4$
00430 PRINT TAB(23);A$;CHR$(10);CHR$(10)
00440 PRINT TAB(23);M1;"ROUNDS / ";M2;"SHOTS PER ROUND"
00445 PRINT LEFT$(S$,3):PRINT TAB(28);"-2- : -3- : -2- : -1-"
00450 FOR I=1TO 27:PRINT "=";;NEXT I
00460 PRINT "J";:FOR I=1TO 23:PRINT " ";:NEXT I
00470 PRINT "E";:FOR I=POS(0)TO 79:PRINT "=";;NEXT I
00475 P1$=P3$+" 1      ";M3=1
00480 RETURN
00499 :
00500 :           REM - PROMPTS
00510 GOSUB 590:GOSUB 700
00530 PRINT P1$;;GOSUB 590:PAUSE 100
00540 PRINT P2$;;GOSUB 590:W=0:GOSUB 1000
00545 IF W>=30 THEN 530
00550 PRINT "          "
00560 RETURN
00579 :
00585 :           REM - BRING TARGET HOME
00590 FOR I=POS(0) TO 30 STEP -1:PRINT CHR$(8);:NEXT I
00595 RETURN
00599 :
00600 :           REM - RUN TARGET OUT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GALLERY/ < CONT'D >

```
00610 K1=INT(3*RND(1))-1
00620 GOSUB 590
00625 IF S(N1)>=M THEN RETURN
00630 FOR I=1TO 23:PRINT " ";
00645 IF PIN(240)=111 THEN 110
00650 NEXT I
00660 GOTO 620
00699 :
00700 :      REM - PRINT PLAYER'S NAME
00710 FOR I=POS(0) TO 6 STEP -1:PRINT CHR$(8);:NEXT I
00730 IF M1<=0 OR M=M2 THEN PRINT "[ "+N$(N1)+" ]";:GOTO 750
00740 PRINT "[ "+N$(N1)+" ]";:H(N1)+" ]"
00750 FOR I=POS(0) TO 27:PRINT "=";:NEXT I
00780 PRINT "[ ]";:RETURN
00799 :
00800 :      REM - SCORE GAME
00810 A$=" SHOTS:"+STR$(S(N1))+": PTS:"+STR$(H(N1))
00820 IF LEN(A$)<23 THEN A$=A$+" ";:GOTO 820
00830 PRINT A$;
00840 IF H(N1)<=H9 OR N=0 THEN 860
00850 PRINT "[=====] HIGH IS "+H(N1)+" [";:H9=H(N1)
00860 GOSUB 590
00870 PAUSE 250
00880 RETURN
00899 :
00900 :      REM - WHAT IS NEXT ?
00910 N1=N1+1:IF N1<=N THEN 35:           REM - NEXT PLAYER
00920 M1=M1-1:IF M1<=0 THEN 940
00930 N1=0:M=M2:M3=M3+1:P1$=P3$+STR$(M3)
00934 IF LEN(P1$)<23 THEN P1$=P1$+" ";:GOTO 934
00938 GOTO 35:           REM - NEXT ROUND
00940 P2$="PRESS 'GO' ON H-8      "
00945 P1$="TO RESTART 'GALLERY'   "
00950 GOSUB 700:IF N=0 THEN 960
00955 PRINT " EXCELLENT CONTEST ! ";:GOSUB 590:PAUSE 500
00960 PRINT " FINAL SCORE      ";LEFT$(S$,6-N)
00965 FOR I=0TO N:IF H(I)=H9 AND N>0 THEN PRINT TAB(13)+"HIGH SCO
RE ->";
00967 PRINT TAB(27);N$(I)+" :: "+H(I)+" OUT OF "+S(I):NEXT I
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: GALLERY/ < CONT'D >

```
00970 PRINT CHR$(10);TAB(27);
00980 H8=H8+1:GOTO 60:                      REM - NEXT GAME
00999 :
01000 :          REM - WAIT FOR 'GO'
01010 IF PIN(240)<>246 AND W<30 THEN W=W+1:GOTO 1010
01020 RETURN
01099 :
01100 :          REM - INSTRUCTIONS
01110 PRINT S$;TAB(20);P4$;CHR$(10)
01115 PRINT "      A GAME FOR ONE OR MORE PLAYERS, 'GALLERY' SIMULATES THE"
01120 PRINT "ACTION OF A CARNIVAL SHOOTING RANGE. AFTER SOME SELF-EXPLANATORY"
01125 PRINT "QUESTIONS, THE TARGET RANGE IS DISPLAYED ON THE MONITOR SCREEN."
01130 PRINT "PLAYERS THEN SHOOT IN ORDER. EACH MUST USE THE 'GO' KEY ON THE"
01135 PRINT "H-8 FRONT PANEL TO BEGIN A TURN. THE '*' KEY SERVES AS THE"
01140 PRINT "TRIGGER. (USE THE MOVING CURSOR AS A 'SIGHT'.) THERE IS ONE"
01145 PRINT "HIDDEN TARGET IN EACH OF THE FOUR SECTORS OF THE RANGE; SOME ARE"
01150 PRINT "WORTH MORE THAN OTHERS.";SPC(17);"HIT 'RETURN' TO BE GIN,"
01155 LINE INPUT "OR TYPE 'M' IF YOU NEED MORE INFORMATION. ";E$
01160 IF LEFT$(E$,1)="M" THEN GOSUB 1200:GOTO 1170
01165 IF LEN(E$)<>0 THEN PRINT "EITHER 'RETURN' ";:GOTO 1155
01170 PRINT S$;PRINT TAB(20);P4$
01180 RETURN
01199 :
01200 :          REM - MORE INSTRUCTIONS
01205 PRINT S$;TAB(20);P4$;CHR$(10)
01210 PRINT "      7 8 9 +           <--- THE DIAGRAM CLASSIFIES THE"
01215 PRINT "GO> 4 5 6 -           'GO' AND 'TRIGGER' KEYS"
01220 PRINT "      1 2 3 * <TRIGGER           MENTIONED EARLIER."
01225 PRINT "      0 , * /"
```

^ H X X C V G A N Y A V A D T V A E Y C R V

PROGRAM NAME: GALLERY/ < CONT'D >

```
01230 PRINT TAB(25);"PRESS 'GO' TO BEGIN EACH TURN. THEN"  
01235 PRINT "USE THE 'TRIGGER' TO FIRE AT THE UNSEEN TARGETS. TH  
E RANGE IS"  
01240 PRINT "MARKED OFF INTO FOUR SECTORS; IN EACH SECTOR, ONE T  
ARGET MAY BE"  
01245 PRINT "AT ANY OF THREE LOCATIONS. TO MAKE THINGS EVEN HARD  
ER, TARGET"  
01250 PRINT "POSITIONS MAY CHANGE FROM PLAYER-TO-PLAYER, ROUND-TO  
ROUND, EVEN"  
01255 PRINT "DURING A PLAYER'S TURN. PRESS 'RETURN' KE  
Y FOR MORE. ";  
01260 PAUSE :PRINT  
01265 PRINT "TARGETS CAN BE HIT ONLY WHILE THE 'SIGHT' IS TRAVELL  
ING FROM LEFT"  
01270 PRINT "TO RIGHT ACROSS THE FIELD. RELEASE THE TRIGGER AFTE  
R EACH SHOT;"  
01275 PRINT "THERE IS NO MACHINE-GUN ACTION. IF YOU DO GET MORE S  
HOTS OFF THAN"  
01280 PRINT "ALLOWED IN ONE ROUND, YOU WILL BE PENALIZED IN THE N  
EXT. THERE"  
01282 PRINT "IS NO TIME LIMIT TO SHOOT. A 'BEEP' AND A FLASH, LI  
KE THIS."  
01283 PRINT "(PRESS 'RETURN')";CHR$(13);:PAUSE  
01284 FOR I=1TO 5:PRINT SPC(10);B$+" ";:NEXT I:PRINT CHR$(13);  
01286 PRINT "WILL MAKE YOUR SCORES OBVIOUS. PRESS 'RETURN' T  
O BEGIN. ";  
01288 PAUSE :PRINT  
01290 RETURN  
01299 ;
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MISSILE/FALE

```
00010 REM  MISSILE/FALE
00100 FOR L=0TO 8:PRINT :NEXT L
00110 PRINT "OH NO !!!  NOT WORLD WAR III !!  A MISSILE HAS JUST
BEEN LAUNCHED"
00120 PRINT "AT THE UNITED STATES - - - COMPUTER TRACKING SYSTEMS
ACTIVATED - - "
00130 PAUSE (2000)
00140 FOR L=0TO 70:PRINT "-";:NEXT L:PRINT
00141 R1=INT((RND(1)+.6)*100)
00145 GOSUB 12000
00150 PRINT "TARGET:           * N$"
00160 PAUSE (1000)
00180 PRINT "VECTOR RANGE:      * R1*256 * VECTOR KILOMETERS"
00190 PAUSE (1000)
00200 PRINT "LAUNCH ANGLE:       TO BE DETERMINED"
00210 PAUSE (1000)
00220 PRINT "TIME OF IMPACT:    2 MINUTES 10 SECONDS"
00230 FOR L=0TO 70:PRINT "-";:NEXT L:PRINT
00240 PAUSE (2000)
00250 PRINT
00251 IF T>=1GOTO 300
00260 PRINT " *** QUIT STAIRING AT THE SCREEN AND TAKE EVASIVE AC
TION ***"
00270 PRINT
00280 PAUSE (1000)
00290 REM A=ACTUAL ANGLE FROM CLOCK <60 DEGREES
00300 A=PEEK(8219)
00310 IF A>60GOTO 300
00320 REM ZERO CLOCK
00330 POKE 8220,0
00340 PRINT "ENTER ANTIMISSILE FIRING ANGLE"
00350 INPUT A1
00351 IF X<4 GOTO 360
00352 IF F1=0 GOTO 360
00353 IF ABS(A-A1)<5 GOTO 360
00354 PRINT " - - - WARNING ! ! ! - - - DO NOT FIRE - - - ELEVATI
ON INCORRECT"
00355 GOTO 820
00360 PAUSE (1000)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MISSILE/FALE < CONT'D >

```
00370 PRINT "ENTER VECTOR RANGE IN KILOMETERS"
00380 INPUT V
00390 X=X+1
00400 IF X=4 GOTO 1100
00410 PRINT
00430 PRINT "MISSILE READY"
00440 PAUSE (1000)
00450 PRINT TAB(14) " - - - - - - - - - - - - - FIRE MISSILE"
00460 PRINT ">>>*****<*****<*****<*****<*****<*****<*****<*****>>>" ;
00470 PAUSE (1000)
00480 PRINT " - * - "
00485 PRINT
00490 IF ABS(A-A1)>5GOTO 800
00500 IF F=1GOTO 630
00600 F=1
00610 REM FLAG SET TO SHOW CORRECT ANGLE HAS BEEN ACHIEVED
00620 PRINT " - - - FIRING ANGLE CORRECT - - - LOCK IN STABALIZER"
00630 GOSUB 10000
00640 IF ABS(V1-V)>1000 GOTO 920
00650 PRINT " - - - - YOU MADE A DIRECT HIT !!! MISSILE DESTROY
ED !!".
00660 PRINT TAB(10) " - - - - - - ANTIMISSILE SUCESSFUL"
00670 T=T+1
00675 IF T=4GOTO 690
00677 R2=RND(1)*15
00680 IF R2>5GOTO 750
00690 PRINT "FIRING HAS STOPPED. RELAX NOW, IT'S ALL OVER"
00700 END
00750 PRINT
00755 PAUSE (1000)
00760 PRINT "BUT WAIT!! DON'T RELAX YET---ANOTHER MISSILE HAS BE
EN"
00770 PRINT "LAUNCHED AT THE UNITED STATES"
00775 A2=0
00776 X=0
00777 F=0
00778 F2=0
00780 GOTO 130
00800 PRINT "FIRING ANGLE OFF - - - TRACKING SYSTEM FEEDBACK AVAI
LABLE"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MISSILE/FALE

```
00810 PRINT
00820 IF A>A1GOTO 850
00830 PRINT "YOU AIMED HIGH BY " (A1-A) " DEGREES"
00840 GOTO 860
00850 PRINT "YOU AIMED LOW BY " (A-A1) " DEGREES"
00860 GOSUB 10000
00870 PRINT "UPDATED MISSILE RANGE FROM " N$ ":" V1;
00880 PRINT "VECTOR KILOMETERS"
00890 PRINT
00900 IF F=0GOTO 340
00910 GOTO 370
00920 PAUSE (1000)
00930 PRINT
00935 IF X>3GOTO 950
00940 PRINT " - - - FIRING ANGLE - - - ACCURATE - - - STABALIZERS
LOCKD IN"
00950 PRINT
00960 IF V1<V GOTO 990
00970 PRINT "ANTIMISSILE SHORT BY " (V1-V) " VECTOR KILOMETERS"
00980 GOTO 870
00990 PRINT "ANTIMISSILE LONG BY " (V-V1) " VECTOR KILOMETERS"
01000 GOTO 870
01010 PRINT
01100 IF T=0GOTO 430
01101 PRINT
01110 PRINT " - - - - COMPUTER MALFUNCTION - - - - OVERHEATING"
01120 PAUSE (2000)
01130 PRINT
01140 PRINT " - - - - POWER SUPPLIES FAILING - - SWITCH TO EMERGEN
CY STANDBY"
01150 PAUSE (2000)
01160 PRINT
01170 PRINT "OPERATION STABALIZED - - - - CONTINUE"
01180 PRINT
01190 GOTO 430
10000 REM TIME DISTANCE GOSUB-CHECK TIME, POSITION, ANGLE
10010 A3=A2
10020 A2=PEEK(8220)
10030 IF A2<A3THEN GOSUB 11000
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MISSILE/FALE < CONT'D >

```
10040 IF A2>240 THEN GOSUB 11000
10050 V1=(256-A2)*R1
10060 IF X=5GOTO 10110
10100 RETURN
10110 IF F2=1GOTO 10115
10111 A=A+5
10112 F2=1
10115 F1=1
10120 F=0
10130 PRINT
10140 PRINT " NEW UPDATE AVAILABLE - - - FIRING ANGLE MUST BE INC
REASED"
10145 X=0
10150 GOTO 340
11000 FOR L=0TO 9:PRINT :NEXT L
11010 PRINT "IT'S TOO LATE, THERE'S NO MORE TIME LEFT, WE DIDN'T
MAKE IT!"
11020 PRINT TAB(30) "THIS IS THE END"
11040 END
12000 IF R1>115 THEN N$="WASHINGTON DC" : GOTO 150
12010 IF R1>100 THEN N$="NEW YORK CITY" : GOTO 150
12020 IF R1>80 THEN N$="NEBRASKA" :GOTO 150
12030 IF R1>60 THEN N$=="CHICAGO ILL" : GOTO 150
12040 N$="MILWAUKEE WISCONSIN"
12050 GOTO 150
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BOMB/FALE

```
00001 GOTO 300
00002 FOR L=0 TO 8:PRINT :NEXT L
00003 REM BOMB/FALE
00005 FOR L=0 TO 5
00010 PRINT "IT'S TOO LATE! TIME HAS RUN OUT!!! COUNTDOWN FINAL.
I TRIED"
00011 PRINT " TO WARN YOU"
00015 NEXT L
00017 PAUSE (2000)
00019 FOR L=0 TO 8:PRINT :NEXT L
00020 FOR L=10 TO 0 STEP -1
00030 FOR N=1 TO 18
00040 PRINT L;
00050 NEXT N
00060 FOR M=0 TO 25:PRINT CHR$(007):NEXT M
00065 PRINT
00070 NEXT L
00075 PRINT "OH NO!!!!!! I TOLD YOU! WE'RE DONE! HERE GOES, GOO
DBY!!!!!!"
00076 PAUSE (2000)
00077 FOR L=0TO 8 :PRINT :NEXT L
00080 PRINT TAB(5) "BBBBBBBB" 00000000 00000000 MMMMM
MMM
00090 PRINT TAB(5) "B B 0 0 0 0 M M
M"
00100 PRINT TAB(5) "B B 0 0 0 0 M M
M"
00110 PRINT TAB(5) "BBBBBB" 0 0 0 0 M M
M
00120 PRINT TAB(5) "BBBBBBB" 0 0 0 0 M M
M
00130 PRINT TAB(5) "B B 0 0 0 0 M M
M"
00140 PRINT TAB(5) "B B 0 0 0 0 M M
M"
00150 PRINT TAB(5) "B B 0 0 0 0 M M
M"
00160 PRINT TAB(5) "BBBBBB" 00000000 00000000 M M
M
00170 PRINT "-----"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BOMB/FALE

```
00180 PAUSE (2000)
00190 FOR L=0TO 10:PRINT :NEXT L
00210 PRINT "THANKS A LOT BLOCKHEAD! I SHOULD NEVER SPEAK TO YOU
AGAIN."
00211 PRINT "DO YOU WANT TO TRY AGAIN?"
00212 LINE INPUT B$(1)
00213 IF LEFT$(B$(1),1)="Y" GOTO 360
00214 END
00300 FOR L=0TO 8:PRINT :NEXT L
00301 PRINT "HI. WHAT IS YOUR NAME?"
00305 DIM A$(1)
00306 DIM B$(1)
00310 LINE INPUT A$(1)
00320 PRINT "OK, " A$(1) ", HERE IS WHAT WE'RE GOING TO DO"
00330 PRINT "I'M THINKING OF A NUMBER BETWEEN 1 AND 100 AND YOU M
UST"
00340 PRINT "GUESS THE NUMBER. PLEASE GUESS THE NUMBER OR WE WIL
L ALL"
00350 PRINT "BE BLOWN TO BITS. YOU HAVE A SHORT TIME ONLY, PLEAS
E HURRY!"
00360 X=INT(100*RND(2))
00365 POKE 8220,0
00370 B=PEEK(8220)
00371 IF B>70 GOTO 2
00372 PRINT
00373 PRINT "THE COUNTER IS NOW AT " B ", PLEASE DON'T LET IT GE
T TO 75"
00374 INPUT Y
00390 IF Y=X GOTO 1000
00400 IF Y<X GOTO 500
00410 IF Y>X GOTO 550
00500 PRINT "TOO LOW, TRY AGAIN, YOU'RE TIME IS RUNNING OUT!!!"
00510 GOTO 370
00550 PRINT "TOO HIGH, TRY AGAIN, BUT PLEASE HURRY, SECONDS ARE T
ICKING AWAY"
00560 GOTO 370
01000 FOR L=0 TO 8:PRINT :NEXT L
01001 PRINT "*****"
01002 PRINT "STOP THE COUNTER AT " B " !!! TIME REMAINING WAS ON
LY ";
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BOMB/FALE

```
01003 PRINT (75-B) "TIME UNITS"
01004 PRINT "*****"
01005 PRINT
01006 PRINT "THANK YOU, "A$(1) ", YOU SAVED US ALL. GOOD JOB. DO YOU WANT ";
01007 PRINT "TO TRY AGAIN?"
01008 LINE INPUT B$(1)
01009 IF LEFT$(B$(1),1)="Y"GOTO 360
01010 PRINT "THANK YOU, " A$(1) " FOR HELPING ME STOP THE CLOCK.
GOODBY"
01020 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/GRUNDON

```
00001 REM LUNAR LANDER/GRUNDON
00010 PRINT TAB(15)* * * LUNER LANDING * * *
00015 PRINT TAB(20)"BY DALE GRUNDON"
00020 PRINT " YOU ARE THE CAPTAIN OF A 'LEM' ATTEMPTING TO LAND
ON THE MOON."
00030 PRINT "YOUR PRESENT ALTITUDE IS 2350 FEET ABOVE THE MOON'S
SURFACE AND"
00040 PRINT "FALLING AT 470 FT/SEC. YOUR CURRENT FUEL SUPPLY IS 6
00 POUNDS"
00050 PRINT "AND YOU MAY BURN FROM 0 TO 75 POUNDS/SEC IN ORDER TO
REACH"
00060 PRINT "THE MOON AT A SAFE SPEED."
00070 PRINT " THE MOON'S GRAVITATION IS ASSUMED TO BE -5 FT/SEC;
THEREFORE,"
00080 PRINT "A FIVE POUND BURN CONTERACTS AND RESULTS IN A CONSTA
NT VELOCITY."
00090 PRINT
00100 T=1:G=-5:A=2350:V=-470:F=600:R=1:B1=0
00101 Q1=0:Q2=0:Q3=0:Q4=0:E=0
00105 GOSUB 1000
00110 GOSUB 400
00120 IF B<0 THEN B=0
00130 IF B>75 THEN B=75
00140 GOSUB 600
00150 IF V=0 AND A=0 THEN GOTO 1500
00160 IF A<=0 THEN GOSUB 1000:GOTO 1100
00170 IF F=0 THEN GOSUB 350
00180 IF A<=0 THEN GOTO 1100
00190 GOSUB 1000:GOSUB 810
00200 GOTO 110
00300 REM ****HOLD FOR POSSIBLE REPLAY*****
00310 PRINT "TOTAL FUEL BURNS:";B1;:LINE INPUT " WANT TO TRY AGAI
N? ";L$
00320 IF LEFT$(L$,1)="Y" THEN PRINT :PRINT :PRINT :PRINT :GOTO 10
0
00322 PRINT :PRINT
00325 IF LEFT$(L$,1)<>"N" THEN PRINT TAB(8)"PLEASE USE YES OR NO!
":GOTO 300
00330 STOP
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/GRUNDON < CONT'D >

```
00340 REM * * * * SET COMMENTS FOR CRASH * * *
00350 PRINT :PRINT :PRINT TAB(20)" THAT'S ALL THE FUEL
"
00360 PRINT "                                :PRINT :PRINT TAB(23)*PR
EPARE TO CRASH"
00370 GOSUB 550: PRINT :GOSUB 700:RETURN
00400 REM *** GET SIZE OF FUEL BURN ***
00410 ON R GOSUB 440,445,450,455,460,465,470,475,480
00420 LET R=R+1:IF R>9 THEN LET R=2
00430 PRINT :GOSUB 550:RETURN
00434 PRINT :GOSUB 550
00440 INPUT "HOW MANY POUNDS FOR THE FIRST BURN? ";B:RETURN
00445 INPUT "HOW MANY POUNDS FOR THIS BURN? ";B:RETURN
00450 INPUT "SIZE OF NEXT BURN? ";B:RETURN
00455 INPUT "HOW MUCH INSURANCE DO YOU HAVE? . . . NEXT BURN? ";B
:RETURN
00460 INPUT "DON'T LOOK DOWN NOW! . . . HOW MUCH FOR THIS BURN? ";
B:RETURN
00465 INPUT "WATCH OUT FOR THE JAWAS WHEN YOU LAND.   NEXT BURN?
";B:RETURN
00470 INPUT "HOW'S THE FUEL LASTING? . . . USE SOME MORE- ";B:RET
URN
00475 INPUT "WHO'S YOUR BENEFICIARY? . . . NEXT BURN? ";B:RETURN
00480 INPUT "GETTING CLOSER! . . . HOW MANY POUNDS THIS TIME? ";B
:RETURN
00540 REM * * * HOLD SCREEN DISPLAYS * * *
00550 PAUSE 500:PRINT :;RETURN
00560 PAUSE 250:RETURN
00600 REM *** CALCULATE ALTITUDE AND SPEED - CONSUME FUEL
00605 PRINT
00610 F=F-B:B1=B1+1:IF F<0 THEN F=0
00620 A1=V+(A*T)+((B+G)*(T*T)/2):A=A1
00630 V1=V+((B+G)*T):V=V1
00640 RETURN
00700 REM **** FINISH RUN AFTER FUEL IS ZERO ****
00710 B=0:F=0:FOR Q=1 TO 100:LET Q1=A:GOSUB 600
00720 IF A<=0 THEN GOSUB 1000:RETURN
00730 GOSUB 810:LET Q2=A
00735 B1=B1-1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/GRUNDON < CONT'D >

```
00740 IF Q1<Q2 THEN Q3=Q3+1:GOSUB 760
00745 IF Q1>Q2 THEN Q4=Q4+1:GOSUB 760
00750 NEXT Q
00760 IF Q3=1 THEN PRINT TAB(10) "LOOK OUT! YOU'RE GOING INTO OUTE
R SPACE... "
00770 IF Q4=1 THEN PRINT TAB(10) "GET SET! YOU'VE STARTED BACK DOW
N. . . . "
00780 RETURN
00800 REM * * ESTABLISH LOCATION PRINT SCALE * *
00810 IF A>=1000 AND A<2000 THEN GOSUB 900
00820 IF A>=500 AND A<1000 THEN GOSUB 910
00830 IF A>=100 AND A<500 THEN GOSUB 920
00840 IF A>=10 AND A<100 THEN GOSUB 930
00850 IF A>=.1 AND A<10 THEN GOSUB 940
00860 IF A>=2000 THEN E=E+1:IF E=1 THEN GOTO 970
00870 PRINT :GOSUB 560:RETURN
00890 REM * * LOCATION PRINTOUT * *
00900 C=40:GOSUB 950:PRINT TAB(59) "< 2000 FT":RETURN
00910 C=20:GOSUB 950:PRINT TAB(59) "< 1000 FT":RETURN
00920 C=10:GOSUB 950:PRINT TAB(59) "< 500 FT":RETURN
00930 C=2:GOSUB 950:PRINT TAB(59) "< 100 FT":RETURN
00940 C=.2:GOSUB 950:PRINT TAB(59) "< 10 FT":RETURN
00950 PRINT " MOON >" ;TAB(9);:GOSUB 560:FOR D=1 TO INT(A/C-1):
PRINT "-"; 
00960 NEXT D:PRINT "*";:RETURN
00970 PRINT TAB(10) "YOU'RE OFF THE RADAR SCREEN . . .":GOSUB 550:
RETURN
01000 REM * * DISPLAY RESULT OF BURN * *
01010 PRINT "ALTITUDE IS" ;A;" FEET AND SPEED IS" ;V;" FT/SEC"
01020 IF F<=0 THEN PRINT "THAT'S ALL THE FUEL":RETURN
01030 PRINT "FUEL SUPPLY IS" ;F;"POUNDS":PRINT
01040 RETURN
01100 REM * * * CRASH, BUT HOW BAD * * *
01110 V3=-SQR((V*V)+(2*G*A))
01120 PRINT :PRINT :PRINT TAB(16) "CRASH VELOCITY WAS" ;V3;"FT/SEC"
01125 GOSUB 550
01130 IF V3>-10 AND V3<=0 THEN GOTO 1160
01135 GOTO 1300
01150 REM * * SOFT LANDING MESSAGE * *
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/GRUNDON < CONT'D >

```
01160 PRINT :PRINT :PRINT TAB(20)"OUCH! UGH! OUCH!"  
01170 PRINT TAB(6)";FOR H=1 TO 44:PRINT "--";NEXT H:PRINT "--"  
01180 PRINT TAB(6)"I";TAB(20)"I" 0 0 0 "I";TAB(50)"I"  
01190 PRINT TAB(6)"I";TAB(20)"I";TAB(36)"I";TAB(50)"I"  
01200 PRINT TAB(6)"I";TAB(20)"I";TAB(36)"I";TAB(50)"I"  
01210 PRINT TAB(6)"I";TAB(20)"I" 0 0 0 "I";TAB(50)"I"  
01220 PRINT TAB(6)";FOR H=1 TO 44:PRINT "--";NEXT H:PRINT "--"  
01230 PRINT :PRINT TAB(10)"HERE'S A BAND AID FOR YOUR INJURY"  
01240 GOSUB 550:GOSUB 550:PRINT :PRINT :GOTO 1520  
01300 REM * * DISASTER MESSAGE * *  
01310 PRINT :PRINT :PRINT  
01320 PRINT TAB(14)"[C][C]"  
01330 PRINT TAB(12)"E";TAB(19)"J"  
01340 PRINT TAB(11)"C";TAB(20)"J";TAB(31)"A PLAQUE WILL BE MOUNTED"  
01350 PRINT TAB(11)"C ----- J";TAB(33)"IN THE N.A.S.A. LOBBY"  
01360 PRINT TAB(11)"C R.I.P. J";TAB(34)"IN MEMORY OF YOU"  
01370 PRINT "*****";TAB(11)"C ----- J";TAB(30)"*****  
***"  
01380 PRINT TAB(5)"*****C-----J*****";TAB(50)"*****  
*****"  
01390 PRINT :PRINT :GOSUB 550:GOTO 300  
01500 REM * * PERFECT LANDING * *  
01505 PRINT * * * * * * * * *  
* * * * * * *  
01510 PRINT :PRINT :PRINT TAB(18)"PERFECT LANDING":GOSUB 5  
50:PRINT  
01515 PRINT "  
  
01520 PRINT TAB(18)"--T--"  
01530 PRINT TAB(17)"< 0.0 >"  
01540 PRINT TAB(7)"@@@-";TAB(18)"( - )";TAB(36)"WELCOME TO THE MO  
ON"  
01550 PRINT TAB(7)"(( )) (( ))(((I))))(( ))"  
01560 PRINT TAB(10)"(( )) (((I)))) (( ))"  
01570 PRINT TAB(17)"(((*)) (( ))";TAB(36)"FINAL FUEL:";F;"FOUND  
S"  
01580 PRINT TAB(16)"(((I)))) _@@@"  
01590 PRINT TAB(15)"(( )) (( ))"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/GRUNDON < CONT'D >

```
01600 PRINT TAB(10)br/>01605 PRINT TAB(65)br/>01610 PRINT " "  
01615 PRINT TAB(61)br/>GOSUB 550:GOTO 300
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ONE ARM BANDIT/GRUNDON

```
00001 REM * * ONE-ARMED BANDIT GAME * *
00002 REM * BY DALE GRUNDON/11456 LINKS DR./RESTON,VA/22090
00003 REM
00004 REM * DATA IN MATRIX SETS UP THREE SPINNING WHEELS OF THE S
LOT MACHINE.
00005 REM     QUANTITY OF LOW NUMBERS ESTABLISHES THE CHANCE OF PLAY
ER HAVING
00006 REM     WINNING COMBINATIONS THAT PAY SUFFICIENT TO WIN. PRES
ENT VALUES
00007 REM     SET ODDS IN FAVOR OF THE HOUSE. TO IMPROVE THE PLAYER
S CHANCES
00008 REM     INCREASE PROPORTIONALLY THE AMOUNT OF 1,2 AND 3 IN DA
TA LINES.
00009 REM     LINE #330 LIMITS PLAYERS WIN OR LOSS TO 100 DOLLARS.
00010 A$=" DOLLARS":T=0
00020 PRINT TAB(15)"ONE-ARMED BANDIT GAME"
00030 PRINT "THE COMPUTER WILL OPERATE LIKE A ONE DOLLAR SLOT MAC
HINE"
00040 PRINT TAB(9)*WINNING COMBINATIONS*:TAB(38)*PAYOFF*
00050 PRINT TAB(11)"BAR      BAR      BAR":TAB(37)"50":A$
00060 PRINT TAB(11)"BAR      BAR      BELL":TAB(37)"30":A$
00070 PRINT TAB(11)"BELL      BELL      BAR":TAB(37)"25":A$
00080 PRINT TAB(11)"BELL      BELL      BELL":TAB(37)"20":A$
00090 PRINT TAB(10)"CHERRY CHERRY BELL":TAB(37)"15":A$
00100 PRINT TAB(10)"CHERRY CHERRY CHERRY":TAB(37)"10":A$
00110 PRINT TAB(11)"ANY COMBINED THREE":TAB(38)"5":A$
00120 PRINT TAB(9)"MATCH FIRST OR LAST TWO":TAB(38)"2":A$
00130 PRINT "THE RETURN KEY IS THE ARM . . IF YOU WANT TO QUIT CA
LL THE BOUNCER"
00135 REM * * SET MACHINE WHEELS FOR HOUSE WEIGHTED ODDS * *
00140 DIM A(17,2),B(3)
00150 FOR B=0 TO 17
00160 FOR C=0 TO 2
00170 READ A(B,C)
00180 NEXT C:NEXT B
00190 DATA 1,1,1,1,2,2,2,2,2,3,3,3,3,3,3,4,4,4,4,4,4,4,4
00200 DATA 4,4,4,4,5,5,5,5,5,5,5,5,5,6,6,6,6,6,6,6,6,6,6,
6,6,6,6
00210 REM * * SPACE TO INCREASE WHEEL SIZE * *
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ONE ARM BANDIT/GRUNDON < CONT'D >

```
00225 REM * * READY TO PLAY * *
00230 INPUT " INSERT YOUR DOLLAR AND PULL THE ARM ";T=T-1
00235 REM * * SPIN THE WHEELS * *
00240 W=0:G=0:PRINT :PRINT :PRINT :GOSUB 400
00245 REM * * IS IT A WINNER * *
00250 IF B(1)=B(2) THEN W=2:GOSUB 600
00251 REM * * FINAL CHANCE FOR A PAYOFF * *
00252 IF (W=0 AND B(2)=B(3)) THEN LET W=2
00255 REM * * TALLY MONEY * *
00260 IF W>0 THEN PRINT TAB(6)" PAYOFF IS ";W;A$
00261 IF W=0 THEN PRINT TAB(13)*YOU LOSE*
00270 T=T+W:PRINT
00275 REM * * SCOREBOARD * *
00280 IF T=1 THEN PRINT TAB(7)"YOU'VE GOT ONE DOLLAR":GOTO 340
00290 IF T>0 THEN PRINT TAB(7)"YOU'RE AHEAD";T;A$
00300 IF T=-1 THEN PRINT TAB(7)"YOU'VE LOST ONE DOLLAR":GOTO 340
00310 IF T<0 THEN PRINT TAB(7)"YOU'RE BEHIND";ABS(T);A$
00320 IF T=0 THEN PRINT TAB(6)"FOR THE MOMENT, YOU'RE EVEN"
00325 REM * * WIN/LOSS LIMITS * *
00330 IF (T<-100 OR T>100) THEN GOTO 350
00340 PRINT :GOTO 230
00350 PRINT :PRINT TAB(3)"YOU HAVE GONE OVER THE HOUSE LIMITS"
00360 PRINT TAB(10)"COME BACK TOMORROW"
00370 END
00400 REM * * SPIN WHEELS * *
00410 PRINT :PRINT
00420 FOR X=1 TO 3
00430 LET D=INT(18*RND(1)):LET E=INT(3*RND(1))
00440 F=A(D,E):GOSUB 500
00450 PRINT TAB(13)"- ";B$;" - "
00460 NEXT X
00470 PRINT :RETURN
00500 REM * * INPUT FOR WHEEL DISPLAY AND FUTURE SCORING * *
00510 IF F=1 THEN B$="BAR":B(X)=1
00520 IF F=2 THEN B$="BELL":B(X)=2
00530 IF F=3 THEN B$="CHERRY":B(X)=3
00540 IF F=4 THEN B$="ORANGE":B(X)=4
00550 IF F=5 THEN B$="LEMON":B(X)=5
00560 IF F=6 THEN B$="PLUM":B(X)=6
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ONE ARM BANDIT/GRUNDON < CONT'D >

```
00570 G=G+F:RETURN
00600 REM * * DETERMINE AMOUNT OF Winnings * *
00610 IF B(2)=B(3) THEN W=5:GOSUB 650
00620 IF (B(1)=3 AND G=8) THEN W=W*7.5
00625 IF (B(1)=2 AND G=5) THEN W=W*12.5
00630 IF G=4 THEN W=W*15
00640 RETURN
00645 REM * * THREE MATCHING/WHICH THREE * *
00650 IF B(3)=3 THEN W=W*2
00660 IF B(3)=2 THEN W=W*4
00670 IF B(3)=1 THEN W=W*10
00680 RETURN
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON

```
00010 REM OTHELLO GAME FROM 'BYTE' MAGAZINE OCT. 77 ISSUE PAGE 60
00011 REM WRITTEN BY RICHARD DUDA/590 VINE ST/MENLO PARK CA 94025
00012 REM SUBMITTED BY DALE GRUNDON INCLUDE MODIFICATIONS TO RUN
00013 REM WITH EXT. B.H. BASIC ON AN H-8/H-9 SYSTEM W/ 16K MEMORY

00020 REM PLAYS THE GAME 'OTHELLO' WITH TWO STRATEGIES:
00030 REM 1.TAKE MAX. NUMBER OF PIECES
00040 REM 2.ADD A BONUS FOR OUTSIDE POSITION
00050 REM BOARD IS AN ARRAY 'A' BOUNDED BY 0'S (BLANKS)
00060 REM A=0 FOR EMPTY SQUARE
00070 REM A=B FOR BLACK SQUARE -- X (INTERNALLY -1)
00080 REM A=W FOR WHITE SQUARE -- 0 (INTERNALLY +1)
00090 REM I AND J ALWAYS USED FOR ROW/COLUMN INDICES
00100 REM I4 AND J4 STORE INCREMENTS TO THE 8 NEIGHBORS
00110 REM C$ AND D$ STORE CHARACTERS A-H,X, . ,0 FOR OUTPUT
00120 DIM A(9,9), I4(8), J4(8), C$(8), D$(2)
00130 REM INITIAL GREETING
00140 PRINT "GREETINGS FROM OTHELLO"
00150 PRINT "DO YOU WANT INSTRUCTIONS (Y OR N)"?
00160 LINE INPUT ;X$
00170 IF X$="N" THEN 380
00180 IF X$<>"Y" THEN 160
00190 PRINT
00200 PRINT "OTHELLO IS PLAYED ON AN 8 X 8 CHECKER BOARD, ROWS ARE NUMBERED,"
00210 PRINT "1 TO 8 AND COLUMNS A TO H. THE INITIAL CONFIGURATION IS ALL BLANK,"
00220 PRINT "EXCEPT THE CENTER FOUR SQUARES WHICH FORM THE PATTERN:"
00230 PRINT "          O  X"
00240 PRINT "          X  O"
00280 PRINT "TRY TO PLACE YOUR PIECE SO THAT IT 'OUTFLANKS' MINE, CREATING A"
00290 PRINT "HORIZONTAL, VERTICAL OR DIAGONAL RUN OF MY PIECES BORDERED AT EACH"
00300 PRINT "END BY AT LEAST ONE OF YOURS. THIS WILL FLIP MY PIECES,"
00310 PRINT "TURNING THEM INTO YOURS. *NOTE: YOU MUST CAPTURE AT LEAST ONE OF"
00320 PRINT "MY PIECES IN THIS WAY IF AT ALL POSSIBLE. IF IT IS NOT POSSIBLE,"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON

```
00330 PRINT "YOU FORFEIT YOUR TURN BY ENTERING 0,0 FOR YOUR ROW,C  
OL. MOVE."  
00370 PRINT  
00380 REM INITIALIZE  
00400 F2=0  
00410 L=1  
00460 PRINT "SHOULD I PLAY MY BEST STRATEGY (Y OR N)"  
00470 S2=0  
00480 LINE INPUT #X$  
00490 IF X$= "N" THEN 520  
00500 IF X$<> "Y" THEN 480  
00510 S2=2  
00520 B=-1  
00530 W=1  
00540 D$(B+1)= "X"  
00550 D$(0+1)= ".  
00560 D$(W+1)= "O"  
00570 FOR K=1 TO 8  
00580 READ I4(K)  
00590 NEXT K  
00600 DATA 0,-1,-1,-1,0,1,1,1  
00610 FOR K= 1 TO 8  
00620 READ J4(K)  
00630 NEXT K  
00640 DATA 1,1,0,-1,-1,-1,0,1  
00650 FOR K= 1 TO 8  
00660 READ C$(K)  
00670 NEXT K  
00680 DATA "A","B","C","D","E","F","G","H"  
00690 REM SET UP NEW GAME  
00700 FOR I= 0 TO 9  
00710 FOR J= 0 TO 9  
00720 A(I,J)=0  
00730 NEXT J  
00740 NEXT I  
00750 A(4,4)=W  
00760 A(5,5)=W  
00770 A(4,5)=B  
00780 A(5,4)=B
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON < CONT'D >

```
00790 C1=2
00800 HI=2
00810 NI=4
00820 Z=0
00830 REM HUMAN'S CHOISE
00840 PRINT "DO YOU WANT TO HAVE 'X' OR 'O'"$
00850 C=W
00860 H=B
00870 LINE INPUT #X$
00880 IF X$="X" THEN 920
00890 IF X$<>"O" THEN 870
00900 C=B
00910 H=W
00920 PRINT "DO YOU WANT TO GO FIRST (Y OR N)"$
00930 LINE INPUT #X$
00940 IF X$="N" THEN 1020
00950 IF X$<>"Y" THEN 930
00960 REM PRINT INITIAL BOARD
00970 GOSUB 3100
00980 GOTO 1690
00990 REM COMPUTERS MOVE
01000 IF F2=0 THEN 1020
01010 LINE INPUT #X$
01020 B1=-1
01021 ON L GOSUB 3300,3310,3320,3330
01022 L=L+1:IF L>4 THEN L=1
01030 I3=J3=0
01040 T1=C
01050 T2=H
01060 REM SCAN FOR BLANK SQUARE
01070 FOR I=1 TO 8
01080 FOR J=1 TO 8
01090 IF A(I,J)<>0 THEN 1380
01100 REM FOUND BLANK SQUARE
01110 REM DOES IT HAVE AN OPPONENT FOR A NEIGHBOR?
01120 GOSUB 2620
01130 IF F1=0 THEN 1380
01140 REM FOUND A OPPONENT AS A NEIGHBOR
01150 REM HOW MANY PIECES CAN WE FLIP?
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON < CONT'D >

```
01160 REM (DON'T DO IT NOW)
01170 U=-1:PRINT " .";
01180 GOSUB 2820
01190 REM EXTRA POINTS FOR BOUNDARY POSITION
01200 IF S1=0 THEN 1380
01210 IF (I-1)*(I-8) <> 0 THEN 1230
01220 S1=S1+S2
01230 IF (J-1)*(J-8) <> 0 THEN 1260
01240 S1=S1+S2
01250 REM IS THIS BETTER THAN THE BEST FOUND SO FAR?
01260 IF S1 < B1 THEN 1380
01270 IF S1 > B1 THEN 1340
01280 REM A TIE: RANDOM DECISION
01290 REM THE NEXT TWO EXECUTABLE STATEMENTS CAN BE DELETED
01300 REM FOR A VERSION OF BASIS WITH OUT RANDOM NUMBERS
01310 R=RND(1)
01320 IF R>.5 THEN 1380
01330 REM YES
01340 B1=S1
01350 I3=I
01360 J3=J
01370 REM END OF SCAN LOOP
01380 NEXT J
01390 NEXT I
01400 REM COULD WE DO ANYTHING?
01410 IF B1>0 THEN 1480
01420 REM NO
01430 PRINT "I HAVE TO FORFEIT MY MOVE"
01440 IF Z=1 THEN 2190
01450 Z=1
01460 GOTO 1690
01470 REM MAKE THE MOVE
01480 Z=0:PRINT " ."
01490 PRINT "I WILL MOVE TO ROW ";
01500 PRINT I3;
01510 PRINT ", COLUMN ";
01520 PRINT C$(J3)
01530 I=I3
01540 J=J3
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON < CONT'D >

```
01550 U=1
01560 GOSUB 2820
01570 C1=C1+S1+1
01580 H1=H1-S1
01590 N1=N1+1
01600 PRINT "THAT GIVES ME ";
01610 PRINT S1;
01620 PRINT
01630 REM PRINT OUT BOARD
01640 GOSUB 3100
01650 REM TEST FOR END OF GAME
01660 IF H1=0 THEN 2190
01670 IF N1=64 THEN 2190
01680 REM HUMAN'S MOVE
01690 T1=H
01700 T2=C
01710 INPUT "YOUR MOVE - ROW ";I
01720 PRINT SPC(8);:LINE INPUT "COLUMN ";X$
01730 IF I<0 THEN 1710
01740 IF I>8 THEN 1710
01750 IF I<>0 THEN 1820
01760 PRINT "ARE YOU FORFEITING YOUR TURN (Y OR N)";
01770 LINE INPUT ;X$
01780 IF X$<> "Y" THEN 1710
01790 IF Z=1 THEN 2190
01800 Z=1
01810 GOTO 1000
01820 FOR J= 1 TO 8
01830 IF C$(J)=X$ THEN 1870
01840 NEXT J
01850 GOTO 1710
01860 REM CHECK IF BLANK
01870 IF A(I,J)= 0 THEN 1910
01880 PRINT "SORRY, THAT SQUARE IS OCCUPIED; TRY AGAIN"
01890 GOSUB 3100:GOTO 1710
01900 REM CHECK FOR LEGAL NEIGHBOR
01910 GOSUB 2620
01920 IF F1=1 THEN 1970
01930 PRINT "SORRY, YOU ARE NOT NEXT TO ONE OF MY PIECES;"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON < CONT'D >

```
01940 PRINT "TRY AGAIN"
01950 GOSUB 3100:GOTO 1710
01960 REM CHECK IF LEGAL RUN
01970 U=-1
01980 GOSUB 2820
01990 IF S1> 0 THEN 2030
02000 PRINT "SORRY, THAT DOESN'T FLANK A ROW; TRY AGAIN."
02010 GOSUB 3100:GOTO 1710
02020 REM EVERYTHING LEGAL; MAKE HUMAN'S MOVE
02030 Z=0
02040 PRINT "THAT GIVES YOU ";
02050 PRINT S1;
02060 PRINT "OF MY PIECES"
02070 U=1
02080 GOSUB 2820
02090 H1=H1+S1+1
02100 C1=C1-S1
02110 N1=N1+1
02120 REM PRINT OUT BOARD
02130 GOSUB 3100
02140 REM TEST FOR END OF GAME
02150 IF C1=0 THEN 2190
02160 IF N1=64 THEN 2190
02170 GOTO 1000
02180 REM END OF GAME WRAPUP
02190 PRINT
02200 PRINT "YOU HAVE ";
02210 PRINT H1;
02220 PRINT "PIECES AND I HAVE ";
02230 PRINT C1;
02240 PRINT "PIECES -- "
02250 IF H1=C1 THEN 2290
02260 IF H1>C1 THEN 2310
02270 PRINT "SORRY, I WON THAT ONE."
02280 GOTO 2320
02290 PRINT "A TIE ! !"
02300 GOTO 2500
02310 PRINT "YOU WON !"
02320 C1=C1-H1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON < CONT'D >

```
02330 IF C1>0 THEN 2350
02340 C1=-C1
02350 C1=(64*C1)/N1
02360 PRINT "THAT WAS A"#
02370 IF C1<11 THEN 2490
02380 IF C1<25 THEN 2470
02390 IF C1<39 THEN 2450
02400 IF C1<53 THEN 2430
02410 PRINT " THAT WAS A PERFECT GAME"
02420 GOTO 2500
02430 PRINT " WALK-A-WAY"
02440 GOTO 2500
02450 PRINT " FIGHT"
02460 GOTO 2500
02470 PRINT " HOT GAME"
02480 GOTO 2500
02490 PRINT " SQUEEKER"
02500 PRINT
02510 PRINT "DO YOU WANT TO PLAY ANOTHER GAME (Y OR N)"#
02520 LINE INPUT ;X$
02530 IF X$="Y" THEN 700
02540 IF X$<>"N" THEN 2520
02550 PRINT "THANKS FOR PLAYING"
02560 STOP
02570 REM
02580 REM SUBROUTINE TEST FOR PROPER NEIGHBOR
02590 REM ASSUMES:
02600 REM I,J LOCATES A BLANK SQUARE
02610 REM YOU HOPE TO SEE AN ADJACENT T2 (= -T1)
02620 FOR I1=-1 TO 1
02630 FOR J1= -1 TO 1
02640 IF A(I+I1,J+J1)= T2 THEN 2710
02650 NEXT J1
02660 NEXT I1
02670 REM NO T2 FOUND: FAILURE
02680 F1=0
02690 RETURN
02700 REM SUCCESS
02710 F1=1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON < CONT'D >

```
02720 RETURN
02730 REM   SUBROUTINE SCORE AND UP DATE
02740 REM   ASSUME:
02750 REM   (I,J) IS A TENTATIVE PLACE FOR J A PIECE T1
02760 REM   WANT RUNS OF T2=-T1
02770 REM   IF U IS TRUE (1) MARK THOSE RUNS AS T1'S
02780 REM   RETURN SUM OF ALL RUNS (T2'S ONLY) IN S1
02790 REM   MAIN PROGRAM CONTAINS THE FOLLOWING ARRAYS
02800 REM   I4: 0 -1 -1 -1 0 1 1 1
02810 REM   J4: 1 1 0 -1 -1 -1 0 1
02820 S1=0
02830 FOR K=1 TO 8
02840 I5=I4(K)
02850 J5=J4(K)
02860 I6=I+I5
02870 J6=J+J5
02880 S3=0
02890 IF A(I6,J6) <> T2 THEN 3070
02900 REM   LOOP THRU THE RUN
02910 S3=S3+1
02920 I6=I6 + I5
02930 J6=J6 + J5
02940 IF A(I6,J6)= T1 THEN 2970
02950 IF A(I6,J6)= 0 THEN 3070
02960 GOTO 2910
02970 S1=S1 + S3
02980 IF U<>1 THEN 3070
02990 REM   UPDATE BOARD
03000 I6=I
03010 J6=J
03020 FOR K1=0 TO S3
03030 A(I6,J6) = T1
03040 I6= I6 + I5
03050 J6=J6 + J5
03060 NEXT K1
03070 NEXT K
03080 RETURN
03090 REM   SUBROUTINE PRINT BOARD
03100 PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: OTHELLO/GRUNDON < CONT'D >

```
03110 PRINT "      A   B   C   D   E   F   G   H"
03120 FOR I=1 TO 8
03130 PRINT I;
03140 FOR J=1 TO 8
03150 PRINT " ";
03160 PRINT D$(A(I,J)+1);
03170 NEXT J
03180 PRINT
03190 NEXT I
03200 PRINT
03210 RETURN
03220 END
03290 REM ** TIME CONSUMER COMMENTS * *
03300 PRINT "I'M STUDYING THE POSSIBLE MOVES . . .":RETURN
03310 PRINT "LOOKING FOR A GOOD SPACE . . .":RETURN
03320 PRINT "I NEED A GOOD MOVE . . .":RETURN
03330 PRINT "WHERE'S MY BEST MOVE . . .":RETURN
```

: :

PROGRAM NAME: BOWLING/?

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BOWLING/? < CONT'D >

```
00310 PRINT "OTHER PLAYERS (UP TO 4). YOU WILL BE PLAYING TEN FRAMES."
00320 PRINT "ON THE PIN DIAGRAM, '0' MEANS THE PIN IS DOWN,, '+' MEANS THE"
00330 PRINT "PIN IS STANDING. THE COMPUTER WILL SHOW YOUR SCORE AS THE"
00340 PRINT "GAME PROGRESSES AND AT THE END OF THE GAME."
00350 PRINT "YOU ARE GIVEN AN EXTRA 20 POINTS FOR STRIKES, OTHER THAN"
00360 PRINT "THAT, THE SCORES ARE ACTUAL PIN COUNTS."
00370 PRINT
00380 PRINT "OK....HOW MANY ARE PLAYING ?"
00390 INPUT #R
00400 DIM P1(R)
00410 PRINT
00420 PRINT "SUPER, NOW I'VE GOT TO CRUNCH SOME NUMBERS...JUST A SECOND, PLEASE."
00430 FOR I=1 TO 100
00440 FOR J=1 TO 6
00450 A(I,J)=0
00460 NEXT J
00470 NEXT I
00480 F=1
00490 FOR P=1 TO R
00500 M=0
00510 B=1
00520 M=0:Q=0
00530 FOR I=1 TO 15
00540 C(I)=0
00550 NEXT I
00555 FOR S=1TO 9:PRINT :NEXT S
00560 REM BALL GENERATOR
00570 PRINT "PLAYER "#P" ROLL YOUR FIRST BALL."
00580 LINE INPUT ""#A$
00590 K=0:D=0
00600 FOR I=1 TO 20
00610 X=INT((15-1)*RND(1)+1)
00620 FOR J=1 TO 10
00630 IF X<15*j THEN 650
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BOWLING/? < CONT'D >

```
00640 NEXT J
00650 C(15*j-x)=1
00660 NEXT I
00670 PRINT
00680 PRINT "PLAYER ";P;" FRAME ";F;" BALL ";B
00690 PRINT
00700 FOR I=1 TO 4
00710 FOR J=1TO 5-I
00720 K=K+1
00730 IF C(K)=1THEN 760
00740 L$=L$+" "
00750 GOTO 770
00760 L$=L$+"0"
00770 NEXT J
00780 L1$(I)=L$
00790 L$= ""
00800 NEXT I
00810 FOR I=1 TO 4
00820 PRINT TAB(I);L1$(I)
00830 L1$(I)="0"
00840 NEXT I
00850 REM ROLL ANALYSIS
00860 FOR I=1 TO 10
00870 D=D+C(I)
00880 NEXT I
00890 IF D-M<>0 THEN 930
00900 PRINT "GUTTER!!!!!!"
00910 READ X$:IF X$="9999" THEN RESTORE :GOTO 910
00920 PRINT CHR$(7);CHR$(7);CHR$(7);CHR$(7)
00930 IF B=1AND D=10THEN PRINT :PRINT TAB(25)"STRIKE ! ! ! ! !":Q
=3:GOTO 1030
00940 IF B=2AND D=10THEN PRINT TAB(25)"SPARE!!!!":Q=2:GOTO 1030
00950 IF B<>2 AND D<10 THEN 1020
00960 IF 10-D=1THEN PRINT "YOU LEFT ONE STANDING!!"
00970 IF 10-D>1THEN PRINT "ERROR !!!!!!!";10-D;"PINS LEFT!"
00980 Q=1
00990 READ X$:IF X$="9999"THEN RESTORE :GOTO 990
01000 PRINT CHR$(7):PAUSE 500:PRINT CHR$(7)
01010 PRINT X$:PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BOWLING/? < CONT'D >

```
01020 IF B>1AND D<10 THEN 1030
01030 REM      STORAGE OF SCORES
01040 PRINT :PRINT
01050 A(F*P,B)=D
01060 IF B=1 THEN P1(P)=P1(P)+D:PRINT "PINS DOWN= ";D;"...YOUR SCORE=";P1(P)
01070 IF B=2THEN P1(P)=P1(P)+(D-M):PRINT "PINS DOWN=";D;"YOUR SCORE IS";P1(P)
01080 IF B=2 THEN 1150
01100 B=2
01110 M=D
01120 IF Q=3 THEN D=D+10:GOTO 1030
01130 A(F*P,3)=D-M
01140 IF Q=0THEN PRINT "PLAYER";P;"ROLL YOUR SECOND BALL."
01145 GOTO 580
01150 A(F*P,3)=Q
01160 NEXT P
01170 F=F+1
01171 IF B=1AND D=10AND F=10THEN PRINT "* * * ROLL AGAIN!! ";P1(P)
>
01180 IF F<11 THEN 490
01190 FOR P=1 TO R
01200 FOR I=1 TO 3
01210 FOR J=1 TO 10
01220 NEXT J
01230 NEXT I
01240 NEXT P
01250 FOR I=1 TO R
01260 PRINT "***** SCORES *****"
01270 PRINT
01280 PRINT "PLAYER ";I
01290 PRINT "SCORE ";P1(I)
01300 PRINT
01310 NEXT I
01320 PRINT "DO YOU WANT ANOTHER GAME Y OR N??????"
01330 LINE INPUT "";A$
01340 IF A$="Y"THEN CLEAR :GOTO 200
01350 IF A$="N"THEN PRINT TAB(20)"THANKS FOR PLAYING"
01360 END
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAZE/NAIMO

```
00010 PRINT TAB(28); "THE MAZE PROGRAM"
00030 PRINT :PRINT
00031 PRINT "YOU WILL BE ASKED THE WIDTH AND LENGTH OF THE MAZE"
00032 PRINT "THAT YOU WANT PRINTED. THESE DIMENSIONS ARE THE NUMBER"
00033 PRINT "OF SQUARES WIDE AND LONG OF THE MAZE. THE HIGHER THE
00034 PRINT "NUMBERS GIVEN, THE MORE COMPLEX THE MAZE WILL BE."
00035 PRINT
00036 PRINT "SINCE THIS IS A VERY COMPLICATED PROGRAM, IT WILL TAKE"
00037 PRINT "A CONSIDERABLE AMOUNT OF TIME TO COMPUTE IT. THEREFORE,"
00038 PRINT "PLEASE BE PATIENT, ONCE THE MAZE HAS BEEN COMPUTED YOU ARE"
00039 PRINT "GUARANTEED ONLY ONE PATH THROUGH IT ! ... GOOD LUCK !"
00040 PRINT
00041 PRINT "SET PAPER, PRESS 'SPACEBAR' KEY WHEN READY."
00042 PAUSE
00043 PRINT :PRINT
00100 INPUT "WHAT IS WIDTH AND LENGTH WANTED ? (EX. - 15,20) ";
H,V
00110 DIM W(H,V),V(H,V)
00120 PRINT
00130 PRINT
00140 PRINT
00150 PRINT
00160 Q=0:Z=0:X=INT(RND(1)*H+1)
00165 FOR I=1 TO H
00170 IF I=X THEN 173
00171 PRINT ".--";:GOTO 180
00173 PRINT ".  ";
00180 NEXT I
00190 PRINT "."
00195 C=1:W(X,1)=C:C=C+1
00200 R=X:S=1:GOTO 260
00210 IF R>H THEN 240
00215 IF S>V THEN 230
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAZE/NAIMO < CONT'D >

```
00220 R=1:S=1:GOTO 250
00230 R=1:S=S+1:GOTO 250
00240 R=R+1
00250 IF W(R,S)=0 THEN 210
00260 IF R-1=0 THEN 530
00265 IF W(R-1,S)<>0 THEN 530
00270 IF S-1=0 THEN 390
00280 IF W(R,S-1)<>0 THEN 390
00290 IF R=H THEN 330
00300 IF W(R+1,S)<>0 THEN 330
00310 X=INT(RND(1)*3+1)
00320 ON X GOTO 790,820,860
00330 IF S<>V THEN 340
00334 IF Z=1 THEN 370
00338 Q=1:GOTO 350
00340 IF W(R,S+1)<>0 THEN 370
00350 X=INT(RND(1)*3+1)
00360 ON X GOTO 790,820,910
00370 X=INT(RND(1)*2+1)
00380 ON X GOTO 790,820
00390 IF R=H THEN 470
00400 IF W(R+1,S)<>0 THEN 470
00405 IF S<>V THEN 420
00410 IF Z=1 THEN 450
00415 Q=1:GOTO 430
00420 IF W(R,S+1)<>0 THEN 450
00430 X=INT(RND(1)*3+1)
00440 ON X GOTO 790,860,910
00450 X=INT(RND(1)*2+1)
00460 ON X GOTO 790,860
00470 IF S<>V THEN 490
00480 IF Z=1 THEN 520
00485 Q=1:GOTO 500
00490 IF W(R,S+1)<>0 THEN 520
00500 X=INT(RND(1)*2+1)
00510 ON X GOTO 790,910
00520 GOTO 790
00530 IF S-1=0 THEN 670
00540 IF W(R,S-1)<>0 THEN 670
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAZE/NAIMO < CONT'D >

```
00545 IF R=H THEN 610
00547 IF W(R+1,S)<>0 THEN 610
00550 IF S<>V THEN 560
00552 IF Z=1 THEN 590
00554 Q=1:GOTO 570
00560 IF W(R,S+1)<>0 THEN 590
00570 X=INT(RND(1)*3+1)
00580 ON X GOTO 820,860,910
00590 X=INT(RND(1)*2+1)
00600 ON X GOTO 820,860
00610 IF S<>V THEN 630
00620 IF Z=1 THEN 660
00625 Q=1:GOTO 640
00630 IF W(R,S+1)<>0 THEN 660
00640 X=INT(RND(1)*2+1)
00650 ON X GOTO 820,910
00660 GOTO 820
00670 IF R=H THEN 740
00680 IF W(R+1,S)<>0 THEN 740
00685 IF S<>V THEN 700
00690 IF Z=1 THEN 730
00695 Q=1:GOTO 830
00700 IF W(R,S+1)<>0 THEN 730
00710 X=INT(RND(1)*2+1)
00720 ON X GOTO 860,910
00730 GOTO 860
00740 IF S<>V THEN 760
00750 IF Z=1 THEN 780
00755 Q=1:GOTO 770
00760 IF W(R,S+1)<>0 THEN 780
00770 GOTO 910
00780 GOTO 1000
00790 W(R-1,S)=C
00800 C=C+1:V(R-1,S)=2:R=R-1
00810 IF C=H*V+1 THEN 1 10
00815 Q=0:GOTO 260
00820 W(R,S-1)=C
00830 C=C+1
00840 V(R,S-1)=1:S=S-1:IF C=H*V+1 THEN 1010
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAZE/NAIMO < CONT'D >

```
00850 Q=0:GOTO 260
00860 W(R+1,S)=C
00870 C=C+1:IF V(R,S)=0 THEN 880
00875 V(R,S)=3:GOTO 890
00880 V(R,S)=2
00890 R=R+1
00900 IF C=H*V+1 THEN 1010
00905 GOTO 530
00910 IF Q=1 THEN 960
00920 W(R,S+1)=C:C=C+1:IF V(R,S)=0 THEN 940
00930 V(R,S)=3:GOTO 950
00940 V(R,S)=1
00950 S=S+1:IF C=H*V+1 THEN 1010
00955 GOTO 260
00960 Z=1
00970 IF V(R,S)=0 THEN 980
00975 V(R,S)=3:Q=0:GOTO 1000
00980 V(R,S)=1:Q=0:R=1:S=1:GOTO 250
01000 GOTO 210
01010 FOR J=1 TO V
01011 PRINT "I";
01012 FOR I=1 TO H
01013 IF V(I,J)<2 THEN 1030
01020 PRINT " ";
01021 GOTO 1040
01030 PRINT " I";
01040 NEXT I
01041 PRINT
01043 FOR I=1 TO H
01045 IF V(I,J)=0 THEN 1060
01050 IF V(I,J)=2 THEN 1060
01051 PRINT ":" ";
01052 GOTO 1070
01060 PRINT ":---";
01070 NEXT I
01071 PRINT "."
01072 NEXT J
01073 END
*
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BASEBALL / H 11 BASIC

```
2 DIM T(50),C(19),F(19),Z(19)
4 FOR X=1 TO 19\READ C(X),Z(X),F(X)\NEXT X\X=1
6 PRINT "WELCOME TO KOODY STADIUM FOR TODAY'S GAME BETWEEN"
8 PRINT "THE H-11 BYTES AND (YOUR NAME PLEASE) THE "
10 INPUT T$
12 PRINT \PRINT "A HIGHLY PARTISAN CROWD OF",
14 RANDOMIZE
16 PRINT INT(70000*RND(0))
18 PRINT "FANS IS ANXIOUSLY AWAITING THE START OF THE GAME."
20 PRINT "HERE IS MY TEAM:", "AND HERE IS YOURS:"
22 PRINT "NAME", "AVERAGE", "NAME", "AVERAGE"
24 PRINT "----", "----", "----", "----"
26 PRINT "HUISMAN", Z(1), "KLOOS", Z(2)
28 PRINT "HOEREN", Z(3), "ANDREWS", Z(4)
30 PRINT "BACCUS", Z(5), "MAYER", Z(6)
32 PRINT "SMITH", Z(7), "HANSEN", Z(8)
34 PRINT "SCHNEIDER", Z(9), "MICHEL", Z(10)
36 PRINT "ROSENBAUM", Z(11), "P.D.PEATE", Z(12)
38 PRINT "POULSEN", Z(13), "WILLIAMS", Z(14)
40 PRINT "KILGOUR", Z(15), "NELSON", Z(16)
42 PRINT "JOHNSON", Z(17), "ANKORN", Z(18)
44 PRINT "WHITNEY", "MANAGER", "IVEY", "MANAGER"\PRINT
46 PRINT "PITCHER'S OPTIONS ARE:\PRINT "FASTBALL"
48 PRINT "BEANBALL"\PRINT "BRUSHBACK"\PRINT "BALL"\PRINT "CURVE"
50 PRINT "SLIDER"\PRINT "KNUCKLE"\PRINT "GREASEBALL (ILLEGAL)"
52 PRINT "SPITBALL (ILLEGAL)"\PRINT "CHECK"\PRINT
54 PRINT "BATTER'S OPTIONS ARE:"\PRINT "BUNT"\PRINT "SWING"
56 PRINT "HIT-AWAY"\PRINT "SACRIFICE"\PRINT "GROUNDER"\PRINT "FLY
"
58 PRINT "KILL"\PRINT \PRINT \PRINT
60 PRINT "THE BYTES ARE TAKING THE FIELD NOW AS ANDREWS OF THE"
62 PRINT T$" ADVANCES TO THE PLATE. PLEASE WAIT AS THE COMPUTER S
INGS"
64 PRINT "OUR NATIONAL ANTHEM TO ITSELF - 2 OR 3 TIMES! JUST SING
"
66 PRINT "ALONG UNTIL ASKED FOR YOUR PLAY."\PRINT
70 DATA .05,.412,.05,.02,.263,.03
72 DATA -.02,.236,.02,.03,.316,-.01
74 DATA .01,.241,.03,.02,.321,.02
```

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< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BASEBALL / H 11 BASIC < CONT'D >

```
76 DATA .02,.367,.02,-.02,.386,-.01
78 DATA .01,.295,.03,-.01,.296,.02
80 DATA -.02,.319,.02,-.02,.285,.02
82 DATA -.03,.295,.01,.02,.295,.03
84 DATA .02,.218,.02,.02,.139,-.02
86 DATA .03,.238,.01,.03,.231,-.02
88 DATA 0,0,0
100 DIM B(16)
110 LET Z(0)=.5\LET Z=.5
120 LET I=1
130 LET B1=0\LET B2=0\LET B3=0\LET I1=0\LET I2=0\LET I3=0
140 LET C1=0\LET C2=0\PRINT
150 IF C2<>4 THEN 160 \PRINT "THE BATTER WALKS.\\"GOSUB 920 \GO TO
140
160 IF C1<>3 THEN 180 \PRINT "THE BATTER STRUCK OUT.\\"LET C3=C3+1
\GO TO 140
170 IF S1=1 THEN 180 \LET X=X+1
180 IF C3<3 THEN 270 \IF S1=1 THEN 190 \LET S1=1\GO TO 200
190 PRINT "AFTER" ; I ; "INNINGS" ; \LET I=I+1\LET S1=0
200 PRINT I2 ; "RUNS," ; I1 ; "HITS," ; I3 ; "ERRORS AND" ; B1+B2+B3 ; "LEFT ON
BASE."
210 IF I=5 THEN 1420 \IF S1=0 THEN 230 \PRINT "I'M" ; \GO TO 240
220 IF S1=0 THEN 230 \PRINT "I'M" ; \GO TO 240
230 PRINT "YOU'RE"
240 PRINT " UP NOW." \PRINT "SCORE: BYTES" ; S2 ; " " ; T$ ; S3
250 PRINT \LET C3=0
260 GO TO 130
270 PRINT "YOUR PLAY "
280 INPUT B$
290 LET D=1*RND(5)\PRINT
300 IF S1=0 THEN 420
310 IF B$<>"CURVE" THEN 320 \D=D+C(X)\GO TO 1280
320 IF B$<>"FASTBALL" THEN 330 \D=D+F(X)\GO TO 1280
330 IF B$="BEANBALL" THEN 1280
340 IF B$="BRUSHBACK" THEN 1280
350 IF B$="SLIDER" THEN 1280
360 IF B$="KNUCKLE" THEN 1280
370 IF B$<>"GREASEBALL" THEN 380 \IF D<.8 THEN 1280 \GO TO 1270
380 IF B$<>"SPITBALL" THEN 390 \IF D<.8 THEN 1280 \GO TO 1270
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BASEBALL / H 11 BASIC < CONT'D >

```
390 IF B$<>"CHECK" THEN 400 \PRINT "RUNNERS ARE STICKING." \GO TO  
270  
400 IF B$<>"BALL" THEN 410 \GO TO 1300  
410 PRINT B$;" ?" \GO TO 270  
420 IF B$<>"BUNT" THEN 430 \PRINT "YOUR BATTER" \GOSUB 570 \GO TO  
140  
430 IF B$="SWING" THEN 1280  
440 IF B$<>"CHECK" THEN 450 \PRINT "CHECK NOT YET IN." \GO TO 270  
450 IF B$="HIT-AWAY" THEN 1280  
460 IF B$<>"STEAL" THEN 470 \PRINT "STEAL NOT YET IN." \GO TO 270  
470 IF B$="SACRIFICE" THEN 1280  
480 IF B$="GROUNDER" THEN 1280  
490 IF B$="FLY" THEN 1280  
500 IF B$="KILL" THEN 1280  
510 GO TO 410  
520 LET A=9*RND(6)\IF S1=0 THEN 530 \PRINT "MY BATTER" \GO TO 540  
530 PRINT "YOUR BATTER"  
540 IF A>1 THEN 550 \PRINT " LINED OUT TO THE THIRD BASEMAN." \GO  
TO 840  
550 IF A>2 THEN 560 \PRINT " POPPED OUT IN SHALLOW LEFT." \GO TO 8  
40  
560 IF A>3 THEN 580  
570 PRINT " GROUNDED TO THE PITCHER" \GO TO 590  
580 IF A>4 THEN 680 \PRINT " GROUNDED TO SHORTSTOP"  
590 PRINT " WHO THREW OUT THE MAN" \IF C3=2 THEN 670  
600 IF B1=0 THEN 670 \IF B2=0 THEN 630 \IF B3=0 THEN 620 \PRINT "  
FORCED HOME."  
610 GO TO 850  
620 PRINT " FORCED TO THIRD." \GO TO 850  
630 LET A1=INT(3*RND(0))\PRINT " FORCED TO SECOND" \IF A1<>1 THEN  
650  
640 PRINT ". " \GO TO 850  
650 PRINT \PRINT "AND THEN TO FIRST FOR A DOUBLE PLAY!"  
660 LET C3=C3+1\LET B1=0\GO TO 840  
670 PRINT " AT FIRST." \GO TO 840  
680 IF A>5 THEN 700 \PRINT " HIT A FLY INTO DEEP CENTER WHERE IT  
WAS";
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BASEBALL / H 11 BASIC

```
690 PRINT " CAUGHT." \GO TO 710
700 IF A>6 THEN 880 \PRINT " HIT TO LEFT FIELD FOR AN OUT."
710 IF C3=2 THEN 840 \IF B1+B2+B3=0 THEN 840
720 PRINT "THE MAN ON";\IF B3=1 THEN 730 \IF B2=1 THEN 750 \GO TO
790
730 PRINT " THIRD MADE IT HOME,";\GOSUB 930 \LET B3=0
740 IF B2=0 THEN 780
750 PRINT " SECOND";\IF A1=0 THEN 760 \PRINT " STAYED PUT." \GO TO
780
760 IF A1>1 THEN 770 \PRINT " MADE IT TO THIRD." \LET B3=1\LET B2=
0\GO TO 780
770 PRINT " WAS OUT TRYING TO TAKE THIRD." \LET C3=C3+1\LET B2=2
780 IF B1<>1 THEN 840
790 IF B2<>1 THEN 800 \PRINT " FIRST STUCK." \GO TO 840
800 PRINT " ON FIRST";\IF B2<>2 THEN 820
810 PRINT " MADE IT TO SECOND." \LET B2=1\LET B1=0\GO TO 840
820 LET W=2*RND(0)\IF W>1 THEN 810 \PRINT " WAS OUT GOING." \LET C
3=C3+1
830 LET B2=0
840 LET Z(Y)=Z(Y)-(Z(Y)/100)\GO TO 860
850 LET Z(Y)=Z(Y)+(Z(Y)/100)
860 LET C3=C3+1\PRINT "THAT WAS OUT NUMBER";C3
870 GO TO 1260
880 IF A>7 THEN 890 \PRINT " HIT OVER THE PITCHER'S HEAD"
885 PRINT " FOR A";\GO TO 910
890 IF A>8 THEN 900 \PRINT " HIT THROUGH THE HOLE INTO RIGHT FIEL
D"
895 PRINT " FOR A";\GO TO 910
900 PRINT " HIT INTO LEFT FIELD FOR A";
910 IF Z>4*D THEN 1210 \IF Z>3*D THEN 1130 \IF Z>2*D THEN 1040
915 PRINT " SINGLE."
920 IF B3=0 THEN 970 \GOSUB 930 \LET B3=0\GO TO 960
930 IF S1=1 THEN 940 \LET S3=S3+1\GO TO 950
940 LET S2=S2+1
950 LET I2=I2+1\RETURN
960 PRINT "THE MAN ON THIRD SCORED."
970 IF B2=0 THEN 1000 \PRINT "THE MAN ON SECOND";\IF A>8 THEN 990
975 PRINT " SCORED."
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BASEBALL / H 11 BASIC < CONT'D >

```
980 GOSUB 930 \LET B2=0\GO TO 1000
990 PRINT " WENT TO THIRD." \LET B2=0\LET B3=1
1000 IF B1=0 THEN 1030 \PRINT "THE MAN ON FIRST";\IF A>8 THEN 102
0
1010 IF C2=4 THEN 1020 \LET B1=0\GO TO 990
1020 PRINT " TO SECOND." \LET B2=1
1030 LET B1=1\GO TO 1240
1040 LET W=3*RND(0)\IF W>1 THEN 1050 \PRINT "N OFF THE WALL";
1050 IF A2=1 THEN 1060 \PRINT " STAND UP";
1060 PRINT " DOUBLE." \IF B3=0 THEN 1080 \PRINT "THE MAN ON THIRD
SCORED."
1070 GOSUB 930 \LET B3=0
1080 IF B2=0 THEN 1090 \PRINT "THE MAN ON SECOND SCORED." \GOSUB 9
30 \LET B2=0
1090 IF B1=0 THEN 1120 \PRINT "THE MAN ON FIRST";\IF A>8 THEN 111
0
1095 PRINT " SCORED."
1100 GOSUB 930 \LET B1=0\GO TO 1120
1110 PRINT " WENT TO THIRD." \LET B1=0\LET B3=1
1120 LET B2=1\GO TO 1240
1130 PRINT " TRIPLE!" \LET A3=B1+B2+B3\IF A3=0 THEN 1200 \PRINT "T
HE MAN ON";
1140 IF B1=0 THEN 1150 \PRINT " FIRST";\GOSUB 930
1150 IF B2=0 THEN 1170 \IF B1=0 THEN 1160 \PRINT ", AND";
1160 PRINT " SECOND";\GOSUB 930
1170 IF B3=0 THEN 1190 \IF B1+B2=0 THEN 1180 \PRINT ", AND";
1180 PRINT " THIRD";\GOSUB 930
1190 PRINT " SCORED." \LET B1=0\LET B2=0
1200 LET B3=1\GO TO 1240
1210 IF B1+B2+B3<3 THEN 1220 \PRINT " GRAND SLAM";
1220 PRINT " HOME RUN!!"\FOR A1=1 TO (B1+B2+B3+1)\GOSUB 930 \NEXT
A1
1230 LET B1=0\LET B2=0\LET B3=0
1240 IF C2=4 THEN 1260 \LET Z(Y)=Z(Y)+(Z(Y)/100)
1250 LET I1=I1+1
1260 RETURN
1270 PRINT "PITCHER THROWN OUT FOR THROWING ILLEGAL PITCH." \GO TO
270
1280 LET A=5*RND(0)\IF A<3 THEN 1320
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BASEBALL / H 11 BASIC < CONT'D >

```
1290 IF A>4 THEN 1300 \PRINT "INSIDE - "; \GO TO 1310
1300 PRINT "OUTSIDE - ";
1310 LET C2=C2+1\PRINT "BALL"; C2\GO TO 150
1320 IF Z(Y)<D THEN 1340 \GOSUB 520 \IF A<6 THEN 1330 \C(Y)=C(Y)+1
1325 GO TO 140
1330 LET C(Y)=C(Y)-1\GO TO 140
1340 LET C(Y)=C(Y)-1\LET B=3*RND(7)
1350 IF B>1 THEN 1360 \PRINT "A SWING & A MISS - "; \GO TO 1390
1360 IF B>2 THEN 1380 \PRINT "INSIDE CORNER - CALL ";
1370 GO TO 1390
1380 PRINT "FOUL! - "; \IF C1=2 THEN 1400
1390 LET C1=C1+1\PRINT " STRIKE"; C1\GO TO 150
1400 PRINT "COUNT STAYS AT"; C2; "BALLS AND"; C1;
1410 PRINT "STRIKES." \GO TO 150
1420 PRINT "FINAL SCORE: ME"; S2; "YOU"; S3
1430 IF S2>S3 THEN 1450 \IF S3=S2 THEN 1440 \PRINT "YOU WON." \GO TO 1460
1440 PRINT "A DRAW!" \GO TO 1460
1450 PRINT "I WON!"
1470 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/H 11 BASIC

```
100 RANDOMIZE
110 PRINT "THIS DEMONSTRATION SHOWS THE VERSATILITY OF HEATH'S"
120 PRINT "H-11 COMPUTER BY SIMULATING A GAME OF BLACKJACK."
130 PRINT "A '1' IS YES, A '0' IS NO, A '2' IS ONE HIT ONLY,"
140 PRINT "A '3' IS FOR PAIRS."
150 K=0\W1=0
200 DIM D(52)
210 FOR A=1 TO 52
220 LET D(A)=0
230 NEXT A
240 DIM Q(52)
250 FOR A=0 TO 39 STEP 13
260 FOR C=1 TO 13
270 LET Q(A+C)=C
280 NEXT C
290 NEXT A
300 PRINT
310 LET K=K+1
320 FOR P=1 TO 5
330 LET E(P)=0
340 LET V(P)=0
350 LET T(P)=0
360 NEXT P
370 LET V(3)=1
380 PRINT
390 PRINT "WAGER";
400 LET P=1
410 INPUT W
420 W(2)=W
430 IF W<=0 THEN 2465
440 IF W>=500 THEN 470
450 PRINT "THAT'S TOO MUCH - HOTSE LIMIT IS $500."
460 GO TO 390
470 PRINT
480 PRINT "I SHOW
490 GOSUB 1390
500 IF E(1)=0 THEN 520
510 LET V(4)=1
520 LET V(5)=1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/H 11 BASIC < CONT'D >

```
530 GOSUB 1390
540 LET M=X
550 LET P=2
560 PRINT "FIRST CARD IS",
570 GOSUB 1390
580 LET G=X
590 PRINT "NEXT CARD IS",
600 GOSUB 1390
610 IF V(2)>0 THEN 870
620 LET S=X
630 IF V(3)<>1 THEN 870
640 IF T(P)<>21 THEN 710
650 PRINT "***BLACKJACK***"
660 PRINT "MY HOLE CARD WAS ",
670 LET X=M
680 GOSUB 1730
690 LET W1=W1+1.5*W
700 GO TO 2240
710 IF V(4)=0 THEN 810
720 PRINT "INSURANCE ANYONE? (TYPE 1 OR 0)"#
730 INPUT I
740 IF I=0 THEN 810
750 IF T(1)<>21 THEN 790
760 LET W1=W1+W
770 PRINT "YOU WIN $"&W;" ON YOUR INSURANCE BET"#
780 GO TO 810
790 LET W1=W1-W/2
800 PRINT "YOU LOST $"&W/2;
801 PRINT " ON YOUR INSURANCE BET - I DON'T HAVE BLACKJACK!"#
810 IF T(1)<>21 THEN 870
820 PRINT "**I HAVE BLACKJACK**"
830 PRINT "MY HOLE CARD IS ",
840 LET X=M
850 GOSUB 1730
860 GO TO 2230
870 IF T(P)<=21 THEN 950
880 IF E(P)>0 THEN 930
890 PRINT "YOU BUSTED, "#
900 PRINT "YOUR TOTAL IS "&T(P)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/H 11 BASIC < CONT'D >

```
910 IF V(2)=1 THEN 1200
920 GO TO 2030
930 LET E(P)=E(P)-1
940 LET T(P)=T(P)-10
950 IF V(1)=2 THEN 900
960 LET V(3)=V(3)+1
970 PRINT "HIT";
980 INPUT V(1)
990 IF V(1)<>3 THEN 1310
1000 IF V(2)>0 THEN 1290
1010 IF V(3)<>2 THEN 1290
1020 IF Q(G)=Q(S) THEN 1050
1030 PRINT "NOW IS THAT A PAIR?"
1040 GO TO 970
1050 LET V(2)=1
1060 IF Q(G)<>1 THEN 1080
1070 LET V(1)=2
1080 LET P=3
1090 PRINT "      PLAY HAND ONE NOW"
1100 PRINT "FIRST CARD IS",
1110 LET W(3)=W
1120 LET X=G
1130 GOSUB 1150
1140 GO TO 590
1150 GOSUB 1630
1160 GOSUB 1730
1170 LET V(3)=1
1180 LET T(P)=C
1190 RETURN
1200 LET P=2
1210 LET V(2)=2
1220 PRINT "      PLAY HAND TWO NOW"
1230 PRINT "FIRST CARD IS",
1240 LET X=S
1250 GOSUB 1150
1260 IF Q(G)=1 THEN 1280
1270 LET V(1)=0
1280 GO TO 590
1290 PRINT "NO SPLITS NOW -- TRY AGAIN"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/H 11 BASIC < CONT'D >

```
1300 GO TO 970
1310 IF V(1)<>2 THEN 1360
1320 IF V(3)=2 THEN 1350
1330 PRINT "TOO LATE TO DOUBLE, CHARLIE."
1340 GO TO 970
1350 LET W(P)=2*W(P)
1360 IF V(1)>0 THEN 590
1370 GO TO 900
1380 REM DEAL
1390 GOSUB 1460
1400 LET T(P)=T(P)+C
1410 IF V(5)=0 THEN 1440
1420 LET V(5)=0
1430 RETURN
1440 GOSUB 1730
1450 RETURN
1460 LET N=10*(1+ABS(COS(N+W1)))
1470 FOR A=1 TO N
1480 LET X=INT(53*RND(Y))
1490 IF X=0 THEN 1480
1500 NEXT A
1510 IF D(X)=0 THEN 1610
1520 LET R=R+1
1530 IF R<50 THEN 1460
1540 FOR A=1 TO 52
1550 IF D(A)=K THEN 1570
1560 D(A)=0
1570 NEXT A
1580 LET R=0
1590 PRINT "I RESHUFFLED"
1600 GO TO 1460
1610 LET R=0
1620 LET D(X)=K
1630 IF Q(X)<>1 THEN 1670
1640 LET C=11
1650 LET E(P)=E(P)+1
1660 RETURN
1670 IF Q(X)>10 THEN 1700
1680 LET C=Q(X)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/H 11 BASIC < CONT'D >

```
1690 RETURN
1700 LET C=10
1710 RETURN
1720 REM PRINT CARD
1730 GOSUB 1760
1740 GOSUB 1910
1750 RETURN
1760 IF Q(X)<>1 THEN 1790
1770 PRINT " ACE ";
1780 RETURN
1790 IF Q(X)>10 THEN 1820
1800 PRINT Q(X);
1810 RETURN
1820 IF Q(X)>11 THEN 1850
1830 PRINT " JACK ";
1840 RETURN
1850 IF Q(X)>12 THEN 1880
1860 PRINT " QUEEN ";
1870 RETURN
1880 PRINT " KING ";
1890 RETURN
1900 REM PRINT SUIT
1910 IF X>39 THEN 1960
1920 IF X>26 THEN 1980
1930 IF X>13 THEN 2000
1940 PRINT "OF SPADES"
1950 RETURN
1960 PRINT "OF CLUBS"
1970 RETURN
1980 PRINT "OF HEARTS"
1990 RETURN
2000 PRINT "OF DIAMONDS"
2010 RETURN
2020 REM DEALER PLAYS
2030 LET P=2
2040 PRINT "MY HOLE CARD IS ", 
2050 LET X=M
2060 GOSUB 1730
2070 IF T(2)<22 THEN 2100
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BLACKJACK/H 11 BASIC < CONT'D >

```
2080 IF V(2)=0 THEN 2230
2090 IF T(3)>21 THEN 2230
2100 LET P=1
2110 IF T(1)<17 THEN 2300
2120 IF T(1)>17 THEN 2140
2130 IF E(1)>0 THEN 2300
2140 IF T(1)>21 THEN 2330
2150 LET P=2
2160 PRINT "MY TOTAL IS ";T(1)
2170 IF T(P)>21 THEN 2230
2180 IF T(1)>21 THEN 2210
2190 IF T(1)>T(P) THEN 2230
2200 IF T(1)=(P) THEN 2240
2210 LET W1=W1+W(P)
2220 GO TO 2240
2230 LET W1=W1-W(P)
2240 IF V(2)>0 THEN 2270
2250 GOSUB 2390
2260 GO TO 310
2270 LET P=3
2280 LET V(2)=0
2290 GO TO 2170
2300 PRINT "I DRAW"
2310 GOSUB 1390
2320 GO TO 2100
2330 IF E(1)=0 THEN 2370
2340 LET E(1)=E(1)-1
2350 LET T(1)=T(1)-10
2360 GO TO 2100
2370 PRINT "I BUSTED***";
2380 GO TO 2150
2390 IF W1<0 THEN 2430
2400 IF W1=0 THEN 2450
2410 PRINT "YOU'RE AHEAD $";W1
2420 RETURN
2430 PRINT "YOU'RE BEHIND $";-W1
2440 RETURN
2450 PRINT "YOU'RE EVEN"
2460 RETURN
2465 PRINT "THANK YOU FOR PLAYING!!
2470 PRINT \PRINT \PRINT
2490END
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ONE ARM BANDIT/ H 11 BASIC

```
100 RANDOMIZE
110 DIM D(3)
115 LET R=10
120 PRINT "THIS IS A SIMULATION OF A SLOT MACHINE USING A COMPUTER"
130 PRINT "EACH TIME YOU 'PULL' I WILL ASK YOU IF YOU WISH TO PLAY AGAIN."
140 PRINT "JUST ANSWER WITH A '1' FOR YES OR A '0' FOR NO."
145 PRINT "THEN PRESS THE RETURN KEY."
150 PRINT "YOU HAVE $10 TO START AND THE GAME ENDS WHENEVER YOU"
160 PRINT "ANSWER '0' OR RUN OUT OF MONEY. IT COSTS ONE SILVER"
170 PRINT "DOLLAR EACH PULL (PLACE THE COIN IN MY MEMORY BANK)."
180 PRINT
190 FOR B1=1 TO 3
200 LET D(B1)=INT(RND(0)*6)+1
210 NEXT B1
220 FOR G1=1 TO 3
230 IF D(G1)=1 THEN 300
240 IF D(G1)=2 THEN 320
250 IF D(G1)=3 THEN 340
260 IF D(G1)=4 THEN 360
270 IF D(G1)=5 THEN 380
280 IF D(G1)=6 THEN 400
290 GO TO 660
300 PRINT TAB(G1*7); " BELL ";
310 GO TO 410
320 PRINT TAB(G1*7); " BAR ";
330 GO TO 410
340 PRINT TAB(G1*7); " CHERRY ";
350 GO TO 410
360 PRINT TAB(G1*7); " APPLE ";
370 GO TO 410
380 PRINT TAB(G1*7); " LEMON ";
390 GO TO 410
400 PRINT TAB(G1*7); " $" ;
410 NEXT G1
420 PRINT TAB(28);
430 IF D(1)<>D(2) THEN 460
440 IF D(2)=D(3) THEN 550
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ONE ARM BANDIT/ H 11 BASIC < CONT'D >

```
450 IF D(1)=D(2) THEN 480
460 IF D(1)<>D(3) THEN 510
470 GO TO 530
480 IF D(1)/2<>INT(D(1)/2) THEN 530
490 LET B=B+5\PRINT "KENO..YOU WIN $5..TOTAL=$";B;
500 GO TO 570
510 LET B=B-1\PRINT "YOU HAVE LOST $1 --- TOTAL=$";B;
520 GO TO 570
530 LET B=B+1\PRINT "YOU HAVE WON $1 --- TOTAL=$";B;
540 GO TO 570
550 LET B=B+20\PRINT CHR$(7);"JACKPOT...,$20...TOTAL=$";B;CHR$(7);
560 GO TO 570
570 IF B>50 THEN 600 \IF B>0 THEN 630
580 PRINT \PRINT "OH, YOU'RE BROKE....SORRY, BUT YOU'LL HAVE TO M
OVE"
590 PRINT "ON."\PRINT
595 STOP
600 PRINT \PRINT "WOW-----YOU'VE BROKEN THE BANK ON THIS MACHINE
."
610 PRINT "CONGRATULATIONS! SEE YOU AROUND."
620 STOP
630 PRINT " AGAIN"
640 INPUT A\PRINT \IF A=1 THEN 180 \IF A<>0 THEN 640
650 PRINT "IT'S BEEN NICE OPERATING FOR YOU COME BACK SOON!"
670 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TRAP/H 11 BASIC

```
5 RANDOMIZE
10 G=6
20 N=100
50 PRINT "WANT INSTRUCTIONS ?"
60 INPUT Z$
70 IF Z$<>"YES" THEN 180
80 PRINT "I AM THINKING OF A NUMBER BETWEEN 1 AND";N
90 PRINT "TRY TO GUESS MY NUMBER. ON EACH GUESS,"
100 PRINT "YOU ARE TO ENTER TWO NUMBERS SEPARATED BY"
105 PRINT "A COMMA, TRYING TO TRAP MY NUMBER BETWEEN"
110 PRINT "THE TWO NUMBERS. I WILL TELL YOU IF YOU"
120 PRINT "HAVE TRAPPED MY NUMBER, IF MY NUMBER IS"
130 PRINT "LARGER THAN YOUR TWO NUMBERS, OR IF MY"
140 PRINT "NUMBER IS SMALLER THAN YOUR TWO NUMBERS."
150 PRINT "IF YOU WANT TO GUESS ONE SINGLE NUMBER, TYPE"
160 PRINT "YOUR GUESS FOR BOTH YOUR TRAP NUMBERS."
170 PRINT "YOU GET";G;"GUESSES TO GET MY NUMBER."
180 X=INT(N*RND(0))+1
190 FOR Q=1 TO G
210 PRINT "GUESS #";Q#
220 INPUT A,B
230 IF A>B THEN 240
235 IF X=A THEN 400
240 IF A<=B THEN 260
250 GOSUB 330
260 IF A>X THEN 270
265 IF X<=B THEN 320
270 IF X<A THEN 300
280 PRINT "MY NUMBER IS LARGER THAN YOUR TRAP NUMBERS."
290 GO TO 330
300 PRINT "MY NUMBER IS SMALLER THAN YOUR TRAP NUMBERS."
310 GO TO 330
320 PRINT "YOU HAVE TRAPPED MY NUMBER."
330 PRINT \NEXT Q
340 PRINT "SORRY, THAT'S";G;"GUESSES. NUMBER WAS";X
350 GO TO 410
390 RETURN
400 PRINT "YOU GOT IT!!!"
410 PRINT
420 PRINT "TRY AGAIN."
440 GOTO 180\END
```

< H >< U >< G > < S >< D >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: THE GAME OF GOLF/ H 11 BASIC

```
90 Y=1
100 RANDOMIZE
110 DIM X(20),A(18),P(18),M(4,18)
115 FOR I=1 TO 9\READ R(I),R1(I)\NEXT I
120 PRINT "DO YOU WANT DIRECTIONS (YES OR NO)"?
130 INPUT Z$\PRINT \IF Z$="NO" THEN 300
140 IF Z$<>"YES" THEN 120
160 PRINT "DIRECTIONS FOR GOLF"
170 PRINT \PRINT "YOU HAVE A CHOICE OF NINE CLUBS"
190 PRINT "WHEN THE COMPUTER TELLS YOU TO CHOSE YOUR CLUB, PICK:"
```



```
200 PRINT " 'D' FOR A DRIVER RANGE OF 180 TO 270 YARDS"
210 PRINT " '3W' FOR A 3 WOOD RANGE OF 160 TO 240 YARDS"
220 PRINT " '3I' FOR A 3 IRON RANGE OF 150 TO 220 YARDS"
230 PRINT " '5I' FOR A 5 IRON RANGE OF 130 TO 180 YARDS"
240 PRINT " '7I' FOR A 7 IRON RANGE OF 100 TO 140 YARDS"
250 PRINT " '8I' FOR A 8 IRON RANGE OF 60 TO 100 YARDS"
260 PRINT " '9I' FOR A 9 IRON RANGE OF 30 TO 70 YARDS"
270 PRINT " 'W' FOR A WEDGE RANGE OF 1 TO 30 YARDS"
280 PRINT " 'P' FOR A PUTTER USE WHEN ON THE GREEN"
300 PRINT \PRINT "HOW MANY PLAYERS ARE PLAYING TODAY ";\INPUT U\PRINT
310 IF U<5 THEN 330 \PRINT "ONLY FOUR ARE ALLOWED TO PLAY AT ONE
TIME!"
320 GO TO 300
330 PRINT "NAME OF PLAYER #";Y;\INPUT N$(Y)\Y=Y+1\IF Y<=U THEN 33
0
340 DATA 90,180,80,160,70,150,50,130,40,100,40,60,40,30,29,1,3,1
350 DATA 360,4,585,5,400,4,185,3,415,4,375,4,219,3,395,4,630,5
360 DATA 330,4,610,5,440,4,180,3,420,4,595,5,195,3,450,4,370,4
400 FOR R=1 TO 18\READ A(R)\READ P(R)\NEXT R
450 PRINT "DO YOU WANT TO PLAY 9 OR 18 HOLES ";\INPUT V
455 IF V=9 THEN 460 \IF V>18 THEN 450
460 PRINT \FOR J=1 TO V\FOR Q=1 TO U\H=A(J)
470 PRINT "HOLE";J;"IS";H;"YARDS. PAR IS";P(J)\K=0\T=0\T2=0
540 PRINT N$(Q);", CHOOSE YOUR CLUB ";\INPUT X#\GOSUB 1500
560 IF X=9 THEN 880
570 K=K+1
590 X(X)=INT(R(X)*RND(1)+R1(X))
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: THE GAME OF GOLF/ H 11 BASIC < CONT'D >

```
600 IF X<>9 THEN 610 \PRINT X(X)";"PUTTS"\M(Q,J)=K+X(9)+T+T2\GO TO  
1000  
610 D=X\IF H<>X(D) THEN 630  
620 IF K<>1 THEN 625 \PRINT "HOLE IN ONE!!!!"  
625 M(Q,J)=K+T+T2\PRINT "YOU SUNK THE SHOT!"\GO TO 1000  
630 PRINT "DISTANCE OF SHOT IS";X(D);"YARDS"  
640 L=INT(25*RND(1))\IF L<>2060 TO 760  
670 PRINT "IN TRAP"\C=ABS(H-X(D))\L8=INT(RND(1)*3+1)\IF L8=1 THEN  
850  
700 T2=0\FOR Z=1 TO L8\T2=T2+1  
730 PRINT "CHOOSE YOUR CLUB ";INPUT X#\GOSUB 1500 \IF Z=L8 THEN  
850  
740 PRINT "STILL IN TRAP"\NEXT Z\GO TO 850  
760 IF L<>5 THEN 800 \PRINT "IN ROUGH"\C=ABS(H-X(D))\GO TO 850  
800 IF L<>10 THEN 830  
810 PRINT "IN WATER"\T=T+1\PRINT "YOU LOSE 1 STROKE"\C=ABS(H-X(D))  
\GO TO 850  
830 C=ABS(H-X(D))\IF C<30 THEN 930  
850 PRINT "DISTANCE REMAINING TO PIN IS";C;"YARDS"\H=C\GO TO 540  
  
880 PRINT "YOU ARE NOT ON THE GREEN."\GO TO 540  
930 PRINT N$(Q);" YOU ARE ON THE GREEN. CHOOSE YOUR CLUB. ";  
940 INPUT X#\IF X$<>"P" THEN 1200 \GOSUB 1500 \GO TO 590  
1000 PRINT M(Q,J);"STROKES FOR HOLE";J;"FOR ";N$(Q)  
1010 NEXT Q\PRINT \NEXT J  
1030 FOR W=1 TO V\FOR B=1 TO 4\N(B)=M(B,W)+N(B)\NEXT B  
1040 E=P(W)+E\NEXT W  
1100 FOR S=1 TO U\PRINT N$(S);" SHOT";N(S);"FOR";V;"HOLES";  
1110 PRINT ". PAR IS";E\NEXT S  
1120 GO TO 2000  
1200 PRINT \PRINT "A ";X$;" ON THE GREEN ? IDIOT!!!"\PRINT  
1210 GO TO 930  
1500 IF X$<>"D" THEN 1505 \X=1\RETURN  
1505 IF X$<>"3W" THEN 1510 \X=2\RETURN  
1510 IF X$<>"3I" THEN 1515 \X=3\RETURN  
1515 IF X$<>"5I" THEN 1520 \X=4\RETURN  
1520 IF X$<>"7I" THEN 1525 \X=5\RETURN  
1525 IF X$<>"8I" THEN 1530 \X=6\RETURN  
1530 IF X$<>"9I" THEN 1535 \X=7\RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: THE GAME OF GOLF/ H 11 BASIC < CONT'D >

```
1535 IF X$<>"W" THEN 1540 \X=8\RETURN  
1540 IF X$<>"P" THEN 540 \X=9\RETURN  
2000 END
```

: :

*

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/ H 11 BASIC

```
0 REM LULAN
2 PRINT \PRINT TAB(23);"LUNAR LANDING"
4 PRINT
6 PRINT "WOULD YOU LIKE A DESCRIPTION OF LULAN (Y OR N)?";
8 INPUT Z$\; IF Z$=CHR$(78) THEN 100 \IF Z$<>CHR$(89) THEN 6
10 PRINT \PRINT "YOU ARE IN AN APOLLO LUNAR MODULE THAT";
11 PRINT " WEIGHS 14,000 LBS AND IS";
13 PRINT "CARRYING 18,000 LBS OF FUEL. THE MODULE IS IN A CIRCUL
AR";
14 PRINT " ORBIT";
16 PRINT "LOCATED IN THE MOON'S EQUATORIAL PLANE AT AN ALTITUDE O
F";
17 PRINT " 68 MILES."
19 PRINT "YOUR TARGET LIES AHEAD ON THE LUNAR EQUATOR A GROUND";
20 PRINT " DISTANCE OF 760"\PRINT "MILES."
22 PRINT \PRINT "THE X VARIABLE WILL REPRESENT THE GROUND DISTANC
E";
23 PRINT " TO YOUR TARGET";
25 PRINT "FROM A POINT DIRECTLY BELOW YOU ON THE LUNAR SURFACE, "
;
26 PRINT "MEASURED";
28 PRINT "POSITIVELY TOWARD YOUR INITIAL POSITION. THE Y ";
29 PRINT "VARIABLE WILL";
31 PRINT "REPRESENT YOUR ALTITUDE. THE X VELOCITY IS YOUR ";
32 PRINT "GROUND VELOCITY";
34 PRINT "MEASURED POSITIVELY IN YOUR INITIAL DIRECTION, AND ";
35 PRINT "THE Y VELOCITY";
37 PRINT "IS YOUR RATE OF DESCENT.";
39 PRINT \PRINT "THE VARIABLES AT YOUR CONTROL ARE THRUST, ANGLE
(OF";
40 PRINT " THRUST), AND";
42 PRINT "TIME (DURATION OF THRUST). THE THRUST CAN TAKE ON ";
43 PRINT "ONLY CERTAIN";
45 PRINT "RESTRICTED VALUES AS IN THE CASE OF THE REAL APOLLO XI";
;
46 PRINT " LUNAR";
48 PRINT "MODULE. THESE VALUES ARE: ZERO, 1000 THRU 6000 OR ";
49 PRINT "10,000 LBS.";
51 PRINT "THE ANGLE CAN BE SET AT ANY ANGLE FROM 0 TO 360 DEGREES
+";
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/ H 11 BASIC

```
52 PRINT "A ZERO."
54 PRINT "ANGLE REPRESENTS A TANGENTIAL THRUST IN THE INITIAL ";
55 PRINT "BACKWARD."
57 PRINT "DIRECTION WHILE A 90 DEGREE ANGLE REPRESENTS AN UPWARD
";
58 PRINT "THRUST."
60 PRINT "THE TIME VARIABLE SETS THE LENGTH OF TIME THAT THE THRU
ST";
61 PRINT "IS TO BE."
63 PRINT "MAINTAINED BY THE ROCKET ENGINE. NEW VALUES OF POSITION";
64 PRINT "AND."
66 PRINT "VELOCITY ARE CALCULATED AS OF THE END OF THIS TIME INTE
RVAL";
67 PRINT "AND."
69 PRINT "LISTED FOR YOU TO DECIDE ON FURTHER GUIDANCE INFORMATIO
N.";
70 PRINT "THE."
72 PRINT "AMOUNT OF FUEL REMAINING IS ALSO LISTED AS A FACTOR FOR
";
73 PRINT "CONSIDERATION."
75 PRINT "THE MODULE CONSUMES FUEL AT A RATE OF ONE POUND PER ";
76 PRINT "SECOND PER".
78 PRINT "283.74 LBS OF THRUST."
80 PRINT \PRINT "IF YOU SET THE TIME TO -1 THE PROGRAM WILL ABORT
AND ";
81 PRINT "RESET TO ITS".
83 PRINT "INITIAL CONDITIONS."
85 PRINT \PRINT "IF A CRASH OCCURS, THE EVENT WILL BE RECORDED AL
ONG";
86 PRINT "WITH DATA ON".
88 PRINT "SPEED AND DISTANCE FROM THE TARGET AT THE TIME OF IMPAC
T.";
89 PRINT "IF YOU".
90 PRINT "RUN OUT OF FUEL, THIS WILL BE RECORDED AFTER WHICH YOU";
91 PRINT "MAY".
92 PRINT "EITHER CRASH OR GO INTO ORBIT WITH NO NAVIGATING POWER.
";
93 PRINT "THE MODULE".
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/ H 11 BASIC < CONT'D >

```
94 PRINT "IS CONSIDERED TO BE LANDED SAFELY IF IT REACHES THE LUNAR";
95 PRINT " SURFACE";
96 PRINT "WITH A SPEED LESS THAN 3 FT/SEC. THE LANDING MUST BE ";
;
97 PRINT "WITHIN";
98 PRINT "100 FT OF THE TARGET BEFORE THE MISSION IS CONSIDERED ";
;
99 PRINT "SUCCESSFUL.\\"PRINT \PRINT "HAPPY LANDING!"\PRINT \PRINT

100 IF T1=0 THEN 150
110 PRINT
120 PRINT
130 PRINT TAB(31); "NEW START"
140 IF T1<0 THEN 170
150 PRINT TAB(25); "LUNAR LANDING MISSION"
160 LET O=0
170 LET G=3.438*10^-8
180 LET M=5.058*10^21
190 LET R=5.702*10^6
200 LET T2=10
210 PRINT
220 PRINT
230 LET X=4*10^6
240 LET Y=3.6*10^5
250 LET V1=SQR(G*M/(R+Y))*R/(R+Y)
260 LET F=18000
270 LET V2=0
280 PRINT "      X","      Y"," X VEL"," Y VEL"," FUEL"
290 PRINT " (FT)"," (FT)"," (FT/SEC)"," (FT/SEC)"," (LB)"
300 PRINT
310 IF Y>1000 THEN 350
320 PRINT INT(10*X+.5)/10,INT(10*Y+.5)/10,INT(10*V1+.5)/10,
330 PRINT INT(10*V2+.5)/10,INT(F+.5)
340 GO TO 360
350 PRINT INT(X+.5),INT(Y+.5),INT(V1+.5),INT(V2+.5),INT(F+.5)
360 PRINT
370 IF F<.01 THEN 820
380 PRINT "THRUST(LB)"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/ H 11 BASIC < CONT'D >

```
390 INPUT T
395 IF T=0 THEN 420
400 PRINT "ANGLE(DEG)" ;
410 INPUT A
420 PRINT "TIME(SEC)" ;
430 INPUT T1
440 PRINT
450 IF T1<0 THEN 110
460 IF T1=0 THEN 310
470 LET A=A*3.14159/180
480 IF T=0 THEN 560
490 IF T<1000 THEN 520
500 IF T<=6000 THEN 540
510 IF T=10000 THEN 540
520 PRINT "THRUST OUT OF RANGE"
530 GO TO 380
540 IF F-T*T1/283.74>=0 THEN 560
550 LET T1=283.74*F/T
560 LET N=INT(T1/T2)
570 LET T3=T2
580 IF N=0 THEN 620
590 FOR J=1 TO N
600 GOSUB 670
610 NEXT J
620 IF 0=1 THEN 990
630 LET T3=T1-N*T2
640 IF T3=0 THEN 310
650 GOSUB 670
660 GO TO 310
670 LET F1=T*T3/283.74
680 LET A0=32.18*T/(14000+F)
690 LET A1=A0*COS(A)*R/(R+Y)
700 LET A1=A1-2*V1*V2/(R+Y)
710 LET A2=A0*SIN(A)-G*M/(R+Y)^2+(R+Y)*(V1/R)^2
720 LET X=X-V1*T3+A1*T3^2/2
730 LET V1=V1-A1*T3
740 LET Y=Y-V2*T3+A2*T3^2/2
750 LET V2=V2-A2*T3
760 LET F=F-F1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LUNAR LANDER/ H 11 BASIC < CONT'D >

```
770 IF INT(10*Y+.5)/10<=0 THEN 870
780 IF ABS(X)<3.14159*R THEN 810
790 LET X=X-SGN(X)*2*3.14159*R
800 PRINT "CROSSED OPPOSITE SIDE OF MOON"
810 RETURN
820 PRINT "OUT OF FUEL"
830 LET T=0
840 LET O=1
850 LET T1=3.14159*R/ABS(V1)
860 GO TO 560
870 PRINT
880 IF SQR(V1^2+V2^2)>3 THEN 960
890 IF ABS(X)>100 THEN 930
900 PRINT "LANDED SAFELY";ABS(INT(X+.5));"FEET FROM TARGET."
910 PRINT "CONGRATULATIONS"
920 GO TO 1000
930 PRINT "LANDED SAFELY BUT";ABS(INT(X+.5));
932 IF X<0 THEN 936
934 PRINT "FEET BEYOND THE ";GO TO 940
936 PRINT "FEET SHORT OF THE ";
940 PRINT "TARGET. MISSION UNSUCCESSFUL!"
950 GO TO 1000
960 PRINT "YOU CRASHED";ABS(INT(X+.5));"FEET "
962 IF X<0 THEN 966
964 PRINT "SHORT OF THE ";GO TO 968
966 PRINT "BEYOND THE ";
968 PRINT "TARGET AT";
970 PRINT INT(SQR(V1^2+V2^2)+.5);"FT/SEC"
980 GO TO 1000
990 PRINT "IN ORBIT WITH NO NAVIGATING POWER"
1000 PRINT \PRINT
1010 PRINT "DO YOU WISH TO PLAY AGAIN? (Y OR N)";
1020 INPUT Z$
1030 IF Z$=CHR$(89) THEN 100 \IF Z$<>CHR$(78) THEN 1010
1040 PRINT "THANK YOU FOR PLAYING."
1050 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HORSE RACE/ H 11 BASIC

```
80 DIM T(10,10),U(10,10),V(10,10)
90 RANDOMIZE
110 PRINT "THIS DEMONSTRATION SHOWS YOU SOME VERSATILE FEATURES"
120 PRINT "OF HEATH'S H-11 COMPUTER BY SIMULATING A HORSE"
130 PRINT "RACE. UP TO TEN BETS CAN BE MADE. UP TO TEN PEOPLE"
132 PRINT "CAN PLAY."
133 PRINT "HOW MANY PEOPLE ARE GOING TO PLAY"\INPUT E
134 IF E<>INT(E) THEN 136 \IF E<1 THEN 136 \IF E>10 THEN 136
135 F=E\GO TO 137
136 PRINT "NUMBER OF PEOPLE MUST BE 1 TO 10!"\GO TO 133
137 FOR X=1 TO E\PRINT "NAME OF # "X#" PLAYER";
138 INPUT E$(X)\NEXT X
140 PRINT
150 PRINT " SEVENTH RACE - 1 MILE, 3 YR. OLDS POST TIME
2:35"
160 PRINT
170 PRINT "1 MAN O'WAR      3:1"
180 PRINT "2 CITATION        4:1"
190 PRINT "3 WHIRLAWAY       5:1"
200 PRINT "4 ASSAULT         8:1"
210 PRINT "5 SEABISCUIT      9:1"
220 PRINT "6 GALLANT FOX     11:1"
230 PRINT "7 STYMIC          20:1"
240 PRINT "8 COALTOWN        30:1"
250 GOSUB 2390 \PRINT
260 E=0
265 E=E+1\S=0
270 LET S=S+1
280 PRINT
290 PRINT "BET NUMBER "#S#E$(E)
300 PRINT "ON WHAT HORSE DO YOU WISH TO BET (1-8)"\INPUT T(S,E)
310 IF T(S,E)>8 THEN 490 \IF T(S,E)<1 THEN 490
315 IF T(S,E)<>INT(T(S,E)) THEN 490
320 PRINT "'WIN', 'PLACE', OR 'SHOW' ";
330 INPUT D$
350 PRINT
360 IF D$="WIN" THEN 400
370 IF D$="PLACE" THEN 410
380 IF D$="SHOW" THEN 420
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HORSE RACE/ H 11 BASIC < CONT'D >

```
390 GO TO 320
400 U(S,E)=1\GO TO 430
410 U(S,E)=2\GO TO 430
420 U(S,E)=3
430 PRINT "HOW MANY DOLLARS DO YOU WISH TO WAGER"?INPUT V(S,E)
440 IF V(S,E)>300 THEN 480
450 IF V(S,E)<2 THEN 480
460 IF V(S,E)<>INT(V(S,E)) THEN 475
470 GO TO 510
475 PRINT "NO COINS PERMITTED....JUST BILLS, PLEASE!"\GO TO 430
480 PRINT "BET MUST BE $2 OR GREATER BUT LESS THAN $300"\GO TO 43
0
490 PRINT "HORSE NUMBER IN ERROR (MUST BE 1,2,3,4,5,6,7,OR 8)"
500 GO TO 300
510 IF S=10 THEN 580 \PRINT "ANYMORE BETS,";E$(E);"(YES' OR 'NO'
)?";
520 INPUT D$
540 PRINT
550 IF D$="YES" THEN 270
560 IF D$="NO" THEN 575
570 GO TO 510
575 S(E)=S\IF E<>F THEN 265
580 PRINT
590 PRINT
600 PRINT " THEY'RE OFF AND RUNNING -"
610 PRINT
620 M(0)=62.25
630 LET M(1)=60
640 LET M(3)=500/9
650 LET M(2)=350/6
660 LET M(4)=55
670 LET M(5)=650/12
680 LET M(6)=1100/21
690 LET M(7)=1600/31
700 LET O(1)=6
710 LET O(2)=8
720 LET O(3)=10
730 LET O(4)=16
740 LET O(5)=18
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HORSE RACE/ H 11 BASIC < CONT'D >

```
750 LET O(6)=22
760 LET O(7)=40
770 O(8)=60
780 FOR N=0 TO 7
790 LET H(N)=0
800 NEXT N
810 LET K=0
820 LET G=1
830 LET J=0
840 LET N=3*T(1)-U(1)
850 IF N>0 THEN 900
860 LET N=1
900 FOR Z5=1 TO 2000
910 IF INT(Z5/N)-G<>0 THEN 1090
920 LET H(J)=H(J)+RND(Z1)*M(J)
930 LET J=J+1
940 LET G=G+1
950 IF J>8 THEN 1090
960 LET J=0
970 GOSUB 1600
980 LET D=H(B(0)-1)
990 LET K=K+1
1000 PRINT
1010 IF K=8 THEN 1050
1020 GOSUB 2170
1030 GOSUB 1840
1040 GO TO 1090
1050 PRINT "           FINISH"
1060 Z5=2000
1070 GOSUB 1840
1090 NEXT Z5
1100 PRINT
1110 PRINT
1120 PRINT "$2 MUTUELS PAID:"
1130 PRINT "           STRAIGHT   PLACE   SHOW"
1140 LET K=0
1150 FOR I=0 TO 2
1160 GOSUB 1880
1170 LET J=I
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HORSE RACE/ H 11 BASIC < CONT'D >

```
1180 IF J=0 THEN 1220
1190 PRINT " "
1200 LET J=J-1
1210 GO TO 1180
1220 FOR J=I TO 2
1230 LET L=I+I+J
1240 IF J>0 THEN 1270
1250 LET R=1
1260 GO TO 1280
1270 LET R=3*j
1280 LET H(L)=1.5+.01*INT((0(B(I))/R+RND(Z1))*100)
1290 PRINT H(L) " ";
1300 NEXT J
1310 PRINT " "
1320 NEXT I
1330 PRINT
1345 FOR E=1 TO F\Q=0
1350 FOR J=1 TO S(E)
1360 PRINT "BET NUMBER ";J;" ";E$(E)
1370 LET P=0
1380 FOR I=0 TO 2
1390 IF B(I)<>T(J,E) THEN 1460
1400 IF U(J,E)<1 THEN 1510
1410 P=.01*INT((V(J,E)*50)*H(I+I+U(J,E)-1))
1420 PRINT "YOU COLLECT";P;"ON ";
1430 GOSUB 1880
1440 PRINT
1450 GO TO 1530
1460 NEXT I
1470 PRINT "TEAR UP YOUR TICKET ON ";
1480 FOR I=3 TO 7
1490 IF B(I)=T(J,E) THEN 1430
1500 NEXT I
1510 PRINT "NEXT TIME, PURCHASE A SHOW TICKET ON ";
1520 GO TO 1430
1530 Q=Q+P-V(J,E)
1540 NEXT J
1550 IF Q<0 THEN 1580
1560 PRINT E$(E);",YOUR TOTAL Winnings AMOUNT TO $"&Q
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HORSE RACE/ H 11 BASIC < CONT'D >

```
1570 GO TO 1585
1580 PRINT E$(E)";", YOUR TOTAL LOSSES AMOUNT TO $"#ABS(Q)
1585 PRINT \PRINT \GOSUB 2390 \NEXT E
1590 GO TO 2370
1600 LET Q=0
1610 FOR L1=0 TO 7
1620 LET B(L1)=0
1630 LET A(L1)=0
1640 NEXT L1
1650 FOR L1=0 TO 7
1660 FOR L2=0 TO 7
1670 IF L1=L2 THEN 1710
1680 IF H(L1)<>H(L2) THEN 1710
1690 PRINT "RERUN PLEASE"
1700 GO TO 2370
1710 IF H(L1)<H(L2) THEN 1730
1720 LET A(L1)=A(L1)+1
1730 NEXT L2
1740 NEXT L1
1750 FOR L1=8 TO 1 STEP -1
1760 FOR L2=0 TO 7
1770 IF A(L2)<>L1 THEN 1810
1780 LET B(Q)=L2+1
1790 LET Q=Q+1
1800 LET L2=8
1810 NEXT L2
1820 NEXT L1
1830 RETURN
1840 PRINT "POS. HORSE LENGTHS BEHIND"
1850 PRINT
1860 FOR I=0 TO 7
1870 PRINT I+1;
1880 IF B(I)=1 THEN 2090
1890 IF B(I)=2 THEN 2070
1900 IF B(I)=3 THEN 2050
1910 IF B(I)=4 THEN 2030
1920 IF B(I)=5 THEN 2010
1930 IF B(I)=6 THEN 1990
1940 IF B(I)=7 THEN 1970
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HORSE RACE/ H 11 BASIC < CONT'D >

```
1950 PRINT "COALTOWN    ";  
1960 GO TO 2100  
1970 PRINT "STYMIC      ";  
1980 GO TO 2100  
1990 PRINT "GALLANT FOX";  
2000 GO TO 2100  
2010 PRINT "SEABISCUIT  ";  
2020 GO TO 2100  
2030 PRINT "ASSAULT      ";  
2040 GO TO 2100  
2050 PRINT "WHIRLAWAY   ";  
2060 GO TO 2100  
2070 PRINT "CITATION     ";  
2080 GO TO 2100  
2090 PRINT "MAN O'WAR   ";  
2100 IF K=0 THEN 2160  
2110 IF I>0 THEN 2140  
2120 PRINT  
2130 GO TO 2150  
2140 PRINT INT(INT(D-H(B(I)-1))/10  
2150 NEXT I\GOSUB 2390  
2160 RETURN  
2170 IF K=1 THEN 2250  
2180 IF K=2 THEN 2270  
2190 IF K=3 THEN 2290  
2200 IF K=4 THEN 2310  
2210 IF K=5 THEN 2330  
2220 IF K=6 THEN 2350  
2230 PRINT " COMING DOWN THE STRETCH -"  
2240 GO TO 2360  
2250 PRINT " AS THEY BREAK FROM THE GATE -"  
2260 GO TO 2360  
2270 PRINT " AT THE 1/4 MILE POLE -"  
2280 GO TO 2360  
2290 PRINT " NEARING THE HALFWAY MARK -"  
2300 GO TO 2360  
2310 PRINT " MIDWAY IN THE RACE -"  
2320 GO TO 2360  
2330 PRINT " AT 5/8 OF A MILE -"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HORSE RACE/ H 11 BASIC < CONT'D >

```
2340 GO TO 2360
2350 PRINT " ROUNDING THE TURN -"
2360 RETURN
2370 PRINT \PRINT "DO YOU WISH TO PLAY AGAIN ?\INPUT D$
2380 IF D$="YES" THEN 150 \IF D$="NO" THEN 2400 \GO TO 2370
2390 FOR X=1 TO 5000\NEXT X\RETURN
2400 PRINT \PRINT "THANK YOU FOR PLAYING!\PRINT \PRINT \PRINT
2500 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAPS/H 11 BASIC

```
90 RANDOMIZE
100 PRINT "THIS DEMONSTRATION SIMULATES A CRAP GAME WITH THE COMPUTER"
110 PRINT "AS YOUR OPPONENT. THE RULES ARE SIMPLE:"
120 PRINT
130 PRINT " *A 7 OR 11 ON THE FIRST ROLL WINS"
140 PRINT " *A 2, 3 OR 12 ON THE FIRST ROLL LOSES"
150 PRINT
160 PRINT "ANY OTHER NUMBER ROLLED BECOMES YOUR 'POINT'* YOU CONTINUE"
170 PRINT "TO ROLL...IF YOU GET YOUR POINT, YOU WIN. IF YOU ROLL A 7,"
180 PRINT "YOU LOSE. THE DICE CHANGE HANDS WHEN THIS HAPPENS."
190 PRINT
200 PRINT
205 GOSUB 1130
210 LET Z=5*INT(10+10*RND(0))
220 PRINT "SPLENDID.....YOU ARE GIVEN " ;Z;" DOLLARS TO PLAY WITH."
230 PRINT
240 PRINT
250 IF INT(2*RND(0)+1)>1 THEN 310
260 LET W=-1
270 PRINT "I'LL ROLL FIRST....."
300 GO TO 330
310 LET W=1
320 PRINT "YOU ROLL FIRST...."
330 PRINT
340 PRINT
350 LET Q=0
360 PRINT "HOW MUCH DO YOU BET" ;
370 INPUT B
380 PRINT
390 IF B=INT(B) THEN 430
400 PRINT
410 PRINT "NO COINS PERMITTED...JUST BILLS, PLEASE."
420 GO TO 360
430 IF B=0 THEN 1090
440 IF B<Z+1 THEN 470
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAPS/H 11 BASIC < CONT'D >

```
450 PRINT "DON'T TRY TO BET MORE THAN YOU HAVE, PLEASE."
460 GO TO 360
470 LET D1=INT(6*RND(0)+1)
480 LET D2=INT(6*RND(0)+1)
490 LET Q=Q+1
500 LET S=D1+D2
510 IF W>0 THEN 540
520 PRINT " I ROLL " ;D1;" AND " ;D2;
530 GO TO 550
540 PRINT "YOU ROLL " ;D1;" AND " ;D2;
550 IF Q<>1 THEN 860
560 IF (S-2)*(S-3)*(S-12)=0 THEN 640
570 IF (S-7)*(S-11)=0 THEN 710
580 IF W>0 THEN 610
590 PRINT "SO MY POINT IS";S
600 GO TO 620
610 PRINT "SO YOUR POINT IS";S
620 LET P=S
630 GO TO 470
640 PRINT "AND CRAP OUT..."
650 LET C=1
660 IF W>0 THEN 690
670 LET Z=Z+B
680 GO TO 770
690 LET Z=Z-B
700 GO TO 770
710 PRINT "AND PASS...."
720 LET C=1
730 IF W>0 THEN 760
740 LET Z=Z-B
750 GO TO 770
760 LET Z=Z+B
770 PRINT
780 IF Z<1 THEN 1060
790 PRINT "YOU NOW HAVE ";Z;" DOLLARS"
800 IF C>0 THEN 830
810 PRINT "CHANGE DICE NOW..."
820 PRINT
830 LET W=W*C
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAPS/H 11 BASIC < CONT'D >

```
840 LET Q=0
850 GO TO 360
860 IF S<>7 THEN 940
870 PRINT "AND LOSE..."
880 LET C=-1
890 IF W>0 THEN 920
900 LET Z=Z+B
910 GO TO 770
920 LET Z=Z-B
930 GO TO 770
940 IF S=P THEN 970
950 PRINT "...ROLL AGAIN."
960 GO TO 470
970 IF W>0 THEN 1020
980 PRINT "AND MAKE MY POINT"
990 LET C=1
1000 LET Z=Z-B
1010 GO TO 770
1020 PRINT "AND MAKE YOUR POINT"
1030 LET C=1
1040 LET Z=Z+B
1050 GO TO 770
1060 PRINT
1070 PRINT "YOU HAVE RUN OUT OF MONEY....SORRY ABOUT THAT."
1080 GO TO 1110
1090 PRINT "THANKS FOR THE GAME. AND CONGRATULATIONS"
1100 PRINT "FOR BEING ABLE TO QUIT WHILE YOU WERE AHEAD."
1110 PRINT \PRINT \PRINT
1120 GO TO 1140
1130 FOR I=1 TO 14000\NEXT I\RETURN
1140 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ELIZA/ H 11 BASIC

```
100 DIM S(36),R(36),N(36)
110 N1=36\N2=12\N3=112
120 FOR X=1 TO N1+N2+N3\READ Z$\NEXT X
130 FOR X=1 TO N1
140 READ S(X),L\R(X)=S(X)\N(X)=S(X)+L-1
150 NEXT X
160 PRINT "HI! I'M ELIZA. WHATS YOUR PROBLEM?"
200 INPUT I$
210 I$=" "&I$&" "
220 FOR L=1 TO LEN(I$)
225 IF SEG$(I$,L,L)<>" " THEN 234
230 I$=SEG$(I$,1,L-1)&SEG$(I$,L+1,LEN(I$))\GO TO 225
234 IF L+4>LEN(I$) THEN 250
236 IF SEG$(I$,L,L+3)<>"SHUT" THEN 250
238 PRINT "SHUT UP..."\STOP
250 NEXT L
255 IF I$<>P$ THEN 290
270 PRINT "PLEASE DON'T REPEAT YOURSELF!"\GO TO 200
290 RESTORE
295 S=0
300 FOR K=1 TO N1
310 READ K$
315 IF S>0 THEN 360
320 FOR L=1 TO LEN(I$)-LEN(K$)+1
330 IF SEG$(I$,L,L+LEN(K$)-1)<>K$ THEN 350
340 S=K\T=L\F$=K$
350 NEXT L
360 NEXT K
363 IF S<=0 THEN 370
367 K=S\L=T\GO TO 420
370 K=36\GO TO 590
420 RESTORE\FOR X=1 TO N1\READ Z$\NEXT X
430 C$=" "&SEG$(I$,LEN(F$)+L,LEN(I$))
440 FOR X=1 TO N2/2
450 READ S$,R$
460 FOR L=1 TO LEN(C$)
470 IF L+LEN(S$)>LEN(C$) THEN 510
480 IF SEG$(C$,L,L+LEN(S$)-1)<>S$ THEN 510
490 C$=SEG$(C$,1,L-1)&R$&SEG$(C$,L+LEN(S$),LEN(C$))
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ELIZA/ H 11 BASIC < CONT'D >

```
495 L=L+LEN(R$)
500 GO TO 540
510 IF L+LEN(R$)>LEN(C$) THEN 540
520 IF SEG$(C$,L,L+LEN(R$)-1)<>R$ THEN 540
530 C$=SEG$(C$,1,L-1)&S$&SEG$(C$,L+LEN(R$),LEN(C$))
535 L=L+LEN(S$)
540 NEXT L
550 NEXT X
555 IF SEG$(C$,2,2)<>" " THEN 590
565 C$=SEG$(C$,2,LEN(C$))
590 RESTORE\FOR X=1 TO N1+N2\READ Z$\NEXT X
600 FOR X=1 TO R(K)\READ F$\NEXT X
610 R(K)=R(K)+1\IF R(K)<=N(K) THEN 620
615 R(K)=S(K)
620 IF SEG$(F$,LEN(F$),LEN(F$))="*" THEN 630
625 PRINT F$\P$=I$\GO TO 200
630 PRINT SEG$(F$,1,LEN(F$)-1);C$
640 P$=I$\GO TO 200
1000 REM
1050 DATA "CAN YOU","CAN I","YOU ARE","YOU'RE","I DONT","I FEEL"
1060 DATA "WHY DONT YOU","WHY CANT I","ARE YOU","I CANT","I AM",
IM "
1070 DATA "YOU ","I WANT","WHAT","HOW","WHO","WHERE","WHEN","WHY"
1080 DATA "NAME","CAUSE","SORRY","DREAM","HELLO","HI ","MAYBE"
1090 DATA " NO","YOUR","ALWAYS","THINK","ALIKE","YES","FRIEND"
1100 DATA "COMPUTER","NOKEYFOUND"
1200 REM
1210 REM PROGRAM DATA
1220 REM
1230 DATA " ARE "," AM "," WERE "," WAS "," YOU "," I "," YOUR "
1235 DATA " MY "," IVE "," YOUE "," IM "," YOU'RE "
1300 REM
1310 REM REPLIES
1320 REM
1330 DATA "DON'T YOU BELIEVE THAT I CAN"
1340 DATA "PERHAPS YOU WOULD LIKE TO BE ABLE TO"
1350 DATA "YOU WANT ME TO BE ABLE TO"
1360 DATA "PERHAPS YOU DON'T WANT TO"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ELIZA/ H 11 BASIC < CONT'D >

```
1365 DATA "DO YOU WANT TO BE ABLE TO*"
1370 DATA "WHAT MAKES YOU THINK I AM*"
1380 DATA "DOES IT PLEASE YOU TO BELIEVE I AM*"
1390 DATA "PERHAPS YOU WOULD LIKE TO BE*"
1400 DATA "DO YOU SOMETIMES WISH YOU WERE*"
1410 DATA "DON'T YOU REALLY*"
1420 DATA "WHY DON'T YOU*"
1430 DATA "DO YOU WISH TO BE ABLE TO*"
1440 DATA "DOES THAT TROUBLE YOU ?"
1450 DATA "TELL ME MORE ABOUT SUCH FEELINGS."
1460 DATA "DO YOU OFTEN FEEL*"
1470 DATA "DO YOU ENJOY FEELING*"
1480 DATA "DO YOU REALLY BELIEVE I DON'T*"
1490 DATA "PERHAPS IN GOOD TIME I WILL*"
1500 DATA "DO YOU WANT ME TO*"
1510 DATA "DO YOU THINK YOU SHOULD BE ABLE TO*"
1520 DATA "WHY CAN'T YOU*"
1530 DATA "WHY ARE YOU INTERESTED IN WHETHER OR NOT I AM*"
1540 DATA "WOULD YOU PREFER IF I WERE NOT*"
1550 DATA "PERHAPS IN YOUR FANTASIES I AM*"
1560 DATA "HOW DO YOU KNOW YOU CAN'T*"
1570 DATA "HAVE YOU TRIED ?"
1580 DATA "PERHAPS YOU CAN NOW*"
1590 DATA "DID YOU COME TO ME BECAUSE YOU ARE*"
1600 DATA "HOW LONG HAVE YOU BEEN*"
1610 DATA "DO YOU BELIEVE IT IS NORMAL TO BE*"
1620 DATA "DO YOU ENJOY BEING*"
1630 DATA "WE WERE DISCUSSING YOU.....NOT ME."
1640 DATA "OH, I*"
1650 DATA "YOU'RE NOT REALLY TALKING ABOUT ME ARE YOU ?"
1660 DATA "WHAT WOULD IT MEAN TO YOU IF YOU GOT*"
1670 DATA "WHY DO YOU WANT*"
1680 DATA "SUPPOSE YOU SOON GOT*"
1690 DATA "WHAT IF YOU NEVER GOT*"
1700 DATA "I SOMETIMES ALSO WANT*"
1710 DATA "WHY DO YOU ASK ?"
1720 DATA "DOES THAT QUESTION INTEREST YOU ?"
1730 DATA "WHAT ANSWER WOULD PLEASE YOU THE MOST ?"
1740 DATA "WHAT DO YOU THINK ?"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ELIZA/ H 11 BASIC < CONT'D >

```
1750 DATA "ARE SUCH QUESTIONS ON YOUR MIND OFTEN ?"
1760 DATA "WHAT IS IT THAT YOU REALLY WANT TO KNOW ?"
1770 DATA "HAVE YOU ASKED ANYONE ELSE ?"
1780 DATA "HAVE YOU ASKED SUCH QUESTIONS BEFORE ?"
1790 DATA "WHAT ELSE COMES TO MIND WHEN YOU ASK THAT ?"
1800 DATA "NAMES DON'T INTEREST ME."
1810 DATA "I DON'T CARE ABOUT NAMES, PLEASE CARRY ON."
1820 DATA "IS THAT THE REAL REASON ?"
1830 DATA "DON'T ANY OTHER REASONS COME TO MIND ?"
1840 DATA "DOES THAT REASON EXPLAIN ANYTHING ELSE ?"
1850 DATA "WHAT OTHER REASONS MIGHT THERE BE ?"
1860 DATA "PLEASE DON'T APOLOGIZE !"
1870 DATA "APOLOGIES ARE NOT NECESSARY."
1880 DATA "WHAT FEELINGS DO YOU HAVE WHEN YOU APOLOGIZE ?"
1890 DATA "DON'T BE SO DEFENSIVE !"
1900 DATA "WHAT DOES THAT DREAM SUGGEST TO YOU ?"
1910 DATA "DO YOU DREAM OFTEN ?"
1920 DATA "WHAT PERSONS APPEAR IN YOUR DREAMS ?"
1930 DATA "ARE YOU DISTURBED BY YOUR DREAMS ?"
1940 DATA "HOW DO YOU DO, PLEASE STATE YOUR PROBLEM."
1950 DATA "YOU DON'T SEEM QUITE CERTAIN."
1960 DATA "WHY THE UNCERTAIN TONE ?"
1970 DATA "CAN'T YOU BE MORE POSITIVE ?"
1980 DATA "YOU AREN'T SURE ?"
1990 DATA "DON'T YOU KNOW ?"
2000 DATA "ARE YOU SAYING NO JUST TO BE NEGATIVE ?"
2010 DATA "YOU ARE BEING JUST A BIT NEGATIVE."
2020 DATA "WHY NOT ?"
2030 DATA "ARE YOU SURE ?"
2040 DATA "WHY NO ?"
2050 DATA "WHY ARE YOU CONCERNED ABOUT MY*"
2060 DATA "WHAT ABOUT YOUR OWN*"
2070 DATA "CAN YOU THINK OF A SPECIFIC EXAMPLE ?"
2080 DATA "WHEN ?"
2090 DATA "WHAT ARE YOU THINKING OF ?"
2100 DATA "REALLY, ALWAYS ?"
2110 DATA "DO YOU REALLY THINK SO ?"
2120 DATA "BUT YOU ARE NOT SURE YOU*"
2130 DATA "DO YOU DOUBT YOU*"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ELIZA/ H 11 BASIC < CONT'D >

```
2140 DATA "IN WHAT WAY ?"
2150 DATA "WHAT RESEMBLANCE DO YOU SEE ?"
2160 DATA "WHAT DOES THE SIMILARITY SUGGEST TO YOU ?"
2170 DATA "WHAT OTHER CONNECTIONS DO YOU SEE ?"
2180 DATA "COULD THERE REALLY BE SOME CONNECTION ?"
2190 DATA "HOW ?"
2200 DATA "YOU SEEM QUITE POSITIVE."
2210 DATA "ARE YOU SURE ?"
2220 DATA "I SEE."
2230 DATA "I UNDERSTAND."
2240 DATA "WHY DO YOU BRING UP THE TOPIC OF FRIENDS ?"
2250 DATA "DO YOUR FRIENDS WORRY YOU ?"
2260 DATA "DO YOUR FRIENDS PICK ON YOU ?"
2270 DATA "ARE YOU SURE YOU HAVE ANY FRIENDS ?"
2280 DATA "DO YOU IMPOSE ON YOUR FRIENDS ?"
2290 DATA "PERHAPS YOUR LOVE FOR FRIENDS WORRIES YOU."
2300 DATA "DO COMPUTERS WORRY YOU ?"
2310 DATA "ARE YOU TALKING ABOUT ME IN PARTICULAR ?"
2320 DATA "ARE YOU FRIGHTENED BY MACHINES ?"
2330 DATA "WHY DO YOU MENTION COMPUTERS ?"
2340 DATA "WHAT DO YOU THINK MACHINES HAVE TO DO WITH YOUR PROBLE
M ?"
2350 DATA "DON'T YOU THINK COMPUTERS CAN HELP PEOPLE ?"
2360 DATA "WHAT IS IT ABOUT MACHINES THAT WORRIES YOU ?"
2370 DATA "SAY, DO YOU HAVE ANY PSYCHOLOGICAL PROBLEMS ?"
2380 DATA "WHAT DOES THAT SUGGEST TO YOU ?"
2390 DATA "I SEE."
2400 DATA "I'M NOT SURE I UNDERSTAND YOU FULLY."
2410 DATA "COME COME ELUCIDATE YOUR THOUGHTS."
2420 DATA "CAN YOU ELABORATE ON THAT ?"
2430 DATA "THAT IS QUITE INTERESTING."
2500 REM
2510 REM THE DATA FOR THE RIGHT REPLIES
2520 REM
2530 DATA 1,3,4,2,6,4,6,4,10,4,14,3,17,3,20,2,22,3,25,3
2540 DATA 28,4,28,4,32,3,35,5,40,9,40,9,40,9,40,9,40,9
2550 DATA 49,2,51,4,55,4,59,4,63,1,63,1,64,5,69,5,74,2,76,4
2560 DATA 80,3,83,7,90,3,93,6,99,7,106,6
3000 END
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MADLIB/H 11 BASIC

```
10 REM MADLIB #2
20 RANDOMIZE
30 DIM A$(11),B$(2),C$(10),X$(11),Y$(7)
40 PRINT "YOU SUPPLY THE WORDS; I'LL WRITE THE STORIES."
50 PRINT "NO TWO STORIES ARE ALIKE !" \PRINT
60 PRINT "FIRST, I NEED 11 ADJECTIVES, E.G., LUMPY, SHORT-SIGHTED
,"
70 PRINT "FUZZY, PRUNE-FACED, ETC." \FOR I=1 TO 11 \INPUT A$(I) \NEXT
I
90 PRINT \PRINT "NOW I NEED TWO ADVERBS. THEY END IN 'LY', E.G.,
MODESTLY,"
100 PRINT "STUPIDLY, GREEDILY, ETC." \INPUT B$(1),B$(2)
110 PRINT
120 PRINT "NOW 7 NOUNS. THINGS LIKE BEER CAN, APRICOT, BIG TOE,
WASH BASIN."
130 FOR I=1 TO 7 \INPUT C$(I) \NEXT I \PRINT "TWO FOODS" \INPUT C$(9)
,C$(10)
140 PRINT "A GEOGRAPHICAL LOCATION" \INPUT D$ \PRINT "A CONTAINER" \
INPUT C$(8)
150 PRINT "THE FIRST NAME OF A GIRL" \INPUT E$ \PRINT "THE FIRST NA
ME OF A MAN"
155 INPUT F$
160 PRINT "AND FINALLY, SOMEONE'S LAST NAME" \INPUT G$ \G$=" " &G$
170 FOR I=1 TO 11 \X$(I)=" " \NEXT I \FOR I=1 TO 7 \Y$(I)=" " \NEXT I
180 FOR I=1 TO 11
185 R=INT(RND(0)*11+1)
190 IF X$(R)<>" " THEN 185 \X$(R)=A$(I) \NEXT I
200 FOR I=1 TO 7
210 R=INT(RND(0)*7+1)
220 IF Y$(R)<>" " THEN 210 \Y$(R)=C$(I) \NEXT I
230 PRINT \PRINT "THANK YOU ! NOW WHAT WOULD YOU LIKE?"
240 PRINT " 1. TIPS ON SERVING WINE" \PRINT " 2. A BOOK RE
VIEW"
250 PRINT " 3. BEAUTY ADVICE" \PRINT " 4. A FABLE"
260 PRINT " 5. A WEDDING DESCRIPTION"
270 PRINT "PLEASE ANSWER '1', '2', ETC. OR 'ALL'" \INPUT M$
280 IF M$="ALL" THEN 350 \IF M$="1" THEN 350 \IF M$="2" THEN 500
290 IF M$="3" THEN 750 \IF M$="4" THEN 600
```

< H >< U >< G > < S >< O >< F >< I >< W >< A >< R >< E >

PROGRAM NAME: MADLIB/H 11 BASIC < CONT'D >

```
300 IF M$="5" THEN 950 \PRINT "I DON'T UNDERSTAND '"M$"'." \GO TO  
270  
350 FOR I=1 TO 5\PRINT \NEXT I\PRINT TAB(20);"TIPS ON SERVING WIN  
E"  
355 PRINT  
360 PRINT "A GOOD WINE, SERVED "B$(2)", CAN MAKE ANY MEAL A TRULY  
"X$(1)  
370 PRINT "OCCASION. THE RED WINES HAVE A "X$(3)" FLAVOR THAT BL  
ENDS WITH"  
380 PRINT Y$(1)"S OR SMOKED "C$(9)". WHITE WINES RANGE IN FLAVOR  
FROM"  
390 PRINT X$(4)" TO "X$(6)". THE BEST WINES ARE MADE BY PEASANTS  
IN"  
400 PRINT D$" FROM THE JUICE OF RIPE "Y$(3)"S BY PUTTING THEM IN  
VATS"  
410 PRINT "AND SQUASHING THEM WITH THEIR "X$(8)" FEET. THIS IS W  
HAT GIVES"  
420 PRINT "WINE THAT "X$(10)" AROMA." \PRINT \PRINT "HERE ARE A FE  
W RULES:"  
430 PRINT " 1. ALWAYS SERVE WHITE WINE IN A "X$(2)" GLASS AT"  
440 PRINT "    "Y$(5)" TEMPERATURE."  
450 PRINT " 2. NEVER SERVE BURGUNDY WITH FRIED "Y$(2)"S."  
460 PRINT " 3. WINES SHOULD ALWAYS BE DRUNK "B$(1)" OR YOU'RE L  
IABLE"  
470 PRINT " TO END UP WITH A "X$(7)" STOMACH."  
490 GOSUB 1490  
500 FOR I=1 TO 5\PRINT \NEXT I\PRINT TAB(22);"A BOOK REVIEW"\PRIN  
T  
510 PRINT F$;G$" HAS JUST WRITTEN AN AUTOBIOGRAPHY CALLED 'THE'  
520 PRINT Y$(7)" IN THE "X$(5)" "Y$(4)". THE MAIN CHARACTER IN"  
530 PRINT "THIS "X$(9)" STORY IS A "X$(11)" GIRL NAMED "E$" WHO"  
540 PRINT "CAN'T DECIDE BETWEEN A CAREER IN "Y$(6)"S OR MARRIAGE  
TO A "  
550 PRINT X$(2)" BOY WHO HAS PROMISED HER A "X$(7)" "C$(10)". TH  
E"  
560 PRINT "AUTHOR HAS MANY CONFLICTS TO RESOLVE, BUT FINDS THAT A  
"X$(10)  
570 PRINT "MARRIAGE IS THE ANSWER. THIS BOOK IS WRITTEN "B$(1)"  
AND"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MADLIB/H 11 BASIC

```
580 PRINT "FILLED WITH "X$(4)" LANGUAGE. IT PROVES THE OLD ADAGE
: "
590 PRINT " 'A WOMAN'S PLACE IS IN THE "Y$(5)".'"
595 GOSUB 1490
600 FOR I=1 TO 5\PRINT \NEXT I\PRINT TAB(26)"A FABLE"\PRINT
610 PRINT "ONCE UPON A TIME THERE WAS A VERY CURIOUS GIRL, "E$",
WHO WAS"
620 PRINT "POKING HER NOSE INTO EVERYBOSY'S "C$(8)"S. SHE KEPT"
630 PRINT "COMPANY WITH A "X$(6)" MAN NAMED "F$", WHO WAS ALWAYS
BUYING"
640 PRINT "HER "X$(9)" PRESENTS." \PRINT
650 PRINT "ONCE HE GAVE A DIAMOND "Y$(2)" TO WEAR ON HER "Y$(4)
660 PRINT "AND HE BOUGHT HER A "X$(1)" "C$(9)" TO WEAR IN HER "Y$(
7)"."
665 PRINT
670 PRINT "THEN ONE DAY HE BOUGHT HER A "X$(11)" HORSE. AS SOON
A SHE"
680 PRINT "SAW THE "X$(3)" ANIMAL SHE BEGAN TO EXAMINE IT "B$(1)""
690 PRINT "FIRST SHE LOOKED AT THE HORSE'S "Y$(3)", AND THEN AT I
TS "C$(10)"."
700 PRINT "THEN SHE OPENED ITS MOUTH SO SHE COULD LOOK AT ITS "Y$(
1)"S."
710 PRINT "AT THIS THE HORSE BECAME "X$(7)" AND BIT OFF HER "Y$(6
)"."
720 PRINT \PRINT "MORAL: NEVER LOOK A GIFT HORSE IN THE "Y$(5)"!
730 GOSUB 1490
750 FOR I=1 TO 5\PRINT \NEXT I\PRINT TAB(22)"BEAUTY ADVICE"\PRINT
760 PRINT "IF YOUR SKIN IS "X$(1)" OR "X$(3)", YOU CAN CURE THIS"
770 PRINT "CONDITION WITH THE FOLLOWING CARE. EVERY MORNING BEFO
RE"
780 PRINT "WASHING YOUR "Y$(1)", MASSAGE IT GENTLY WITH A "Y$(3)
790 PRINT "THAT HAS BEEN SOAKING OVERNIGHT IN A "C$(8)" FULL OF W
ARM"
800 PRINT Y$(7)"S. THEN MIX TOGETHER SOME "C$(9)" AND SOME "C$(1
0)
810 PRINT "UNTIL THE MIXTURE BECOMES "X$(5)". PAT THIS ONTO YOUR
"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MADLIB/H 11 BASIC

```
820 PRINT X$(9)" COMPLEXION FOR FIVE MINUTES. THEN REMOVE, USING
A"
830 PRINT Y$(6)", AND WASH YOUR FACE WITH "X$(6)" WATER. DO NOT"
840 PRINT "OMIT THIS "X$(8)" STEP OR YOUR SKIN WILL BECOME "X$(11
)"+."
850 PRINT \PRINT "DO THIS "B$(2)" EVERY DAY AND YOU SOON WILL BE
AS "X$(7)
860 PRINT "AS "E$#G$"."
940 GOSUB 1490
950 FOR I=1 TO 5\PRINT \NEXT I\PRINT TAB(17);"DESCRIPTION OF WEDD
ING"
955 PRINT
960 PRINT "THE "X$(11)" WEDDING YESTERDAY AFTERNOON BETWEEN "X$(1
0)
970 PRINT E$" AND HER GROOM "F$#G$" WAS CARRIED OFF "B$(2)". THE
BRIDE"
980 PRINT "WORE A LONG "X$(2)" "Y$(2)" WITH "X$(4)" EDGING AND A
"X$(5)
990 PRINT "NECKLINE. AT THE END OF THE "X$(8)" CEREMONY, THERE W
ASN'T A DRY"
1000 PRINT Y$(4)" IN THE PLACE."\PRINT
1010 PRINT "LATER AT THE RECEPTION THE BRIDE'S MOTHER SAID, 'THE
GROOM IS A"
1020 PRINT X$(10)" MAN, JUST THE TYPE OF "C$(10)" WE WANTED FOR O
UR"
1030 PRINT X$(6)" DAUGHTER.' THE "X$(3)" COUPLE LEFT, MIDST A FL
URRY OF"
1040 PRINT X$(1)" CONGRATULATIONS, TO SPEND A "X$(7)" HONEYMOON V
ISITING"
1050 PRINT Y$(6)"S IN "D$". "\PRINT \PRINT "THEY ARE SURE TO LIVE
"B$(1)"
1060 PRINT " FOR MANY YEARS."
1485 GO TO 1500
1490 IF M$<>"ALL" THEN 1500 \RETURN
1500 FOR I=1 TO 5\PRINT \NEXT I
1510 PRINT "ANOTHER STORY (Y OR N)" ;\INPUT N$\IF N$=="N" THEN 2000

1520 PRINT "SAME WORDS (Y OR N)" ;\INPUT N$\IF N$=="N" THEN 60 \GO
TO 170
2000 PRINT "HOPE YOU HAD FUN ! SO LONG FOR NOW."\END
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE

```
00010 DIM D(51),N$(12),S$(3),H$(1,51):C1=52:F=1
00011 DIM Z0(1,51)
00015 Q3=0:Q4=0:C2=0
00020 FOR I=0 TO 51:D(I)=I:NEXT I
00030 FOR I=0 TO 12:READ N$(I):NEXT I
00040 FOR I=0 TO 3:READ S$(I):NEXT I
00050 DATA "A","2","3","4","5","6","7","8","9","10","J","Q","K"
00060 DATA "D","C","H","S"
00070 DEF FN M(M1,M2)=M1-(M2*INT(M1/M2))
00080 PRINT TAB(7);"WELCOME TO      'CRAZY EIGHTS WITH VICIOUS TW
OS' "
00090 PRINT "MY NAME IS AGGIE.  I WILL BE YOUR OPPONENT."
00100 LINE INPUT "WHAT'S YOUR NAME  ?":X$:GOSUB 1100:GOSUB 1250:A
$=X$
00110 PRINT TAB(7);A$:LINE INPUT ", DO YOU WANT INSTRUCTIONS? ":
X$
00120 GOSUB 1100:IF LEFT$(X$,1)="Y" THEN GOSUB 2500:GOSUB 2000
00130 LINE INPUT "WHAT SHALL WE PLAY TO(100 OR 500)?  ":X$
00140 GOSUB 1100:GOSUB 1140:GOSUB 1300:G=VAL(X$)
00150 PRINT TAB(10);"SO WE ARE GOING TO PLAY TO":G;"."
00160 PRINT TAB(10);"-----"
00162 N=1:GOSUB 2500
00163 IF F=1 THEN PRINT "CARDS HAVE BEEN SHUFFLED":F=0
00164 PRINT TAB(20);"HAND NUMBER  ";N
00166 PRINT TAB(20);"-----"
00170 PRINT "NUMBER OF      DISCARD      NUMBER OF      YOUR"
00180 PRINT "  AGGIE'S       FILE        CARDS LEFT      HAND"
00190 PRINT "  CARDS          IN DECK"
00200 PRINT "-----"
00210 FOR I1=1 TO 7
00220 GOSUB 1000:Z0(0,I1-1)=C:GOSUB 1040
00230 H$(0,I1-1)=S$+N$
00240 GOSUB 1000:Z0(1,I1-1)=C:GOSUB 1040
00250 H$(1,I1-1)=S$+N$
00260 IF I1=1 THEN K$=H$(1,0)
00270 IF I1>1 THEN K$=K$+" "+H$(1,I1-1)
00280 PRINT TAB(2);I1;TAB(40);K$;
00290 IF I1=7 THEN 320
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE < CONT'D >

```
00300 FOR J=1 TO 40+LEN(K$):PRINT CHR$(8)::NEXT J
00310 NEXT I1
00320 FOR J=1 TO 24+LEN(K$):PRINT CHR$(8)::NEXT J
00330 GOSUB 1000
00331 C2=C2-1
00332 D(51)=D(37):D(37)=C:C9=C1+1
00333 GOSUB 1040
00334 D$=S$+N$
00340 D=37:A1=7:P1=7:PRINT D$:TAB(27):D
00345 T=0:IF RIGHT$(LEFT$(D$,2),1)="2" THEN T=2
00350 X$="-":LINE INPUT "IT'S YOUR GO      ";X$
00355 IF X$="" OR X$=" " OR X$="  " OR X$="   " OR X$="    " THEN
350
00356 IF X$="      " OR X$="        " OR X$="        " THEN 350
00357 IF X$="          " OR X$="        " OR X$="        " THEN
350
00360 GOSUB 1100:GOSUB 1140
00370 A2$=RIGHT$(LEFT$(X$,2),1)
00375 IF ASC(A2$)=65 OR ASC(A2$)=74 OR ASC(A2$)=75 OR ASC(A2$)=81
THEN 390
00380 IF ASC(A2$)<=47 OR ASC(A2$)>=58 THEN GOSUB 1400:GOTO 460
00390 GOSUB 1450
00415 IF T=2 AND MID$(X$,2,1)<>"2" THEN PRINT "YOU MUST PLAY A TW
O OR DRAW."
00416 IF T=2 AND MID$(X$,2,1)<>"2" THEN 350
00417 P=0:GOSUB 1510
00418 IF P=0 THEN GOSUB 1580
00420 IF P=0 THEN PRINT "THAT CARD IS NOT PLAYABLE.":GOTO 350
00430 IF P1=2 OR W8=1 THEN GOSUB 1600:W8=0
00440 IF MID$(X$,2,1)="2" THEN T=T+2
00450 GOSUB 1640
00460 GOSUB 2510
00470 GOTO 2651
01000 X=INT(C1*RND(1)):C=D(X)
01005 IF X=51 THEN 1020
01010 FOR I=X TO 50:D(I)=D(I+1):NEXT I
01020 D(51)=C:C1=C1-1:C2=C2+1:C9=C9-1:D=D-1
01025 IF C1=0 THEN C1=C9-1:F=1:D=C9-1
01030 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

- PROGRAM NAME: CRAZY EIGHTS/HOYLE < CONT'D >

```
01040 N$=N$(FN M(C,13)):$#=S$(FN M(C,4))::RETURN
01100 FOR I2=1 TO 80
01110 IF RIGHT$(LEFT$(X$,I2),1)<>" " THEN 1130
01120 NEXT I2
01130 X$=RIGHT$(X$,LEN(X$)-(I2-1))::RETURN
01140 FOR I2=1 TO 80
01150 IF LEFT$(RIGHT$(X$,I2),1)<>" " THEN 1170
01160 NEXT I2
01170 X$=LEFT$(X$,LEN(X$)-(I2-1))
01180 FOR I2=1 TO 80
01190 IF RIGHT$(LEFT$(X$,I2),1)=" " THEN 1220
01200 IF I2>=LEN(X$) THEN RETURN
01210 NEXT I2
01220 X$=LEFT$(X$,I2-1)+RIGHT$(X$,LEN(X$)-I2)
01230 GOTO 1180
01250 FOR I2=1 TO 20
01260 IF RIGHT$(LEFT$(X$,I2),1)=" " THEN 1290
01265 IF I2>=LEN(X$) THEN RETURN
01270 NEXT I2
01280 PRINT "YOUR NAME IS TOO LONG. PLEASE USE A SHORTER NAME.":
GOTO 100
01290 X$=LEFT$(X$,I2-1)::RETURN
01300 FOR I2=1 TO 80
01310 A0$=RIGHT$(LEFT$(X$,I2),1)
01320 IF ASC(A0$)<=47 OR ASC(A0$)>=58 THEN 1350
01330 IF I2>=LEN(A0$) THEN 1360
01340 NEXT I2
01350 PRINT "NO! THIS ISN'T A NUMBER."::GOTO 130
01360 IF VAL(X$)<>100 AND VAL(X$)<>500 THEN 1380
01370 RETURN
01380 PRINT "NO! THIS ISN'T EITHER 100 OR 500."::GOTO 130
01400 IF T=0 THEN T=1
01405 FOR I4=1 TO T
01410 GOSUB 1000
01412 Z0(1,P1+(I4-1))=C
01414 GOSUB 1040:H$(1,P1+(I4-1))=S$+N$
01420 NEXT I4
01430 P1=P1+T:T=0::RETURN
01450 C=2:IF RIGHT$(LEFT$(X$,3),1)="0" THEN C=3
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE < CONT'D >

```
01460 U=0
01465 C$=LEFT$(X$,C)
01470 FOR I3=1 TO P1:IF C$=H$(1,I3-1) THEN U=1:I5=I3-1
01480 NEXT I3
01490 IF U=0 THEN PRINT "I'M SORRY BUT YOU DON'T HAVE THAT CARD":*
GOTO 350
01500 RETURN
01510 A3$=RIGHT$(LEFT$(X$,2),1)
01520 IF A3$<>"8" THEN RETURN
01530 R5=0
01535 E$="?"
01540 FOR V5=2 TO LEN(X$)
01543 LET V4$=MID$(X$,V5,1)
01545 IF V4$="S" THEN E$=MID$(X$,V5,6)
01547 IF V4$="H" THEN E$=MID$(X$,V5,6)
01548 IF V4$="D" THEN E$=MID$(X$,V5,8)
01549 IF V4$="C" THEN E$=MID$(X$,V5,5)
01550 IF (E$="SPADES" OR E$="HEARTS" OR E$="DIAMONDS" OR E$="CLUB
S") THEN 1570
01555 NEXT V5
01560 PRINT "WHAT SUIT ARE YOU CHANGING IT TO?"
01563 LINE INPUT "'SPADES','HEARTS','DIAMONDS', OR 'CLUBS' " ;E$
01566 IF NOT (E$="SPADES" OR E$="HEARTS" OR E$="DIAMONDS" OR E$="CLU
BS")THEN 1560
01570 D$=E$:P=1:R5=1:RETURN
01580 S0$=LEFT$(X$,1):N0$=MID$(X$,2,C-1):S1$=LEFT$(D$,1):N1$=MID$(
D$,2,C-1)
01585 IF MID$(D$,2,1)="8" AND C1=37 AND A1+P1=14 THEN P=1:RETURN
01590 IF S0$=S1$ OR N0$=N1$ THEN P=1:RETURN
01600 O=0:A3$="/"
01610 FOR V6=1 TO LEN(X$)
01615 IF MID$(X$,V6,1)="0" THEN A3$=MID$(X$,V6,7)
01617 IF MID$(X$,V6,1)="1" THEN A3$=MID$(X$,V6,5)
01620 IF A3$="ONECARD" OR A3$="1CARD" THEN O=1
01625 NEXT V6
01630 RETURN
01640 P1=P1-1:FOR I3=I5 TO P1-1:H$(1,I3)=H$(1,I3+1):NEXT I3
01641 W4=Z0(1,I5)
01642 FOR I3=I5 TO P1-1:Z0(1,I3)=Z0(1,I3+1):NEXT I3
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE < CONT'D >

```
01644 IF R5=0 THEN D$=C$  
01645 IF P1=0 THEN Q=2:GOTO 4050  
01646 FOR Z3=C9 TO 51:IF D(Z3)=W4 THEN 1648  
01647 NEXT Z3  
01648 D(Z3)=D(C9):D(C9)=W4:C2=C2-1:C9=C9+1  
01649 R5=0  
01650 RETURN  
02000 PRINT TAB(7);"INSTRUCTIONS FOR CRAZY EIGHTS WITH VICIOUS TW  
OS"  
02010 PRINT TAB(7);"-  
--"  
02020 PRINT TAB(5);"THIS IS A GAME FOR TWO PLAYERS. WE EACH ARE  
DEALT"  
02030 PRINT "SEVEN CARDS AND ONE CARD IS TURNED UP TO FORM THE DI  
SCARD"  
02040 PRINT "PILE."  
02044 PAUSE 2000:GOSUB 2500  
02050 PRINT TAB(5);"THE OBJECT OF THE GAME IS TO GET RID OF ALL O  
F YOUR"  
02060 PRINT "CARDS. YOU PLAY THE GAME TO A PREDETERMINED SCORE S  
UCH AS"  
02070 PRINT "100 OR 500, AND THE FIRST PLAYER TO REACH THIS SCORE  
WINS."  
02080 PRINT TAB(5);"WHEN YOU HAVE GOTTON RID OF ALL YOUR CARDS, T  
HEN YOU"  
02090 PRINT "SCORE POINTS FOR THE CARDS LEFT IN YOUR OPPONENTS HA  
ND."  
02100 PRINT TAB(10);"2 THROUGH 7 - COUNTS FIVE POINTS"  
02110 PRINT TAB(10);" 8 - COUNTS FIFTY POINTS"  
02120 PRINT TAB(10);"9 THROUGH K - COUNTS TEN POINTS"  
02130 PRINT TAB(10);" A - COUNTS TWENTY POINTS"  
02134 PAUSE 10000:GOSUB 2500  
02140 PRINT TAB(5);"WHEN IT IS YOUR GO YOU MUST EITHER DRAW ONE C  
ARD OR"  
02150 PRINT "PLAY ONE CARD. YOU MAY PLAY A CARD ON THE TOP OF TH  
E"  
02160 PRINT "DISCARD FILE IF THE CARD YOU PLAY MATCHES THE TOP CA  
RD OF"  
02170 PRINT "THE DISCARD PILE IN EITHER SIZE OR SUIT. FOR INSTAN  
CE, ON"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE

```
02180 PRINT "THE 'HQ' YOU COULD PLAY EITHER THE 'H7' OR THE 'CQ'  
BUT"  
02190 PRINT "THE 'CJ' WOULD NOT BE PLAYABLE."  
02195 PAUSE 5000:GOSUB 2500  
02200 PRINT TAB(5);"TWO TYPES OF CARDS HAVE SPECIAL FUNCTIONS. E  
IGHTS"  
02210 PRINT "MAY BE PLAYED ON ANYTHING EXCEPT TWOS AND THEN THE O  
NE"  
02220 PRINT "WHO PLAYS THE EIGHT MAY CHANGE THE SUIT TO ANY SUIT.  
FOR"  
02230 PRINT "EXAMPLE, ON THE 'HQ' YOU COULD PLAY THE 'C8' AND ANN  
OUNCE"  
02240 PRINT "'SPADES'. THEN SOMEONE CAN ONLY PLAY A 'SPADE' OR A  
NOTHER"  
02250 PRINT "EIGHT. IF AN EIGHT IS TURNED UP TO BEGIN WITH ON TH  
E"  
02260 PRINT "DISCARD PILE, THEN THE FIRST PLAYER HAS HIS CHOICE O  
F WHAT"  
02270 PRINT "SUIT TO PLAY."  
02280 PAUSE 10000:GOSUB 2500  
02290 PRINT TAB(5);"TWOS ARE THE OTHER CARDS WITH A SPECIAL FUNCT  
ION."  
02300 PRINT "WHEN SOMEONE PLAYS A TWO THEN THE OTHER PLAYER MUST"  
02310 PRINT "EITHER PLAY ANOTHER TWO OR DRAW TWO CARDS. IF HE PL  
AYS A"  
02320 PRINT "TWO, THEN THE FIRST TWO PLAYER MUST EITHER PLAY A TW  
O OR"  
02330 PRINT "DRAW FOUR CARDS AND SO ON. IN OTHER WORDS EACH TWO  
PLAYED"  
02340 PRINT "DEMANDS TWO CARDS BE DRAWN FOR IT UNLESS SOMEONE IS  
OUT OF"  
02350 PRINT "CARDS."  
02355 PAUSE 10000:GOSUB 2500  
02360 PRINT TAB(5);"THERE IS ONE MORE RULE. WHEN YOU ARE DOWN TO  
ONE"  
02370 PRINT "CARD YOU MUST WARN THE OTHER PLAYER OF THIS FACT BY  
SAYING"  
02380 PRINT "'ONE CARD' AFTER YOU PLAY YOUR NEXT TO LAST CARD. I  
F YOU"  
02390 PRINT "DON'T DO THIS, THEN YOU CAN'T GO OUT THE NEXT TIME.  
IF"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE

```
02400 PRINT "YOU GO AHEAD AND PLAY YOUR LAST CARD, YOU WILL BE GI  
VEN."  
02410 PRINT "ANOTHER ONE."  
02420 PRINT TAB(5);"WHEN THE DECK RUNS OUT OF CARDS THE DISCARDS  
ARE"  
02430 PRINT "SHUFFLED AND BECOME THE DECK. THE NUMBER OF CARDS I  
N MY"  
02440 PRINT "HAND AND THE NUMBER OF CARDS IN THE DECK WILL BE KEP  
T."  
02450 PRINT "TRACK OF FOR YOU. GOOD LUCK."  
02460 PAUSE 10000:GOSUB 2500:RETURN  
02500 FOR I=1 TO 12:PRINT :NEXT I:RETURN  
02510 REM -THIS IS AGGIE'S STRATEGY  
02520 IF T<=1 THEN 2597  
02525 A9=0  
02530 FOR I6=1 TO A1:IF MID$(H$(0,I6-1),2,1)="2" THEN A9=A9+1  
02535 NEXT I6  
02540 IF A9=0 THEN PRINT "I'LL DRAW";T;"CARDS.":GOTO 4000  
02550 IF A9=1 THEN A8=INT(2*RND(1))  
02555 IF A9=1 AND A1=1 THEN I6=1:GOTO 2575  
02560 IF A8=1 THEN PRINT "I'LL DRAW";T;"CARDS.":GOTO 4000  
02570 FOR I6=1 TO A1:IF MID$(H$(0,I6-1),2,1)="2" THEN 2575  
02572 NEXT I6  
02575 IF MID$(H$(0,I6-1),2,1)="2" THEN T=T+2  
02580 I7=I6-1:A5$=H$(0,I7)  
02582 FOR Z3=C9 TO 51:IF D(Z3)=Z0(0,I7) THEN 2584  
02583 NEXT Z3  
02584 D(Z3)=D(C9):D(C9)=Z0(0,I7):C2=C2-1:C9=C9+1  
02590 FOR I3=I7 TO A1-1:H$(0,I3)=H$(0,I3+1):NEXT I3  
02591 FOR I3=I7 TO A1-1:Z0(0,I3)=Z0(0,I3+1):NEXT I3  
02592 PRINT "I'LL PLAY ";A5$:W6=1  
02593 PAUSE 1000  
02595 A1=A1-1:D$=A5$::RETURN  
02597 C=2:IF MID$(D$,3,1)="0" THEN C=3  
02600 FOR I6=1 TO A1  
02610 IF LEFT$(H$(0,I6-1),1)=LEFT$(D$,1) THEN 2575  
02630 IF MID$(H$(0,I6-1),2,C-1)=MID$(D$,2,C-1) THEN 2575  
02640 NEXT I6  
02641 FOR I6=1 TO A1
```

/ /
< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE < CONT'D >

```
02642 IF MID$(H$(0,I6-1),2,1)="8" THEN 2580
02643 NEXT I6
02650 T=1:PRINT "I'LL DRAW";T;"CARD.":GOTO 4000
02651 GOSUB 2500:IF F=1 THEN PRINT "THE CARDS ARE SHUFFLED":F=0
02652 PRINT "NUMBER OF      DISCARD      NUMBER OF      YOUR"
02653 PRINT " AGGIE'S      PILE      CARDS LEFT      HAND"
02654 PRINT "      CARDS                  IN DECK"
02655 PRINT "-----      -----      -----      -----"
02660 PRINT TAB(2);A1;
02670 G1=INT(P1/7):IF P1/7>G1 THEN G1=G1+1
02680 FOR I8=1 TO G1
02685 G2=7
02690 IF I8=G1 THEN G2=P1-(7*(G1-1))
02695 G3=40
02700 IF I8=2 OR I8=4 OR I8=6 THEN G3=42
02710 FOR I9=1 TO G2
02720 IF I9=1 THEN K$=H$(1,(7*(I8-1))+(I9-1))
02730 IF I9>1 THEN K$=K$+" "+H$(1,(7*(I8-1))+(I9-1))
02740 NEXT I9
02750 IF I8<G1 THEN PRINT TAB(G3);K$
02760 IF I8=G1 THEN PRINT TAB(G3);K$;
02770 NEXT I8
02780 FOR J=1 TO G3-16+LEN(K$):PRINT CHR$(8);:NEXT J
02790 PRINT D$;
02792 IF Z9=1 THEN Z9=0:GOTO 2800
02795 IF W6=1 AND MID$(D$,2,1)="8" THEN GOSUB 3000
02797 IF W6=1 AND MID$(D$,2,1)!="8" THEN PRINT " ";E$;D$=E$;W6=0
02800 IF A1=1 THEN PRINT " ONE CARD";
02803 IF A1=0 THEN PRINT " I'M OUT";
02810 PRINT TAB(27);D
02812 IF A1=0 THEN Q=1:GOTO 4050
02820 GOTO 350
03000 E$=LEFT$(H$(0,0),1)
03010 IF E$="S" THEN E$="SPADES"
03020 IF E$="H" THEN E$="HEARTS"
03030 IF E$="D" THEN E$="DIAMONDS"
03040 IF E$="C" THEN E$="CLUBS"
03050 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE < CONT'D >

```
04000 FOR I4=1 TO T
04010 GOSUB 1000
04012 Z0(0,A1+(I4-1))=C
04014 GOSUB 1040:H$(0,A1+(I4-1))=S$+N$
04020 NEXT I4
04030 A1=A1+T:T=0:Z9=1:GOTO 2651
04050 IF Q=1 THEN PRINT "I HAVE WON HAND NUMBER":N:Q2=2:Q6=P1:GOT
0 4070
04060 IF Q=2 AND O=1 THEN PRINT "YOU HAVE WON HAND NUMBER":N:Q2=1
:Q6=A1
04065 IF O=0 THEN PRINT "YOU DIDN'T SAY ONE CARD. YOU MUST DRAW"
04067 IF O=0 THEN T=1:W8=1:GOSUB 1400:GOTO 460
04070 N=N+1
04080 REM -SCORING
04085 IF Q2=1 THEN PRINT "AGGIE'S HAND":;
04090 FOR Q5=0 TO Q6-1
04095 IF Q2=1 AND Q5<Q6-1 THEN PRINT " ";H$(0,Q5):;
04096 IF Q2=1 AND Q5=Q6-1 THEN PRINT " ";H$(0,Q5)
04100 Q$=MID$(H$(Q2-1,Q5),2,1):R$=MID$(H$(Q2-1,Q5),2,2)
04110 IF Q$="A" THEN Q9=20
04120 IF Q$="2" OR Q$="3" OR Q$="4" OR Q$="5" THEN Q9=5
04130 IF Q$="6" OR Q$="7" THEN Q9=5
04140 IF Q$="8" THEN Q9=50
04150 IF Q$="9" OR R$="10" OR Q$="J" OR Q$="Q" OR Q$="K" THEN Q9=
10
04160 ON Q2 GOSUB 4300,4400
04170 NEXT Q5
04180 PRINT TAB(10) +"AGGIE'S SCORE":TAB(45):A$;"'S SCORE"
04185 PRINT TAB(10) +-----":TAB(45) +-----"
04186 IF N<>2 THEN PRINT "OLD SCORE":TAB(12):L3:TAB(47):L4
04187 IF N<>2 THEN PRINT "NEW SCORE":;
04190 PRINT TAB(12):Q3:TAB(47):Q4
04191 L3=Q3:L4=Q4
04192 IF Q3>=G OR Q4>=G THEN 4500
04195 PAUSE 3000
04200 GOSUB 2500:F=1:C1=52:C2=0
04210 FOR I=0 TO 51:D(I)=I:NEXT I
04220 GOTO 163
04300 Q4=Q4+Q9:RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CRAZY EIGHTS/HOYLE < CONT'D >

```
04400 Q3=Q3+Q9:RETURN  
04500 IF Q3>=G THEN PRINT "I HAVE WON BY";Q3-Q4  
04510 IF Q4>=G THEN PRINT "YOU HAVE WON BY";Q4-Q3  
04520 PRINT "IF YOU WOULD LIKE TO PLAY AGAIN, THEN TYPE 'RU'"  
04530 PRINT "AND PUSH RETURN."  
04540 PRINT "I HAVE ENJOYED PLAYING WITH YOU."  
04550 IF Q3>=G THEN PRINT "MAYBE NEXT TIME YOU WILL WIN."  
04560 END
```

: :

)

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DICE GAME/BOWES

```
00010 PRINT :PRINT :PRINT "DICE GAME #4.08.00. 6/19/78"
00012 PRINT "WRITTEN BY ALAN BOSE"
00014 PRINT "ADVERTISING DEPT."
00016 PRINT "HEATH COMPANY":PRINT
00020 DIM D(1,4),D$(2,5),O$(3,4),N$(5),T(5,5),S(5),S2(5),S3(10),N
(5)
00040 REM DICE PATTERNS
00050 D$(0,0)="!      !":D$(1,0)="! *   !":D$(2,0)="!      !"
00060 D$(0,1)="!*    !":D$(1,1)="!   !":D$(2,1)="!      *! "
00070 D$(0,2)="!      *!":D$(1,2)="! *   !":D$(2,2)="!*   !"
00080 D$(0,3)="!*    *!":D$(1,3)="!   !":D$(2,3)="!*   *! "
00090 D$(0,4)="!*    *!":D$(1,4)="! *   !":D$(2,4)="!*   *! "
00100 D$(0,5)="!*    *!":D$(1,5)="!*   *!":D$(2,5)="!*   *! "
00110 REM SET GAME, ENTRY LEVEL AND SCORING TABLE
00120 T2=5000:P2=400
00130 FOR A=0 TO 5:T(0,A)=0:T(1,A)=0:T(2,A)=0:NEXT A
00140 T(1,0)=100:T(1,4)=50:T(2,0)=200:T(2,4)=100
00150 FOR A=3 TO 5:T(A,1)=200:T(A,2)=300:T(A,3)=400:T(A,5)=600:NE
XT A
00160 T(3,0)=1000:T(4,0)=1100:T(5,0)=1200
00170 T(3,4)=500:T(4,4)=550:T(5,4)=600
00173 LINE INPUT "DO YOU NEED THE INSTRUCTIONS? (Y OR N) ":"Y$"
00176 PRINT :IF Y$="N" THEN 390
00180 PRINT "INSTRUCTIONS":PRINT :PRINT
00190 PRINT "THE OBJECT OF THE GAME IS TO ROLL THE DICE AND TALLY
MORE"
00200 PRINT "POINTS THAN YOUR OPPONENTS. A '1' IS WORTH 100 POINT
S, AND"
00210 PRINT "A '5' IS WORTH 50 POINTS. ALL OTHER NUMBERS ARE WORT
H NOTHING"
00220 PRINT "UNLESS YOU ROLL A THREE-OF-A-KIND ON ONE ROLL.":PRIN
T
00230 PRINT "FOR THREE-OF-A-KINDS, 1'S ARE WORTH 1000 POINTS AND
ALL"
00240 PRINT "OTHERS ARE WORTH 100 TIMES THE 'NUMBER' OF THE DICE,
I.E.,"
00250 PRINT "THREE 2'S EQUAL 200 POINTS. REMEMBER, A THREE-OF-A-K
IND"
00260 PRINT "ONLY COUNTS WHEN ACHIEVED ON ONE ROLL OF THE DICE!"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DICE GAME/BOWES < CONT'D >

```
00270 PRINT :PRINT "<CONTINUED>":PAUSE :PRINT :PRINT
00280 PRINT "IF YOU SHOULD ROLL A FOUR-OF-A-KIND OR A FIVE-OF-A-K
IND, "
00290 PRINT "THE THREE-OF-A-KIND IS TALLIED AND THE REMAINING DIC
E ARE"
00300 PRINT "SCORED INDIVIDUALLY (1=100, 5=50, OTHERS=0).":PRINT
00310 PRINT "YOU'LL START WITH 5 DICE ON EACH TURN. I WILL SHOW Y
OU WHAT YOU"
00320 PRINT "HAVE ROLLED, YOUR POINTS AND WHICH DICE HAVE SCORED
YOU POINTS."
00330 PRINT "YOU WILL THEN HAVE THE CHOICE OF SITTING TIGHT WITH
WHAT"
00340 PRINT "YOU HAVE, OR ROLLING THE REMAINING DICE TO TRY FOR M
ORE POINTS."
00350 PRINT "HOWEVER, IF YOU ROLL 'ZIP' YOU LOSE YOUR POINTS FOR
THAT TURN!"
00360 PRINT :PRINT "<CONTINUED>":PAUSE :PRINT :PRINT
00370 PRINT "IF AT ANY TIME YOU SCORE WITH ALL FIVE DICE, YOU MUS
T"
00380 PRINT "ROLL ALL FIVE DICE AGAIN.":PRINT
00390 PRINT "GAME IS " ;T2;" POINTS. ENTER 0 IF THIS IS OK WITH YO
U."
00400 PRINT "OTHERWISE, ENTER YOUR OWN AMOUNT.":PRINT
00410 INPUT "GAME? " ;T3;
00420 IF T3>0 THEN T2=T3
00430 PRINT "THIS GAME WILL BE TO " ;T2;" POINTS.":PRINT :PRINT
00440 PRINT "YOU WILL NEED " ;P2;" POINTS TO ENTER THE GAME. ENTER
0 IF"
00450 PRINT "THIS IS SATISFACTORY. OTHERWISE, ENTER YOUR OWN AMOU
NT."
00460 PRINT :INPUT "POINTS NEEDED TO ENTER? " ;P3
00470 IF P3>0 THEN P2=P3
00480 PRINT "YOU WILL NEED " ;P2;" POINTS TO ENTER THE GAME.":PRIN
T :PRINT
00483 INPUT "ENTER A RANDOM NUMBER. " ;V
00486 PRINT :PRINT :X=RND(-V)
00490 PRINT "UP TO SIX PEOPLE CAN PLAY."
00492 PRINT "IF YOU WANT ME TO PLAY, ENTER H8 AS ONE OF THE NAM
ES."
00494 PRINT "ENTER YOUR NAMES NOW.":PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DICE GAME/BOWES < CONT'D >

```
00500 FOR M1=0 TO 5
00510 LINE INPUT "NAME? ";N$(M1)
00520 IF N$(M1) > " " THEN NEXT M1
00525 PRINT :PRINT "ALL RESPONSES WILL BE 'Y' OR 'N'.":PRINT
00530 FOR U=0 TO M1-1
00532 IF N$(U)="H8" THEN H=1:GOTO 538
00534 H=0:GOTO 540
00538 PRINT :PRINT "MY TURN. HERE I GO!":GOTO 570
00540 PRINT :PRINT "YOUR TURN, ";N$(U);"
00550 PRINT "HERE WE GO!!!"
00570 PRINT :PRINT :PRINT :PRINT :PRINT
00580 R=0: REM CLEAR DICE FOR NEXT ROLL
00590 FOR A=0 TO 4:D(1,A)=0:O$(3,A)="" :NEXT A
00600 REM START ANOTHER ROLL
00610 R=R+1:FOR A=0 TO 5:N(A)=0:NEXT A
00615 PRINT "*** ROLL DICE *** ";
00620 FOR D1=0 TO 4: REM ***THE ROLL***
00630 IF D(1,D1)<>0 THEN 670: REM IF THE DIE HASN'T BEEN ROLL
ED
00640 X=INT(10*RND(5))
00650 IF X>=6 THEN 640
00660 D(0,D1)=X
00665 PRINT " ";D1+1;
00670 NEXT D1
00680 FOR A=0 TO 4: REM COUNT # OF EACH DICE
00690 IF D(1,A)>0 THEN 710
00700 N(D(0,A))=N(D(0,A))+1
00710 NEXT A
00720 FOR A=0 TO 5: REM SCORE EACH # ROLLED
00730 S(A)=T(N(A),A):S1=S1+S(A):NEXT A:S3(R)=S1
00740 IF N(1)<3 THEN N(1)=0: REM LESS THAN 3-OF-A-KIND
00750 IF N(2)<3 THEN N(2)=0
00760 IF N(3)<3 THEN N(3)=0
00770 IF N(5)<3 THEN N(5)=0
00780 IF N(1)>3 THEN N(1)=3: REM MORE THAN 3-OF-A-KIND
00790 IF N(2)>3 THEN N(2)=3
00800 IF N(3)>3 THEN N(3)=3
00810 IF N(5)>3 THEN N(5)=3
00820 FOR A=0 TO 4
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DICE GAME/BOWES < CONT'D >

```
00830 IF N(D(0,A)) > 0 THEN 860
00850 GOTO 930
00860 IF D(1,A)=1 THEN 930: REM UNDERLINED BEFORE?
00870 N(D(0,A))=N(D(0,A))-1:D(1,A)=1
00880 IF R=1 OR R=6 THEN 0$(3,A)="*****"
00890 IF R=2 OR R=7 THEN 0$(3,A)="====="
00900 IF R=3 OR R=8 THEN 0$(3,A)="++++++"
00910 IF R=4 OR R=9 THEN 0$(3,A)="-----"
00920 IF R=5 OR R>9 THEN 0$(3,A)="~~~~~"
00930 NEXT A
00940 FOR A=0 TO 4: REM LOAD OUTPUT ARRAY
00950 FOR B=0 TO 2
00960 0$(B,A)=D$(B,D(0,A)):NEXT B:NEXT A
00961 PRINT :PRINT
00970 FOR A=0 TO 3: REM OUTPUT "DICE"
00980 PRINT 0$(A,0)+" "+0$(A,1)+" "+0$(A,2)+" "+0$(A,3)+"
"+0$(A,4)
00990 NEXT A
01000 IF S3(R)=S3(R-1) THEN 1090
01010 IF S1<P2 AND S2(U)=0 THEN 1030
01020 GOTO 1120
01030 IF H>1 THEN 1040
01032 PRINT :PRINT "I NEED";P2;"POINTS TO ENTER THE GAME."
01034 PRINT "I NOW HAVE";S1;"POINTS SHOWING...I MUST ROLL AGAIN..
.:GOTO 1060
01040 PRINT :PRINT N$(U)+" YOU NEED";P2;"POINTS TO ENTER
THE GAME."
01050 PRINT "YOU NOW HAVE";S1;"SHOWING...YOU MUST ROLL AGAIN..."
01060 PRINT "HERE WE GO!!!"
01070 P=0:FOR A=0 TO 4:P=P+D(1,A):NEXT A:IF P=5 THEN 590
01080 GOTO 610
01090 PRINT
01095 IF H=1 THEN PRINT "OOPS! I LOST THAT ONE!":PRINT :PAUSE 500
:GOTO 1300
01100 PRINT "SORRY, "+N$(U)+" YOU LOST THAT ONE. BETTER LUCK N
EXT TIME."
01110 PRINT :GOTO 1300
01120 P=0:FOR A=0 TO 4:IF D(1,A)<0 THEN D(1,A)=0
01121 P=P+D(1,A):NEXT A:IF P<5 THEN 1180
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DICE GAME/BOWES < CONT'D >

```
01125 PRINT :PRINT
01130 IF H=1 THEN PRINT S1;"POINTS! BOY, I'M HOT! HERE I GO AGAIN!" :GOTO 590
01140 PRINT "GOOD GOING, "+N$(U)+"!!! YOU HAVE "+S1+" POINTS!
ROLL ON!!!"
01170 GOTO 590
01180 PRINT :PRINT :IF H<>1 THEN 1199
01182 PRINT "I CAN SIT TIGHT WITH"+S1+"POINTS, OR I CAN ROLL AGAIN." :PAUSE 500
01183 IF S2(U)=0 AND S1>=P2 THEN PRINT "I'LL STAY WITH"+S1:PAUSE 500:GOTO 1270
01184 IF S1+S2(U)<T2 THEN IF S1<=100 AND P<2 THEN 1186
01185 PRINT "I'LL STAY WITH"+S1+"POINTS." :PAUSE 500:GOTO 1270
01186 FOR A=0 TO 4:IF D(1,A)<>1 THEN N(D(0,A))=N(D(0,A))+1
01187 NEXT A:FOR A=5 TO 1 STEP -1:IF A<>4 THEN IF N(A)=2 THEN 1190
01189 NEXT A:PRINT "I'LL ROLL AGAIN!":GOTO 610
01190 IF A*(10*RND(1))<=15 THEN PRINT "I'LL ROLL AGAIN.":GOTO 610
01191 PRINT "I'LL SAVE THE TWO"+A+1+CHR$(8)+"'S"
01192 PRINT " AND TRY FOR A THREE-OF-A-KIND.":PAUSE 500
01193 FOR Z=0 TO 4:IF D(0,Z)=A THEN D(1,Z)=-1
01194 NEXT Z:GOTO 610
01199 IF P<=3 THEN 1210
01200 PRINT N$(U)+", YOU CAN ROLL THE REMAINING DIE, OR":GOTO 1220
01210 PRINT N$(U)+", YOU CAN ROLL THE REMAINING DICE, OR"
01220 PRINT "YOU CAN SIT TIGHT WITH "+S1+" POINTS.":PRINT
01230 LINE INPUT "ROLL AGAIN? (Y OR N) "?Y$
01240 IF Y$="N" THEN 1270
01241 IF Y$<>"Y" THEN 1230
01242 IF P=3 THEN 610
01244 FOR A=0 TO 4:IF D(1,A)<>1 THEN N(D(0,A))=N(D(0,A))+1
01245 NEXT A:FOR A=5 TO 1 STEP -1:IF A<>4 THEN IF N(A)=2 THEN 1247
01246 NEXT A:GOTO 610
01247 PRINT "DO YOU WANT TO SAVE THE TWO"+A+1+CHR$(8)+"'S"
01248 PRINT " AND TRY FOR THREE-OF-A-KIND?"
01249 LINE INPUT "? "?Y$:IF Y$="N" THEN 610
01250 IF Y$<>"Y" THEN 1249
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DICE GAME/BOWES < CONT'D >

```
01251 FOR Z=0 TO 4:IF D(0,Z)=A THEN D(1,Z)=-1
01252 NEXT Z:GOTO 610
01260 GOTO 1230
01270 PRINT :PRINT :PRINT :PRINT :PRINT
01280 PRINT :PRINT :PRINT :PRINT :PRINT
01290 S2(U)=S2(U)+S1
01300 S1=0:FOR W=0 TO M1-1
01310 PRINT " ";N$(W):TAB(12*(W+1)):NEXT W:PRINT
01320 FOR A=0 TO M1-1:PRINT S2(A):TAB(12*(A+1)):NEXT A:PRINT
01330 IF S2(U)>=T2 THEN 1352
01340 NEXT U
01350 GOTO 530
01352 IF H<>1 THEN 1360
01354 PRINT :PRINT "SORRY FOLKS, I WON THIS ONE WITH";S2(U);"POIN
TS."
01355 GOTO 1380
01360 PRINT :PRINT "***CONGRATULATIONS***"
01370 PRINT :PRINT N$(U);", YOU HAVE WON WITH ";S2(U);" POINTS!"
01380 PRINT :PRINT :LINE INPUT "WOULD YOU LIKE TO PLAY AGAIN? ";Y
$:
01390 PRINT :PRINT :T2=5000:P2=400:FOR A=0 TO M1-1:S2(A)=0:NEXT A
01400 IF Y$="Y" THEN 390
01410 PRINT "SO LONG. SEE YOU LATER AT THE CRAPS TABLE."
01420 END
```

:::

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SLOT MACHINE/KYLE

```
00001 REM           PROGRAMMER: THOMAS C. KYLE
00002 REM           4600 FRANKLIN AV
00003 REM           WESTERN SPRINGS, IL 60558
00005 REM
00006 REM           PROGRAM TITLE: / SLOT MACHINE / PLAY IS PROGRAM I
NSTRUCTED
00007 REM
00008 REM           RUNS ON H8 COMPUTER
00009 REM
00010 REM           USES ABOUT 5K OF MEMORY
00011 REM           EXTENDED B.H. BASIC--VERSION 10.01.01
00012 REM
00013 REM
00020 FOR X=1 TO 14:PRINT :NEXT X
00040 PRINT TAB(15)"> > > > S L O T   M A C H I N E < < < <
00050 PRINT :PRINT :PRINT :PRINT "THIS IS A $10 SLOT MACHI
NE"
00052 PRINT :PRINT "THE WINNING COMBINATIONS & PAYOFFS ARE:"
00054 PRINT :PRINT "3 GOLD BARS",,"$2000"
00056 PRINT "2 BARS & 1 GOLD BAR",,$1000"
00058 PRINT "3 BELLS",,$ 180"
00060 PRINT "2 BELLS & 1 GOLD BAR",,$ 180"
00062 PRINT "3 PLUMS",,$ 140"
00064 PRINT "2 PLUMS & 1 GOLD BAR",,$ 140"
00066 PRINT "3 ORANGES",,$ 100"
00068 PRINT "2 ORANGES & 1 GOLD BAR",,$ 100"
00070 PRINT "2 CHERRIES & ANYTHING",,$ 50"
00072 PRINT "1 CHERRY & 2 ANYTHING",,$ 20"
00075 Z=0
00080 PRINT :PRINT TAB(6);:LINE INPUT "READY TO PLAY ? ";A$:GOSUB
    1200
00090 IF Z=1 THEN 70
00100 IF LEFT$(A$,1)="N" THEN 1040
00120 PRINT :PRINT "HOW MUCH ARE YOU WILLING TO RISK?"
00129 REM >>> LIMITS BANKROLL <<<
00130 PRINT "($10 TO $100)--";#
00135 INPUT "#M"
00138 IF M<10 OR M>100 THEN 130
00140 M9=M:IF INT(M9/10)-(M9/10)<>0 THEN PRINT "INCREMENTS OF 10,
    PLEASE":GOTO 130
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SLOT MACHINE/KYLE

```
00150 PRINT :PRINT "TO DEPOSIT YOUR BILL, TYPE -Y-"
00155 PRINT "TO PULL THE HANDLE, TYPE -RETURN-":PRINT
00160 M1=M:Z1=0
00165 Z=0
00170 PRINT TAB(8)::LINE INPUT "READY TO GAMBLE ? ";A$:GOSUB 1200
00175 IF Z=1 THEN 165
00180 IF Z1=0 THEN 1140
00200 IF LEFT$(A$,1)="N" THEN PRINT :GOTO 1000
00210 M=M-10
00220 G1=0:G2=0:G3=0:B1=0:B2=0:P1=0:P2=0:P3=0
00230 D1=0:D2=0:D3=0:C1=0:C2=0:D1=0:D2=0:D3=0:I1=0
00240 FOR I=1 TO 3
00245 N=INT(57*RND(1))+1
00250 I1=I
00255 ON I1 GOTO 260,295,335
00257 REM ->->-> WHEEL #1 <-<-<-
00260 IF N=2 OR N=13 OR N=42 OR N=50 OR N=55 THEN 400: REM >>>
BAR <<<
00265 IF N=6 OR N=9 OR N=18 OR N=49 THEN 420: REM >>>
PLUM <<<
00270 IF N=3 OR N=15 OR N=30 OR N=35 OR N=45 THEN 440: REM >>>
ORANGE <<<
00275 IF N=4 OR N=11 OR N=14 THEN 460: REM >>>
CHERRY <<<
00280 IF N=1 THEN 480: REM >>>
BELL <<<
00285 IF N=10 THEN 505: REM >>>
GOLD BAR <<<
00290 GOTO 245
00293 REM ->->-> WHEEL #2 <-<-<-
00295 IF N=17 OR N=28 OR N=36 THEN 400: REM >>>
BAR <<<
00300 IF N=7 THEN 420: REM >>>
PLUM <<<
00305 IF N=8 THEN 440: REM >>>
ORANGE <<<
00310 IF N=5 OR N=12 OR N=26 OR N=41 OR N=47 THEN 460: REM >>>
CHERRY <<<
00315 IF N=21 OR N=24 OR N=25 OR N=29 OR N=32 THEN 480: REM >>>
BELL <<<
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SLOT MACHINE/KYLE

```
00320 IF N=39 OR N=40 OR N=46 THEN 480: REM >>>
    BELL <<<
00325 IF N=37 THEN 505: REM >>>
    GOLD BAR <<<
00330 GOTO 245
00333 REM ->->-> WHEEL #3 <-<-<-
00335 IF N=16 OR N=20 OR N=51 THEN 420: REM >>>
    PLUM <<<
00340 IF N=19 OR N=33 OR N=38 OR N=48 OR N=52 THEN 440: REM >>>
    ORANGE <<<
00345 IF N=56 THEN 480: REM >>>
    BELL <<<
00350 IF N=22 OR N=23 OR N=27 OR N=31 OR N=34 THEN 500: REM >>>
    LEMON <<<
00355 IF N=43 OR N=44 OR N=53 OR N=54 THEN 500: REM >>>
    LEMON <<<
00360 IF N=57 THEN 505: REM >>>
    GOLD BAR <<<
00365 GOTO 245
00400 PRINT TAB(15) "----BAR----": IF I1=1 THEN B1=1:GOTO 520
00405 IF I1=2 THEN B2=1:GOTO 520
00410 GOTO 520
00420 PRINT TAB(15) "----PLUM----": IF I1=1 THEN P1=1:GOTO 520
00425 IF I1=2 THEN P2=1:GOTO 520
00430 P3=1:GOTO 520
00440 PRINT TAB(15) "----ORANGE----": IF I1=1 THEN O1=1:GOTO 520
00445 IF I1=2 THEN O2=1:GOTO 520
00450 O3=1:GOTO 520
00460 PRINT TAB(15) "----CHERRY----": IF I1=1 THEN C1=1:GOTO 520
00465 IF I1=2 THEN C2=1:GOTO 520
00470 GOTO 520
00480 PRINT TAB(15) "----BELL----": IF I1=1 THEN D1=1:GOTO 520
00485 IF I1=2 THEN D2=1:GOTO 520
00490 D3=1:GOTO 520
00500 PRINT TAB(15) "----LEMON----": GOTO 520
00505 PRINT TAB(15) "----GOLD BAR----": IF I1=1 THEN G1=1:GOTO 520
00510 IF I1=2 THEN G2=1:GOTO 520
00515 G3=1
00520 NEXT I:PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SLOT MACHINE/KYLE < CONT'D >

```
00540 IF G1+G2+G3=3 THEN M2=2000:M=M+M2:GOTO 800
00560 IF B1+B2+B3=3 THEN M2=1000:M=M+M2:GOTO 860
00580 IF D1+D2+D3=3 OR D1+D2+G3=3 THEN M2=180:M=M+M2:GOTO 860
00600 IF F1+F2+F3=3 OR F1+F2+G3=3 THEN M2=140:M=M+M2:GOTO 860
00620 IF O1+O2+O3=3 OR O1+O2+G3=3 THEN M2=180:M=M+M2:GOTO 860
00640 IF C1+C2=2 THEN M2=50:M=M+M2:GOTO 860
00660 IF C1=1 THEN M2=20:M=M+M2:GOTO 860
00740 PRINT :PRINT TAB(10)"L O S E R"
00760 IF M<=0 THEN 900
00780 GOTO 880
00800 FOR X=1 TO 14:PRINT CHR$(7):NEXT X
00820 PRINT "J A C K P O T ! ! ! J A C K P O T ! ! ! J A C K P
00840 PRINT :PRINT "YOU WON $"&M2:PRINT :GOTO 880
00860 PRINT TAB(15)"LUCKY, LUCKY. YOU WON $"&M2:PRINT
00880 PRINT TAB(12)"YOU NOW HAVE $"&M:PRINT :GOTO 165
00900 PRINT :PRINT "YOU HAVE LOST ALL YOUR MONEY"
00920 PRINT "THAT SHOULD TEACH YOU NOT TO GAMBLE"
00930 Z=0
00940 PRINT :LINE INPUT "IS THERE ANOTHER SUCKER ? "&A$:GOSUB 120
0
00950 IF Z=1 THEN 930
00960 IF LEFT$(A$,1)="N" THEN 1150
00980 CLEAR :GOTO 70
01000 IF M<M1 THEN PRINT "YOU LOST $"&M1-M&"OF YOUR $"&M1;"STARTI
NG BANKROLL"
01010 IF M<M1 THEN PRINT "TOUGH LUCK":GOTO 930
01015 IF M=M1 THEN PRINT "YOU BROKE EVEN. DOESN'T HELP MY ECONOMY
":GOTO 1060
01020 PRINT "YOU WON $"&M-M1&"OVER YOUR STARTING BANKROLL OF $"&M
1
01030 PRINT "THE PROGRAMMER IS TOO GENEROUS. HE SHOULD NARROW THE
ODDS":GOTO 1060
01040 PRINT :PRINT "YOU ARE MOST WISE FOR NOT PLAYING AT ALL"
01050 Z=0
01060 PRINT :LINE INPUT "ANYONE ELSE WANT TO TRY THEIR LUCK ? "&A
$:
01080 GOSUB 1200
01090 IF Z=1 THEN 1050
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SLOT MACHINE/KYLE < CONT'D >

```
01100 IF LEFT$(A$,1)="N" THEN PRINT :PRINT "NO SPORTING BLOOD":ST
OP
01120 CLEAR :GOTO 75
01130 PRINT
01140 PRINT "YOU'VE CHANGED YOUR MIND. THAT'S THE SMART THING TO
DO":GOTO 1050
01150 PRINT
01160 PRINT "NO MORE SUCKERS?? MAYBE THERE'S A GAMBLER THAT WANTS
TO PLAY"
01170 GOTO 1050
01200 IF LEFT$(A$,1)="Y" THEN Z1=1:RETURN
01220 IF LEFT$(A$,1)="N" THEN RETURN
01240 PRINT "PLEASE ANSWER Y OR N":Z=1:RETURN
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ODD EVEN/KYLE

```
00001 REM      PROGRAMMER:    THOMAS C. KYLE
00002 REM                      4600 FRANKLIN AV
00003 REM                      WESTERN SPRINGS, IL 60558
00004 REM
00005 REM      PROGRAM TITLE: ODD OR EVEN GAME
00006 REM      RUNS ON H8 COMPUTER
00007 REM
00008 REM      SHOULD RUN IN ABOUT 5K
00009 REM      EXTENDED B.H. BASIC-VERSION 10.01.01
00010 REM
00011 REM
00012 REM
00020 PRINT "***** HOW WELL DO YOU GUESS?? *****"
00040 PRINT
00060 PRINT TAB(10)"THIS IS A GAME TO TEST YOUR GUESsing SKILL"
00080 PRINT
00100 PRINT TAB(15)"THERE ARE TWO WAYS TO PLAY THIS GAME"
00120 PRINT
00140 PRINT "#1-YOU CAN BET ON WHETHER OR NOT A NUMBER I SELECT A
T"
00141 PRINT "    RANDOM WILL COME UP EVEN, OR-----"
00160 PRINT
00180 PRINT "#2-YOU CAN DECIDE FOR YOURSELF IF THE RANDOM NUMBER"
00181 PRINT "    WILL COME UP ODD OR EVEN"
00182 PRINT
00189 REM
00190 REM ***** SELECT THE GAME. G=GAME SELECTED *****
00191 REM
00220 PRINT TAB(10)"TYPE 1 FOR GAME #1 OR 2 FOR GAME #2--"
00221 INPUT G
00222 REM ***** CHECK FOR FOUL PLAY *****
00223 IF G<=0 THEN 220
00225 IF G>=3 THEN 220
00230 PRINT
00240 PRINT "WE'LL GET TO THE GAME IN A MINUTE"
00260 PRINT
00265 REM
00270 REM ***** ASK IF THE WANT TO SEE PERCENTS=A1 *****
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ODD EVEN/KYLE < CONT'D >

```
00275 REM
00280 PRINT "IT IS SAID THAT A COIN WILL COME UP HEADS OR A NUMBER"
00281 PRINT "WILL COME UP EVEN ABOUT 50% OF THE TIME."
00300 PRINT "WOULD YOU LIKE TO SEE IF THIS IS TRUE OR IF I"
00301 PRINT "HAVE THE GAME RIGGED?"
00302 PRINT
00303 PRINT TAB(10)"TYPE 1 FOR YES OR 2 FOR NO--";
00310 INPUT A1
00311 REM ***** CHECK FOR FOUL PLAY *****
00312 IF A1<=0 THEN 303
00314 IF A1>=3 THEN 303
00316 REM
00317 REM **** IF ANSWER=1 GO TO PERCENT SUB ROUTINE ****
00318 REM
00320 IF A1=1 THEN GOSUB 2000
00321 PRINT
00330 REM
00331 REM ***** IF ANSWER=2 GO TO PLAY OF GAME SELECTED ****
00332 REM
00340 PRINT "OK, NOW FOR YOUR MONEY. EXCUSE ME, I MEAN GAME"
00341 PRINT "LET ME CHECK. YES, YOU PICKED GAME #";G
00355 PRINT
00360 PRINT "WHAT'S THE TOTAL AMOUNT OF MONEY YOU ";
00361 INPUT "ARE WILLING TO RISK? $">X : X1=X
00370 PRINT
00374 REM
00375 REM ***** CHECK FOR FOUL PLAY *****
00376 REM
00380 IF X<=0 THEN 400
00385 IF X>1000 THEN 420
00390 GOTO 520
00400 PRINT "IF I TRY TO CALCULATE YOUR BET USING $">X
00401 PRINT "I WILL GO AROUND IN CIRCLES. TRY AGAIN."
00410 GOTO 355
00420 PRINT "SORRY, THE HOUSE LIMIT IS $1000."
00430 GOTO 355
00435 REM
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ODD EVEN/KYLE < CONT'D >

```
00440 REM ***** GO TO THE CORRECT GAME ROUTINE *****
00445 REM
00520 IF G=1 THEN PRINT "YOU DECIDED YOU CAN OUT-GUESS ME ON EVEN
    NUMBERS"
00530 IF G=1 THEN 580
00531 PRINT
00540 IF G=2 THEN 3000
00560 PRINT
00562 REM
00564 REM ***** START OF GAME 1 ROUTINE *****
00566 REM
00579 PRINT
00580 IF G=1 THEN PRINT "IF YOU THINK IT WILL BE ODD, BET 0 (ZERO
    )"
00600 PRINT "IF YOU WANT TO END THE GAME, TYPE -9999 FOR YOUR BET
    "
00601 PRINT
00700 REM
00705 REM ***** HOW MUCH WILL THEY BET? Y=BET *****
00710 REM
00720 PRINT "HOW MUCH OF YOUR $">X$
00740 INPUT "WILL YOU BET? $">Y
00745 REM
00750 REM ***** SEE IF THEY WANT TO END GAME *****
00755 REM
00760 IF Y==9999 THEN 1260
00765 REM
00770 REM ***** CHECK FOR FOUL PLAY *****
00775 REM
00780 IF Y>X THEN 840
00820 IF Y<=-1 THEN 920
00823 PRINT
00824 REM ***** IF PLAYING GAME 2 *****
00825 IF G=2 AND Y=0 THEN PRINT "CAN'T BET ZERO IN THIS GAME"
00827 IF G=2 AND Y=0 THEN 601
00830 IF G=1 THEN 1000
00835 IF G=2 THEN 3020
00840 PRINT
00860 PRINT "YOU CAN'T BET MORE THAN YOU HAVE, WISE GUY!!"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ODD EVEN/KYLE < CONT'D >

```
00880 PRINT
00900 GOTO 720
00920 PRINT
00940 PRINT "YOU CAN'T BET NEGATIVE DOLLARS, TURKEY!!!"
00960 PRINT
00980 GOTO 720
00990 IF G=2 THEN 3040
01000 PRINT
01010 B=INT(RND(1)*100)
01020 IF B=0 THEN 1010
01030 C=B/2
01040 D=C-INT(C)
01050 IF D>0 THEN 1300
01060 IF Y=0 THEN 1320
01070 PRINT "CONGRATULATIONS!!! THE NUMBER SELECTED WAS " ;B
01080 PRINT
01090 X=X-Y
01100 X=(Y*2)+X
01110 PRINT "YOU HAVE DOUBLED YOUR BET AND NOW HAVE $" ;X
01120 PRINT
01130 IF G=1 THEN 580
01140 IF G=2 THEN 600
01160 PRINT "SORRY, THE NUMBER SELECTED WAS " ;B
01162 IF G=2 AND A=1 AND D=0 THEN PRINT "YOU PICKED ODD"
01164 IF G=2 AND A=0 AND D=.5 THEN PRINT "YOU PICKED EVEN"
01170 X=X-Y
01180 PRINT
01190 PRINT "YOU HAVE LOST YOUR BET AND NOW HAVE $" ;X
01200 IF X<=0 THEN 1240
01210 IF G=1 THEN 579
01220 IF G=2 THEN 600
01230 PRINT
01240 PRINT "YOU HAVE RUN OUT OF MONEY. COME BACK SOON WITH MORE.
"
01250 GOTO 1279
01260 PRINT :IF X<X1 THEN PRINT "YOU LOST $" ;X1-X: GOTO 1280
01265 IF X=X1 THEN PRINT "YOU BROKE EVEN" : GOTO 1280
01270 PRINT
01271 PRINT "YOU HAVE WON $" ;X-X1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ODD EVEN/KYLE < CONT'D >

```
01275 PRINT "I'M JUST TOO EASY!!!"
01279 PRINT
01280 PRINT "HOPE YOU HAD SOME FUN. BYE FOR NOW."
01290 GOTO 1400
01300 IF Y=0 THEN PRINT "LUCKY, LUCKY!! THE NUMBER WAS " ;B
01303 IF Y>0 THEN 1160
01310 IF G=1 THEN 579
01320 PRINT "YOU SHOULD HAVE BET. THE NUMBER WAS " ;B
01330 IF G=1 THEN 579
01400 STOP
02000 PRINT
02001 PRINT "FOR EVERY 50 RANDOM NUMBERS GENERATED BY ME, I WILL"
02002 PRINT "SHOW THE PERCENTAGE OF ODD AND EVEN"
02030 PRINT
02040 PRINT "HOW MANY RUNS WOULD YOU LIKE TO SEE?"
02041 PRINT TAB(10)"(BETWEEN 1 AND 10)--";;
02042 INPUT Q
02044 IF Q<=0 THEN 2041
02045 IF Q>10 THEN 2041
02050 PRINT "IT WILL TAKE A FEW SECONDS BETWEEN RUNS"
02051 PRINT
02052 O=0
02054 E=0
02056 T=0
02080 FOR W=1 TO Q
02100 FOR Z=1 TO 50
02120 B1=INT(RND(1)*100)
02130 IF B1=0 THEN 2120
02140 C1=B1/2
02160 D1=C1-INT(C1)
02180 IF D1=0 THEN 2240
02200 O=O+1
02220 GOTO 2260
02240 E=E+1
02260 T=T+1
02280 NEXT Z
02300 E1=(E/T)*100
02320 O1=(O/T)*100
02340 PRINT "EVEN", " %", "ODD", " %", "TOTAL NUMBERS"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ODD EVEN/KYLE < CONT'D >

```
02360 PRINT E,E1,O,O1,T
02380 NEXT W
02381 PRINT
02383 IF R>=1 THEN 2406
02400 PRINT "THE FIGURES MAY SHOW ME FAVORING ONE OR THE"
02401 PRINT "OTHER, BUT THE NEXT TIME AROUND MAY BE DIFFERENT,"
02402 PRINT "SO DON'T LET THAT INFLUENCE YOUR DECISIONS"
02404 R=R+1
02406 PRINT
02420 PRINT "WOULD YOU LIKE TO SEE ANOTHER RUN?"
02421 PRINT TAB(10)"(TYPE 1 FOR YES OR 2 FOR NO)--"#
02423 INPUT E
02425 IF B<=0 THEN 2421
02427 IF B>=3 THEN 2421
02440 IF B=1 THEN 2030
02460 RETURN
03000 PRINT "YOU WANT TO DECIDE IF THE NUMBER IS ODD OR EVEN"
03005 GOTO 601
03010 PRINT
03020 PRINT TAB(10)"TYPE 1 FOR ODD OR 0 (ZERO) FOR EVEN--"#
03025 INPUT A
03030 IF A>=2 THEN 3020
03035 IF A<=-1 THEN 3020
03040 B=INT(RND(1)*100)
03060 IF B=0 THEN 3040
03080 C=B/2
03100 D=C-INT(C)
03110 PRINT
03120 IF D=A THEN 1070
03140 IF D=.5 AND A=1 THEN 1070
03160 GOTO 1160
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H8 REFLEX TEST/SMITH

```
00001 REM H8 REFLEX TEST
00002 REM DENNIS L. SMITH
00003 REM 91 WESTPARK DR., OTTAWA, ONTARIO, CANADA K1B-3G4
00004 REM WRITTEN FOR B H EXTENDED BASIC 10.01.01
00005 REM CAN BE RUN WITH B H BASIC 10.01.02.
00006 REM      REQUIRES 12 K MEM WITH EITHER BASIC
00007 REM      DELETING REMARKS PREMITS RUNNING WITH 8 K MEM AND B
H BASIC
00008 REM          ****
00009 REM CLEAR H9 SCREEN TO PLAY
00010 GOSUB 10000 : REM PRINT SOME BLANK LINES TO CLEAR SCREEN
00015 GOSUB 10000 : REM THE GAME REPEATS STARTING HERE
00020 PRINT "THIS IS A TEST OF YOUR REFLEXES.":PRINT
00030 PRINT "I WILL WAIT A WHILE, THEN I WILL PRINT A '#'."
00040 PRINT "AS SOON AS YOU SEE THE '#'...PUSH THE SPACE BAR.!"
00045 PRINT "(PUSH THE SPACE BAR, WHEN YOU ARE READY TO PLAY)"
00048 PRINT "(TO END GAME, TYPE CTRL C, THEN PUSH SPACE.)"
00050 PAUSE : GOSUB 10000 : REM WAIT TO START GAME, THEN OPEN SPA
CE ON SCREEN
00060 GOSUB 11000 : REM MOVE CURSOR FOR A RANDOM TIME
00065 REM CLEAR CLOCK THEN SET WITH ALLOWANCE FOR PROGRAM OVERH
EAD
00070 POKE 8219,0:POKE 8220,255
00080 PRINT "#":POKE 8219,252
00085 REM WAIT FOR INPUT AND GET TIME FROM CLOCK
00090 PAUSE : T=PEEK(8219) : T1=PEEK(8220)
00100 PRINT CHR$(13):TAB(40):"TIME : ";INT((256*T1+T)/5)/100;"SEC
"
00110 GOTO 15 : REM REPEAT THE GAME
09995 REM ***** PRINT 4 BLANK LINES *****
10000 FOR I=1 TO 4 : PRINT : NEXT I : RETURN
10100 PAUSE 200+5000*RND(1)
10110 IF PEEK(8301)=0 THEN RETURN
10120 PRINT "DON'T JUMP THE GUN!!!":PRINT TAB(40)::POKE 8301,0:GO
TO 10100
10995 REM ***** MOVE CURSER RANDOM DISTANCE AND WATCH FOR IN
PUT *****
11000 IF RND(1)>.5 GOTO 11060
11005 REM MOVE CURSER ONE FULL LINE
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H8 REFLEX TEST/SMITH < CONT'D >

```
11010 PRINT TAB(78) CHR$(13)#
11020 GOSUB 12000 : REM CHECK FOR EARLY INPUT
11050 GOTO 11000
11055 REM MOVE CURSER A PARTIAL LINE
11060 PRINT TAB(78*RND(1))#
11070 GOSUB 12000 : REM CHECK FOR EARLY INPUT
11080 RETURN
11995 REM ***** CHECK FOR EARLY INPUT *****
12000 IF PEEK(8301)=0 THEN RETURN : REM CHECK BASIC INPUT BUFFER COUNT
12005 REM A CHARACTER IS IN THE INPUT BUFFER
12010 PRINT "DON'T JUMP THE GUN !!!!"
12015 REM CLEAR THE INPUT BUFFER
12020 POKE 8301,0
12030 RETURN
```

: :

SECTION VUTILITY

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< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SYMPLOT/BELLINGER

```
00001 REM /*****  
00002 REM /* SYMPLOT 1.00.00 */  
00003 REM /*****  
00004 REM /* 10 DEF FN F(X,Y)=FUNCTION(X,Y) */  
00005 REM /*****  
00010 DEF FN F(X,Y)=(8*X***(X**-1)+1)*(8*Y***(Y**-1)+1)  
00020 S$="A B C D E F G H I J K L M N O P Q R S T U V W X Y Z"  
00030 REM /*****  
00040 REM /* INPUT PARAMETERS */  
00050 REM /*****  
00060 INPUT "XMIN,XMAX,YMIN,YMAX ";X1,X2,Y1,Y2  
00070 INPUT "NXPTS ";N1  
00080 N2=N1*(X2-X1)*3/((Y2-Y1)*5)  
00090 DIM Z(N1,N2)  
00100 REM /*****  
00110 REM /* COMPUTE VALUES F(X,Y) */  
00120 REM /*****  
00130 I1=(X2-X1)/(N1-1)  
00140 I2=(Y2-Y1)/(N2-1)  
00150 Y=Y2+I2  
00160 FOR J=1 TO N2  
00170 Y=Y-I2  
00180 X=X1+I1  
00190 FOR I=1 TO N1  
00200 X=X+I1  
00210 Z(I,J)=FN F(X,Y)  
00220 NEXT I  
00230 NEXT J  
00240 Z(N1,N2)=FN F(X2,Y1)  
00250 REM /*****  
00260 REM /* COMPUTE MAX, MIN */  
00270 REM /*****  
00280 I1=Z(1,1)  
00290 I2=I1  
00300 FOR J=1 TO N2  
00310 FOR I=1 TO N1  
00320 IF Z(I,J)<I1 THEN I1=Z(I,J): GOTO 340  
00330 IF Z(I,J)>I2 THEN I2=Z(I,J)  
00680 (I
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SYMPLOT/BELLINGER < CONT'D >

```
00350 NEXT J
00360 REM /*****SET-UP SYMPLOT ****/
00370 REM /* SET-UP SYMPLOT */
00380 REM /*****SET-UP SYMPLOT ****/
00390 INPUT "NSYM "#N3
00400 N3=N3+N3-1
00410 DIM N(N3),V(N3+1),S$(N3)
00420 J=(I2-I1)/N3
00430 FOR I=1 TO N3
00440 V(I)=I1+(I-1)*J
00450 S$(I)=MID$(S$,I,1)
00460 NEXT I
00470 V(N3+1)=I2
00480 REM /*****PRINT SYMPLOT ****/
00490 REM /* INPUT LABEL & SET PORT */
00500 REM /*****PRINT SYMPLOT ****/
00510 LINE INPUT "LABEL "#L$
00520 PORT= 186:PRINT
00530 REM /*****PRINT SYMPLOT ****/
00540 REM /* PRINT SYMPLOT */
00550 REM /*****PRINT SYMPLOT ****/
00560 K=(I2-I1)/(N3-1)
00570 FOR I=1 TO N1+1:PRINT "*":NEXT I:PRINT "*"
00580 FOR J=1 TO N2
00590 PRINT "*";
00600 FOR I=1 TO N1
00610 L=INT((Z(I,J)-I1)/K+1)
00620 PRINT S$(L);
00630 N(L)=N(L)+1
00640 NEXT I
00650 PRINT "*"
00660 NEXT J
00670 FOR I=1 TO N1+1:PRINT "*":NEXT I:PRINT "*"
00680 REM /*****PRINT SYMPLOT ****/
00690 REM /* PRINT LABEL & STATISTICS */
00700 REM /*****PRINT SYMPLOT ****/
00710 PRINT L$
00720 PRINT
00730 FOR I=1 TO N3
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SYMPLOT/BELLINGER < CONT'D >

```
00740 PRINT "SYMBOL ("&S$(I)&") =>"&V(I)&TAB(27)&
00750 PRINT "< F(X,Y) <="&V(I+1)&TAB(53)&" USED"&N(I)&TAB(62)&"TI
MES"
00760 NEXT I
00770 PORT= 250:PRINT
00780 LINE INPUT "NEW DENSITY RANGE "&L$
00790 IF MID$(L$,1,1)="Y" THEN CLEAR N():CLEAR V():CLEAR S$():GOTO 3
90
00800 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HOME ADDRESSES/GRUNDON

```
00001 REM * * HOME ADDRESS/PHONE/BIRTHDAY LISTING * *
00002 REM * * BY DALE GRUNDON * *
00003 REM * PROGRAM PROVIDES A MEANS OF RECALLING ADDRESSES OR PH
ONE
00004 REM * NUMBERS FOR HOME USE, KEYED FROM USER INPUT OF THE DE
SIRER
00005 REM * NAME. PGM LINES 440 TO 470 PERMIT THE SEARCH TO BE KE
YED BY
00006 REM * THE LAST NAME WANTED; HOWEVER, IF MORE THAN ONE INDIVI
DUAL
00007 REM * WITH THAT LAST NAME EXISTS ALL WILL BE SHOWN.
00008 REM * FUTURISTICALLY, SYSTEM EXPANSION WOULD PROVIDE CIRCUI
TRY
00009 REM * THAT WOULD ACTUALLY DIAL THE PHONE.
00010 REM * WHEN SEARCHING FOR AN ADDRESS FOR A GIVEN NAME, USER W
ILL BE
00011 REM * PROMPTED WITH '*' INDICATING THAT THE NAME HAS BEEN FO
UND AND
00012 REM * SYSTEM IS WAITING FOR USER TO LOAD ENVELOPE IN PRINTER
. AFTER
00013 REM * TYPING RETURN PRINTER OPERATES AND THEN AGAIN WAITS FO
R USER
00014 REM * TO UNLOAD PRINTER. THIS AVOIDS TYPING UNDESIRED INFO.
00015 REM * TYPING RETURN CONTINUES RUN.
00016 REM * USER INPUT OF A THREE LETTER ABREVIATION FOR A MONTH D
ISPLAYS
00017 REM * ALL INDIVIDUALS THAT HAVE A BIRTHDAY IN THAT MONTH.
00090 CNTRL 4,0:D$="/" :RESTORE :PRINT :PRINT
00100 PRINT TAB(5)*1 - SHOW COMPLETE LISTING"
00110 PRINT TAB(5)*2 - SELECT NAME AND SHOW ADDRESS"
00120 PRINT TAB(5)*3 - SEARCH BIRTHDAYS FOR GIVEN MONTH"
00130 PRINT TAB(5)*4 - SELECT NAME AND SHOW PHONE NUMBER"
00140 INPUT "WHAT TYPE INFORMATION DO YOU WANT? ";S:PRINT :PRINT
00150 IF (S=2 OR S=4) THEN LINE INPUT "WHAT NAME DO YOU WANT? ";N
1$
00155 IF S=3 THEN LINE INPUT "WHAT MONTH DO YOU WANT? ";M$
00160 FOR Z=1 TO 200
00170 READ N$,B$,A$,T$:IF N$="000" THEN GOTO 480
00180 IF S=1 THEN GOSUB 230
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HOME ADDRESSES/GRUNDON < CONT'D >

```
00190 IF S=2 THEN GOSUB 260
00200 IF S=3 THEN GOSUB 290
00210 IF S=4 THEN GOSUB 320
00220 NEXT Z
00225 REM * * COMPLETE LISTING * *
00230 PRINT TAB(5)N$,B$
00240 GOSUB 400
00250 PRINT :PRINT TAB(5)T$:PRINT :PRINT :RETURN
00255 REM * * SHOW NAME AND ADDRESS * *
00260 GOSUB 440
00270 IF R$=R1$ THEN INPUT "#";:PRINT TAB(5)N$:GOSUB 400:PRINT :I
NPUT "#";
00280 RETURN
00285 REM * * SHOW BIRTHDAYS * *
00290 M1$=""::FOR R=1 TO 3:LET M1$=M1$+MID$(B$,R,1)::NEXT R
00300 IF M1$=M$ THEN PRINT TAB(5)N$,B$
00310 RETURN
00315 REM * * SHOW NAME AND PHONE NUMBER * *
00320 GOSUB 440
00330 IF R$=R1$ THEN PRINT TAB(5)N$,T$:INPUT "READY? ";
00335 REM * * INSERT PHONE DIALING SUB-PGM HERE * *
00340 RETURN
00395 REM * * SHOW ADDRESSES * *
00400 FOR Y=1 TO LEN(A$)
00410 IF MID$(A$,Y,1)<>D$ THEN PRINT TAB(5)MID$(A$,Y,1);
00420 IF MID$(A$,Y,1)=D$ THEN PRINT
00430 NEXT Y:RETURN
00435 REM * * MATCH NAMES IN REVERSE * *
00440 R$=""::R1$=""::R2$=""
00450 FOR R=LEN(N1$) TO 1 STEP -1:LET R1$=R1$+MID$(N1$,R,1)::NEXT R
00460 FOR R=LEN(N$) TO 1 STEP -1:LET R2$=R2$+MID$(N$,R,1)::NEXT R
00470 FOR R=1 TO LEN(N1$)::LET R$=R$+MID$(R2$,R,1)::NEXT R:RETURN
00475 REM * * CLOSE OR CONTINUE * *
00480 LINE INPUT "ARE YOU FINISHED? (Y OR N) ";Y$:IF Y$="N" THEN
90
00490 PRINT :PRINT "DON'T FORGET - CNTRL 4,1 IN CMD MODE":END
00500 DATA "MATT NEFFER","DEC 23"
00501 DATA "1234 WELDER ST./LONGVIEW, MI 47310"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HOME ADDRESSES/GRUNDON < CONT'D >

```
00502 DATA "616/567 8023"
00505 DATA "BERTHA BLIMP", "MAY 15"
00506 DATA "16 TONS ST./BIG CITY, GA. 30905"
00507 DATA "313/965 4503"
00510 DATA "SALLY SLUMP", "MAY 19"
00511 DATA ".179 BATTING AVE./BASEBALL MA. 76201"
00512 DATA "496 2143"
00515 DATA "DALE GRUNDON", "OCT 1"
00516 DATA "11456 LINKS DR./RESTON, VA. 22090"
00517 DATA "703/437 3710"
00520 DATA "CHARLIE BLIMP", "DEC 15"
00521 DATA "5656 GLUB RD./CALLISSIPPI, KY 90456"
00522 DATA "319/563 2206"
00525 DATA "*-HUG", "NOV 1"
00526 DATA "HILLTOP RD./ST. JOSEPH, MI 49085"
00527 DATA "616/982 3463"
00530 DATA "BERNARD GIMBLE", "JUL 19"
00531 DATA "236 PLAYER LANE/BASEBALL, MA. 76201"
00533 DATA "662 0945"
00535 REM * * ETC. ETC. ETC. *
10000 DATA "000", "000", "000", "000"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DIET/FRITKIN

```
00001 REM DIET/FRITKIN 5637 BYTES
00010 REM DIET CALCULATION PROGRAM
00020 REM "ORIGINAL BY MARTIN C. BEATTIE, M.D."
00030 REM "FROM 'INTERFACE AGE' OCT., 1976, VOL. 1/ISSUE 11"
00040 REM "ADAPTED FOR HEATHKIT H-8 EXTENDED BASIC BY GEORGE FRIT
KIN"
00050 REM "JAN. 12, 1978"
00080 DIM T(5),C(5)
00100 INPUT "IF YOU WANT INSTRUCTIONS TYPE THE LETTER Y IN QUOTE
S " ;A$
00105 GOSUB 120
00110 IF A$="Y" THEN PRINT :GOSUB 900
00115 GOTO 130
00120 A$=LEFT$(A$,1):RETURN
00130 PRINT "SELECT METRIC OR ENGLISH MEASUREMENTS BY TYPING THE"
00131 INPUT "LETTER OF THE SYSTEM YOU WISH TO USE IN QUOTES " ;A
$
00135 GOSUB 120
00140 M=0:IF A$="M" THEN M=1
00145 INPUT "MALE OR FEMALE TYPE FIRST LETTER IN QUOTES " ;A$
00150 GOSUB 120
00155 S=0:IF A$="M" THEN S=1
00200 PRINT "HEIGHT ";
00205 IF M=1 THEN PRINT "IN CENTIMETERS":;GOTO 215
00210 PRINT "IN INCHES ";
00215 INPUT H
00220 PRINT "WEIGHT ";
00225 IF M=1 THEN PRINT "IN KILOGRAMS " ;;GOTO 235
00230 PRINT "IN POUNDS ";
00235 INPUT W
00240 IF M<>0 THEN 250
00245 H=H*2.54:W=W/2.2
00250 INPUT "AGE (YEARS) " ;A
00255 GOSUB 300
00260 GOTO 400
00300 REM CALCULATION OF SURFACE AREA
00305 S=W^.425*H^.725*71.84/10000
00310 REM READ TABLE AND CALCULATE BMR
00315 RESTORE
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DIET/FRITKIN < CONT'D >

```
00320 READ A1,M1,F1
00325 IF A>20 THEN 340
00330 IF A<>A1 THEN 320
00335 GOTO 355
00340 IF A1=80 THEN 350
00345 IF ABS(A-A1)>3 THEN 320
00355 DATA 1,53,53,2,52,4,52,4,3,51,3,51,2,4,50,3,49,8,5,49,3,48,
4
00357 DATA 6,48,3,47,7,47,3,45,4,8,46,3,43,8,9,45,2,42,8,10,44,42
,5
00359 DATA 11,43,42,12,42,5,41,3,13,42,3,40,3,14,42,1,39,2,15,41,
8,39,7
00361 DATA 16,41,4,36,9,17,40,8,36,3,18,40,35,9,19,39,2,35,5
00363 DATA 20,38,6,35,3,25,37,5,35,2,30,36,8,35,1,35,36,5,35
00365 DATA 40,36,3,34,9,45,36,2,34,5,50,35,8,33,9,55,35,4,33,3
00367 DATA 60,34,9,32,7,65,34,4,32,2,70,33,8,31,7,75,33,2,31,3
00369 DATA 80,33,30,9
00375 REM ESTIMATE BMR/HR
00380 IF S=1 THEN 390
00385 B=F1*S:GOTO 395
00390 B=M1*S
00395 B=INT(B+.5):RETURN
00400 PRINT "HOWMANY HOURS DO YOU SPEND?"
00401 PRINT
00410 INPUT "          SLEEPING OR RESTING      ";T(1)
00415 INPUT "          SITTING                  ";T(2)
00420 INPUT "          STANDING, LIGHT ACTIVITY   ";T(3)
00425 INPUT "          WALKING, MODERATE ACTIVITY ";T(4)
00430 INPUT "          EXERCISING OR HEAVY WORK    ";T(5)
00435 T8=0:FOR I=1 TO 5:T8=T(I)+T8:NEXT :IF T8=24 THEN 510
00440 PRINT :PRINT "THERE ARE 24 HOURS IN THE DAY. HERE ARE YOUR
SELECTIONS"
00445 FOR I=1 TO 5
00450 PRINT ;
00453 GOSUB 455:GOTO 480
00455 IF I=1 THEN PRINT "SLEEPING";
00460 IF I=2 THEN PRINT "SITTING";
00465 IF I=3 THEN PRINT "STANDING";
00470 IF I=4 THEN PRINT "WALKING";
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DIET/FRITKIN < CONT'D >

```
00475 IF I=5 THEN PRINT "HEAVY WORK";
00477 RETURN
00480 PRINT TAB(20);:PRINT T(I)
00485 NEXT I
00487 PRINT "TOTAL=";TAB(20);T8:PRINT
00490 PRINT "WHICH WOULD YOU LIKE TO MODIFY ";
00495 INPUT "(ENTER ITEM #, NEW HOURS) ";I,T(I)
00500 GOTO 435
00510 REM FIND TOTAL CALORIC USE
00520 E2=85: E3=150:E4=240:E5=350
00525 GOSUB 535
00530 GOTO 590
00535 C(1)=INT(T(1)*B+.5)
00540 C(2)=INT(T(2)*(B+(E2-B)*(W/70))+.5)
00545 C(3)=INT(T(3)*(B+(E3-B)*(W/70))+.5)
00550 C(4)=INT(T(4)*(B+(E4-B)*(W/70))+.5)
00555 C(5)=INT(T(5)*(B+(E5-B)*(W/70))+.5)
00560 RETURN
00590 PRINT :PRINT
00600 PRINT "ESTIMATED BASAL METABOLISM=",B,"KCAL/HR OR",B*24,"KC
AL/DAY"
00610 PRINT "ESTIMATED CALORIC REQUIREMENTS FOR DAILY ACTIVITIES:
"
00615 PRINT :T=0:FOR I=1 TO 5
00620 GOSUB 455
00625 PRINT TAB(20);C(I)
00630 T=T+C(I)
00635 NEXT I:T=INT(T+.5)
00640 PRINT :PRINT "TOTAL =" ;TAB(20);T
00710 IF M=1 THEN 717
00715 INPUT "HOW MUCH WEIGHT DO YOU WANT TO LOOSE (LB) ";L
00716 GOTO 720
00717 INPUT "HOW MUCH WEIGHT DO YOU WANT TO LOOSE (KG) ";L
00718 L=L*2.2
00720 INPUT "HOW MANY WEEKS DO YOU WANT TO TAKE ";T9
00725 D=INT(((L/T9)*500)+.5)
00730 PRINT :PRINT "YOU MAY EITHER DECREASE YOUR DAILY INTAKE BY
",D," CALORIES OR "
00735 PRINT "INCREASE YOUR ACTIVITY BY THE SAME AMOUNT"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DIET/FRITKIN < CONT'D >

```
00740 R=T-D
00745 PRINT "IF YOU CHOOSE TO REDUCE YOUR INTAKE, YOUR REQUIRED"
00750 PRINT "DIET WILL CHANGE SLIGHTLY AS YOUR WEIGHT DROPS"
00752 PRINT
00753 PRINT "BEGINNING OF";TAB(20);"WEIGHT";TAB(30);"ALLOWED INTA
KE/DAY"
00754 W1=2.2*W: IF M=1 THEN W1=W
00755 PRINT "WEEK 1";TAB(20);W1;TAB(35);R
00785 FOR I=1 TO T9
00790 W=W-(L/2.2)/T9
00795 GOSUB 300
00800 C(1)=T(1)*B
00802 GOSUB 535
00805 T=0:FOR X=1 TO 5
00810 T=T+C(X):NEXT X
00812 W1=2.2*W:IF M=1 THEN W1=W
00815 PRINT "WEEK";I+1; TAB(20);W1;TAB(35);INT(T-D)
00820 NEXT I
00825 PRINT :PRINT "TO MAINTAIN YOUR NEW WEIGHT OF----";TAB(35);W
1;
00826 IF M=0 THEN PRINT "LBS"
00827 IF M=1 THEN PRINT "KG"
00830 PRINT "YOUR ALLOWED CALORIC INTAKE IS----";TAB(35);INT(T)
00835 PRINT :PRINT "GOOD LUCK!!"
00890 END
00900 REM INSTRUCTIONS
00905 PRINT "          DIETING IS DIFFICULT. FAD DIETS, WHICH OFT
EN STRESS"
00907 PRINT "A LIMITED FOOD TYPE(IE. EGGS,OR THE ELIMINATION OF C
ARBOHYDRATES)"
00909 PRINT "DO LITTLE TO ESTABLISH GOOD DIETARY PATTERNS WHICH"
00911 PRINT "WOULD HELP TO MAINTAIN YOUR WEIGHT AT A NEW LOWER LE
VEL"
00913 PRINT "          THE BEST DIETS ATTEMPT TO HOLD A BALANCE
OF FOOD TYPES"
00915 PRINT "SO THAT DAILY NUTRITIONAL REQUIREMENTS ARE MET, THE
DIETER"
00917 PRINT "IS ABLE TO EAT FOODS PREPARED FOR THE REST OF THE FA
MILY"
00919 PRINT "AND SOUND DIETARY PRINCIPLES ARE INTRODUCED THAT CAN
BE"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DIET/FRITKIN

```
00921 PRINT "CONTINUED AFTER THE WEIGHT LOSS IS ACHIEVED"
00922 PAUSE (6000)
00923 PRINT :PRINT
00925 PRINT "           A BALANCED DIET SHOULD CONTAIN NO LESS THAN 12 TO 14%"
00927 PRINT "PROTEIN AND NO MORE THAN 35% FAT. THE REMAINDER WOULD BE"
00929 PRINT "CARBOHYDRATE---PREFERABLY OF THE UN REFINED TYPE WITH A MINIMUM"
00931 PRINT "OF SUGAR AND WHITE FLOUR. THE FOOD TYPES SHOULD BE VARIED"
00933 PRINT "AND MANY BOOKS ARE AVAILABLE WHICH DETAIL THE"
00935 PRINT "NUTRITIONAL VALUE OF FOODS."
00940 PRINT "           NO DIET SHOULD BE UNDERTAKEN WITHOUT A GENERAL PHYSICAL"
00942 PRINT "CHECK-UP BY A PHYSICIAN. WEIGHT CONTROL PROBLEMS MAY WELL"
00946 PRINT "BE DUE TO METABOLIC DEFECTS"
00948 PRINT "AND UNSUPERVISED DIETING COULD BE DANGEROUS"
00949 PAUSE (4000):PRINT :PRINT
00950 PRINT "           THE PURPOSE OF THIS PROGRAM IS TO INTRODUCE THE DIETER"
00952 PRINT "TO THE INTERRELATION BETWEEN HIS CURRENT SIZE, BASAL METABOLIC RATE, ACTIVITY, AND ENERGY REQUIREMENTS. HOPEFULLY"
00954 PRINT "WITH THIS KNOWLEDGE, THEY MAY BE BETTER ABLE TO MODIFY THEIR"
00956 PRINT "DIET AND/OR ACTIVITY TO MOVE TOWARD AND MAINTAIN THE DESIRED WEIGHT"
00958 PRINT "ESTIMATION OF BASAL METABOLISM AND CALORIC ACTIVITY ARE"
00960 PRINT "JUST THAT. BMR IS CALCULATED FROM HEIGHT, WEIGHT, AND AGE AND MAY VARY + OR - 10%. ACTIVITY ESTIMATES ARE AS FOLLOWS IN"
00962 PAUSE (4000):PRINT :PRINT
00963 PRINT "CALORIES/HR:"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: DIET/FRITKIN < CONT'D >

```
00968 PRINT :PRINT "ACTIVITY":TAB(20):"CALORIES/70 KG PERSON/HR"
00970 PRINT "SLEEP":TAB(25):"BMR"
00972 PRINT "SITTING":TAB(25):"85"
00974 PRINT "STANDING":TAB(25):"150"
00976 PRINT "WALKING":TAB(25):"240"
00978 PRINT "EXERCISING":TAB(25):"350"
00979 PRINT
00980 PRINT "THESE ESTIMATES COULD BE MODIFIED. THEY ARE USED AS
  STANDARDS"
00982 PRINT "WHICH ARE RECALCULATED FOR YOUR GIVEN WEIGHT. OBVIOUSLY"
00984 PRINT "MANY EXERCISES REQUIRE MORE THAN 350 CALORIES/HR BUT
  THEY ARE"
00988 PRINT "NOT GENERALLY SUSTAINED FOR THAT AMOUNT OF TIME. THE
  AMOUNT"
00990 PRINT "CHOSEN WAS INTENDED TO BE AN AVERAGE"
00992 PRINT :RETURN
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 9 PLOT/KEATON

00001 REM

H 9 P L O T

00010 REM	PROGRAM	:	H9 PLOT
00012 REM	VERSION	:	10.01
00014 REM	EDIT	:	02C
00016 REM	EDIT DATE	:	07-MAR-78
00018 REM	AUTHOR	:	DAVID KEATON
00020 REM	SYSTEM	:	H8 / H9 / ECP-3801 / 16K RA
M			
00022 REM	SOFTWARE	:	EX. B. H. BASIC # 10.01.02
00024 REM	PROGRAM SIZE	:	APPROXIMATELY 3600 BYTES AF
TER RUN			
00030 REM			

M O D I F I C A T I O N H I S T O R Y

00031 REM	VER/EDIT	EDIT DATE	REASON
00032 REM	10.01.02A	27-FEB-78	(ORIGINA
L)			
00033 REM	10.01.02B	02-MAR-78	FIX PLOT
TING PROBLEM			
00034 REM	10.01.02C	07-MAR-78	PLOT NEG
ATIVE OF FN			
00040 REM			

G E N E R A L D E S C R I P T I O N

00041 REM THE USER MODIFIES LINE 500 TO DEFINE HIS

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 9 PLOT/KEATON < CONT'D >

```
00042 REM      OWN FUNCTION, THEN RUNS THE PROGRAM AND
00043 REM      SPECIFIES THE PORTION OF THE GRAPH OF
00044 REM      THAT FUNCTION WHICH HE WISHES TO SEE
00045 REM      DISPLAYED.  THE USER THEN PUTS THE
00046 REM      H9 IN PLOT MODE, TYPES A SPACE, AND THE
00047 REM      PROGRAM DRAWS THE GRAPH AND WAITS FOR
00048 REM      USER TO TYPE ANOTHER SPACE.
00049 REM      THE 'PLOT NEGATIVE OF FUNCTION' OPTION IS FOR PLO
TTING
00050 REM      DOUBLE VALUED FUNCTIONS SUCH AS ELLIPSES, ETC. WH
ICH
00051 REM      BASIC WOULD NOT NORMALLY PICK UP.

00300 REM
```

VARIABLES USED

```
00301 REM      L      ---->      LEFT-MOST X COORDINATE OF PLOT
00302 REM      R      ---->      RIGHT-MOST X COORDINATE OF PLOT
00303 REM      T      ---->      TOP-MOST Y COORDINATE OF PLOT
00304 REM      B      ---->      BOTTOM-MOST Y COORDINATE OF PLOT
00305 REM      S      ---->      X-AXIS DISTANCE OF 1 CURSOR SPAC
E
00306 REM      S1     ---->      Y-AXIS DISTANCE OF 1 PLOT LEVEL
00307 REM      X      ---->      CURRENT X COORDINATE
00308 REM      Y      ---->      CURRENT Y COORDINATE
00309 REM      I      ---->      LOOP INDEX
00310 REM      A$     ---->      INPUT STRING
00311 REM      B$     ---->      FLAG FOR PLOTTING NEGATIVE OF FU
NCTION

00400 REM
```

FUNCTION

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 9 PLOT/KEATON < CONT'D >

```
00410 REM      FN A(X)      --->      USER FUNCTION TO PLOT
00500 DEF FN A(X)=X/(COS(X)+2)
00510 REM      THIS CAN BE JUST ABOUT ANY FUNCTION.
01000 REM
```

MAIN CODING AREA

```
01010 INPUT "WHAT IS THE DOMAIN (X-RANGE) OF THE PLOT? ";L,R
01020 INPUT "WHAT IS THE RANGE (Y-RANGE) OF THE PLOT? ";B,T
01025 LINE INPUT "ALSO PLOT NEGATIVE OF FUNCTION? ";A$:A$=LEFT$(A$,1)
01027 B$="" : IF A$="Y" THEN B$="PLOT NEGATIVE"
01030 REM      FIND OUT WHICH PIECE OF THE GRAPH TO PLOT.

01040 PRINT "PLEASE CLEAR THE SCREEN, PUT THE H9 IN PLOT MODE,"
01050 PRINT "AND TYPE A SPACE WHEN YOU ARE READY.  WHEN THE GRAPH
"
01060 PRINT "HAS BEEN PLOTTED, JUST GET OUT OF PLOT MODE AND TYPE
A SPACE."
01070 REM      LET USER KNOW WHAT'S GOING ON.

01080 S=(R-L)/79:S1=(T-B)/127:X=L-S
01090 REM      SET UP VARIABLES FOR CALCULATIONS.

01100 PAUSE
01110 REM      DON'T START UNTIL USER IS READY.

01120 FOR I=1TO 80:X=X+S
01130 REM      SET UP PLOT LOOP.

01140 K=FN A(X):IF B$="PLOT NEGATIVE"AND I/2=INT(I/2)THEN K=-K
01145 Y=(K-B)/S1:Y=INT(Y+.5)
```

```
< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >
```

PROGRAM NAME: H 9 PLOT/KEATON < CONT'D >

```
01150 REM      GET VALUE FOR Y AND ROUND IT.  
01160 IF Y<0THEN Y=0  
01170 IF Y>127THEN Y=127  
01180 REM      CATCH ILLEGAL NUMBERS.  
01190 OUT 250,Y  
01200 REM      PLOT CURRENT POINT.  
01210 NEXT I:PAUSE  
01220 REM      END OF LOOP.  
01230 REM      WAIT FOR USER WHEN THRUOGH.  
01240 PRINT :LINE INPUT "PUT IN A NEW FUNCTION OR PLOT SAME ONE (NEW OR SAME)? ";A$  
01250 A$=LEFT$(A$,1)  
01260 IF A$="S"GOTO 1010  
01270 IF A$="N"GOTO 1310  
01280 REM      FIND OUT WHAT TO DO.  
01290 GOTO 1240  
01300 REM      USER TYPED SOMETHING WRONG.  
01310 PRINT "TYPE THE FUNCTION AT LINE 500, THEN TYPE 'RUN'."  
01320 REM      INFORM USER HOW TO CHANGE FUNCTION.  
32000 REM
```

P R O G R A M E X I T

```
32001 REM      (USER CAN EXIT BY CTRL-C OR ANSWERING 'NEW' AT LINE 1240)  
32767 END :REM  
FINALLY!!
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SECTION/PAQUETTE

```
00010 PRINT *      *** SECTION PROPERTY PROGRAM ***
00040 DIM A(10),B(10),C(10),D(10),G(10),H(10)
00050 DIM J(10),K(10),L(10),M(10),N(10)
00051 DIM F(10),O(10),P(10),Q(10),R(10),S(10),U(10)
00060 PRINT "DO YOU REQUIRE INSTRUCTIONS? 1=YES 2=NO"
00070 INPUT X
00080 IF X=1 THEN 100
00090 IF X=2 THEN 240
00100 PRINT "      Y                               THIS PROGRAM COMPUTES
THE CROSS-"
00110 PRINT "      !           (X2,Y2)      SECTIONAL PROPERTIES OF
F"
00120 PRINT "      *-----*      RECTANGULAR COMPOSITE
SECTIONS."
00130 PRINT "      !(X1,Y1) RECT.2      !      A STRUCTURAL MEMBER CAN
BE MADE "
00140 PRINT "      *-----*      *-----*      OF AS MANY AS TEN RECT
ANGULAR"
00150 PRINT "      !           !           !(X2,Y2)      COMPONENTS. COORDINATE
S FOR EACH"
00160 PRINT "      !RECT.1>!      !      RECTANGLE ARE ENTERED
WITH X1"
00170 PRINT "      !           !           !      AND Y1 AT THE LOWER LEFT
CORNER"
00180 PRINT "      !(X1,Y1)!      !      X2 AND Y2 AT THE UPPER
RIGHT"
00190 PRINT "      *-----*-----*-----*----- X"
00240 PRINT "HOW MANY RECTANGLES MAKE UP YOUR CROSS-SECTION ---"
00250 INPUT Z
00260 FOR I=1 TO Z
00270 PRINT "FOR RECTANGLE ";I;" WHAT ARE THE COORDINATES?"
00280 PRINT "ENTER X1 AND Y1"
00290 INPUT A(I),B(I)
00300 PRINT "ENTER X2 AND Y2"
00310 INPUT C(I),D(I)
00340 H(I)=D(I)-B(I)
00350 G(I)=C(I)-A(I)
00360 REM COMPUTE AREA
00370 J(I)=H(I)*G(I)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SECTION/PAQUETTE < CONT'D >

```
00380 REM COMPUTE Y
00390 K(I)=B(I)+(H(I)/2)
00400 REM COMPUTE AY
00410 L(I)=J(I)*K(I)
00420 REM COMPUTE AY SQUARED
00430 M(I)=J(I)*(K(I)^2)
00440 REM COMPUTE IX
00450 N(I)=(G(I)*(H(I)^3))/12
00451 F(I)=C(I)-A(I)
00452 O(I)=D(I)-B(I)
00453 P(I)=F(I)*O(I)
00454 Q(I)=A(I)+(F(I)/2)
00455 R(I)=P(I)*Q(I)
00456 S(I)=P(I)*(Q(I)^2)
00457 V(I)=(O(I)*(F(I)^3))/12
00460 NEXT I
00770 REM COMPUTE TOTALS
00780 T1=J(1)+J(2)+J(3)+J(4)+J(5)+J(6)+J(7)+J(8)+J(9)+J(10)
00790 T2=K(1)+K(2)+K(3)+K(4)+K(5)+K(6)+K(7)+K(8)+K(9)+K(10)
00800 T3=L(1)+L(2)+L(3)+L(4)+L(5)+L(6)+L(7)+L(8)+L(9)+L(10)
00810 T4=M(1)+M(2)+M(3)+M(4)+M(5)+M(6)+M(7)+M(8)+M(9)+M(10)
00820 T5=N(1)+N(2)+N(3)+N(4)+N(5)+N(6)+N(7)+N(8)+N(9)+N(10)
00822 W1=P(1)+P(2)+P(3)+P(4)+P(5)+P(6)+P(7)+P(8)+P(9)+P(10)
00823 W2=Q(1)+Q(2)+Q(3)+Q(4)+Q(5)+Q(6)+Q(7)+Q(8)+Q(9)+Q(10)
00824 W3=R(1)+R(2)+R(3)+R(4)+R(5)+R(6)+R(7)+R(8)+R(9)+R(10)
00825 W4=S(1)+S(2)+S(3)+S(4)+S(5)+S(6)+S(7)+S(8)+S(9)+S(10)
00826 W5=V(1)+V(2)+V(3)+V(4)+V(5)+V(6)+V(7)+V(8)+V(9)+V(10)
00860 REM COMPUTE INERTIA
00870 U1=(T5+T4)-(((T3)^2)/T1)
00880 REM COMPUTE NA
00890 U2=T3/T1
00891 U3=(W5+W4)-(((W3)^2)/W1)
00892 U4=W3/W1
00900 REM R X AXIS
00910 U5=SQR(U1/T1)
00920 REM R Y AXIS
00930 U6=SQR(U3/T1)
00940 PRINT "PROPERTIES ABOUT THE X-X AXIS"
00950 PRINT "MOMENT OF INERTIA ="#U1
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SECTION/PAQUETTE < CONT'D >

```
00960 PRINT "NEUTRAL AXIS ---- =" ; U2
00970 PRINT "RADIUS OF GYRATION =" ; U5
00980 PRINT " "
00990 PRINT "PROPERTIES ABOUT THE Y-Y AXIS"
00992 PRINT "MOMENT OF INERTIA =" ; U3
00994 PRINT "NEUTRAL AXIS ---- =" ; U4
00996 PRINT "RADIUS OF GYRATION =" ; U6
01000 END
```

AREA = " ; T1

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ALPHABETIZE/FALE

```
00001 REM ALPHABETIZE/FALE
00010 REM THIS PROGRAM IS SET UP FOR A VIDEO TERMINAL
00020 PRINT "THIS PROGRAM WILL ALPHABETIZE A LIST OF NAMES"
00030 FOR L=0TO 8:PRINT :NEXT L
00035 PRINT "ENTER THE LARGEST NUMBER YOUR LIST WILL CONSIST OF."
00037 INPUT X
00038 IF X<1GOTO 35
00040 DIM A$(X)
00050 REM INPUT NAME SECTION
00060 PRINT "ENTER NAMES, LAST NAME FIRST. WHEN FINISHED TYPE ZZ
"
00070 FOR N=1TO X
00080 LINE INPUT A$(N)
00090 IF A$(N)="ZZ"GOTO 110
00100 NEXT N
00105 REM TO ARRANGE THE LIST IN OPPOSITE ORDER CHANGE > TO < IN
LN130
00110 FOR J=1TO (N-1)
00120 FOR K=1TO (N-1)
00130 IF A$(J)>A$(K)GOTO 170
00140 B$=A$(J)
00150 A$(J)=A$(K)
00160 A$(K)=B$
00170 NEXT K
00180 NEXT J
00190 PRINT (N-1) " NAMES WERE EVALUATED"
00200 FOR M=1TO (N-1):PRINT M,A$(M):NEXT M
00210 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CORRELATE/STOLARZ

```
00010 REM CORRELATION MATRIX FOR 2 TO 20 VARIABLES
00030 REM OUTPUT INCLUDES A CORRELATION MATRIX, MEANS AND STANDAR
D
00040 REM DEVIATIONS OF VARIABLES AND (OPTIONALLY) VALUES OF FISH
ER'S
00050 REM Z' AND HYPOTHESIS TEST FOR RHO = 0.
00060 REM
00070 REM PROGRAM NO. 2 IN SPSC SERIES BY THEODORE J. STOLARZ
00080 REM
01060 DIM X(20),X1(20),V1(20),S(20),S2(20),R(380)
01070 PRINT "ENTER NUMBER OF VARIABLES - 20 MAXIMUM"
01080 INPUT N
01090 PRINT "ENTER NUMBER OF SUBJECTS IN THE PROBLEM"
01100 INPUT N9
01101 PRINT "DO YOU WANT A SIGNIFICANCE TEST FOR R?"
01102 INPUT "1=YES; 0=NO ";H
01103 PRINT "DO YOU WANT A LIST OF FISHER'S Z' VALUES?"
01104 INPUT "1=YES; 0=NO ";Z
01110 FOR I9=1 TO N9
01120 PRINT "ENTER VALUES FOR SUBJECT ";I9
01130 FOR K9=1TO N
01140 INPUT X(K9)
01150 NEXT K9
01700 FOR I=1TO N
01800 S(I)=S(I)+X(I)
01900 S2(I)=S2(I)+X(I)*X(I)
02000 NEXT I
02100 L=1
02200 L2=N-1
02300 FOR I=1TO L2
02400 FOR K=1TO N
02500 R(L)=R(L)+X(K)*X(I)
02600 L=L+1
02700 NEXT K
02800 NEXT I
02900 N1=N1+1
03000 NEXT I9
03100 L=1
03150 PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CORRELATE/STOLARZ < CONT'D >

```
03200 FOR I=1TO L2
03300 FOR K=1TO N
03400 R(L)=(N1*R(L)-S(K)*S(I))
03500 R(L)=R(L)/SQR((N1*S2(K)-S(K)*S(K))*(N1*S2(I)-S(I)*S(I)))
03600 L=L+1
03700 NEXT K
03800 NEXT I
03900 PRINT "CORRELATION MATRIX BY ROWS"
03910 GOSUB 8000
05100 PRINT
05150 FOR I=1TO N
05200 X1(I)=S(I)/N1
05300 V1(I)=(SQR(N1*S2(I)-S(I)*S(I)))/N1
05400 NEXT I
05500 PRINT TAB(5);"MEANS AND STANDARD DEVIATIONS"
05550 PRINT
05600 FOR I=1TO N
05700 PRINT I,X1(I),V1(I)
05800 NEXT I
05900 PRINT
06000 PRINT "NUMBER OF SUBJECTS IS "#N9
06001 PRINT
06010 FOR I=1TO N*(N-1)
06015 IF R(I)=1 GOTO 6025
06020 R(I)=.5*(LOG(1+R(I))-LOG(1-R(I)))
06025 NEXT I
06030 IF Z=0 GOTO 6180
06040 PRINT "MATRIX OF FISHER'S Z' VALUES BY ROWS"
06045 GOSUB 8000
06180 S3=1/SQR(N9-3)
06190 IF H=0 GOTO 6480
06200 FOR I=1TO N*(N-1)
06210 R(I)=R(I)/S3
06220 NEXT I
06230 FOR I=1TO N*(N-1)
06240 IF ABS(R(I))<1.96 THEN R(I)=0
06250 IF ABS(R(I))>2.58 THEN R(I)=1
06260 IF ABS(R(I))>1.96 THEN R(I)=5
06270 NEXT I
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CORRELATE/STOLARZ < CONT'D >

```
06275 PRINT
06280 PRINT "IN THE MATRIX BELOW, 1=P<.01; 5=P<.05; 0=P>.05"
06290 PRINT "HYPOTHESIS TEST FOR R=RHO=0":PRINT
06300 A$=" 1 "
06310 PRINT TAB(32);A$;A$;A$;A$;A$;A$;A$;A$;A$;" 2 "
06320 PRINT TAB(5);
06330 FOR I=1TO 9:PRINT I:;NEXT I:PRINT " 0 ";
06340 FOR I=1TO 9:PRINT I:;NEXT I:PRINT " 0 ";:PRINT
06350 N5=N
06360 N3=1
06370 N4=N*(N-1)
06380 FOR I=1TO N4 STEP N
06390 PRINT N3;TAB(5);
06400 FOR J=I TO N5
06410 PRINT R(J);
06420 NEXT J
06425 PRINT
06440 N3=N3+1
06450 N5=N5+N
06460 NEXT I
06470 PRINT :PRINT "DONE"
06480 PRINT
06490 END
08000 PRINT
08150 N5=N
08200 N3=1
08300 N4=N*(N-1)
08400 FOR I=1TO N4 STEP N
08500 PRINT "ROW";N3
08600 FOR J=I TO N5
08700 PRINT R(J),
08800 NEXT J
08860 PRINT
08900 N3=N3+1
08950 N5=N5+N
08960 NEXT I
08970 RETURN
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ONE-WAY ANALYSIS/STOLARZ

```
01000 REM THIS PROGRAM PERFORMS A SINGLE FACTOR (ONE-WAY) ANALYSIS OF VARIANCE ON ANY NUMBER OF TREATMENT GROUPS WITH ANY NUMBER OF SUBJECTS PER GROUP. OUTPUT INCLUDES THE MEANS AND VARIANCES FOR EACH GROUP AND A SUMMARY TABLE FOR THE ANALYSIS.
01040 REM
01050 REM PROGRAM BY THEODORE STOLARZ FOR THE HEATH H-8 COMPUTER.
01060 REM
01070 REM THIS PROGRAM WILL RUN ON REGULAR BASIC WITH 12K OF RAM.
01080 PRINT
01085 F5=0
01090 PRINT "SINGLE FACTOR (ONE-WAY) ANALYSIS OF VARIANCE"
01100 PRINT "HOW MANY TREATMENT GROUPS ARE IN THE PROBLEM"
01110 INPUT G
01120 FOR I=1TO G
01130 PRINT "HOW MANY SUBJECTS ARE IN GROUP" ; I
01140 INPUT N
01150 PRINT "ENTER VALUES FOR GROUP" ; I
01160 FOR J = 1 TO N
01170 INPUT X
01180 S = S+X
01190 S2 = S2+XX
01200 N1 = N1+1
01210 NEXT J
01220 G1 = G1+S
01230 S3 = S3+S2
01240 N2 = N2+N1
01250 M = S/N1
01260 M2 = M2+MM
01270 H = H+1/N1
01280 T2 = T2+M
01290 V1 = (N1*S2-S*S)/(N1*N1)
01300 S4 = S4+(S*S)/N1
01310 PRINT "MEAN OF GROUP" ; I ; "=" ; M
01320 PRINT "VARIANCE OF GROUP" ; I ; "=" ; V1
01330 S=0
01340 S2=0
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ONE-WAY ANALYSIS/STOLARZ < CONT'D >

```
01360 M=0
01370 IF I=1 GOTO 1390
01380 GOTO 1400
01390 F4=N1
01400 IF F4 <>N1 GOTO 1420
01410 GOTO 1425
01420 F5=1
01425 N1=0
01430 NEXT I
01440 IF F5=1 GOTO 1460
01450 GOTO 1520
01460 PRINT "UNEQUAL TREATMENT N'S. TYPE 1 FOR UNWEIGHTED MEANS"
01470 PRINT "ANALYSIS; TYPE 2 FOR WEIGHTED MEANS ANALYSIS."
01480 INPUT R
01490 IF R=1 GOTO 1510
01500 GOTO 1520
01510 H=G/H
01515 A=H*(M2-(T2*T2)/G)
01516 GOTO 1530
01520 A=S4-(G1*G1)/N2
01530 W=S3-S4
01540 T=S3-(G1*G1)/N2
01550 D1=G-1
01560 D2=N2-G
01570 D3=N2-1
01580 M1=A/D1
01590 M2=W/D2
01600 F=M1/M2
01610 PRINT TAB(10); "SUMMARY OF THE ANALYSIS"
01620 PRINT
01630 PRINT "SOURCE           SUMS OF SQUARES     DF           MEAN SQUARES
          F"
01640 PRINT "-----"
01650 PRINT "AMONG GROUPS",A,D1,M1,F
01660 PRINT "WITHIN GROUPS",W,D2,M2
01670 PRINT "-----"
01680 PRINT "TOTAL           ",T,D3
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: ONE-WAY ANALYSIS/STOLARZ < CONT'D >

```
01690 IF R<>1 GOTO 1720
01700 PRINT "IN UNWEIGHTED MEANS ANALYSIS THE SUMS OF SQUARES MAY
NOT"
01710 PRINT "ADD UP TO THE TOTAL SUM OF SQUARES."
01720 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: EQUATIONS/SHAFFER

```
00001 GOSUB 700
00002 PRINT "SIMULTANEOUS EQUATIONS/D. SHAFFER 1/9/78"
00004 CNTRL 3,10
00005 GOSUB 700
00006 PRINT "DO YOU WANT INSTRUCTIONS ? (1= YES)"
00007 INPUT X:IF X=1 THEN 710
00019 CLEAR
00020 INPUT "HOW MANY EQUATIONS ARE THERE? " ;N
00021 DIM A(N,N+1),K(N),L(N,N),T(N,N+1),X(N),S(N+1)
00022 PRINT "INPUT COEFFICIENTS OF THE MATRIX AS ASKED FOR. FIRST NUMBER IS ROW."
00030 FOR I=1 TO N:FOR J=1 TO N:PRINT "A(";I";J;)"="";:INPUT A(I,J)
00040 NEXT J:NEXT I:FOR I=1TO N:PRINT "CONSTANT(";I;")="";:INPUT A(I,N+1):NEXT I
00041 GOSUB 700
00042 PRINT "!" ;:FOR I=1TO N:FOR J=1TO N:PRINT A(I,J);:NEXT J:PRINT " "
00043 PRINT "!" ;:NEXT I
00044 PRINT " "
00045 FOR I=1TO N:PRINT "      ";A(I,N+1);"!":NEXT I
00046 PRINT "
*:GOSUB 700
00050 I=1:J=1
00060 IF A(I,J)=0 THEN 70
00061 GOTO 80
00070 IF I=N THEN PRINT "NOT PROGRAMMED TO SOLVE THIS CASE":STOP
00071 I=I+1:GOTO 60
00080 IF I=1 THEN 100
00090 FOR J=1 TO N+1:S1=A(1,J):A(1,J)=A(I,J):A(I,J)=S1:NEXT J
00100 I=1:J=1
00110 FOR I=1TO N:L(I,1)=A(I,1):T(I,I)=1:NEXT I
00120 I=2:J=2
00130 FOR J=2TO N+1:T(1,J)=A(1,J)/A(1,1):NEXT J
00140 I=2
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: EQUATIONS/SHAFFER < CONT'D >

```
00150 J=2
00160 M=1:S2=0
00170 S2=S2+L(I,M)*T(M,J):IF M=J-1 THEN GOTO 180
00171 M=M+1:GOTO 170
00180 L(I,J)=A(I,J)-S2: IF J=I THEN GOTO 190
00181 J=J+1:GOTO 160
00190 IF L(I,I)=0 THEN 500
00200 J=J+1:K=1:S3=0
00210 S3=S3+L(I,K)*T(K,J):IF K=(I-1)THEN GOTO 220
00211 K=K+1:GOTO 210
00220 T(I,J)=(A(I,J)-S3)/L(I,I)
00221 IF J=N+1 THEN 230
00222 GOTO 200
00230 IF I=N THEN GOTO 240
00231 I=I+1:I1=I:GOTO 150
00240 I=1
00250 K(I)=T(I,N+1):IF I=N THEN GOTO 260
00251 I=I+1:GOTO 250
00260 X(N)=K(N):I=N-1
00270 S4=0:J=I+1
00280 IF J=N+1 GOTO 290
00281 S4=S4+T(I,J)*X(J)
00282 J=J+1:GOTO 280
00290 X(I)=K(I)-S4: IF I=1 THEN GOTO 300
00291 I=I-1:GOTO 270
00300 FOR I=1 TO N:PRINT "X(";I;")=";X(I):NEXT I
00301 GOSUB 700
00310 PRINT "NEW PROBLEM?(1=YES)"
00320 INPUT X:IF X=1THEN 19
00321 STOP
00500 B=I:IF I1=N THEN STOP
00501 J=1
00510 FOR J=1 TO N+1:S(J)=A(I,J):NEXT J
00520 S5=L(I,1)
00530 J=1
00540 FOR J=1 TO N+1:A(I,J)=A(I+1,J):NEXT J
00550 L(I,1)=L(I+1,1)
00560 IF I=(N-1) THEN GOTO 570
00561 I=I+1:GOTO 530
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: EQUATIONS/SHAFFER < CONT'D >

```
00570 FOR J=1 TO N+1:A(N,J)=S(J):NEXT J
00580 L(N,1)=S5
00590 I1=I1+1
00600 I=B
00620 GOTO 150
00700 A0$="*****":FOR Q8=1TO 22:PRINT A0$::NEXT Q8:PRINT :RETURN
00710 PRINT "THIS PROGRAM WILL SOLVE A SET OF SIMULTANEOUS EQUA-
ONS"
00720 PRINT "USING THE CHOLESKY METHOD.      THE COEFFICIENTS OF TH-
E"
00730 PRINT "SET OF EQUATIONS ARE INPUT ONE AT A TIME. THESE"
00740 PRINT "VALUES ARE STORED IN ARRAY A(N,N) BY THE PROGRAM"
00750 PRINT "THE VALUES ARE INPUT AS CALLED FOR BY THE PROGRAM"
00760 PRINT "SUCH AS A(1,2)--- THIS WOULD BE THE COEFFICIENT OF"
00770 PRINT "THE SECOND UNKNOWN IN THE FIRST EQUATION."
00780 PRINT "IF A PARTICULAR UNKNOWN DOES NOT APPEAR IN AN "
00790 PRINT "EQUATION, THEN ZERO SHOULD BE INPUT FOR THAT VALUE"
00800 PRINT "THE PROGRAM MUST HAVE AT LEAST AS MANY EQUATIONS AS"
00810 PRINT "THERE ARE UNKNOWN VALUES TO SOLVE THE PROBLEM."
00811 PRINT "NEXT INPUT THE CONSTANTS , THESE ARE THE VALUES"
00812 PRINT "THAT EACH OF THE EQUATIONS ARE EQUAL TO."
00820 PRINT "FOR A FULLER UNDERSTANDING OF THIS METHOD REFER TO"
00830 PRINT "THE TEXT -- MODERN METHODS OF ENGINEERING COMPUTATIO-
N"
00840 PRINT "BY ROBERT L. KETTER AND SHERWOOD P. PRAWEL JR."
00850 GOSUB 700
00860 GOTO 19
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CLOCK/BENTON

```
00001 REM "CLOCK SEPT 12,1977"
00002 REM PROGRAM TO TURN THE H8 CONSOLE INTO A CLOCK
00100 DIM N(11)
00105 REM CONSTANTS FOR NUMERIC LED DISPLAY (0 THRU 9)
00110 DATA 129,243,200,224,178,164,132,241,128,176
00120 FOR I=0 TO 9:READ N(I):NEXT I
00125 CNTRL 2,1
00130 POKE 8208,254:POKE 8205,254
00132 REM T IS THE CLOCK TICK TIME AND CAN BE INCREASED OR
00134 REM DECREASED TO VARY CLOCK SPEED IF NECESSARY
00135 CNTRL 2,1
00136 T=1.024
00138 K=2:C=8220
00140 REM SET UP USRFCN TO CALL HORN
00142 POKE 17267,94
00144 POKE 17268,2
00158 REM SET UP LED HOUR, MIN, SEC SEPRATER
00160 INPUT "HOUR,MIN,SEC,(1 FOR AM OR 2 FOR PM) ";H,M,S,A
00170 IF A=1 THEN 200
00180 POKE 8211,152
00190 GOTO 210
00200 POKE 8211,144
00210 H1=INT(H/10)
00220 H2=INT(H)-H1*10
00230 M1=INT(M/10)
00240 M2=INT(M)-M1*10
00270 X=K AND PEEK(C)
00280 REM LOOP WAITING FOR NEXT TICK
00300 IF X=(K AND PEEK(C))THEN 300
00310 X=K AND PEEK(C)
00320 S=S+T
00330 IF S>60 THEN 500
00340 S1=ABS(INT(S/10))
00350 S2=ABS(INT(S)-S1*10)
00355 REM UPDATE LED DISPLAY
00360 POKE 8209,N(S1)
00370 POKE 8210,N(S2)
00400 POKE 8206,N(M1)
00410 POKE 8207,N(M2)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: CLOCK/BENTON < CONT'D >

```
00420 POKE 8203,N(H1)
00430 POKE 8204,N(H2)
00440 GOTO 300
00500 S=S-60:M2=M2+1
00510 IF M2<10 THEN 340
00520 M2=0
00530 M1=M1+1
00540 IF M1<6 THEN 340
00544 REM SOUND HORN ON THE HOUR
00546 Y=USR(1)
00550 M1=0
00560 H2=H2+1
00565 IF H2=10 THEN 700
00570 IF (H1=1) AND (H2=2) THEN 600
00580 IF (H1*10+H2)=13 THEN 750
00590 GOTO 300
00600 IF A=1 THEN 630
00610 A=1:POKE 8211,144
00620 GOTO 580
00630 A=2:POKE 8211,152
00640 GOTO 580
00700 H2=0
00710 H1=1
00720 GOTO 570
00750 H1=0
00760 H2=1
00770 GOTO 340
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIRTHDAY FACTS/

```
00005 REM BIRTHDAY FACTS/NAIMO
00010 PRINT ""
00015 PRINT "          ***** B I R T H D A Y *****"
00030 PRINT
00032 PRINT "THIS PROGRAM GIVES FACTS ABOUT YOUR DATE OF BIRTH (O
R SOME OTHER"
00034 PRINT "DAY OF INTEREST). IT IS NOT PREPARED TO GIVE INFORMA
TION ON"
00036 PRINT "PEOPLE BORN BEFORE THE USE OF THE CURRENT TYPE OF CA
LENDAR."
00038 PRINT "          (MEANING BEFORE THE YEAR '1582')"
00040 PAUSE (3500)
00042 PRINT
00044 PRINT "THE PROGRAM WILL ASK YOU TO SUPPLY THE MONTH, DAY &
YEAR YOU WISH"
00046 PRINT "TO KNOW ABOUT. IN ORDER TO GET AN ACCURATE RESPONSE,
BE SURE TO"
00048 PRINT "TYPE THE INFORMATION AS IN THIS EXAMPLE:"
00050 PRINT "          YOU WANT TO TYPE THE FOLLOWING DATE--"
00052 PRINT "          NOVEMBER 7, 1977"
00054 PRINT "          *** THE CORRECT FORM FOR THE ABOVE DATE IS--"
00056 PRINT "          11,7,1977"
00058 PRINT "          (THE YEAR MUST BE FILLED IN USING 4 NUMBERS)"
00060 PRINT
00062 PRINT "WHEN YOU'RE READY FOR THE PROGRAM TO START, SIMPLY P
RESS THE"
00064 PRINT "'SPACEBAR' KEY ONCE." :PAUSE
00080 PRINT
00120 PRINT
00124 LET Y1=1970
00130 PRINT "ENTER TODAY'S DATE IN THIS FORM:"
00135 PRINT "MONTH,DAY,YEAR"
00140 INPUT " ? ";M1,D1,Y1
00150 IF Y1>100 THEN 170
00160 LET Y1=Y1+1900
00170 DEF FN A(A)=INT(A/4)
00180 DIM T(12)
00190 DEF FN B(A)=INT(A/7)
00210 FOR I=1 TO 12
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIRTHDAY FACTS/ < CONT'D >

```
00220 READ T(I)
00230 NEXT I
00240 PRINT
00244 PRINT
00245 PRINT "ENTER DATE OF BIRTH IN THIS FORM:"
00247 PRINT "MONTH, DAY, YEAR";
00250 INPUT "    ?    ";M,D,Y
00260 PRINT
00270 IF Y-95>0 THEN 280
00275 LET Y=Y+1900
00280 LET I1=INT((Y-1500)/100)
00290 IF Y-1582<0 THEN 1300
00300 LET A=I1+5+(I1+3)/4
00310 LET I2=INT(A-FN B(A)*7)
00320 LET Y2=INT(Y/100)
00330 LET Y3=INT(Y-Y2*100)
00340 LET A=Y3/4+Y3+D+T(M)+I2
00350 LET B=INT(A-FN B(A)*7)+1
00360 IF M>2 THEN 470
00370 IF Y3=0 THEN 440
00380 LET T1=INT(Y-FN A(Y)*4)
00390 IF T1<>0 THEN 470
00400 IF B<>0 THEN 420
00410 LET B=6
00420 LET B=B-1
00430 GOTO 470
00440 LET A=I1-1
00450 LET T1=INT(A-FN A(A)*4)
00460 IF T1=0 THEN 400
00470 IF B<>0 THEN 490
00480 LET B=7
00490 IF (Y1*12+M1)*31+D1<(Y*12+M)*31+D THEN 550
00500 IF (Y1*12+M1)*31+D1=(Y*12+M)*31+D THEN 530
00510 PRINT M;"::";D;"::";Y;" WAS A ";
00520 GOTO 570
00530 PRINT M;"::";D;"::";Y;" IS A ";
00540 GOTO 570
00550 PRINT M;"::";D;"::";Y;" WILL BE A ";
00570 IF B<>1 THEN 590
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIRTHDAY FACTS/ < CONT'D >

```
00580 PRINT "THURSDAY"
00590 IF B<>2 THEN 610
00600 GOTO 1250
00610 IF B<>3 THEN 630
00620 PRINT "SATURDAY"
00630 IF B<>4 THEN 650
00640 PRINT "SUNDAY"
00650 IF B<>5 THEN 670
00660 PRINT "MONDAY"
00670 IF B<>6 THEN 690
00680 PRINT "TUESDAY"
00690 IF B<>7 THEN 710
00700 PRINT "WEDNESDAY"
00710 IF (Y1*12+M1)*31+D1=(Y*12+M)*31+D THEN 1140
00720 LET I5=Y1-Y
00730 PRINT
00740 LET I6=M1-M
00750 LET I7=D1-D
00760 IF I7>=0 THEN 790
00770 LET I6=I6-1
00780 LET I7=I7+30
00790 IF I6>=0 THEN 820
00800 LET I5=I5-1
00810 LET I6=I6+12
00820 IF I5<0 THEN 1310
00830 IF I7<>0 THEN 850
00835 IF I6<>0 THEN 850
00840 PRINT "**** HAPPY BIRTHDAY ****"
00850 PRINT " , , , "YEARS", "MONTHS", "DAYS"
00860 PRINT "YOUR AGE ",I5,I6,I7
00870 LET A8=(I5*365)+(I6*30)+I7+INT(I6/2)
00880 LET K5=I5
00890 LET K6=I6
00900 LET K7=I7
00920 LET E=Y+65
00940 LET F=.35
00950 PRINT "YOU HAVE SLEPT ",
00960 GOSUB 1370
00970 LET F=.17
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIRTHDAY FACTS/ < CONT'D >

```
00980 PRINT "YOU HAVE EATEN ",  
00990 GOSUB 1370  
01000 LET F=.23  
01010 IF K5>3 THEN 1040  
01020 PRINT "YOU HAVE PLAYED ",  
01030 GOTO 1080  
01040 IF K5>9 THEN 1070  
01050 PRINT "YOU HAVE PLAYED/STUDIED",  
01060 GOTO 1080  
01070 PRINT "YOU HAVE WORKED/STUDIED",  
01080 GOSUB 1370  
01090 PRINT "YOU HAVE RELAXED ",K5,K6,K7  
01100 PRINT  
01110 PRINT " ","**YOU MAY RETIRE IN";E;"**"  
01125 PRINT " WHEN READY TO CONTINUE, PRESS 'SPACEBAR' KEY ONCE  
.  
01127 PAUSE :PRINT  
01129 PRINT "PRESS '1' TO TRY ANOTHER DATE, OR"  
01130 PRINT "'0' TO END PROGRAM... YOUR RESPONSE PLEASE ";  
01132 INPUT ;R  
01133 IF R=0 THEN 1580  
01140 FOR Q=1 TO 2  
01150 PRINT  
01160 NEXT Q  
01170 PRINT  
01240 GOTO 240  
01250 IF D=13 THEN 1280  
01260 PRINT "FRIDAY "  
01270 GOTO 710  
01280 PRINT "FRIDAY THE 13TH --- BEWARE!"  
01290 GOTO 710  
01300 PRINT "NOT PREPARED TO GIVE DAY OF WEEK PRIOR TO YEAR 1582  
."  
01305 PRINT " THE CURRENT CALENDAR DID NOT EXIST BEFORE THAT YEAR."  
01310 GOTO 1140  
01330 DATA 0, 3, 3, 6, 1, 4, 6, 2, 5, 0, 3, 5  
01370 LET K1=INT(F*A8)  
01380 LET I5=INT(K1/365)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIRTHDAY FACTS/ < CONT'D >

```
01390 LET K1=K1-(I5*365)
01400 LET I6=INT(K1/30)
01410 LET I7=K1-(I6*30)
01420 LET K5=K5-I5
01430 LET K6=K6-I6
01440 LET K7=K7-I7
01450 IF K7>=0 THEN 1480
01460 LET K7=K7+30
01470 LET K6=K6-1
01480 IF K6>0 THEN 1510
01490 LET K6=K6+12
01500 LET K5=K5-1
01510 PRINT I5,I6,I7
01520 RETURN
01530 IF K6=12 THEN 1550
01540 GOTO 1090
01550 LET K5=K5+1
01560 LET K6=0
01570 GOTO 1090
01580 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC CUT#1/MONTEITH

```
00010 REM      THIS ROUTINE RESETS THE HIGH MEMORY LIMIT OF EXTENDE
D
00020 REM      BENTON HARBOR BASIC 10.01.02. UP OR DOWN. IT WILL A
LSO
00030 REM      SET OR DELETE THE ENTRY POINT TO A USR FUNCTION PROG
RAM.
00040 REM      IT SCRATCHES ITSELF AFTER EXECUTION.
00050 REM
00060 REM      THE CHANGES ARE PERMANENT UNTIL RESET AGAIN BY THIS
ROUTINE
00070 REM      OR SOME OTHER PROCEDURE. TO DUMP THE RECONFIGURED V
ERSION
00080 REM      FOR SUBSEQUENT RELOADING, SET MEMORY LOCATION 040000
TO
00090 REM      040031, REGISTER PC TO 040100, AND THE FRONT PANEL D
ISPLAY
00100 REM      TO 103306. THE NORMAL IDENTIFYING MESSAGE WILL NOT A
PEAR
00110 REM      WHEN 'GO' IS PRESSED AFTER LOADING A RECONFIGURED VER
SION
00120 REM      DUMPED IN THIS MANNER.
00130 REM
00140 REM      AUTHOR:
00150 REM          ROBERT MONTEITH
00160 REM          1111 CHURCH ST. APT. 601
00170 REM          EVANSTON, ILL. 60201
00180 REM
00190 REM      VERSION:
00200 REM          10.01.02.
00210 REM
00220 PRINT :PRINT "RESET EXT. B.H. BASIC 10.01.02. HIGH MEMORY L
IMIT":PRINT
00230 REM DETERMINE 'K' BYTES OF UNBROKEN MEMORY ABOVE STARTING P
OINT AT 8K
00240 K=20479
00250 E=PEEK(K)
00260 POKE K,255
00270 IF PEEK(K)=255 THEN POKE K,E:K=K+4096:GOTO 250
00280 K=K-4096
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC CUT#1/MONTEITH < CONT'D >

```
00290 K=(K+1)/1024-8
00300 INPUT "HOW MANY 'K' BYTES DO YOU WISH TO ALLOCATE TO BASIC?
  ";B
00310 B=ABS(INT(B*1024+.5)/1024):IF B<12 THEN GOSUB 720:GOTO 300
00320 IF B>K THEN GOSUB 730:GOTO 300
00330 IF B=K THEN U$="N":GOTO 350
00340 LINE INPUT "DO YOU WISH TO ENABLE THE USR FUNCTION? ";U$.
00350 IF LEFT$(U$,1)="N" THEN E1=0:E2=0:PRINT "USR FUNCTION DISAB
LED":GOTO 490
00360 IF LEFT$(U$,1)<>"Y" GOTO 330
00370 LINE INPUT "WILL YOU ENTER THE ENTRY ADDRESS IN OCTAL OR DE
CIMAL? ";U$
00380 IF LEFT$(U$,1)<>"0" AND LEFT$(U$,1)<>"D" GOTO 370
00390 INPUT "ENTER ENTRY ADDRESS - ";E:E=ABS(INT(E)):IF LEFT$(U$,
1)="D" GOTO 460
00400 F=0:E2=INT(E/100000):E=E-E2*100000:E1=E2*16384:IF E2>3 THEN
  F=1
00410 E2=INT(E/10000):E=E-E2*10000:E1=E1+E2*2048:IF E2>7 THEN F=1
00420 E2=INT(E/1000):E=E-E2*1000:E1=E1+E2*256:IF E2>7 THEN F=1
00430 E2=INT(E/100):E=E-E2*100:E1=E1+E2*64:IF E2>3 THEN F=1
00440 E2=INT(E/10):E=E-E2*10:E1=E1+E2*8:IF E2>7 OR E>7 THEN F=1
00450 E=E+E1:IF F=1 THEN PRINT "INVALID OCTAL NUMBER":GOTO 390
00460 GOSUB 740:IF (E/1024-8)>=K THEN GOSUB 730:GOTO 390
00470 IF E<=(B+8)*1024-1 THEN PRINT "ADDRESS IS WITHIN BASIC":GOT
O 390
00480 REM SET USR FUNCTION ENTRY POINT IN LOCATION 103163
00490 POKE 17267,E2:POKE 17268,E1
00500 PRINT :PRINT "THIS ROUTINE SCRATCHES ITSELF AFTER EXECUTION
"
00510 E=(8+B)*1024-1:GOSUB 740
00520 REM SET HIGH CORE IN LOCATION 041157
00530 POKE 8559,E2:POKE 8560,E1:E=E-258:GOSUB 740
00540 REM SET END OF USABLE CORE IN LOCATION 102362
00550 POKE 17138,E2:POKE 17139,E1
00560 REM SET START OF TABLE AREAS (SYMB, FORL, GSUB, WORK, AND S
TRN)
00570 REM IN 5 LOCATIONS IN INCREMENTS OF 5 FROM 102331-102355.
00580 REM (NOTE--THE USE OF VARIABLES OR A LOOP HERE WOULD
00590 REM CAUSE A MALFUNCTION BECAUSE OF THE 'POKES' BEING
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC CUT#1/MONTEITH < CONT'D >

```
00600 REM    MADE INSIDE BASIC.)
00610 POKE 17113,198:POKE 17114,67
00620 POKE 17118,198:POKE 17119,67
00630 POKE 17123,198:POKE 17124,67
00640 POKE 17128,198:POKE 17129,67
00650 POKE 17133,198:POKE 17134,67
00660 REM CLEAN UP
00670 CLEAR
00680 REM SET DUMMY STATEMENT 65535 IN LOCATION 103303
00690 POKE 17347,255:POKE 17348,255:POKE 17349,0
00700 REM SET DUMMY STATEMENT LENGTH IN LOCATION 102326
00710 POKE 17110,3:POKE 17111,0:GOTO 65535
00720 PRINT "MINIMUM IS 12K":RETURN
00730 PRINT "MAXIMUM MEMORY IS":LEFT$(STR$(K),3);o"K":RETURN
00740 E1=INT(E/256):E2=E-E1*256:RETURN
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #2/MONTEITH

```
00010 REM      THIS ROUTINE WILL LOAD AN ASSEMBLER LANGUAGE PROGRAM
    INTO
00020 REM      MEMORY ANYWHERE ABOVE THE HIGH MEMORY LIMIT OF EXTER-
BED
00030 REM      BENTON HARBOR BASIC 10.01.02. IT WILL RELOCATE THE
PROGRAM
00040 REM      TO ALLOW IT TO EXECUTE AT THE LOCATION WHERE IT IS L
DADED
00050 REM      IF THE NECESSARY ADDRESSES ARE FLAGGED BY CODING THE
    FIRST
00060 REM      BYTE AS A NEGATIVE NUMBER. IT WILL ALSO SET OR DELE-
TE THE
00070 REM      ENTRY POINT TO A USR FUNCTION PROGRAM.
00080 REM
00090 REM      THE RESULTING PROGRAM MAY BE DUMPED FOR SUBSEQUENT R
ELOADING
00100 REM      BY FOLLOWING THE STANDARD PROCEDURES OUTLINED IN THE
H8
00110 REM      REFERENCE MANUAL. .
00120 REM
00130 REM      AUTHOR:
00140 REM          ROBERT MONTEITH
00150 REM          1111 CHURCH ST. APT. 601
00160 REM          EVANSTON, ILL. 60201
00170 REM
00180 REM      VERSION:
00190 REM          10.01.02.
00200 REM
00210 PRINT :PRINT "RELOCATE AND LOAD ASSEMBLER LANGUAGE PROGRAM"
:PRINT
00220 REM DETERMINE BYTES OF UNBROKEN MEMORY ABOVE STARTING POINT
    AT 8K
00230 CNTRL 4,0:K=20479
00240 E=PEEK(K)
00250 POKE K,255
00260 IF PEEK(K)=255 THEN POKE K,E:K=K+4096:GOTO 240
00270 K=K-4096
00280 REM DETERMINE HIGH MEMORY ADDRESS OF BASIC
00290 B=PEEK(8559)+PEEK(8560)*256
```

*

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #2/MONTEITH < CONT'D >

```
00300 A=K-B:PRINT "MEMORY AVAILABLE IS":A;"BYTES."
00310 IF A=0 THEN PRINT "BASIC MUST BE RECONFIGURED TO ALLOW SPAC
E.":STOP
00320 E2=PEEK(17267):E1=PEEK(17268):U=E1*256+E2
00330 GOSUB 770
00340 PRINT "USR FUNCTION ENTRY POINT NOW SET TO LOCATION":E;"OCT
AL (*"
00350 PRINT RIGHT$(STR$(U),LEN(STR$(U))-1);;"DECIMAL)."
00360 LINE INPUT "DO YOU WISH TO CHANGE THE ENTRY POINT? ";U$
00370 IF LEFT$(U$,1)="N" THEN U1=E:GOTO 460
00380 IF LEFT$(U$,1)<>"Y" GOTO 360
00390 LINE INPUT "WILL YOU ENTER THE ENTRY ADDRESS IN OCTAL OR DE
CIMAL? ";U$
00400 U$=LEFT$(U$,1):IF U$<>"0" AND U$<>"D" GOTO 390
00410 INPUT "ENTER ENTRY ADDRESS - ";E:E=ABS(INT(E)):IF U$="D" GO
TO 430
00420 F=0:GOSUB 800:IF F=1 THEN PRINT "INVALID OCTAL NUMBER":GOTO
410
00430 IF E<B THEN PRINT "ADDRESS IS WITHIN BASIC":GOTO 410
00440 IF E>K THEN PRINT "ADDRESS EXCEEDS HIGH MEMORY":GOTO 410
00450 U=E:E1=INT(E/256):E2=E-E1*256:POKE 17267,E2:POKE 17268,E1:G
OSUB 770:U1=E
00460 IF U=B+1 THEN E=U:GOTO 590
00470 PRINT "SPECIFY WHERE YOU WISH TO LOAD THE PROGRAM:"
00480 PRINT " B = IMMEDIATELY FOLLOWING BASIC"
00490 PRINT " O = WILL ENTER LOAD ADDRESS IN OCTAL"
00500 LINE INPUT " D = WILL ENTER LOAD ADDRESS IN DECIMAL - ";U$
:U$=LEFT$(U$,1)
00510 IF U$="B" THEN E=B+1:GOTO 590
00520 IF U$<>"0" AND U$<>"D" GOTO 470
00530 INPUT "ENTER LOAD ADDRESS - ";E:E=ABS(INT(E))
00540 IF U$="D" GOTO 560
00550 F=0:GOSUB 800:IF F=1 THEN PRINT "INVALID OCTAL NUMBER":GOTO
530
00560 IF E<B THEN PRINT "ADDRESS IS WITHIN BASIC":GOTO 530
00570 IF E>K THEN PRINT "ADDRESS EXCEEDS HIGH MEMORY":GOTO 530
00580 IF E>U THEN PRINT "ADDRESS EXCEEDS ENTRY ADDRESS":GOTO 530
00590 L=E:E1=INT(E/256):E2=E-E1*256:GOSUB 770:L1=E
00600 READ U$:PRINT :PRINT "PROGRAM BEING LOADED IS: ";U$
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #2/MONTEITH < CONT'D >

```
00610 READ 01:E=01:F=0:GOSUB 800:D=E
00620 IF F=1 THEN PRINT "ASSEMBLED ORIGIN GIVEN IS INVALID OCTAL
NUMBER":STOP
00630 REM RELOCATE AND LOAD THE PROGRAM
00640 PRINT " ASSEMBLED ORIGIN IS:";#01
00650 PRINT " RELOCATED ORIGIN IS:";#L1:R=L-0
00660 PRINT " ENTRY POINT SET TO: "#U1
00670 IF "L>K THEN PRINT "PROGRAM LENGTH EXCEEDS AVAILABLE MEMORY"
:STOP
00680 READ E2:F1=SGN(E2):S=ABS(E2):IF E2>377 GOTO 750
00690 F=0:GOSUB 860:IF F=1 THEN PRINT "INVALID OCTAL NUMBER":GOTO
750
00700 E2=S:IF F1>0 THEN POKE L,S:L=L+1:GOTO 670
00710 READ E1:IF E1>377 THEN PRINT "ERROR--2 BYTES MUST BE RELOCA
TED":GOTO 750
00720 IF E1<0 THEN PRINT "ERROR--ONLY FIRST BYTE CAN BE NEGATIVE
":GOTO 750
00730 S=E1:F=0:GOSUB 860:IF F=1 THEN PRINT "INVALID OCTAL NUMBER"
:GOTO 750
00740 E=S*256+E2+R:E1=INT(E/256):E2=E-E1*256:POKE L,E2:POKE L+1,E
1:L=L+2:GOTO 670
00750 L=L-1:E1=INT(L/256):E2=L-E1*256:GOSUB 770
00760 PRINT " LAST ADDRESS LOADED:";#E:CNTRL 4,1:GOTO 65535
00770 X=INT(E1/64):E1=E1-X*64:Y=INT(E1/8):Z=E1-Y*8:E=(X*100+Y*10+
Z)*1000
00780 X=INT(E2/64):E2=E2-X*64:Y=INT(E2/8):Z=E2-Y*8:E=E+X*100+Y*10
+Z
00790 RETURN
00800 E2=INT(E/100000):E=E-E2*100000:E1=E2*16384:IF E2>3 THEN F=1
00810 E2=INT(E/10000):E=E-E2*10000:E1=E1+E2*2048:IF E2>7 THEN F=1
00820 E2=INT(E/1000):E=E-E2*1000:E1=E1+E2*256:IF E2>7 THEN F=1
00830 E2=INT(E/100):E=E-E2*100:E1=E1+E2*64:IF E2>3 THEN F=1
00840 E2=INT(E/10):E=E-E2*10:E1=E1+E2*8+E:IF E2>7 OR E>7 THEN F=1
00850 E=E1:RETURN
00860 X=INT(S/100):S=S-X*100:Y=X*64:IF X>3 THEN F=1
00870 X=INT(S/10):S=S-X*10:Y=Y+X*8+S:IF X>7 OR S>7 THEN F=1
00880 S=Y:RETURN
01000 DATA "PLAY",160000
01001 DATA 041,-150,160 160,160,160,160
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #2/MONTEITH < CONT'D >

.003 01002 DATA 345	PUSH H	SPK ON = 020Q OFF = 220Q
.004 01003 DATA 341	POP H	
.005 01004 DATA 126	MOV D,M	
.006 01005 DATA 043	INX H	
.007 01006 DATA 136	MOV E,M	
.008 01007 DATA 043	INX H	
.009 01008 DATA 172	MOV A,D	
.010 01009 DATA 263	ORA E	
.011 01010 DATA 312,-113,160	JZ 160113	
.012 01011 DATA 106	MOV B,M	
.013 01012 DATA 043	INX H	
.014 01013 DATA 116	MOV C,M	
.015 01014 DATA 043	INX H	
.016 01015 DATA 345	PUSH H	
.017 01016 DATA 170	MOV A,B	
.018 01017 DATA 261	ORA C	
.019 01018 DATA 312,-070,160	JZ 160070	
.020 01019 DATA 140	MOV H,B	
.021 01020 DATA 151	MOV L,C	
.022 01021 DATA 076,020	MVI A,020Q	
.023 01022 DATA 315,-043,160	CALL 160043	
.024 01023 DATA 303,-004,160	JMP 160004	
.025 01024 DATA 361	POP PSW	
.026 01025 DATA 356,200	XRI 200Q	
.027 01026 DATA 365	PUSH PSW	
.028 01027 DATA 104	MOV B,H	
.029 01028 DATA 115	MOV C,L	
.030 01029 DATA 323,360	OUT 360Q	
.031 01030 DATA 013	DCX B	
.032 01031 DATA 170	MOV A,B	
.033 01032 DATA 261	ORA C	
.034 01033 DATA 302,-052,160	JNZ 160052	
.035 01034 DATA 033	DCX D	
.036 01035 DATA 172	MOV A,D	
.037 01036 DATA 263	ORA E	
.038 01037 DATA 302,-042,160	JNZ 160042	
.039 01038 DATA 361	POP PSW	
.040 01039 DATA 311	RET	
.041 01040 DATA 076,220	MVI A,220Q	

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #2/MONTEITH < CONT'D >

160.012	01041	DATA	323,360	OUT 360Q	
.014	01042	DATA	006,062	MVI B,062Q	
076	01043	DATA	005	DCR B	
077	01044	DATA	302,-076,160	JNZ 160076	
160.162	01045	DATA	033	DCR D	
105	01046	DATA	172	MOV A,D	
184	01047	DATA	263	ORA E	
105	01048	DATA	302,-074,160	JNZ 160074	
110	01049	DATA	303,-004,160	JMP 160004	
113	01050	DATA	041,011,040	LXI H,040011	
116	01051	DATA	176	ANOV A,M	
117	01052	DATA	323,360	OUT 360Q	
021	01053	DATA	311	RET	
122	01054	DATA	257	XRA A	
123	01055	DATA	062,010,040	STA 040010	
126	01056	DATA	315,-000,160	CALL 160000	
151	01057	DATA	166	HLT	
160.	132	01058	DATA	303,-122,160	JMP 160122
			09999	DATA 999	

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #3/MOMTEITH

```
00010 REM MUSICAL SCORE PREPARATION PROGRAM
00020 REM      THIS PROGRAM CALCULATES PITCH AND DURATION
00030 REM      CONSTANTS FOR THE 8080 ASSEMBLY LANGUAGE
00040 REM      ROUTINE "PLAY".
00050 REM
00060 REM ROUTINE TO RESTART TRANSLATION AFTER LAST PREVIOUSLY TR
ANSLATED NOTE
00070 IF U=0 GOTO 100
00080 RESTORE :C=V-1:READ K5,K6:K5=K5/60:K6=K6/K5:IF V=0 GOTO 95
00090 FOR V=0 TO C:READ Z1$:NEXT
00095 C=C+1:GOTO 150
00100 REM U DEFINES SCORE AREA IN MEMORY - USR FUNCTION ADDRESS +
100
00110 U=PEEK(17267)+PEEK(17268)*256+100
00115 Q1=(1.024*10^6)/2
00117 Q2=(2.048*10^6)/781/2:REM USE INSTEAD OF F1 IF REST INSTEAD
OF NOTE
00120 K1=2^(1/12)
00125 DIM Z$(5)
00130 REM TEMPO CONTROL -- ENTERED IN FIRST DATA STATEMENT AS 2 V
ALUES:
00131 REM          1. NUMBER OF BEATS PER MINUTE
00132 REM          2. "T" VALUE OF TYPE OF NOTE WHICH IS
TO
00133 REM          RECEIVE 1 BEAT (SEE VALUES IN STATE
MENTS
00134 REM          455-500)
00135 C=0
00140 READ K5,K6:K5=K5/60:K6=K6/K5
00150 CNTRL 4,0
00160 FOR V=C TO 1000
00170 READ Z1$
00180 FOR W=1 TO 5
00190 Z$(W)=MID$(Z1$,W,1)
00200 NEXT
00210 C=1
00220 N=100
00230 IF Z$(1)="A" THEN N=1:GOTO 320
00240 IF Z$(1)="B" THEN N=3:GOTO 320
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #3/MOMTEITH < CONT'D >

```
00250 IF Z$(1)="C" THEN N=4:GOTO 320
00260 IF Z$(1)="D" THEN N=6:GOTO 320
00270 IF Z$(1)="E" THEN N=8:GOTO 320
00280 IF Z$(1)="F" THEN N=9:GOTO 320
00290 IF Z$(1)="G" THEN N=11:GOTO 320
00295 IF Z$(1)="R" THEN N=0:GOTO 440
00300 IF Z$(1)="X" GOTO 720
00310 IF N=100 GOTO 760
00320 C=2
00330 M=100
00340 IF Z$(2)=" " THEN M=N:GOTO 380
00350 IF Z$(2)="*" THEN M=N+1:GOTO 380
00360 IF Z$(2)="!" THEN M=N-1:GOTO 380
00370 IF M=100 GOTO 760
00380 C=3
00390 P=100
00400 IF Z$(3)="L" THEN P=M:GOTO 435
00405 IF Z$(3)="O" THEN P=M+12:GOTO 435
00410 IF Z$(3)="1" THEN P=M+24:GOTO 435
00415 IF Z$(3)="2" THEN P=M+36:GOTO 435
00420 IF Z$(3)="3" THEN P=M+48:GOTO 435
00425 IF Z$(3)="4" THEN P=M+60:GOTO 435
00430 IF P=100 GOTO 760
00435 P=P+0:REM TRANPOSE BY ADDING SEMITONES INSTEAD OF ZERO
00440 C=4
00450 T=100
00455 IF Z$(4)="C" THEN T=32:GOTO 520
00460 IF Z$(4)="S" THEN T=16:GOTO 520
00463 IF Z$(4)="F" THEN T=14:GOTO 520
00465 IF Z$(4)="B" THEN T=12:GOTO 520:REM TRIPLET EIGHTHS
00467 IF Z$(4)="D" THEN T=10:GOTO 520
00470 IF Z$(4)="E" THEN T=8:GOTO 520
00475 IF Z$(4)="A" THEN T=6:GOTO 520:REM TRIPLET QUARTERS
00480 IF Z$(4)="Q" THEN T=4:GOTO 520
00490 IF Z$(4)="H" THEN T=2:GOTO 520
00500 IF Z$(4)="W" THEN T=1:GOTO 520
00510 IF T=100 GOTO 760
00520 C=5
00525 IF Z$(5)="" GOTO 545
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #3/MOMTEITH < CONT'D >

```
00530 IF Z$(5)=".," THEN T=2*T/3:GOTO 545
00535 IF Z$(5)=";" THEN T=4*T/7
00540 REM CALCULATE CONSTANTS
00545 IF N=0 THEN F1=Q2:K3=0:GOTO 580
00550 F1=55*(K1^(P-1))
00560 T1=Q1/F1
00570 K3=(T1-36)/12
00580 K4=2*F1*K6/T
00581 REM CALCULATE DURATION ADJUSTMENT FOR ROUNDING ERROR IN PIT
CH
00582 REM      (IN SIGNIFICANT FOR LOW NOTES, BUT SIGNIFICANT FOR
00583 REM      HIGHER NOTES OF LONGER DURATION.)
00584 Q3=INT(K3+.5)
00585 Q4=K4*(K3-Q3)*24/(Q3*24+72)
00586 K4=K4+Q4
00590 REM MAKE DURATION EVEN
00600 D4=INT(K4+.5)
00610 REM CALCULATE DURATION 2 BYTES
00620 D5=INT(D4/256):REM MOST SIGNIFICANT DIGIT
00625 D6=D4-D5*256:REM LEAST SIGNIFICANT DIGIT
00630 REM CALCULATE PITCH 2 BYTES
00640 D7=INT(Q3/256):REM MOST SIGNIFICANT DIGIT
00645 D8=Q3-D7*256:REM LEAST SIGNIFICANT DIGIT
00650 REM TRANSFER CONSTANTS TO SCORE AREA
00660 POKE U,D5:U=U+1
00670 POKE U,D6:U=U+1
00680 POKE U,D7:U=U+1
00685 POKE U,D8:U=U+1
00690 PRINT V+1;SPC(7-LEN(STR$(V+1)));
00700 NEXT
00710 PRINT "SCORE EXCEEDS THE 4K MEMORY ALLOCATED.":U=U-4
00720 POKE U,0
00725 POKE U+1,0
00730 PRINT
00740 PRINT "SCORE COMPILED COMPLETE!"
00741 CNTRL 4,1
00743 PRINT "CTL KEYS ARE INOPERATIVE DURING PLAYING OF PIECE"
00745 PRINT "SET SPEAKER SWITCH FOR MUSIC - TYPE SPACE TO PLAY":P
AUSE
00750 B1=USR(0)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #3/MOMTEITH < CONT'D >

00751 PRINT :PRINT "RESET SPEAKER SWITCH IF FINISHED, OR TYPE CONTINUE TO REPLAY."
00755 PRINT "MORE NOTES (ADDITIONAL DATA STATEMENTS) MAY BE ADDED BEFORE."
00756 PRINT " TYPING CONTINUE, AND THE TRANSLATING PROCESS WILL CONTINUE."
00757 PRINT " WITH THE NOTE FOLLOWING THE LAST NOTE PREVIOUSLY TRANSLATED."
00758 STOP
00759 GOTO 750
00760 PRINT :PRINT "ERROR IN NOTE #";V+1
00770 PRINT "DATA STRING ";Z1\$
00780 PRINT "CHARACTER #";C
00790 PRINT "AFTER CORRECTING THE DATA STATEMENT, TYPE CONTINUE."
:STOP :GOTO 10
00810 REM "THE ENTERTAINER" BY SCOTT JOPLIN
00820 DATA 90,4
00830 DATA "D 3S","E 3S","C 3S","A 3E","B 3S","G 2E"
00840 DATA "D 2S","E 2S","C 2S","A 2E","B 2S","A 2S","A!2S"
00850 DATA "G 1Q","G 3E","D 1S","D#1S"
00860 DATA "E 1S","C 2E","E 1S","C 2E","E 1S","C 2Q."
00870 DATA "C 3S","D 3S","D#3S"
00880 DATA "E 3S","C 3S","D 3S","E 3E"
00890 DATA "B 3S","D 3E"
00900 DATA "C 3Q.","D 1S","D#1S"
00910 DATA "E 1S","C 2E","E 1S","C 2E","E 1S","C 2Q."
00920 DATA "C 2S","A 3S","G 2S"
00930 DATA "F#2S","A 3S","C 3S","E 3E","D 3S","C 3S","A 3S"
00940 DATA "D 3Q.","D 1S","D#1S"
00950 DATA "E 1S","C 2E","E 1S","C 2E","E 1S","C 2Q."
00960 DATA "C 3S","D 3S","D#3S"
00970 DATA "E 3S","C 3S","D 3S","E 3E","B 3S","D 3E"
00980 DATA "C 3Q.","C 3S","D 3S"
00990 DATA "E 3S","C 3S","D 3S","E 3E","C 3S","D 3S","C 3S"
01000 DATA "E 3S","C 3S","D 3S","E 3E","C 3S","D 3S","C 3S"
01010 DATA "E 3S","C 3S","D 3S","E 3E","B 3S","D 3E"
01020 DATA "C 3Q","C 3S","E 2S","F 2S","F#2S"
01030 DATA "G 2E","A 3S","G 2E","E 2S","F 2S","F#2S"
01040 DATA "G 2E","A 3S","G 2E","E 2S","C 2S","G 1S"

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #3/MOMTEITH < CONT'D >

```
01050 DATA "A 2S","B 2S","C 2S","D 2S","E 2S","D 2S","C 2S","D 2S  
01060 DATA "C 2E","G 1E","C 1E"  
09999 DATA "X"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #4/MONTEITH

```
00010 REM MUSICAL SCORE PREPARATION PROGRAM
00020 REM      THIS PROGRAM CALCULATES PITCH AND DURATION
00030 REM      CONSTANTS FOR THE 8080 ASSEMBLY LANGUAGE
00040 REM      ROUTINE "PLAY".
00050 REM
00060 REM ROUTINE TO RESTART TRANSLATION AFTER LAST PREVIOUSLY TR
ANSLATED NOTE
00070 IF U=0 GOTO 100
00080 RESTORE :C=V-1:READ K5,K6:K5=K5/60:K6=K6/K5:IF V=0 GOTO 95
00090 FOR V=0 TO C:READ Z1$:NEXT
00095 C=C+1:GOTO 150
00100 REM U DEFINES SCORE AREA IN MEMORY - USR FUNCTION ADDRESS +
100
00110 U=PEEK(17267)+PEEK(17268)*256+100
00115 Q1=(1.024*10^6)/2
00117 Q2=(2.048*10^6)/781/2:REM USE INSTEAD OF F1 IF REST INSTEAD
OF NOTE
00120 K1=2^(1/12)
00125 DIM Z$(5)
00130 REM TEMPO CONTROL -- ENTERED IN FIRST DATA STATEMENT AS 2 V
ALUES:
00131 REM                      1. NUMBER OF BEATS PER MINUTE
00132 REM                      2. "T" VALUE OF TYPE OF NOTE WHICH IS
TO
00133 REM                      RECEIVE 1 BEAT (SEE VALUES IN STATE
MENTS
00134 REM                      455-500)
00135 C=0
00140 READ K5,K6:K5=K5/60:K6=K6/K5
00150 CNTRL 4,0
00160 FOR V=C TO 1000
00170 READ Z1$
00180 FOR W=1 TO 5
00190 Z$(W)=MID$(Z1$,W,1)
00200 NEXT
00210 C=1
00220 N=100
00230 IF Z$(1)="A" THEN N=1:GOTO 320
00240 IF Z$(1)="B" THEN N=3:GOTO 320
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #4/MONTEITH < CONT'D >

```
00250 IF Z$(1)="C" THEN N=4:GOTO 320
00260 IF Z$(1)="D" THEN N=6:GOTO 320
00270 IF Z$(1)="E" THEN N=8:GOTO 320
00280 IF Z$(1)="F" THEN N=9:GOTO 320
00290 IF Z$(1)="G" THEN N=11:GOTO 320
00295 IF Z$(1)="R" THEN N=0:GOTO 440
00300 IF Z$(1)="X" GOTO 720
00310 IF N=100 GOTO 760
00320 C=2
00330 M=100
00340 IF Z$(2)=" " THEN M=N:GOTO 380
00350 IF Z$(2)="*" THEN M=N+1:GOTO 380
00360 IF Z$(2)="!" THEN M=N-1:GOTO 380
00370 IF M=100 GOTO 760
00380 C=3
00390 P=100
00400 IF Z$(3)="L" THEN P=M:GOTO 435
00405 IF Z$(3)="0" THEN P=M+12:GOTO 435
00410 IF Z$(3)="1" THEN P=M+24:GOTO 435
00415 IF Z$(3)="2" THEN P=M+36:GOTO 435
00420 IF Z$(3)="3" THEN P=M+48:GOTO 435
00425 IF Z$(3)="4" THEN P=M+60:GOTO 435
00430 IF P=100 GOTO 760
00435 P=P+0:REM TRANPOSE BY ADDING SEMITONES INSTEAD OF ZERO
00440 C=4
00450 T=100
00455 IF Z$(4)="C" THEN T=32:GOTO 520
00460 IF Z$(4)="S" THEN T=16:GOTO 520
00463 IF Z$(4)="F" THEN T=14:GOTO 520
00465 IF Z$(4)="B" THEN T=12:GOTO 520:REM TRIPLET EIGHTHS
00467 IF Z$(4)="D" THEN T=10:GOTO 520
00470 IF Z$(4)="E" THEN T=8:GOTO 520
00475 IF Z$(4)="A" THEN T=6:GOTO 520:REM TRIPLET QUARTERS
00480 IF Z$(4)="Q" THEN T=4:GOTO 520
00490 IF Z$(4)="H" THEN T=2:GOTO 520
00500 IF Z$(4)="W" THEN T=1:GOTO 520
00510 IF T=100 GOTO 760
00520 C=5
00525 IF Z$(5)="" GOTO 545
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #4/MONTEITH < CONT'D >

```
00530 IF Z$(5)=".," THEN T=2*T/3:GOTO 545
00535 IF Z$(5)=";" THEN T=4*T/7
00540 REM CALCULATE CONSTANTS
00545 IF N=0 THEN F1=Q2:K3=0:GOTO 580
00550 F1=55*(K1^(P-1))
00560 T1=Q1/F1
00570 K3=(T1-36)/12
00580 K4=2*F1*K6/T
00581 REM CALCULATE DURATION ADJUSTMENT FOR ROUNDING ERROR IN PIT
CH
00582 REM      (IN SIGNIFICANT FOR LOW NOTES, BUT SIGNIFICANT FOR
00583 REM      HIGHER NOTES OF LONGER DURATION.)
00584 Q3=INT(K3+.5)
00585 Q4=K4*(K3-Q3)*24/(Q3*24+72)
00586 K4=K4+Q4
00590 REM MAKE DURATION EVEN
00600 D4=INT(K4+.5)
00610 REM CALCULATE DURATION 2 BYTES
00620 D5=INT(D4/256):REM MOST SIGNIFICANT DIGIT
00625 D6=D4-D5*256:REM LEAST SIGNIFICANT DIGIT
00630 REM CALCULATE PITCH 2 BYTES
00640 D7=INT(Q3/256):REM MOST SIGNIFICANT DIGIT
00645 D8=Q3-D7*256:REM LEAST SIGNIFICANT DIGIT
00650 REM TRANSFER CONSTANTS TO SCORE AREA
00660 POKE U,D5:U=U+1
00670 POKE U,D6:U=U+1
00680 POKE U,D7:U=U+1
00685 POKE U,D8:U=U+1
00690 PRINT V+1;SPC(7-LEN(STR$(V+1)))+
00700 NEXT
00710 PRINT "SCORE EXCEEDS THE 4K MEMORY ALLOCATED.":U=U-4
00720 POKE U,0
00725 POKE U+1,0
00730 PRINT
00740 PRINT "SCORE COMPILATION COMPLETE!"
00741 CNTRL 4,1
00743 PRINT "CTL KEYS ARE INOPERATIVE DURING PLAYING OF PIECE"
00745 PRINT "SET SPEAKER SWITCH FOR MUSIC - TYPE SPACE TO PLAY":P
AUSE
00750 B1=USR(0)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #4/MONTEITH < CONT'D >

```
00751 PRINT :PRINT "RESET SPEAKER SWITCH IF FINISHED, OR TYPE CON  
TINUE TO REPLAY"  
00755 PRINT "MORE NOTES (ADDITIONAL DATA STATEMENTS) MAY BE ADDED  
BEFORE"  
00756 PRINT " TYPING CONTINUE, AND THE TRANSLATING PROCESS WILL  
CONTINUE"  
00757 PRINT " WITH THE NOTE FOLLOWING THE LAST NOTE PREVIOUSLY  
TRANSLATED."  
00758 STOP  
00759 GOTO 750  
00760 PRINT :PRINT "ERROR IN NOTE #":V+1  
00770 PRINT "DATA STRING ";Z1$  
00780 PRINT "CHARACTER #":C  
00790 PRINT "AFTER CORRECTING THE DATA STATEMENT, TYPE CONTINUE."  
:STOP :GOTO 10  
00899 REM "BOUREE ANGLAISE" FROM J.S. BACH'S "A MINOR FLUTE SONAT  
A"  
00900 DATA 120,4  
00901 DATA "E 2E","A 2S","B 2S","C 2E","B 2S","A 2S","G#1E"  
00902 DATA "A 2E","E 2E","E 2Q"  
00903 DATA "E 1S","F 1S","E 1S","E 2S","E 1S","F 1S","E 1S","D 2S  
"  
00904 DATA "E 1S","F 1S","E 1S","C 2S","B 2S","G#1S","E 2E"  
00905 DATA "C 2S","F 2E","D 2S","B 2S","G 2E"  
00906 DATA "E 2S","C 2S","G 2E","G 2Q"  
00907 DATA "E 2S","G 2S","E 2S","C 2S","G 1S","C 2S","E 2S","G 2S  
"  
00908 DATA "D 2S","G 2S","D 2S","B 2S","G 1S","B 2S","D 2S","F 2S  
"  
00909 DATA "E 2S","G 2S","E 2S","C 2S","G 1S","C 2S","E 2S","G 2S  
"  
00910 DATA "D 2S","G 2S","D 2S","B 2S","G 1S","B 2S","D 2S","F 2S  
"  
00911 DATA "E 1S","F 1S","G 1E","G 1S","A 2S","B 2E"  
00912 DATA "C 2S","B 2S","C 2E","B!3Q"  
00913 DATA "F 1S","C 2S","F 2E","A 3S","G 2S","A 3E"  
00914 DATA "F#1S","A 2S","D 2E","C 3Q"  
00915 DATA "B 3E","A 3S","G 2S","D 3E","F 2E"  
00916 DATA "E 2S","D 2S","E 2E","C 3E","E 2E"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #4/MONTEITH < CONT'D >

```
00917 DATA "F 2S","A 3S","F 2S","D 2S","D 2S","F 2S","D 2S","B 2S"
00918 DATA "B 2S","D 2S","B 2S","G 1S","G 2E","F 2E"
00919 DATA "E 2E","D 2S","C 2S","D 2E","B 2E"
00920 DATA "C 2Q.",,"G 2E"
00921 DATA "E 2S","D 2S","C 2E","C 2S","D 2S","E 2E"
00922 DATA "D 2S","C 2S","D 2E","B 3Q"
00923 DATA "G#1S","B 2S","D 2E","F 2E","E 2E"
00924 DATA "D 2S","C 2S","B 2S","C 2S","A 2E","C#2E"
00925 DATA "D 2S","E 2S","F 2E","E 2S","D 2S","C#2E"
00926 DATA "D 2S","A 2S","A 3E","A 3Q"
00927 DATA "C#2S","D 2S","E 2E","D 2S","C#2S","B 2E"
00928 DATA "C#2S","A 2S","G 2E","G 2Q"
00929 DATA "F 2S","A 3S","F 2S","D 2S","A 2S","D 2S","F 2S","A 3S
00930 DATA "E 2S","A 3S","E 2S","C#2S","A 2S","C#2S","E 2S","G 2S
00931 DATA "F 2S","A 3S","F 2S","D 2S","A 2S","D 2S","F 2S","A 3S
00932 DATA "E 2S","A 3S","E 2S","C#2S","A 2S","C#2S","E 2S","G 2S
00933 DATA "F 2S","G 2S","A 3E","A 2E","D 2S","C#2S"
00934 DATA "D 2E","A 2E","D 1E.",,"F 2S"
00935 DATA "G 1S","A 2S","B 2E","B 2S","C 2S","D 2E"
00936 DATA "D 2S","E 2S","F 2E","F 2Q"
00937 DATA "G#1S","A 2S","B 2E","B 2S","C 2S","D 2E"
00938 DATA "D 2S","E 2S","F 2E","B 3E","E 2E"
00939 DATA "C 3S","B 3S","A 3S","G 2S","F#2S","E 2S","D#2S","E 2S
00940 DATA "G 1S","B 3S","A 3S","G 2S","F#2S","E 2S","D#2S","E 2S
00941 DATA "A 2S","C 3S","B 3S","A 3S","G 2S","F#2S","E 2S","D#2S
00942 DATA "G 1S","B 3S","A 3S","G 2S","F#2S","E 2S","D#2S","E 2S
00943 DATA "C 2S","B 2S","C 2E","A 3E","F#2E"
00944 DATA "D#2S","F#2S","B 2E","G 2E","E 1E"
00945 DATA "A 2S","G 2S","F#2E","B 2S","E 2S","D#2E"
00946 DATA "E 2E","B 2E","E 1E","E 2S","F 2S"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC #4/MONTEITH < CONT'D >

```
00947 DATA "G 2S","F 2S","G 2E","A 2S","C#2S","E 2E"
00948 DATA "G 2S","E 2S","F 2E","D 1E","D 2S","E 2S"
00949 DATA "F 2S","E 2S","F 2E","G 1S","B 2S","D 2E"
00950 DATA "F 2S","D 2S","E 2E","C 1E","A 3E"
00951 DATA "G#2E","G 2E","C#2E","G 2E"
00952 DATA "F#2E","F 2E","B 2E","F 2E"
00953 DATA "E 2E","F 2S","E 2S","D 2S","C 2S","B 2S","A 2S"
00954 DATA "G#1E","F#1S","G#1S","E 1E","E 2E"
00955 DATA "A 2S","B 2S","C 2E","B 2S","A 2S","G#1E"
00956 DATA "A 2E","E 2E","E 2Q"
00957 DATA "E 1S","F 1S","E 1S","E 2S","E 1S","F 1S","E 1S","D 2S
"
00958 DATA "E 1S","F 1S","E 1S","C 2S","B 2S","G#1S","E 2E"
00959 DATA "C 2S","A 2S","F#2E","D 2S","B 2S","G#2E"
00960 DATA "E 2S","C 2S","A 3E","A 3E","E 2S"
00961 DATA "D 2S","C 2S","B 2S","A 2S","E 1E","A 2S","G#1S"
00962 DATA "A 2S","C 2S","E 2E","E 2S","D#2S","E 2E"
00963 DATA "A 3E","D 2E","C#2E","G 2E"
00964 DATA "F#2E","C 2E","B 2E","F 2E"
00965 DATA "E 2E","F 2S","E 2S","D 2S","C 2S","B 2S","A 2S"
00966 DATA "G#1S","A 2S","B 2S","G#1S","E 1S","F#1S","G#1S","A 2S
"
00967 DATA "B 2S","G#1S","B 2S","D 2S","D 2S","B 2S","D 2S","F 2S
"
00968 DATA "F 2S","D 2S","F 2S","G#2S","G#2S","B 3S","E 2E"
00969 DATA "C 2E","B 2S","A 2S","C 2S","B 2S","A 2S","G#1S"
00970 DATA "A 2H"
09999 DATA "X"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC * 5/MONTEITH

```
00010 REM MUSICAL SCORE PREPARATION PROGRAM
00020 REM      THIS PROGRAM CALCULATES PITCH AND DURATION
00030 REM      CONSTANTS FOR THE 8080 ASSEMBLY LANGUAGE
00040 REM      ROUTINE "PLAY".
00050 REM
00060 REM ROUTINE TO RESTART TRANSLATION AFTER LAST PREVIOUSLY TRANSLATED NOTE
00070 IF U=0 GOTO 100
00080 RESTORE :C=V-1:READ K5,K6:K5=K5/60:K6=K6/K5:IF V=0 GOTO 95
00090 FOR V=0 TO C:READ Z1$:NEXT
00095 C=C+1:GOTO 150
00100 REM U DEFINES SCORE AREA IN MEMORY - USR FUNCTION ADDRESS + 100
00110 U=PEEK(17267)+PEEK(17268)*256+100
00115 Q1=(1.024*10^6)/2
00117 Q2=(2.048*10^6)/781/2:REM USE INSTEAD OF F1 IF REST INSTEAD OF NOTE
00120 K1=2^(1/12)
00125 DIM Z$(5)
00130 REM TEMPO CONTROL -- ENTERED IN FIRST DATA STATEMENT AS 2 VALUES:
00131 REM          1. NUMBER OF BEATS PER MINUTE
00132 REM          2. "T" VALUE OF TYPE OF NOTE WHICH IS TO
00133 REM          RECEIVE 1 BEAT (SEE VALUES IN STATEMENTS
00134 REM          455-500)
00135 C=0
00140 READ K5,K6:K5=K5/60:K6=K6/K5
00150 CNTRL 4,0
00160 FOR V=C TO 1000
00170 READ Z1$
00180 FOR W=1 TO 5
00190 Z$(W)=MID$(Z1$,W,1)
00200 NEXT
00210 C=1
00220 N=100
00230 IF Z$(1)="A" THEN N=1:GOTO 320
00240 IF Z$(1)="B" THEN N=3:GOTO 320
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC * 5/MONTEITH < CONT'D >

```
00250 IF Z$(1)="C" THEN N=4:GOTO 320
00260 IF Z$(1)="D" THEN N=6:GOTO 320
00270 IF Z$(1)="E" THEN N=8:GOTO 320
00280 IF Z$(1)="F" THEN N=9:GOTO 320
00290 IF Z$(1)="G" THEN N=11:GOTO 320
00295 IF Z$(1)="R" THEN N=0:GOTO 440
00300 IF Z$(1)="X" GOTO 720
00310 IF N=100 GOTO 760
00320 C=2
00330 M=100
00340 IF Z$(2)=" " THEN M=N:GOTO 380
00350 IF Z$(2)="*" THEN M=N+1:GOTO 380
00360 IF Z$(2)="!" THEN M=N-1:GOTO 380
00370 IF M=100 GOTO 760
00380 C=3
00390 P=100
00400 IF Z$(3)="L" THEN P=M:GOTO 435
00405 IF Z$(3)="O" THEN P=M+12:GOTO 435
00410 IF Z$(3)="1" THEN P=M+24:GOTO 435
00415 IF Z$(3)="2" THEN P=M+36:GOTO 435
00420 IF Z$(3)="3" THEN P=M+48:GOTO 435
00425 IF Z$(3)="4" THEN P=M+60:GOTO 435
00430 IF P=100 GOTO 760
00435 P=P+0:REM TRANPOSE BY ADDING SEMITONES INSTEAD OF ZERO
00440 C=4
00450 T=100
00455 IF Z$(4)="C" THEN T=32:GOTO 520
00460 IF Z$(4)="S" THEN T=16:GOTO 520
00463 IF Z$(4)="F" THEN T=14:GOTO 520
00465 IF Z$(4)="B" THEN T=12:GOTO 520:REM TRIPLET EIGHTHS
00467 IF Z$(4)="D" THEN T=10:GOTO 520
00470 IF Z$(4)="E" THEN T=8:GOTO 520
00475 IF Z$(4)="A" THEN T=6:GOTO 520:REM TRIPLET QUARTERS
00480 IF Z$(4)="Q" THEN T=4:GOTO 520
00490 IF Z$(4)="H" THEN T=2:GOTO 520
00500 IF Z$(4)="W" THEN T=1:GOTO 520
00510 IF T=100 GOTO 760
00520 C=5
00525 IF Z$(5)="" GOTO 545
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC # 5/MONTEITH < CONT'D >

```
00530 IF Z$(5)=".," THEN T=2*T/3:GOTO 545
00535 IF Z$(5)="::" THEN T=4*T/7
00540 REM CALCULATE CONSTANTS
00545 IF N=0 THEN F1=Q2:K3=0:GOTO 580
00550 F1=55*(K1^(P-1))
00560 T1=Q1/F1
00570 K3=(T1-36)/12
00580 K4=2*F1*K6/T
00581 REM CALCULATE DURATION ADJUSTMENT FOR ROUNDING ERROR IN PIT
CH
00582 REM      (INSIGNIFICANT FOR LOW NOTES, BUT SIGNIFICANT FOR
00583 REM      HIGHER NOTES OF LONGER DURATION.)
00584 Q3=INT(K3+.5)
00585 Q4=K4*(K3-Q3)*24/(Q3*24+72)
00586 K4=K4+Q4
00590 REM MAKE DURATION EVEN
00600 D4=INT(K4+.5)
00610 REM CALCULATE DURATION 2 BYTES
00620 D5=INT(D4/256):REM MOST SIGNIFICANT DIGIT
00625 D6=D4-D5*256:REM LEAST SIGNIFICANT DIGIT
00630 REM CALCULATE PITCH 2 BYTES
00640 D7=INT(Q3/256):REM MOST SIGNIFICANT DIGIT
00645 D8=Q3-D7*256:REM LEAST SIGNIFICANT DIGIT
00650 REM TRANSFER CONSTANTS TO SCORE AREA
00660 POKE U,D5:U=U+1
00670 POKE U,D6:U=U+1
00680 POKE U,D7:U=U+1
00685 POKE U,D8:U=U+1
00690 PRINT V+1;SPC(7-LEN(STR$(V+1)));
00700 NEXT
00710 PRINT "SCORE EXCEEDS THE 4K MEMORY ALLOCATED.":U=U-4
00720 POKE U,0
00725 POKE U+1,0
00730 PRINT
00740 PRINT "SCORE COMPILED COMPLETE!"
00741 CNTRL 4,1
00743 PRINT "CTL KEYS ARE INOPERATIVE DURING PLAYING OF PIECE"
00745 PRINT "SET SPEAKER SWITCH FOR MUSIC - TYPE SPACE TO PLAY":P
AUSE
00750 B1=USR(0)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC # 5/MONTEITH < CONT'D >

```
00751 PRINT :PRINT "RESET SPEAKER SWITCH IF FINISHED, OR TYPE CON  
TINUE TO REPLAY"  
00755 PRINT "MORE NOTES (ADDITIONAL DATA STATEMENTS) MAY BE ADDED  
BEFORE"  
00756 PRINT "    TYPING CONTINUE, AND THE TRANSLATING PROCESS WILL  
CONTINUE"  
00757 PRINT "    WITH THE NOTE FOLLOWING THE LAST NOTE PREVIOUSLY  
TRANSLATED."  
00758 STOP  
00759 GOTO 750  
00760 PRINT :PRINT "ERROR IN NOTE #";V+1  
00770 PRINT "DATA STRING ";Z1$  
00780 PRINT "CHARACTER #";C  
00790 PRINT "AFTER CORRECTING THE DATA STATEMENT, TYPE CONTINUE."  
:$STOP :GOTO 10  
00899 REM "INVENTION #4 IN D MINOR" BY J.S. BACH  
00900 DATA 90,4  
00901 DATA "D 1S","E 1S","F 1S","G 1S","A 2S","B!2S"  
00902 DATA "C#1S","B!2S","A 2S","G 1S","F 1S","E 1S"  
00903 DATA "F 1E","A 2E","D 2E"  
00904 DATA "G 1E","C#2E","E 2E"  
00905 DATA "D 2S","E 2S","F 2S","G 2S","A 3S","B!3S"  
00906 DATA "C#2S","B!3S","A 3S","G 2S","F 2S","E 2S"  
00907 DATA "F 2S","D 2S","E 2S","F 2S","G 2S","A 3S"  
00908 DATA "B!2S","A 3S","G 2S","F 2S","E 2S","D 2S"  
00909 DATA "E 2S","C 2S","D 2S","E 2S","F 2S","G 2S"  
00910 DATA "A 2S","G 2S","F 2S","E 2S","D 2S","C 2S"  
00911 DATA "D 2S","E 2S","F 2S","D 2S","E 2S","F 2S"  
00912 DATA "G 1Q,"  
00913 DATA "C 2S","D 2S","E 2S","C 2S","D 2S","E 2S"  
00914 DATA "F 1Q","B!2Q"  
00915 DATA "A 2E","G 1E"  
00916 DATA "C 2S","B!2S","A 2S","G 1S","F 1S","E 1S"  
00917 DATA "F 1S","G 1S","G 1E","F 1S"  
00918 DATA "F 1E","C 2E","C 2E"  
00919 DATA "C 2C","D 2C","C 2C","D 2C","C 2C","D 2C"  
00920 DATA "C 2C","D 2C","C 2C","D 2C","C 2C","D 2C"  
00921 DATA "C 2C","D 2C","C 2C","D 2C","C 2C","D 2C"  
00922 DATA "C 2C","D 2C","C 2C","D 2C","C 2C","D 2C"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC # 5/MONTEITH < CONT'D >

```
00923 DATA "C 2C","D 2C","C 2C","D 2C","C 2C","D 2C"
00924 DATA "C 2C","D 2C","C 2C","D 2C","C 2C","D 2C"
00932 DATA "C 2S","B!2S","A 2S","G 1S","F 1S","E 1S"
00933 DATA "C 2S","D 1S","E 1S","F#1S","G 1S","A 2S"
00934 DATA "B!2S","A 2S","G 1S","F 1S","E 1S","D 1S"
00935 DATA "B!2S","C 1S","D 1S","E 1S","F 1S","G 1S"
00936 DATA "A 2S","B 2S","C 2S","D 2S","E 2S","F 2S"
00937 DATA "G#1S","F 2S","E 2S","D 2S","C 2S","B 2S"
00938 DATA "C 2S","B 2S","D 2S","C 2S","B 2S","A 2S"
00939 DATA "G#1S","A 2S","G#1S","F#1S","E 1S","D 1S"
00940 DATA "C 1S","D 1S","E 1S","F#1S","G#1S","A 2S"
00941 DATA "D 1S","C 2S","B 2S","A 2S","G#1S","F#1S"
00942 DATA "E 1S","F#1S","G#1S","A 2S","B 2S","C 2S"
00943 DATA "F#1S","E 2S","D 2S","C 2S","B 2S","A 2S"
00944 DATA "G#1S","A 2S","B 2S","C 2S","D 2S","E 2S"
00945 DATA "A 2S","F 2S","E 2S","D 2S","C 2S","B 2S"
00946 DATA "A 3S","G#2S","F#2S","E 2S","A 3E."
00947 DATA "D 2S","B 2C","C 2C","B 2E","A 2S"
00948 DATA "A 2E.", "A 2S","B!2S","C 2S"
00949 DATA "D 1E","F#1E","A 2E"
00950 DATA "B!2S","G 1S","A 2S","B!2S","C 2S","D 2S"
00951 DATA "E 1S","D 2S","C 2S","B!2S","A 2S","G 1S"
00952 DATA "A 2E","F 2S","E 2S","F 2E"
00953 DATA "G 1E","E 2Q"
00954 DATA "D 2S","E 2S","F 2S","G 2S","A 3S","B!3S"
00955 DATA "C#2S","B!3S","A 3S","G 2S","F 2S","E 2S"
00956 DATA "F 2E","D 2E","G 1E"
00957 DATA "D 2S","C#2S","E 2S","A 2S","C#2S"
00958 DATA "D 2S","B 2S","C#2E.", "D 2S"
00959 DATA "D 2S","C 2S","B!2S","A 2S","G 1S","F 1S"
00960 DATA "B!2S","C#1S","D 1S","E 1S","F 1S","G 1S"
00961 DATA "A 2S","D 2F","F 1A","E 1D","D 1D"
00962 DATA "D 1H"
09999 DATA "X"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC # 6/MONTEITH

```
00010 REM MUSICAL SCORE PREPARATION PROGRAM
00020 REM      THIS PROGRAM CALCULATES PITCH AND DURATION
00030 REM      CONSTANTS FOR THE 8080 ASSEMBLY LANGUAGE
00040 REM      ROUTINE "PLAY".
00050 REM
00060 REM ROUTINE TO RESTART TRANSLATION AFTER LAST PREVIOUSLY TR
ANSLATED NOTE
00070 IF U=0 GOTO 100
00080 RESTORE :C=V-1:READ K5,K6:K5=K5/60:K6=K6/K5:IF V=0 GOTO 95
00090 FOR V=0 TO C:READ Z1$:NEXT
00095 C=C+1:GOTO 150
00100 REM U DEFINES SCORE AREA IN MEMORY - USR FUNCTION ADDRESS +
100
00110 U=PEEK(17267)+PEEK(17268)*256+100
00115 Q1=(1.024*10^6)/2
00117 Q2=(2.048*10^6)/781/2:REM USE INSTEAD OF F1 IF REST INSTEAD
OF NOTE
00120 K1=2^(1/12)
00125 DIM Z$(5)
00130 REM TEMPO CONTROL -- ENTERED IN FIRST DATA STATEMENT AS 2 V
ALUES:
00131 REM          1. NUMBER OF BEATS PER MINUTE
00132 REM          2. "T" VALUE OF TYPE OF NOTE WHICH IS
TO
00133 REM          RECEIVE 1 BEAT (SEE VVALUES IN STATE
MENTS
00134 REM          455-500)
00135 C=0
00140 READ K5,K6:K5=K5/60:K6=K6/K5
00150 CNTRL 4,0
00160 FOR V=C TO 1000
00170 READ Z1$
00180 FOR W=1 TO 5
00190 Z$(W)=MID$(Z1$,W,1)
00200 NEXT
00210 C=1
00220 N=100
00230 IF Z$(1)="A" THEN N=1:GOTO 320
00240 IF Z$(1)="B" THEN N=3:GOTO 320
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC # 6/MONTEITH < CONT'D >

```
00250 IF Z$(1)="C" THEN N=4:GOTO 320
00260 IF Z$(1)="D" THEN N=6:GOTO 320
00270 IF Z$(1)="E" THEN N=8:GOTO 320
00280 IF Z$(1)="F" THEN N=9:GOTO 320
00290 IF Z$(1)="G" THEN N=11:GOTO 320
00295 IF Z$(1)="R" THEN N=0:GOTO 440
00300 IF Z$(1)="X" GOTO 720
00310 IF N=100 GOTO 760
00320 C=2
00330 M=100
00340 IF Z$(2)="/" THEN M=N:GOTO 380
00350 IF Z$(2)="/" THEN M=N+1:GOTO 380
00360 IF Z$(2)="/" THEN M=N-1:GOTO 380
00370 IF M=100 GOTO 760
00380 C=3
00390 P=100
00400 IF Z$(3)="L" THEN P=M:GOTO 435
00405 IF Z$(3)="O" THEN P=M+12:GOTO 435
00410 IF Z$(3)="I" THEN P=M+24:GOTO 435
00415 IF Z$(3)="2" THEN P=M+36:GOTO 435
00420 IF Z$(3)="3" THEN P=M+48:GOTO 435
00425 IF Z$(3)="4" THEN P=M+60:GOTO 435
00430 IF P=100 GOTO 760
00435 P=P+0:REM TRANPOSE BY ADDING SEMITONES INSTEAD OF ZERO
00440 C=4
00450 T=100
00455 IF Z$(4)="C" THEN T=32:GOTO 520
00460 IF Z$(4)="S" THEN T=16:GOTO 520
00463 IF Z$(4)="F" THEN T=14:GOTO 520
00465 IF Z$(4)="B" THEN T=12:GOTO 520:REM TRIPLET EIGHTHS
00467 IF Z$(4)="D" THEN T=10:GOTO 520
00470 IF Z$(4)="E" THEN T=8:GOTO 520
00475 IF Z$(4)="A" THEN T=6:GOTO 520:REM TRIPLET QUARTERS
00480 IF Z$(4)="Q" THEN T=4:GOTO 520
00490 IF Z$(4)="H" THEN T=2:GOTO 520
00500 IF Z$(4)="W" THEN T=1:GOTO 520
00510 IF T=100 GOTO 760
00520 C=5
00525 IF Z$(5)="/" GOTO 545
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC # 6/MONTEITH < CONT'D >

```
00530 IF Z$(5)=".," THEN T=2*T/3:GOTO 545
00535 IF Z$(5)=";" THEN T=4*T/7
00540 REM CALCULATE CONSTANTS
00545 IF N=0 THEN F1=Q2:K3=0:GOTO 580
00550 F1=55*(K1^(P-1))
00560 T1=Q1/F1
00570 K3=(T1-36)/12
00580 K4=2*F1*K6/T
00581 REM CALCULATE DURATION ADJUSTMENT FOR ROUNDING ERROR IN PIT
CH
00582 REM      (INSIGNIFICANT FOR LOW NOTES, BUT SIGNIFICANT FOR
00583 REM      HIGHER NOTES OF LONGER DURATION.)
00584 Q3=INT(K3+.5)
00585 Q4=K4*(K3-Q3)*24/(Q3*24+72)
00586 K4=K4+Q4
00590 REM MAKE DURATION EVEN
00600 D4=INT(K4+.5)
00610 REM CALCULATE DURATION 2 BYTES
00620 D5=INT(D4/256):REM MOST SIGNIFICANT DIGIT
00625 D6=D4-D5*256:REM LEAST SIGNIFICANT DIGIT
00630 REM CALCULATE PITCH 2 BYTES
00640 D7=INT(Q3/256):REM MOST SIGNIFICANT DIGIT
00645 D8=Q3-D7*256:REM LEAST SIGNIFICANT DIGIT
00650 REM TRANSFER CONSTANTS TO SCORE AREA
00660 POKE U,D5:U=U+1
00670 POKE U,D6:U=U+1
00680 POKE U,D7:U=U+1
00685 POKE U,D8:U=U+1
00690 PRINT V+1:SPC(7-LEN(STR$(V+1))):;
00700 NEXT
00710 PRINT "SCORE EXCEEDS THE 4K MEMORY ALLOCATED.":U=U-4
00720 POKE U,0
00725 POKE U+1,0
00730 PRINT
00740 PRINT "SCORE COMPILATION COMPLETE!"
00741 CNTRL 4,1
00743 PRINT "CTL KEYS ARE INOPERATIVE DURING PLAYING OF PIECE"
00745 PRINT "SET SPEAKER SWITCH FOR MUSIC - TYPE SPACE TO PLAY":P
AUSE
00750 B1=USR(0)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC * 6/MONTEITH < CONT'D >

00751 PRINT :PRINT "RESET SPEAKER SWITCH IF FINISHED, OR TYPE CONTINUE TO REPLAY"
00755 PRINT "MORE NOTES (ADDITIONAL DATA STATEMENTS) MAY BE ADDED BEFORE"
00756 PRINT " TYPING CONTINUE, AND THE TRANSLATING PROCESS WILL CONTINUE"
00757 PRINT " WITH THE NOTE FOLLOWING THE LAST NOTE PREVIOUSLY TRANSLATED."
00758 STOP
00759 GOTO 750
00760 PRINT :PRINT "ERROR IN NOTE #";V+1
00770 PRINT "DATA STRING ";Z1\$
00780 PRINT "CHARACTER #";C
00790 PRINT "AFTER CORRECTING THE DATA STATEMENT, TYPE CONTINUE."
:STOP :GOTO 10
00999 REM "THE MINUTE WALTZ" BY F. CHOPIN
01000 DATA 300,4
01001 DATA "A!2Q","G 1E","A!2E","C 2E","B!2E"
01002 DATA "G 1E","A!2E","B!2E","A!2E","C 2E","B!2E"
01003 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01004 DATA "C 2E","B!2E","G 1E","A!2E","C 2E","B!2E"
01005 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01006 DATA "C 2E","B!2E","G 1E","A!2E","C 2E","B!2E"
01007 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01008 DATA "B!2E","C 2E","D!2E","E!2E","F 2E","G!2E"
01009 DATA "B!3Q","A!3E","G!2E","F 2E"
01010 DATA "F 2E","E!2E","E!2C","F 2C","E!2S","D 2E","E!2Q"
01011 DATA "B!3Q","A!3E","G!2E","F 2E"
01012 DATA "F 2E","E!2C","F 2C","E!2S","D 2E","E!2E","F 2E","B!2E"
01013 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01014 DATA "C 2E","B!2E","G 1E","A!2E","C 2E","B!2E"
01015 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01016 DATA "B!2E","C 2E","D!2E","E!2E","F 2E","G!2E"
01017 DATA "B!3Q","A!3E","G!2E","F 2E"
01018 DATA "F 2E","E!2E","E!2C","F 2C","E!2S","D 2E","E!2Q"
01019 DATA "B!3Q","A!3E","G!2E","F 2E"
01020 DATA "E!2E","F 2E","E!2C","F 2C","E!2S","D 2E","E!2E","E 2E"
01021 DATA "F 2B","G!2B","F 2B","E 2E","F 2E","A!3E","G!2E"

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC # 6/MONTEITH < CONT'D >

```
01022 DATA "F 2E","G!2E","F 2E","E 2E","F 2E","B!3E"
01023 DATA "A!3B","B!3B","A!3B","G 2E","A!3E","C 3E","B!3E"
01024 DATA "A!3E","B!3E","A!3E","G 2E","A!3E","D!3E"
01025 DATA "C 3E","B!3E","A!3E","G!2E","F 2E","E!2E"
01026 DATA "D!2E","C 2E","B!2E","A!2E","G!1E","F 1E"
01027 DATA "E!1E","D!1E","C 1E","E!1E","B!2E","A!2E"
01028 DATA "G 1E","A!2E","B!2E","C 2E","D!2E","E!2E"
01029 DATA "F 2B","G!2B","F 2B","E 2E","F 2E","A!3E","G!2E"
01030 DATA "F 2E","G!2E","F 2E","E 2E","F 2E","B!3E"
01031 DATA "A!3B","B!3B","A!3B","G 2E","A!3E","C 3E","B!3E"
01032 DATA "A!3E","B!3E","A!3E","G 2E","A!3E","F 3E"
01033 DATA "E!3E","D!3E","C 3E","B!3E","A!3E","G!2E"
01034 DATA "F 2E","E!2E","D!2E","C 2E","B!2E","A!2E"
01035 DATA "A 2E","C 2E","B!2E","F 1E","G!1E","C 1E"
01036 DATA "D!1H","F 2Q"
01037 DATA "F 2B","G!2B","F 2B","E 2E","F 2E","A!3E","G!2E"
01038 DATA "F 2E","G!2E","F 2E","E 2E","F 2E","B!3E"
01039 DATA "A!3B","B!3B","A!3B","G 2E","A!3E","C 3E","B!3E"
01040 DATA "A!3E","B!3E","A!3E","G 2E","A!3E","D!3E"
01041 DATA "C 3E","B!3E","A!3E","G!2E","F 2E","E!2E"
01042 DATA "D!2E","C 2E","B!2E","A!2E","G!1E","F 1E"
01043 DATA "E!1E","D!1E","C 1E","E!1E","B!2E","A!2E"
01044 DATA "G 1E","A!2E","B!2E","C 2E","D!2E","E!2E"
01045 DATA "F 2B","G!2B","F 2B","E 2E","F 2E","A!3E","G!2E"
01046 DATA "F 2E","G!2E","F 2E","E 2E","F 2E","B!3E"
01047 DATA "A!3B","B!3B","A!3B","G 2E","A!3E","C 3E","B!3E"
01048 DATA "A!3E","B!3E","A!3E","G 2E","A!3E","F 3E"
01049 DATA "E!3E","D!3E","C 3E","B!3E","A!3E","G!2E"
01050 DATA "F 2E","E!2E","D!2E","C 2E","B!2E","A!2E"
01051 DATA "A 2E","C 2E","B!2E","F 1E","G!1E","C 1E"
01052 DATA "D!1H"
01053 DATA "A!2H","E!1Q"
01054 DATA "A!2H","E 1Q"
01055 DATA "A!2H","F 1Q"
01056 DATA "F 2H"
01057 DATA "F 2H","B!2Q"
01058 DATA "F 2H","C 2Q"
01059 DATA "E!2H","D!2Q"
01060 DATA "C 2E","E!2E","D!2E","B!2E."
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC # 6/MONTEITH < CONT'D >

```
01061 DATA "A!2H","E!1Q"
01062 DATA "A!2H","E 1Q"
01063 DATA "A!2H","F 1Q"
01064 DATA "F 2H."
01065 DATA "C 2S","D!2S","C 2S","D!2S","B 2Q","C 2Q"
01066 DATA "A!3Q","B!2Q","G 2Q"
01067 DATA "A 2Q","G!2Q","A!2Q"
01068 DATA "F 2Q","F 1Q","B!2Q"
01069 DATA "A!2H","E!1E."
01070 DATA "A!3S","A!2H","E 1E."
01071 DATA "A!3S","A!2H","F 1E."
01072 DATA "A!3S","F 2H","F 2E."
01073 DATA "A!3S","F 2H","B!2E."
01074 DATA "A!3S","F 2H","C 2E."
01075 DATA "A!3S","E!2Q","D!2Q","C 2E."
01076 DATA "A!3S","E!2Q","D!2Q","B!2S"
01077 DATA "A!3S","A!2H","E!1E."
01078 DATA "A!3S","A!2H","E 1E."
01079 DATA "A!3S","A!2H","F 1Q"
01080 DATA "F 2H.","F 2H","B!2Q","E!2H","A 2Q","E!2Q","A!2Q","D 2
Q"
01081 DATA "F 2Q","E!2Q","A!3Q","A!2S","B!2S","A!2S","B!2S"
01082 DATA "A!2S","B!2S","A!2S","B!2S","A!2S","B!2S","A!2S"
01083 DATA "A!2S","B!2S","A!2S","B!2S"
01084 DATA "A!2S","B!2S","A!2S","B!2S","A!2S","B!2S","A!2S","B!2S"
01085 DATA "A!2S","B!2S","A!2S","B!2S"
01086 DATA "A!2S","B!2S","A!2S","B!2S","A!2S","B!2S","A!2S","B!2S"
01087 DATA "A!2S","B!2S","A!2S","B!2S"
01088 DATA "A!2S","B!2S","A!2S","B!2S","A!2S","B!2S","A!2S","B!2S"
01089 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01090 DATA "C 2E","B!2E","G 1E","A!2E","C 2E","B!2E"
01091 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01092 DATA "C 2E","B!2E","G 1E","A!2E","C 2E","B!2E"
01093 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01094 DATA "C 2E","B!2E","G 1E","A!2E","C 2E","B!2E"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: H 8 MUSIC * 6/MONTEITH < CONT'D >

```
01095 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01096 DATA "B!2E","C 2E","D!2E","E!2E","F 2E","G!2E"
01097 DATA "B!3Q. ","A!3E","G!2E","F 2E"
01098 DATA "F 2E","E!2E","E!2C","F 2C","E!2S","D 2E","E!2Q"
01099 DATA "B!3Q. ","A!3E","G 2E","F 2E"
01100 DATA "F 2E","E!2C","F 2C","E!2S","D 2E","E!2E","F 2E","B!2E"
.
01101 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01102 DATA "C 2E","B!2E","G 1E","A!2E","C 2E","B!2E"
01103 DATA "G 1E","A!2E","C 2E","B!2E","G 1E","A!2E"
01104 DATA "B!2E","C 2E","D!2E","E!2E","F 2E","G!2E"
01105 DATA "B!3Q. ","A!3E","G!2E","F 2E"
01106 DATA "F 2E","E!2E","E!2C","F 2C","E!2S","D 2E","E!2Q"
01107 DATA "B!3Q. ","A!3E","G!2E","F 2E"
01108 DATA "E!2E","F 2E","E!2C","F 2C","E!2S","D 2E","E!2E","E 2E"
.
01109 DATA "F 2B","G!2B","F 2B","E 2E","F 2E","A!3E","G!2E"
01110 DATA "F 2E","G!2E","F 2E","E 2E","F 2E","B!3E"
01111 DATA "A!3B","B!3B","A!3B","G 2E","A!3E","C 3E","B!3E"
01112 DATA "A!3E","B!3E","A!3E","G 2E","A!3E","D!3E"
01113 DATA "C 3E","B!3E","A!3E","G!2E","F 2E","E!2E"
01114 DATA "D!2E","C 2E","B!2E","A!2E","G!1E","F 1E"
01115 DATA "E!1E","D!1E","C 1E","E!1E","B!2E","A!2E"
01116 DATA "G 1E","A!2E","B!2E","C 2E","D!2E","E!2E"
01117 DATA "F 2B","G!2B","F 2B","E 2B","F 2E","A!3E","G!2E"
01118 DATA "F 2E","G!2E","F 2E","E 2E","F 2E","B!3E"
01119 DATA "A!3B","B!3B","A!3B","G 2E","A!3E","C 3E","B!3E"
01120 DATA "A!3E","B!3E","A!3E","G 2E","A!3E","F 3E"
01121 DATA "E!3E","D!3E","C 3E","B!3E","A!3E","G!2E"
01122 DATA "F 2E","E!2E","D!2E","C 2E","B!2E","A!2E"
01123 DATA "A 2E","C 2E","B!2E","F 1E","G!1E","C 1E"
01124 DATA "D!1H","F 2Q"
01125 DATA "F 2B","G!2B","F 2B","E 2E","F 2E","A!3E","G!2E"
01126 DATA "F 2E","G!2E","F 2E","E 2E","F 2E","B!3E"
01127 DATA "A!3B","B!3B","A!3B","G 2E","A!3E","C 3E","B!3E"
01128 DATA "A!3E","B!3E","A!3E","G 2E","A!3E","D!3E"
01129 DATA "C 3E","B!3E","A!3E","G!2E","F 2E","E!2E"
01130 DATA "D!2E","C 2E","B!2E","A!2E","G!1E","F 1E"
01131 DATA "E!1E","D!1E","C 1E","E!1E","B!2E","A!2E"
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PROGRAM NAME: H 8 MUSIC # 6/MONTEITH < CONT'D >

```
01132 DATA "G 1E","A!2E","B!2E","C 2E","D!2E","E!2E"
01133 DATA "F 2B","G!2B","F 2B","E 2E","F 2E","A!3E","G!2E"
01134 DATA "F 2E","G!2E","F 2E","E 2E","F 2E","B!3E"
01135 DATA "A!3B","B!3B","A!3B","G 2E","A!3E","C 3E","B!3E"
01136 DATA "A!3E","B!3E","A!3E","G 2E","A!3E","F 4E"
01137 DATA "E!4D","D!4D","C 4D","B!4D","A!4D","G!3D"
01138 DATA "F 3D","E!3B","D!3B","C 3B","B!3B","A!3B","G!2B","F 2B"
*
01139 DATA "E!2F","D!2F","C 2F","B!2F","A 2D"
01140 DATA "C 2D","B!2D","F 1A","G!1A","C 1Q","D!1H"
09999 DATA "X"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LABEL PRINTER/REECE

```
00010 REM  LABEL PRINTER/REECE
00020 REM SET LEFT AND RIGHT TAB STOPS FOR DUAL LISTS
00030 LET L=0
00040 LET R=35
00050 REM FOR SINGLE LIST
00060 LET S=22
00110 REM NAME/ADDRESS LABEL PRINTER
00120 REM CLARENCE REECE - FEB 1978   HEATH H8 COMPUTER SYSTEM
00140 REM 1. LOAD LABELS, PRESS 1 OR 2 ON H8 PANEL
00150 REM 2. 1 FOR SINGLE LABELS, 2 FOR DUAL OR LISTING
00155 REM 3. CTRL-S TO SUSPEND PRINT, CTRL-Q TO RESUME
00156 REM      FOR ADJUSTING LABELS/FORMS.
00157 REM
00158 REM  LABELS ARE IN 3 LINES AS DATA STATEMENTS:
00159 REM 'DATA "LINE 1","LINE 2","LINE 3"
00160 REM IF SLASH (/) IS FIRST CHARACTER OF LINE 1, IT IS REPLACED
00161 REM      WITH 'MR & MRS ' THIS CONSERVES SPACE
00165 PRINT :PRINT :PRINT :PRINT :PRINT
00170 LET F=PAD(0) :REM WAIT FOR KEYPAD ENTRY 1 OR 2
00175 IF F<>1 AND F<>2 THEN GOTO 170
00190 DIM A$(3,2)
00200 FOR J=1 TO 2      :REM READ 2 LABELS
00210 FOR I=1 TO 3      :REM 3 LINES PER
00220 READ A$(I,J)
00230 NEXT I
00240 NEXT J
00250 IF A$(1,1) <> "EOF" THEN GOTO 290
00260 PRINT :PRINT :PRINT :PRINT
00270 STOP      :REM END OF FILE
00290 FOR J=1 TO 2      :REM CHK FOR SPECIAL FLAGS/CONDITIONS
00300 IF LEFT$(A$(1,J),1) <> "/" THEN GOTO 320 :REM / = MR&MRS
00310 LET A$(1,J) = "MR & MRS "+RIGHT$(A$(1,J),LEN(A$(1,J))-1)
00320 REM USE CODES FOR LOCAL TOWNS TO SAVE SPACE
00330 IF A$(3,J)="C" THEN LET A$(3,J)="CARROLLTON, TEXAS 75006"
00340 IF A$(3,J)="F" THEN LET A$(3,J)="FARMERS BRANCH, TEXAS 75234"
00350 NEXT J
00370 IF F=1 THEN GOTO 500  :REM SINGLE LABELS
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LABEL PRINTER/REECE < CONT'D >

```
00380 FOR I=1 TO 3
00390 PRINT TAB(4);A$(I,1);TAB(40);A$(I,2)
00410 NEXT I
00415 PRINT
00430 IF A$(1,2) <> "EOF" THEN GOTO 200
00440 GOTO 260 :REM END OF FILE ON SECOND LABEL
00500 FOR J=1 TO 2
00520 FOR I=1 TO 3
00530 PRINT TAB(S);A$(I,J)
00540 NEXT I
00550 PRINT
00560 NEXT J
00570 GOTO 430 :REM GO CHK FOR EOF
00580 REM ****
10000 REM ***** NAME ADDRESS FILE ****
**
10005 DATA "*****"
10010 DATA "***** MEMBERS-1 *****"
10015 DATA "*****"
10020 DATA "*****"
10025 DATA "***** MEMBERS-1 *****"
10030 DATA "*****"
10035 DATA "*****"
10040 DATA "***** MEMBERS-1 *****"
10045 DATA "*****"
10050 DATA "*****"
10055 DATA "***** MEMBERS-1 *****"
10060 DATA "*****"
10065 DATA "MARY ADAMS", "1017 OSCEOLA", "C"
10070 DATA "/WILLIE ATKINS", "5401 PRINCE", "LAKE DALLAS, TEXAS    7
5065"
10075 DATA "ANNA BELLE ANDERSON", "1931 JOSEY #G", "C"
10080 DATA "TERI ANDERSON", "1811 PLEASANT RUN", "C"
10085 DATA "BONNIE ARMSTRONG", "1120 PARK AVE #209", "C"
10090 DATA "/BILL ARROWWOOD", "2105 REAGAN BLVD", "C"
10095 DATA "INEZ BAKER", "1729 COX #112", "C"
10096 DATA "JEANETTE BARNETT", "8625 WOLFWOOD"
10097 DATA "DALLAS, TEXAS 75217"
10100 DATA "/MIKE BAILEY", "1607 RANDOM", "C"
10999 DATA "EOF", "EOF", "EOF", "EOF", "EOF", "EOF"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LISTINGS/AMOROSO

```
00001 REM LISTINGS DEC AND OCT/AMOROSO
00005 CNTRL 4,0
00006 G=1
00010 FOR R=1TO 10
00020 PRINT
00030 NEXT R
00040 PRINT "LISTING PROGRAM IN DECIMAL OR OCTAL"
00050 FOR R=1TO 5
00060 PRINT
00070 NEXT R
00080 PRINT "THIS PROGRAM WILL GIVE YOU ANY MEMORY LOCATION(S)"
00090 PRINT "WANTED IN EITHER DECIMAL OR OCTAL."
00100 INPUT "IN DECIMAL, TYPE THE LOW ORDER MEMORY LOCATION ";B
00110 IF B<0OR B>65536GOTO 130
00120 INPUT "TYPE THE HIGH ORDER MEMORY LOCATION ";E:GOTO 140
00130 PRINT "LOW ORDER # NOT WITHIN RANGE OF MEMORY, TRY AGAIN":G
GOTO 100
00140 IF E>=0AND E<65536GOTO 160
00150 PRINT "HIGH ORDER # NOT WITHIN RANGE OF MEMORY, TRY AGAIN":G
GOTO 120
00160 IF B<E GOTO 180
00170 PRINT "LOW # CAN NOT BE GREATER THEN HIGH #, TRY AGAIN":GOT
O 100
00180 LINE INPUT "DECIMAL OR OCTAL, PICK ONE ";A$
00181 LINE INPUT "TITLE OF THIS LISTING, IF ANY ";B$
00190 IF A$="OCTAL"GOTO 490
00200 IF A$="DECIMAL"GOTO 290
00210 PRINT "YOU BLEW IT, TRY AGAIN":GOTO 180
00290 FOR R=1TO 10
00291 PRINT
00292 NEXT R
00293 PRINT B$
00294 FOR R=1TO 5
00295 PRINT
00296 NEXT R
00297 CNTRL 3,11
00300 PRINT "MEMORY","DATA","MEMORY","DATA","MEMORY","DATA"
00305 PRINT "LOCATION"," IN","LOCATION"," IN","LOCATION"," IN"
00306 PRINT "IN DECIMAL","DECIMAL","IN DECIMAL","DECIMAL","IN DEC
IMAL","DECIMAL"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LISTINGS/AMOROSO

```
00310 FOR I=B TO E
00320 PRINT I,PEEK(I),
00330 C=C+1:IF C>360TO 350
00336 C=0
00339 PRINT
00340 D=D+1:IF D<24 GOTO 350
00341 G=G+1:D=0
00342 PRINT "MEMORY","DATA","MEMORY","DATA","MEMORY","DATA    PAGE
"G
00343 PRINT
00344 PRINT
00350 NEXT I
00370 FOR R=1TO 10
00380 PRINT
00390 NEXT R
00400 GOTO 1990
00490 FOR R=1TO 10
00491 PRINT
00492 NEXT R
00493 PRINT B$
00494 FOR R=1TO 5
00495 PRINT
00496 NEXT R
00497 CNTRL 3,5
00500 PRINT "MEMORY","","DATA","","MEMORY","","DATA"
00510 PRINT "LOCATION","","IN","","LOCATION","","IN"
00520 PRINT "IN OCTAL","","OCTAL","","IN OCTAL","","OCTAL"
00529 FOR I=B TO E
00531 GOSUB 650
00534 PRINT 01:02:03:04:05:06,07:08:09,,
00547 REM COUNTS FOR 1 OR 2 TIMES THUR
00587 C=C+1
00588 IF C=1GOTO 590
00589 PRINT :C=0
00590 D=D+1:IF D<48GOTO 599
00591 G=G+1:D=0
00592 PRINT "MEMORY","","DATA","","MEMORY","","DATA    PAGE"G
00593 PRINT
00594 PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LISTINGS/AMOROSO < CONT'D >

```
00599 NEXT I
00600 FOR R=1TO 10
00610 PRINT
00620 NEXT R
00630 GOTO 1990
00650 REM L WILL = MEMORY LOCATION IN OCTAL AND IS FOUND BY THIS
ROUTINE
00655 T=I
00660 GOSUB 751
00661 01=H1+H2:02=H3+H4+H5:03=H6+H7+H8
00662 04=L1+L2:05=L3+L4+L5:06=L6+L7+L8
00680 REM WE NOW FIND THE VALUE OF PEEK DATA AND CONVERT IT TO OC
TAL
00700 T=PEEK(I)
00710 GOSUB 830
00720 07=L1+L2:08=L3+L4+L5:09=L6+L7+L8
00730 RETURN
00751 IF T<32768THEN H1=0:IF T<32768GOTO 760
00755 H1=2:T=T-32768
00760 IF T<16384THEN H2=0:IF T<16384GOTO 770
00765 H2=1:T=T-16384
00770 IF T<8192THEN H3=0:IF T<8192GOTO 780
00775 H3=4:T=T-8192
00780 IF T<4096THEN H4=0:IF T<4096GOTO 790
00785 H4=2:T=T-4096
00790 IF T<2048THEN H5=0:IF T<2048GOTO 800
00795 H5=1:T=T-2048
00800 IF T<1024THEN H6=0:IF T<1024GOTO 810
00805 H6=4:T=T-1024
00810 IF T<512THEN H7=0:IF T<512GOTO 820
00815 H7=2:T=T-512
00820 IF T<256THEN H8=0:IF T<256GOTO 830
00825 H8=1:T=T-256
00830 IF T<128THEN L1=0:IF T<128GOTO 840
00835 L1=2:T=T-128
00840 IF T<64THEN L2=0:IF T<64GOTO 850
00845 L2=1:T=T-64
00850 IF T<32THEN L3=0:IF T<32GOTO 860
00855 L3=4:T=T-32
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: LISTINGS/AMOROSO < CONT'D >

```
00860 IF T<16THEN L4=0:IF T<16GOTO 870
00865 L4=2:T=T-16
00870 IF T<8THEN L5=0:IF T<8GOTO 880
00875 L5=1:T=T-8
00880 IF T<4THEN L6=0:IF T<4GOTO 890
00885 L6=4:T=T-4
00890 IF T<2THEN L7=0:IF T<2GOTO 900
00895 L7=2:T=T-2
00900 IF T<1THEN L8=0:IF T<1GOTO 910
00905 L8=1:T=T-1
00910 IF T<>0GOTO 920
00915 RETURN
00920 PRINT "ERROR IN OCTAL COMPUTATION T="T
00922 STOP
01990 CNTRL 4,1
01995 CNTRL 3,14
02000 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HEADLINER/NAIMO

```
00001 REM HEADLINER/NAIMO
00010 PRINT " THIS PROGRAM WILL PRINT A NICE HEADLINE"
00020 PRINT " WITH JUST ABOUT ANY MESSAGE YOU WANT!"
00022 PRINT
00024 PRINT "YOU MUST INSERT YOUR MESSAGE USING ASCII CODE STARTING AT"
00025 PRINT "LINE 981 THROUGH 989. THE LAST DATA ITEM MUST BE 9999."
00026 PRINT "THE PROGRAM IS CURRENTLY SET TO PRINT THE ENTIRE ALPHABET"
00027 PRINT "ALONG WITH NUMBERS, SPACES & PERIODS."
00028 PRINT
00030 PRINT
00100 DIM Y$(100)
00190 DIM G$(100),H$(100),B$(100),G(100),A(200)
00200 L=4:R=3:S=0:A=R*2:C=A
00205 PRINT
00210 PRINT "HOW FAR, IN INCHES FROM THE LEFT HAND SIDE DO YOU WANT"
00220 INPUT "TO PLACE THE LETTERS -? ";S:S=12*S
00225 PRINT
00230 PRINT "PRESS 'RETURN' KEY WHEN PAPER IS READY ---"
00240 LINE INPUT #B$
00250 FOR X=9 TO 1 STEP -1
00251 I=LEN(B$)
00252 FOR J=1 TO I
00253 A(0)=I
00254 N$=MID$(B$,J,1)
00255 A(J)=VAL(N$)
00256 NEXT J
00257 FOR Y=1 TO 6:A(X*6-6+Y)=A(Y):NEXT Y:NEXT X
00260 FOR X=1 TO 6:READ H$(X):NEXT X:H$=H$(L):GOSUB 940
00270 GOSUB 4000
00271 G(0)=L:FOR X=1 TO 6:G(X)=A(F):NEXT X
00272 FOR J=1 TO X
00273 I=G(J)
00274 Y$(J)=STR$(I):G$=Y$(J-1)+Y$(J):NEXT J
00280 FOR X=1 TO 6:G(0)=X
00281 FOR J=1 TO Z:I=G(J):Y$(J)=STR$(I)
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HEADLINER/NIAMO < CONT'D >

```
00282 G$=Y$(J-1)+Y$(J)
00283 NEXT J
00284 NEXT X
00290 FOR X=1 TO A/2:PRINT :NEXT X
00295 G$=CHR$(A(F))+CHR$(A(F))+CHR$(A(F))+CHR$(A(F))
00300 IF A(F)=46 THEN 345
00301 IF A(F)=36 THEN 990
00302 IF A(F)=32 THEN 630
00303 IF A(F)<48 THEN 270
00305 IF A(F)>57 THEN 310
00306 ON A(F)-47 GOTO 500,440,620,625,635,550,615,605,595,585
00310 IF A(F)<65 THEN 270
00311 IF A(F)>79 THEN 330
00320 ON A(F)-64 GOTO 350,360,370,380,390,400,410,430,440,450,460
,470,480,490,500
00330 IF A>90 THEN 270
00331 ON A(F)-79 GOTO 510,520,540,550,560,570,580,590,600,610,620
00340 GOTO 270
00345 FOR X=1 TO A:PRINT TAB(S):G$:NEXT X:GOTO 270
00350 GOSUB 640:GOSUB 690:GOSUB 640:GOTO 270
00360 GOSUB 640:GOSUB 650:A=C*.5:GOSUB 640:A=C:GOTO 270
00370 GOSUB 640:GOSUB 700:GOSUB 700:GOTO 270
00380 GOSUB 640:GOSUB 700:A=C*.5:GOSUB 640:A=C:GOTO 270
00390 GOSUB 640:GOSUB 650:GOSUB 650:GOTO 270
00400 GOSUB 640:GOSUB 690:GOSUB 690:GOTO 270
00410 GOSUB 640:A=C*.75:GOSUB 700:A=C*.25:GOSUB 650:A=C:GOSUB 760
00420 A=C*.25:GOSUB 710:A=C:GOSUB 270
00430 GOSUB 640:GOSUB 710:GOSUB 640:GOTO 270
00440 GOSUB 640:GOTO 270
00450 GOSUB 750:GOSUB 740:GOSUB 640:GOTO 270
00460 GOSUB 640:GOSUB 860:GOTO 270
00470 GOSUB 640:GOSUB 740:GOSUB 740:GOTO 270
00480 GOSUB 640:GOSUB 890:GOSUB 880:GOSUB 640:GOTO 270
00490 GOSUB 640:GOSUB 890:GOSUB 640:GOTO 270
00500 GOSUB 640:GOSUB 700:GOSUB 640:GOTO 270
00510 GOSUB 640:GOSUB 690:GOSUB 790:GOTO 270
00520 GOSUB 640:A=C*.75:GOSUB 700:A=.25*C:GOSUB 650:A=:640
00530 A=C*.25:GOSUB 710:A=C:GOTO 270
00540 GOSUB 640::GOSUB 690:A=C*.5:GOSUB 640:A=C:GOTO 270
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HEADLINER/NIAMO < CONT'D >

```
00550 GOSUB 770:GOSUB 650:GOSUB 760:GOTO 270
00560 GOSUB 780:GOSUB 640:GOSUB 780:GOTO 270
00570 GOSUB 640:GOSUB 740:GOSUB 640:GOTO 270
00580 GOSUB 890:GOSUB 880:GOTO 270
00585 GOSUB 790:GOSUB 690:GOSUB 640:GOTO 270
00590 GOSUB 640:GOSUB 880:GOSUB 890:GOSUB 640:GOTO 270
00595 GOSUB 640:GOSUB 650:GOSUB 640:GOTO 270
00600 GOSUB 900:GOTO 270
00605 GOSUB 780:GOSUB 780:GOSUB 640:GOTO 270
00610 GOSUB 970:GOSUB 800:GOSUB 960:GOTO 270
00615 GOSUB 640:GOSUB 650:GOSUB 760:GOTO 270
00620 GOSUB 920:GOTO 270
00625 GOSUB 700:GOSUB 650:A=C*.5:GOSUB 640:A=C:GOTO 270
00630 GOSUB 940:GOTO 270
00635 GOSUB 790:GOSUB 710:GOSUB 640:GOTO 270
00640 FOR Y=1 TO A:PRINT TAB(S)::FOR X=1 TO 10:PRINT G$::NEXT X:P
RINT :NEXT Y:
00641 RETURN
00650 IF A<1 THEN 660
00651 GOTO 670
00660 A=1
00670 FOR X=1 TO A:PRINT TAB(S)::G$::G$::H$::H$::G$::G$::H$::H$::G$::G$::NEX
T X:RETURN
00680 PRINT TAB(S)::G$::G$::H$::H$::G$::G$::NEXT X:RETU
RN
00690 FOR X=1 TO A:PRINT TAB(4*L+S)::G$::G$::H$::H$::G$::G$::NEXT X:RETU
RN
00700 FOR X=1 TO A:PRINT TAB(S)::G$::G$:::PRINT TAB(8*L+S)::G$::G$::NEX
T X:RETURN
00710 IF A<1 THEN 720
00711 GOTO 730
00720 A=1
00730 FOR X=1 TO A:PRINT TAB(4*L+S)::G$::G$::NEXT X:RETURN
00740 FOR X=1 TO A:PRINT TAB(S)::G$::G$::NEXT X:RETURN
00750 FOR X=1 TO A:PRINT TAB(S)::G$::G$::G$::G$::NEXT X:RETURN
00760 FOR Y=1 TO A:PRINT TAB(S)::G$::G$::G$::G$::G$::G$::H$::H$::G$::G$::NEX
T Y:RETURN
00770 FOR X=1 TO A:PRINT TAB(S)::G$::G$::H$::H$::G$::G$::G$::G$::G$::G$::NEX
T X:RETURN
00780 FOR X=1 TO A:PRINT TAB(8*L+S)::G$::G$::NEXT X:RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HEADLINER/NIAMO < CONT'D >

```
00790 FOR X=1 TO A:PRINT TAB(4*L+S):G$:G$:G$:G$:G$:G$:NEXT X:RETURN
00800 FOR X=1 TO A:PRINT TAB(S):G$:G$:G$:G$:G$:G$:NEXT X:RETURN
00810 FOR X=1 TO C/2:PRINT TAB(S)::FOR Y=1 TO 2:FOR Z=1 TO (5*L)-X
00811 PRINT G$(1)::NEXT Z
00820 IF X>3 THEN 950
00821 V=X
00830 PRINT H$(2*X)::NEXT Y:PRINT :NEXT X:RETURN
00832 FOR X=1 TO C/2:PRINT TAB(S):H$(X)::FOR Y=1 TO 10*L-(2*X)
00841 PRINT G$(1)::NEXT Y:PRINT
00850 NEXT X:RETURN
00860 GOSUB 870
00861 PRINT TAB(S)::" KKKKKKKKKKKK KKKKKKKKKKKK"
00862 PRINT TAB(S)::" KKKKKKKKKKKK KKKKKKKKKKKK"
00863 PRINT TAB(S)::" KKKKKKKKKKKK KKKKKKKKKKKK"
00864 PRINT TAB(S)::" KKKKKKKKKKKK KKKKKKKKKKKK"
00865 PRINT TAB(S)::" KKKKKKKKKKKK KKKKKKKKKKKK"
00866 PRINT TAB(S)::" KKKKKKKKKKKK KKKKKKKKKKKK"
00867 PRINT TAB(S)::" KKKKKKKKKKKK KKKKKKKKKKKK"
00869 RETURN
00870 REM
00871 PRINT TAB(S)::" KKKK KKKK"
00872 PRINT TAB(S)::" KKKK KKKK"
00873 PRINT TAB(S)::" KKKKK KKKKK"
00874 PRINT TAB(S)::" KKKKKKK KKKKKKK"
00875 RETURN
00880 FOR X=0 TO 6*L STEP 6*L/C:PRINT TAB(X+S):G$:G$:G$:G$:NEXT X
:RETURN
00890 FOR X=6*L TO 0 STEP -6*L/C:PRINT TAB(X+S):G$:G$:G$:G$:NEXT X
:RETURN
00900 PRINT TAB(S)::"XXXXXXXXXXXXXX" XXXXXXXXXXXXXXXX"
00901 PRINT TAB(S)::"XXXXXXXXXXXXXX" XXXXXXXXXXXXXXXX"
00902 PRINT TAB(S)::"XXXXXXXXXXXXXX" XXXXXXXXXXXXXXXX"
00903 PRINT TAB(S)::"XXXXXXXXXXXXXX" XXXXXXXXXXXXXXXX"
00904 PRINT TAB(S)::"XXXXXXXXXXXXXX" XXXXXXXXXXXXXXXX"
00905 PRINT TAB(S)::"XXXXXXXXXXXXXX" XXXXXXXXXXXXXXXX"
00906 PRINT TAB(S)::"XXXXXXXXXXXXXXXXXXXXXX" XXXXXXXXXXXXXXXX"
00907 PRINT TAB(S)::"XXXXXXXXXXXXXXXXXXXXXX" XXXXXXXXXXXXXXXX"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: HEADLINER/NIAMO < CONT'D >

```
00908 PRINT TAB(S)";" XXXXXXXXXXXXXXXXXXXXXXXX"
00909 PRINT TAB(S)";" XXXXXXXXXXXXXXXXXXXXXXXX"
00910 PRINT TAB(S)";" XXXXXXXXXXXXXX XXXXXXXXXXXXXX"
00911 PRINT TAB(S)";" XXXXXXXXXXXXXX XXXXXXXXXXXXXX"
00912 PRINT TAB(S)";" XXXXXXXXXXXXXX XXXXXXXXXXXXXX"
00913 PRINT TAB(S)";" XXXXXXXXXXXXXX XXXXXXXXXXXXXX"
00914 PRINT TAB(S)";" XXXXXXXXXXXXXX XXXXXXXXXXXXXX"
00915 PRINT TAB(S)";" XXXXXXXXXXXXXX XXXXXXXXXXXXXX"
00916 RETURN
00920 FOR X=0 TO 7*L STEP (7*L)/(C*3):PRINT TAB(S);G$;G$;TAB(X+S)
$G$;G$;G$;
00930 PRINT TAB(8*L+S);G$;G$;NEXT X:RETURN
00940 FOR X=1 TO A*3:PRINT :NEXT X:RETURN
00950 FOR W=1 TO X-3:PRINT " ";:NEXT W:V=3:GOTO 830
00960 FOR X=4*L TO 7*L STEP L*4/C:PRINT TAB(X+S);G$;G$;G$;NEXT X:
RETURN
00970 FOR X=7*L TO 4*L STEP -4*L/C:PRINT TAB(X+S);G$;G$;G$;NEXT X
:RETURN
00980 DATA " ,," ",," ",," ",," "
00981 DATA 46,48,49,50,51,52,53,54,55,56,57,32,65,66,67,68,69
00982 DATA 70,71,72,73,74,75,76,77,78,79,80,81,82,83,84,85,86
00983 DATA 87,88,89,90,9999
00990 FOR X=1 TO C*3:PRINT :NEXT X
01000 END
04000 REM *****
04001 REM THIS STARTS THE BANNER INFO SUB
04002 REM *****
04005 IF A(F)>0 THEN 4040
04010 READ H$(X)
04020 IF H$(X)="" THEN 4040
04030 NEXT H$(X)
04040 REM *****
04050 REM THIS ASSIGNS MAX. # OF LETTERS THAT CAN BE PRINTED
04060 REM *****
04070 FOR F=1 TO 25
04072 REM *****
04074 REM A(F) = CHARACTER IN ACSII NOTATION (I.E., A=65,B=66,C
=67...)
04076 REM *****
04080 READ A(F)
04090 IF A(F)=9999 THEN 990
04100 RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/MILLER

```
00001 REM CHANGE LINE 294 TO YOUR PRINTER PORT NUMBER !
00002 REM MAILING LIST/MILLER
00004 REM ** MAILING LIST **
00005 REM ROBERT MILLER
00006 REM 3428 CANTERBURY
00007 REM KALAMAZOO, MI. 49007
00010 PRINT "WHICH LIST DO YOU WANT ?"
00020 PRINT " 1 = MAILING LABELS"
00030 PRINT " 2 = ALPHABETIZED CALLS & NAMES"
00040 PRINT " 3 = MASTER LIST, AS ENTERED"
00050 PRINT " 4 = SEARCH DATA FOR CALL OR NAME"
00060 INPUT M
00070 ON M GOTO 100,200,300,400
00090 IF M<>10R 20R 30R 4THEN 10
00100 DIM F2$(3),L2$(3),S2$(3),C2$(3):REM * MAILING LABELS ARE 10
0 SERIES LINES
00105 FOR I=1TO 3
00110 READ C1$,F$,L$,S$,Z,P$
00115 IF C1$="END"THEN 155
00120 F2$(I)=F$:L2$(I)=L$:S2$(I)=S$:GOSUB 2000
00125 IF M=3THEN 365:REM M USED TO RE-DIRECT SUBROUTINE RETURN
00127 C2$(I)=C$
00130 NEXT I
00132 PORT= 4
00135 PRINT F2$(1); " ";L2$(1);TAB(27);F2$(2); " ";L2$(2);TAB(55);F
2$(3); " ";L2$(3)
00140 PRINT S2$(1);TAB(27);S2$(2);TAB(55);S2$(3)
00145 PRINT C2$(1);TAB(27);C2$(2);TAB(55);C2$(3)
00150 PRINT :PRINT :PRINT :GOTO 105
00155 PRINT :PRINT :PRINT :PAUSE (300):PORT= -250
00160 END
00200 DIM A$(200):REM ALPHABETIZED CALLS & NAMES ARE 200 SERIES L
INES
00201 REM THE A$(200) DIMENSION SHOULD BE SELECTED TO BE SLIGHTLY
LARGER
00202 REM THAN THE TOTAL NUMBER OF LINES PLANNED FOR THE DATA LIS
T.
00203 N=-1
00205 READ R1$,R2$,R3$,R4$,R,R5$:REM LINES 205 - 215 COUNT NUMBER
OF DATA LINES
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/MILLER

```
00210 N=N+1:REM DATA LINE COUNT IS REQUIRED BY ALPHAA STORT ROUT
INE
00215 IF R3$<>" "THEN 205
00220 RESTORE
00222 PRINT "COMPUTING LIST OF";N;"DATA LINES WILL TAKE APPROX.";
(N^2)/440;"MINUTES."
00223 PRINT "YOU WILL BE NOTIFIED WHEN COMPUTATIONS ARE COMPLETE
TO ALLOW YOU"
00224 PRINT "TO TURN PRINTER ON FOR LISTING."
00225 FOR I=1TO N
00230 READ C1$,F$,L$,S$,Z,P$
00235 A$(I)=C1$+" "+F$+" "+L$
00240 NEXT I
00245 FOR I=1TO N
00250 FOR J=1TO N-I
00255 A$=A$(J)
00260 B$=A$(J+1)
00265 IF A$<B$THEN 280
00270 A$(J)=B$
00275 A$(J+1)=A$
00280 NEXT J
00285 NEXT I
00287 FOR X3=1TO 10:PRINT CHR$(7)::PAUSE (80):NEXT X3
00289 PRINT "PRESS THE 'RETURN' KEY AFTER TURNING ON PRINTER."
00290 LINE INPUT "READY TO PRINT LIST.";Z$:REM Z$ IS A 'DUMMY' VA
RIABLE TO
00292 REM HALT PROGRAM UNTIL PRINTER CAN BE TURNED ON. RESTART PR
OGRAM WITH
00293 REM 'RETURN' KEY
00294 PORT= 4
00295 FOR I=1TO (N+1)/2
00296 PRINT A$(I);TAB(30);A$(I+((N+1)/2));REM PRINTS TWO COLUMNS
00297 NEXT I
00298 PRINT :PRINT :PRINT N;"NAMES ON LIST":PORT= -250
00299 END
00300 LINE INPUT "PRESS 'RETURN' KEY WHEN PRINTER IS READY";Z9$:P
ORT= 4
00320 PRINT :PRINT
00340 PRINT TAB(2);"NAME";TAB(20);"CALL";TAB(30);"STREET ADDRESS"
;TAB(55);"CITY & ZIP CODE";TAB(81);"PHONE"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/MILLER

```
00345 READ C1$,F$,L$,S$,Z,P$  
00347 N=N+1:REM N IS COUNTER FOR TOTAL DATA LINES  
00350 IF L$="" THEN N=N-1:GOTO 298  
00355 PRINT F$;" ";L$;TAB(20);  
00360 GOSUB 2000  
00365 PRINT C1$;TAB(29);S$;TAB(55);  
00370 PRINT C$;TAB(80);P$:GOTO 345  
00400 LINE INPUT "WHAT IS LAST NAME OR CALL ? ";T1$:RESTORE  
00410 READ C1$,F$,L$,S$,Z,P$  
00420 IF T1$=L$THEN PRINT C1$;" ";F$;" >> ";L$;" << ";S$;" ";Z$  
" ";P$;N=1  
00430 IF T1$=C1$THEN PRINT ">> ";C1$;" << ";F$;" ";L$;" ";S$;  
" ";Z$;" ";P$;N=1  
00450 IF C1$<>" "THEN 410  
00460 IF C1$="" THEN IF N=0THEN PRINT T1$;" IS NOT IN DATA LIST"  
00490 LINE INPUT "ANOTHER SEARCH (Y OR N) ? ";T2$  
00492 CLEAR N  
00495 IF T2$="Y"THEN 400  
00497 IF T2$<>"N"THEN 490  
00499 END  
02000 REM SUBROUTINE TO UNPACK ZIP CODES  
02020 IF Z>8THEN 2059  
02050 C$="KALAMAZOO, MI. 49001":GOSUB 2190  
02052 C$="KALAMAZOO, MI. 49002":GOSUB 2190  
02054 C$="KALAMAZOO, MI. 49004":GOSUB 2190  
02056 C$="KALAMAZOO, MI. 49006":GOSUB 2190  
02058 C$="KALAMAZOO, MI. 49007":GOSUB 2190  
02059 IF Z>41THEN 2071:REM THIS AND OTHER TYPICAL LINES TO SPEED  
SELECTION  
02060 C$="KALAMAZOO, MI. 49008":GOSUB 2190  
02062 C$="KALAMAZOO, MI. 49009":GOSUB 2190  
02064 C$="ALLEGAN, MI. 49010":GOSUB 2190  
02066 C$="AUGUSTA, MI. 49012":GOSUB 2190  
02068 C$="CLIMAX, MI. 49034":GOSUB 2190  
02070 C$="COMSTOCK, MI. 49041":GOSUB 2190  
02071 IF Z>8OTHEN 2084  
02072 C$="DOWAGIAC, MI. 49047":GOSUB 2190  
02073 C$="GALESBURG, MI. 49053":GOSUB 2190  
02074 C$="GOBLES, MI. 49055":GOSUB 2190
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/MILLER < CONT'D >

```
02075 C$="CONSTANTINE, MI. 49042":GOSUB 2190
02076 C$="LAWRENCE, MI. 49064":GOSUB 2190
02077 C$="DELTON, MI. 49046":GOSUB 2190
02078 C$="LAWTON, MI. 49065":GOSUB 2190
02079 C$="MARTIN, MI. 49070":GOSUB 2190
02080 C$="MATTAWAN, MI. 49071":GOSUB 2190
02081 C$="PAW PAW, MI. 49079":GOSUB 2190
02082 C$="PLAINWELL, MI. 49080":GOSUB 2190
02083 C$="OSHTEMO, MI. 49077":GOSUB 2190
02084 C$="PORTAGE, MI. 49081":GOSUB 2190
02086 C$="RICHLAND, MI. 49083":GOSUB 2190
02087 C$="SCOTTS, MI. 49088":GOSUB 2190
02090 C$="THREE RIVERS, MI. 49093":GOSUB 2190
02091 C$="STURGIS, MI. 49091":GOSUB 2190
02092 C$="VICKSBURG, MI. 49097":GOSUB 2190
02094 C$="LANSING, MI. 48912":GOSUB 2190
02095 C$="EDWARDSBURG, MI. 49112":GOSUB 2190
02096 C$="GRANDVILLE, MI. 49418":GOSUB 2190
02098 C$="OTSEGO, MI. 49078":GOSUB 2190
02100 C$="PALMETTO, FL. 33561":GOSUB 2190
02185 C$="NO ZIP STORED FOR #":GOSUB 2190
02190 IF VAL(RIGHT$(C$,3))=Z THEN 125:REM EXIT LOOP & DRECT TO MA
IN PROGRAM
02200 RETURN
06000 REM
06005 DATA "K80QB","AL","NELSON","7276 GARLAND",8,"382-3076"
06010 DATA "K8EMT","JIM","KIRKLIN","657 HAMILTON",71,"668-3108"
06015 DATA "W8KJ","KEVIN","MARTIN","322 N FAIRVIEW",912,"487-6798
"
06020 DATA "WD8NLJ","STEVE","ZINGMAN","","99,"," "
06025 DATA "WA8MFG","FRED","KAYS","5137 EVANS",1,"344-9480"
06030 DATA "KBDFI","WARD","DEAN","922 ALLEGAN ST. BOX 182",70,"67
2-5313"
06035 DATA "W8CX","DICK","BOLL","R #3",10,"673-6170"
06040 DATA "WA8TAN","JIM","BURROUGH","134 MARIETTE ST",80,"685-60
90"
06045 DATA "W8PPV","RALPH","HAYWARD","4400 PENINSULAR DR",97,"649
-1126"
06050 DATA "W8TZA","BILL","KIRKS","RR #1 BOX 274",12,"731-4361"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/MILLER < CONT'D >

```
06055 DATA "WA8ZXZ","ARCHIE","MC CLURKEN","3471 S WILSON",418,"53  
4-5009"  
06060 DATA "W8NZQ","GRANT","WILCOX","10134 TERRY LANE",2,"323-014  
0"  
10000 DATA " ",",",",",",",",99," "  
10001 DATA " ",",",",",",",",99," "  
10002 DATA "END","END","END","END",0,"END"
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TYPESETTER/ENNS

```
1 REM TYPESETTER...ROBERT ENNS...HUG P/N 885-1040
2 REM
3 REM THIS PROGRAM JUSTIFIES LINES OF ANY PRACTICAL LENGTH IT PAYS
4 REM BASIC TO DO THIS
5 REM THE PROGRAM ALSO PAUSES AFTER FINAL COPY. THIS ALLOWS YOU TO TAKE
6 REM THE PAPER OUT OF THE PRINTER WITHOUT ANY EXTRANEOUS TYPE SUCH AS "STOP"
7 REM IN ORDER TO EFFECT A "PAUSE" IN BASIC THE PROGRAM PATCHES A BLANK
8 REM IN PLACE OF THE "?" WHICH BASIC USES IN ITS INPUT STATEMENT SINCE
9 REM THE DUMMY INPUT STATEMENT IN LINE 411. THIS DOES MEAN, HOWEVER, THAT
10 REM YOU MUST INPUT A CHARACTER BEFORE HITTING CR AFTER REMOVING THE COPY.
11 REM THE PROGRAM DOES NOT ATTEMPT TO JUSTIFY A LINE LESS THAN 6% OF
12 REM THE SELECTED LENGTH. YOU CAN FORCE IT TO JUSTIFY A SHORT LINE
13 REM BY SPACING CLOSE TO THE END OF THE LINE. YOU CAN FORCE NO JUSTIFICATION
14 REM BY ENDING A LINE WITH "\".
15 REM
16 REM
17 DIM A$(60)\F=1
18 POKE2866,255
19 PRINT 'LINE LENGTH'\INPUT L
20 PRINT 'TYPE *** WHEN DONE'
21 PRINT 'TYPE UP TO...'
22 GOSUB 430
23 FOR I=1 TO 1000
24 PRINT ITAB(5)\'
25 INPUT A$(I)
26 X=X+1\Q=Q+1
27 IF A$(I)='***' THEN 490
28 A$(I)=A$(I)& '
29 IF Q>>7 THEN 250
30 PRINT CHR$(7)\
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TYPESETTER/ENNS < CONT'D >

```
242 GOSUB 430
245 Q=0
250 NEXT I
255 GO TO 500
270 PRINT 'LINE UPPAPER 1 LINE BACK & HIT CR'
280 PRINT 'WHEN DONE, REMOVE COPY & HIT ANY KEY THEN HIT CR'+'\INPU
T D$
285 PRINT
290 FOR J=1 TO N
291 M=0\T$=A$(J)\Z=LEN(T$)
300 IF SEG$(T$,Z-1,Z-1)<>'\' THEN 310
305 PRINT SEG$(T$,A,Z-2)\GO TO 410
310 IF Z>=L/1.5 THEN 314
312 PRINT SEG$(T$,1,Z-1)\GO TO 410
314 IF SEG$(T$,Z-1,Z-1)<>'' THEN 316
315 T$=SEG$(T$,1,Z-1)\Z=Z-1\GO TO 314
316 IF Z>=L+1 THEN 400
317 IF F=1 THEN 319
318 F=1\GO TO 320
319 F=Z/2
320 I=F\K=0\B=Z
321 IF I<>1 THEN 327 \B=Z/2
322 IF SEG$(T$,I,I)<>'' THEN 327
323 I=I+1\IF I<Z THEN 322
324 GO TO 400
327 IF SEG$(T$,I,I)<>'' THEN 390
328 T$=SEG$(T$,1,I)&''&SEG$(T$,I+1,Z)
330 K=K+1\Z=Z+1\IF Z=L+1 THEN 400
334 I=I+1
390 I=I+1\IF I<=B THEN 327
392 IF Z>=L+1 THEN 400
393 M=M+1\IF K<>0 THEN 317
394 IF M<3 THEN 317
400 PRINT T$
410 NEXT J
411 PRINT \POKE3090,32\INPUT D$
412 POKE3090,63\PRINT 'AGAIN'+'\INPUT Z$
414 IF SEG$(Z$,1,1)='Y' THEN 270
420 STOP
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: TYPESETTER/ENNS < CONT'D >

```
430 FOR K=1 TO L+5\PRINT CHR$(32)\NEXT K\PRINT CHR$(124)CHR$(8)CHR$(3)
440 RETURN
490 N=X-1
500 PRINT
510 FOR I=1 TO N\PRINT ITAB(6)A$(I)\NEXT I
540 PRINT \PRINT 'ANY ERRORS'\INPUT Z$
550 IF SEG$(Z$,1,1)='Y' THEN 600 \GO TO 270
600 PRINT 'RETYPE LINE #'\\INPUT I
655 PRINT ITAB(5)\INPUT A$(I)\A$(I)=A$(I)//
660 PRINT 'ANY OTHERS'\INPUT Z$\GO TO 550
```

TIME KEEPER
SET UP CLOCK UIVEC

HEATH ASM #1
Page 1

* *****
* "TIME KEEPER" IS A SERIES OF
* SUBROUTINES THAT MAY BE USED AS A
* UNIT OR SEPARATED FOR SPECIALIZED
* APPLICATIONS. RESTRICTIONS TO USE OF
* INDIVIDUAL ROUTINES ARE IDENTIFIED
* IN THE REMARKS PRECEEDING EACH ROUTINE.
* COPYRIGHT - LEIF R. DUNN
* 16 APR 78 - PSC BOX 2621
* - APO NEW YORK 09238
* *****

* **** CONSOLE DRIVER - HEATH/WINTEK

040.100		ORG	040100A
000.007		BELL	EQU 007Q
040.037		.UIVEC	EQU 040037A
111.111		START	EQU 111111A
122.222		RESTART	EQU 122222A
000.100		UMI.1B	EQU 01000000B
000.200		UMI.HB	EQU 10000000B
000.300		UMI.2B	EQU 11000000B
000.040		UMI.PE	EQU 00100000B
000.020		UMI.PA	EQU 00010000B
000.000		UMI.L5	EQU 00000000B
000.004		UMI.L6	EQU 00000100B
000.010		UMI.L7	EQU 00001000B
000.014		UMI.L8	EQU 00001100B
000.001		UMI.1X	EQU 00000001B
000.002		UMI.16X	EQU 00000010B
000.003		UMI.64X	EQU 00000011B
000.100		UCI.IR	EQU 01000000B
000.040		UCI.R0	EQU 00100000B
000.020		UCI.ER	EQU 00010000B
000.004		UCI.RE	EQU 00000100B
000.002		UCI.IE	EQU 00000010B
000.001		UCI.TE	EQU 00000001B
000.040		USR.FE	EQU 00100000B
000.020		USR.OE	EQU 00010000B
000.010		USR.PE	EQU 00001000B
000.004		USR.TXE	EQU 00000100B
000.002		USR.RXR	EQU 00000010B
000.001		USR.TXR	EQU 00000001B
000.372		IP.CDP	EQU 372Q
000.372		OP.CDP	EQU 372Q
000.373		IP.CIS	EQU 373Q
000.373		OP.CIS	EQU 373Q
000.373		IP.COS	EQU 373Q
000.373		OP.COS	EQU 373Q
000.370		IP.TDP	EQU 370Q
000.370		OP.TDP	EQU 370Q
000.371		IP.TSP	EQU 371Q
000.371		OP.TSP	EQU 371Q
000.001		CC.HLD	EQU 01
000.002		CC.DMP	EQU 02
000.010		CC.CTLA	EQU 010Q
000.020		CC.CTLB	EQU 020Q
000.040		CC.CTLC	EQU 040Q
000.100		CC.CTLD	EQU 100Q
		**	PROGRAM ENTRY POINTS
040.100	303 100 040	ENTRY	JMP ENTRY
040.103	303 222 122		JMP RESTART
		*	PORT ROUTINES
040.106	333 372	\$CDIN	IN IP.CDP
040.110	311	\$RET	RET
040.111	323 372	\$CDOUT	OUT OP.CDP

TIME KEEPER
CONSOLE DRIVER

HEATH ASM #104.01.
Page 3

040.113	311			RET	
040.114	333	373	\$CISI	IN	IP.CIS
040.116	311			RET	
040.117	323	373	\$CISO	OUT	OP.CIS
040.121	311			RET	
040.122	333	373	\$COSI	IN	IP.COS
040.124	311			RET	
040.125	323	373	\$COSO	OUT	OP.COS
040.127	311			RET	
040.130	333	370	\$TDIN	IN	IP.TDP
040.132	311			RET	
040.133	323	370	\$TDOUT	OUT	OP.TDF
040.135	311			RET	
040.136	333	371	\$TSIN	IN	IP.TSP
040.140	311			RET	
040.141	323	371	\$TSOUT	OUT	OP.TSP
040.143	311			RET	
		*		REMOTE ENTRY POINTS	
040.144	303	255	040	JMP	\$RCHAR.
040.147	303	332	040	JMP	\$WCHAR.
040.152	303	367	040	JMP	\$PRSCL.
		*		DATA AND BUFFERS	
040.155	000		\$INBUF	DB	0
040.156				DS	30
000.035			\$INBUFL	EQU	*-\$INBUF-2
040.214	000	377	000	\$CSIB	DB
					00Q,377Q,000Q
040.217	001	167	210		DB
					01Q,167Q,210Q
040.222	002	157	220		DB
					02Q,157Q,220Q
040.225	003	137	240		DB
					03Q,137Q,240Q
040.230	004	077	300		DB
					04Q,077Q,300Q
040.233	017	177	002		DB
					17Q,177Q,002Q
040.236	020	175	000		DB
					20Q,175Q,000Q
040.241	021	176	000		DB
					21Q,176Q,000Q
040.244	023	176	001		DB
					23Q,176Q,001Q
040.247	177				177Q
040.250	203	042	\$CSIC	DW	ENTER CONTROL ENTRY POINT
040.252	000		\$CSLCTL	DB	0
040.253	000		COLNO	DB	0
040.254	120		\$CSLLEN	DB	80
040.255	345		\$RCHAR.	PUSH	H
040.256	041	155	040	LXI	H,\$INBUF
040.261	176		\$RCHAR1	MOV	A,M (A) = COUNTER
040.262	247			ANA	A
040.263	312	261	040	JZ	\$RCHAR1
040.266	363			DI	
040.267	325			PUSH	D
040.270	065			DCR	M
040.271	126			MOV	D,M
040.272	043			INX	H
040.273	176			MOV	A,M
040.274	376	173		CPI	173Q
040.276	322	310	040	JNC	\$RC1.5
040.301	376	141		CPI	141Q

040.303	332 310 040	JC	\$RC1.5
040.306	326 040	SUI	40Q
040.307		\$RCHARA	EQU *-1
040.310	365	\$RC1.5	PUSH PSW
040.311	025	\$RCHAR2	DCR D
040.312	372 325 040	JM	\$RCHAR3
040.315	043	INX	H
040.316	176	MOV	A,M
040.317	053	DCX	H
040.320	167	MOV	M,A
040.321	043	INX	H
040.322	303 311 040	JMP	\$RCHAR2
040.325	373	\$RCHAR3	EI
040.326	361	POP	PSW
040.327	321	POP	D
040.330	341	POP	H
040.331	311	RET	
040.332	365	\$WCHAR.	PUSH PSW
040.333	072 252 040	\$WCHAR1	LDA \$CSLCTL
000.000		ERRNZ	CC.HLD-1
040.336	037	RAR	
040.337	332 333 040	JC	\$WCHAR1
040.342	037	RAR	
000.000		ERRNZ	CC.DMP-2
040.343	322 354 040	JNC	\$WCHAR2
040.346	361	POP	PSW
040.347	311	RET	
040.350	065	*CSI2	DCR M
040.351	076 007	MVI	A,BELL
040.353	365	PUSH	PSW
040.354	315 122 040	\$WCHAR2	CALL \$COSI
000.000		ERRNZ	USR.TXR-1
040.357	037	RAR	
040.360	322 354 040	JNC	\$WCHAR2
040.363	361	POP	PSW
040.364	303 111 040	JMP	\$CDOUT
040.367	076 201	\$PRSCL.	MVI A,201Q
040.371	315 117 040	CALL	\$CISO
040.374	315 141 040	CALL	\$TSOUT
040.377	076 100	MVI	A,UCI.IR
041.001	315 117 040	CALL	\$CISO
041.004	315 141 040	CALL	\$TSOUT
041.007	076 116	MVI	A,UMI.1B+UMI.L8+UMI.16X
041.011	315 117 040	CALL	\$CISO
041.014	315 141 040	CALL	\$TSOUT
041.017	257	XRA	A
041.020	062 155 040	STA	\$INBUF
041.023	076 303	MVI	A,303Q
041.025	062 045 040	STA	.UIVEC+6
041.030	041 043 041	LXI	H,\$CSINT
041.033	042 046 040	SHLD	.UIVEC+7
041.036	076 027	MVI	A,UCI.ER+UCI.RE+UCI.IE+UCI.TE
041.040	303 117 040	JMP	\$CISO

* CONSOLE INTERRUPT PROCESSOR

041.043	345	\$CSINT	PUSH	H
041.044	365		PUSH	PSW
041.045	315	114 040	CALL	\$CISI
041.050	346	002	ANI	USR.RXR
041.052	304	061 041	CNZ	\$CSI1
041.055	361		POP	PSW
041.056	341		POP	H
041.057	373		EI	
041.060	311		RET	
041.061	041	155 040	LXI	H,\$INBUF
041.064	076	035	MVI	A,\$INBUFL
041.066	276		CMP	M
041.067	334	350 040	CC	\$CSI2
041.072	064		INR	M
041.073	176		MOV	A,M
041.074	205		ADD	L
041.075	157		MOV	L,A
041.076	315	106 040	CALL	\$CDIN
041.101	346	177	ANI	177Q
041.103	167		MOV	M,A
041.104	376	040	CPI	040Q
041.106	320		RNC	
041.107	056	212	MVI	L,\$\$CSIB-2
041.111	043		INX	H
041.112	043		INX	H
041.113	276		CMP	M
041.114	330		RC	
041.115	043		INX	H
041.116	302	111 041	JNE	\$CSI5
041.121	072	252 040	LDA	\$CSLCTL
041.124	246		ANA	M
041.125	043		INX	H
041.126	256		XRA	M
041.127	062	252 040	STA	\$CSLCTL
041.132	365		PUSH	PSW
041.133	056	155	MVI	L,\$INBUF
041.135	065		DCR	M
041.136	361		POP	PSW
041.137	360		RP	
041.140	052	250 040	LHLD	\$CSIC
041.143	351		PCHL	

* ***** TIME KEEPER ROUTINE *****
 * ASSUMES PAM-8 IS SET UP TO ACCEPT
 * USER INTERRUPT PROCESSING OF
 * LEVEL 1 INTERRUPTS. ASSUMES INT-1
 * RATE OF 500 PER SECOND OR 2 MS
 * BETWEEN STROKES.

041.144	365	TIMEK	PUSH	PSW	SAVE
041.145	305		PUSH	B	ALL USED
041.146	345		PUSH	H	REGISTERS
041.147	363		DI		STOP INTERRUPTS
041.150	052	310 041	LHLD	INTNO	POINT TO STROKE COUNT
041.153	053		DCX	H	HACK IT ONCE
041.154	174		MOV	A,H	SET
041.155	265		ORA	L	FLAGS
041.156	312	200 041	JZ	UPDATE	IF READY, COUNT
041.161	042	310 041	SHLD	INTNO	NO, CLEAN UP
041.164	341	POP	POP	H	REGISTERS AND
041.165	301		POP	B	EXIT
041.166	361		POP	PSW	TIMED IF SELECTED
041.167	072	010 040	LDA	MFLAG	GET USER OPTION
041.172	037		RAR		CHECK FOR
041.173	037		RAR		LED DISPLAY
041.174	334	365 041	CC	TIMED	OPTION
041.177	311		RET		
041.200	041	364 001	UPDATE	LXI	SET STROKE COUNT
041.203	042	310 041		SHLD	IN COUNT WORD
041.206	041	313 041		LXI	POINT TO SECONDS
041.211	076	001		MVI	INCREMENT TIME
041.213	206			ADD	M * *
041.214	376	012		CPI	A < 10 ?
041.216	332	304 041		JC	NO, EXIT
041.221	315	337 041		CALL	A.GR9 YES, BUMP TENS
041.224	376	006		CPI	6D 10'S > 6 ?
041.226	332	304 041		JC	NO, EXIT
041.231	315	326 041		CALL	A.GR6 YES, BUMP MINUTES
041.234	376	012		CPI	10D MINUTES > 9 ?
041.236	332	304 041		JC	NO, EXIT
041.241	315	337 041		CALL	A.GR9 YES, BUMP 10'S
041.244	376	006		CPI	6D 10'S > 6 ?
041.246	332	304 041		JC	NO, EXIT
041.251	315	326 041		CALL	A.GR6 YES, BUMP HOURS
041.254	376	004		CPI	4D HOURS > 4 ?
041.256	332	304 041		JC	NO, EXIT
041.261	167		MOV	M,A	YES, SAVE HOURS
041.262	053		DCX	H	AND GET
041.263	176		MOV	A,M	TENS OF HOURS
041.264	376	002	CPI	2D	HOURS > 20 ?
041.266	322	346 041	JNC	CLRTIM	YES, TIME = ZERO
041.271	167		MOV	M,A	NO, RESTORE
041.272	043		INX	H	ORIGINAL HOURS
041.273	176		MOV	A,M	COUNT
041.274	376	012	CPI	10D	HOURS > 9 ?
041.276	332	304 041	JC	MOV	NO, EXIT

TIME KEEPER
INTERRUPT PROCESSOR

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041.301	315 337 041	*	CALL	A.GR9	YES, BUMP 10'S
041.304	167	MOV	JMP	MOV	AND EXIT
041.305	303 164 041		MOV	M,A	SAVE TIME DIGIT
		*	JMP	POP	AND EXIT
		***	DATA	***	***
041.310	364 001	INTNO	DW	500D	STROKE COUNT
041.312	000 000	TIMES	DW	0	SECONDS
041.314	000 000	TIMEM	DW	0	MINUTES
041.316	000 000	TIMEH	DW	0	HOURS
041.320	311 041	TIMET	DW	TIMES-1	ADDRESS TABLE
041.322	313 041		DW	TIMEM-1	
041.324	315 041		DW	TIMEH-1	
040.010		.MFLAG	EQU	040010A	PAM-8 USER OPTION FLAG

		*	***** TIME KEEPER ROUTINES *****
		*	THESE ROUTINES ARE USED TO RECTIFY
		*	DECIMAL TIME (SECONDS) INTO NORMAL
		*	CLOCK TIME. I.E. HOURS, MINUTES AND
		*	SECONDS.
		*	ROUTINE "CLRTIM" IS USED TO ZERO OUT
		*	THE CURRENT TIME. THIS OCCURS AT
		*	23:59:59 AND MAY BE PATCHED TO 11:59:59
041.326	257	A.GR6	XRA A OLD TIME = 0
041.327	167		MOV M,A SAVE IT
041.330	043		INX H BUMP POINTER
041.331	043		INX H UP TO NEXT
041.332	043		INX H UNIT OF TIME
041.333	076 001		MVI A,1D AND INCREMENT
041.335	206		ADD M IT AND
041.336	311		RET EXIT.
041.337	257	A.GR9	XRA A OLD TIME = 0
041.340	167		MOV M,A SAVE IT
041.341	053		DCX H POINT TO 10'S
041.342	076 001		MVI A,1D DIVISION AND
041.344	206		ADD M INCREMENT IT
041.345	311		RET AND EXIT
041.346	041 312 041 CLRTIM		LXI H,TIMES POINT TO TIME
041.351	006 006		MVI B,6 SET LENGTH OF FIELD
041.353	257		XRA A CLEAR REGA
041.354	167	CLR	MOV M,A STORE 0
041.355	043		INX H BUMP POINT
041.356	005		DCR B DECREMENT COUNT
041.357	302 354 041		JNZ CLR NOT ZERO, DO AGAIN
041.362	303 164 041		JMP POP AND/OR EXIT

		* *****	FRONT PANEL LED DRIVER	*****	
		*	ASSUMES TIME IS STORED IN SOME		
		*	RAM IN FORMAT SSMMHH. DISPLAYS		
		*	HOURS - MINUTES - SECONDS ON		
		*	ADDRESS/DATA LEDs.		
041.365	363	TIMED	DI	STOP EVERYTHING	
041.366	305		PUSH	B	
041.367	325		PUSH	D	AND SAVE
041.370	345		PUSH	H	ALL
041.371	365		PUSH	PSW	REGISTERS
041.372	021 023 040		LXI	D,DLEDS	POINT TO SECONDS
041.375	041 313 041		LXI	H,TIMES+1	DITTO
042.000	016 003		MVI	C,3	SET LOOP
042.002	006 002	MOV B	MVI	B,2	COUNTERS
042.004	176	MOVD	MOV	A,M	GET BYTE
042.005	325		PUSH	D	SAVE POINTERS
042.006	345		PUSH	H	
042.007	041 356 003		LXI	H,DODA	POINT TO SEGMENT TABLE
042.012	021 000 000		LXI	D,O	
042.015	137		MOV	E,A	INSERT INDEX DIGIT
042.016	031		DAD	D	POINT TO SEGMENT CODE
042.017	176		MOV	A,M	LOAD IT
042.020	366 200		ORI	200Q	TURN OFF DECIMAL
042.022	341		POP	H	RESTORE POINTERS
042.023	321		POP	D	
042.024	022		STAX	D	STORE DIGIT IN DLEDS
042.025	053		DCX	H	BUMP POINTERS
042.026	033		DCX	D	DOWN TO NEXT
042.027	005		DCR	B	DIGIT
042.030	302 004 042		JNZ	MOVD	AND LOOP
042.033	076 377		MVI	A,377Q	BLANK DIGIT BETWEEN
042.035	022		STAX	D	UNITS
042.036	033		DCX	D	BUMP LED POINTER
042.037	043		INX	H	BUMP RAM POINTER
042.040	043		INX	H	* TO
042.041	043		INX	H	* NEXT
042.042	043		INX	H	* UNIT
042.043	015		DCR	C	BUMP LOOPER
042.044	302 002 042		JNZ	MOV B	AND LOOP
042.047	361		POP	PSW	RESTORE
042.050	341		POP	H	ALL
042.051	321		POP	D	REGISTERS
042.052	301		POP	B	
042.053	373		EI		AND REOPEN TIMER
042.054	311		RET		EXIT
		* ****	DATA	*****	
040.023		DLEDS	EQU	040023A	PAM-8 DATA LEDS LSD
003.356		DODA	EQU	003356A	PAM-8 SEGMENT TABLE

TIME KEEPER
TIMED MOVER

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* ***** MOVE TIME TO NEW LOCATION *****
* MOVES SSMMHH TIME TO "DE" POINTED
* LOCATION IN FORMAT HH MM SS.

042.055	016	003	TIMEDE	MVI	C,3	SET LOOP
042.057	006	002		MOVBI	B,2	COUNTERS
042.061	176			MOVDI	A,M	GET BYTE
042.062	306	060		ADI	060Q	MAKE IT ASCII
042.064	022			STAX	D	SAVE IT
042.065	053			DCX	H	BUMP POINTER
042.066	033			DCX	D	DITTO
042.067	005			DCR	B	BUMP LOOPER
042.070	302	061	042	JNZ	MOVDI	AND LOOP
042.073	076	040		MVI	A,040Q	SET SPACE
042.075	022			STAX	D	AND STORE IT
042.076	033			DCX	D	BUMP LOOPER
042.077	043			INX	H	* AND POINT
042.100	043			INX	H	* TO
042.101	043			INX	H	* NEXT
042.102	043			INX	H	* UNIT OF TIME
042.103	015			DCR	C	BUMP LOOPER
042.104	302	057	042	JNZ	MOVBI	AND LOOP
042.107	311			RET		OR EXIT

```

* ***** SUBROUTINE TO GET NEW TIME *****
* DISPLAYS CUE MESSAGE 'ENTER TIME'
* AND EXPECTS AN ENRTY IN THE FORM
* HH:MM:SS
* NON-NUMBERS ARE REJECTED AND A COLON
* CAUSES THE ROUTINE TO SHIFT TO THE NEXT
* LOWER UNIT. EXIT IS WITH A 'CR'.
042.110 021 006 000 TIMEN LXI D,6 SET INDEX
042.113 373 EI ENABLE FOR CONSOLE
042.114 315 144 040 TIMEG CALL $RCHAR GET TIME
042.117 315 147 040 CALL $WCHAR ECHO IT
042.122 376 015 CPI 015Q IS IT A 'CR' ?
042.124 312 175 042 JZ EXIT YES, EXIT
042.127 376 072 CPI ':' IS IT A COLON ?
042.131 312 166 042 JZ NEXTT YES, CHANGE UNITS
042.134 376 072 CPI 072Q IS IT REALLY
042.136 322 114 042 JNC TIMEG A NUMBER ?
042.141 376 060 CPI 060Q IF NOT, REJECT
042.143 332 114 042 JC TIMEG IT AND GET AGAIN
042.146 346 017 ANI 017Q STRIP ASCII
042.150 052 320 041 LHLD TIMET GET TABLE ADDRESS
042.153 031 DAD D POINT TO CORRECT UNIT
042.154 365 PUSH PSW SAVE ENTRY
042.155 176 MOV A,M SHIFT LSD TO MSD
042.156 053 DCX H BUMP POINT
042.157 167 MOV M,A SAVE IT
042.160 043 INX H RESTORE POINT
042.161 361 POP PSW RESTORE DIGIT
042.162 167 MOV M,A SAVE IT
042.163 303 114 042 JMP TIMEG AND GET NEXT
042.166 033 NEXTT DCX D BUMP DOWN
042.167 033 DCX D DOWN TO
042.170 172 MOV A,D NEXT AND
042.171 263 ORA E SET FLAGS
042.172 302 114 042 JNZ TIMEG IF HOURS,
042.175 041 360 042 EXIT LXI H,CRLF RETURN
042.200 303 363 042 JMP LINOUT

```

TIME KEEPER
CONTROL CHARACTER ROUTINE

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			* ***** CONSOLE DRIVER EXITS HERE ON CTL A-D
			* CTL-A ENTERS CONSOLE TIME SET ROUTINE
			* CTL-B DISPLAYS TIME ON CONSOLE
			* CTL-C CANCELS LED TIME DISPLAY MODE
			* CTL-D INITIATES LED TIME DISPLAY MODE
042.203	365	ENTER	PUSH PSW SAVE CHAR
042.204	257		XRA A CLEAR REGA
042.205	062 252 040		STA \$CSLCTL CLEAR CONTROL BITS
042.210	361		POP PSW RESTORE CHAR
042.211	376 210		CPI 210Q CTL-A ?
042.213	312 307 042		JZ CTLA NO, CHECK B
042.216	376 220		CPI 220Q CTL-B ?
042.220	312 257 042		JZ CTLB NO, CHECK C
042.223	376 240		CPI 240Q CTL-C ?
042.225	312 245 042		JZ CTLC NO,CHECK D
042.230	376 300		CPI 300Q CTL-D ?
042.232	373		EI ENABLE
042.233	300		RNZ EXIT IF NONE
042.234	072 010 040 CTL0		LDA .MFLAG GET USER CONTROL
042.237	366 002		ORI 002Q TURN OFF LED UPDATE
042.241	062 010 040		STA .MFLAG STORE IT
042.244	311		RET AND EXIT
042.245	072 010 040 CTLC		LDA .MFLAG GET CONTROL BYTE
042.250	346 375		ANI 375Q TURN ON UPDATE
042.252	062 010 040		STA .MFLAG STORE IT
042.255	373		EI ENABLE
042.256	311		RET AND EXIT
042.257	041 313 041 CTLB		LXI H,TIMES+1 POINT TO SECONDS
042.262	021 340 042		LXI D,TBUF+7 POINT TO BUFFER
042.265	315 055 042		CALL TIMEDE GET TIME
042.270	373		EI ENABLE COUNTER
042.271	076 072		MVI A,':' LOAD A COLON
042.273	062 333 042		STA TBUF+2 EDIT TIME FORMAT
042.276	062 336 042		STA TBUF+5
042.301	041 321 042		LXI H,MESS1 POINT TO TIME MESSAGE
042.304	303 363 042		JMP LINOUT AND DISPLAY
042.307	041 344 042 CTLA		LXI H,MESS2 POINT TO ENTER MESSAGE
042.312	373		EI ENABLE COUNTER
042.313	315 363 042		CALL LINOUT DISPLAY TIME
042.316	303 110 042		JMP TIMEN AND ENTER TIME
		* ****	*****
042.321	124 111 115 MESS1		DB 'TIME IS '
042.331		TBUF	DS 8
042.341	012 015 176		DB 012Q,015Q,176Q
042.344	105 116 124 MESS2		DB 'ENTER TIME ',176Q
042.360	015 012 176 CRLF		DB 015Q,012Q,176Q

TIME KEEPER
CONSOLE MESSAGE WRITER

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		* *****	DISPLAYS LINE ON CONSOLE	*****	
		*	ANY CHARACTERS OK.		
		*	ENTRY -- HL=LEFT END OF MESSAGE		
		*	LAST BYTE = 176		
		*	USES HL,AF AND CONSOLE DRIVER		
042.363	176	LINOUT	MOV	A,M	GET BYTE
042.364	376	176	CPI	A,END	IS IT A 176Q ?
042.366	310		RZ		YES, EXIT
042.367	315	147 040	CALL	\$WCHAR	DISPLAY IT
042.372	043		INX	H	POINT BUMP
042.373	303	363 042	JMP	LINOUT	AND GET NEXT
		* ****	DATA	***	
000.176		A,END	EQU	176Q	TERMINATOR CHARACTER

TIME KEEPER
SET UP CLOCK UIVVEC

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* **** ROUTINE TO SET LEVEL 1 INTERRUPT
* VECTOR FOR TIME KEEPER.
* ANY SYSTEM THAT USES TIME KEEPER
* MUST ESTABLISH THIS VECTOR TO ALLOW
* PAM-8 TO EXIT TO THIS TIME KEEPING
* ROUTINE.

042.376	076 303	SETUP:	MVI	A,303Q	SET JUMP
043.000	041 144 041		LXI	H,TIMEK	TO KEEPER IN UIVVEC
043.003	062 037 040		STA	UIVEC	ARM UIVVEC LEVEL 1
043.006	042 040 040		SHLD	UIVEC+1	DITTO
043.011	315 152 040		CALL	\$PRSCL	ARM CONSOLE
043.014	072 010 040		LDA	.MFLAG	GET USER OPTION BYTE
043.017	366 001		ORI	001Q	SET USER CLOCK OPTION
043.021	062 010 040		STA	.MFLAG	ARM CLOCK PROCESSING
043.024	303 024 043	LOOP	JMP	LOOP	AND IDLE FOR INTERRUPTS
043.027	166		HLT		
		*	**** DATA ****		
040.037		UIVEC	EQU	040037A	PAM-8 LEVEL 1 EXIT
043.030	000		END	SETUP	

00512 Statements Assembled
19616 Bytes Free
No Errors Detected

* BY ROBERT HINKLEY 350 W. 55 ST. NEW YORK CITY 10019
 *
 * this Program tracks the time of two players in chess or other games. the elapsed
 * time of the white Player is shown in the left 3 LED's and of the black Player in the
 * right 3. the move number is shown in the middle 3 LED's. a decimal point on his side
 * indicates it is a Player's turn. a blinks in decimal point indicates that the Player's
 * clock is running.

* the Program uses 3 of the keys on the front panel Keypad. the 'IN' key commences
 * timing and resumes it after a time out. the 'OUT' key stops both Players' clocks.
 * the 'ALTER' key stops the current Player's clock and starts his opponent's.
 * starting the Program at HARD.ST zeroes both clocks and sets the move number to 1.
 * alternatively clock and move number values may be preset manually using PAMB and the
 * Program started at SOFT.ST.

* front panel and PAMB definitions
 5
 000.360 EQU 360Q keyPad Port no.
 000.053 EQU 000053A routine that delays 2 ms times value of A register
 002.140 EQU 002140A routine to sound horn
 040.010 EQU 040010A location of user option flags
 040.013 EQU 040013A location of first of the 9 bytes which PAMB will display
 040.033 EQU 040033A two byte tic counter. PAMB increments this once each 2 ms
 000.002 EQU 00000010B flag put into .MFLAG to disable PAMB's normal updating

* codes of front panel keys used by program
 000.364 IN.KEY EQU 11110100B time in (5 key)
 000.362 OUT.KEY EQU 11110010B time out (6 key)
 000.117 ALTER.K EQU 01001111B alter player (/ key)

040.100 ORG 040100A
 040.100 JMP HARD.ST
 040.103 JMP SOFT.ST

* hard start. initial es values.
 040.106 041 054 041 HARD.ST LXI L WH.TIME
 040.111 006 016 MVI B,PLAYER-WH.TIME+1 will zero 14 bytes
 040.113 066 000 HARD.1 MVI H,0 H
 040.115 043 INX B
 040.116 005 DCR B
 040.117 302 113 040 JNZ HARD.1
 040.122 056 063 MVI L,*MOV.NO+2 H
 040.124 064 INR

```

040.256 052 033 040 COUNT.4    LHLD    TICCNT
040.261 001 006 377    LXI    B,-250
040.264 011          DAD
040.265 322 167 040    JNC    COUNT.1
040.270 042 033 040    SHLD   TICCNT
                                         1/2 second not up
                                         starting point for next 1/2 second interval.
                                         correct timing regardless of delay when alter key pressed.

*                                         *                                         *

040.273 041 072 041    LXI    H,DP,VAL
040.276 176          MOV    A,M
040.277 306 200      ADI    128
                                         toggle DP,VAL
                                         "return" address

040.301 167          MOV    M,A
040.302 001 164 040    LXI    B,COUNT
040.305 305          PUSH   B
040.306 310          RZ     B
                                         go to COUNT for 2nd 1/2 second if decimal point off
                                         *
                                         one second has elapsed. now the time of the appropriate player is incremented.

5 - 040.307 053          DCX    H
040.310 246          ANA    H
040.311 053          DCX    H
040.312 302 317 040    JNZ    COUNT.5
040.315 056 060      MVI    L,*WH,SECS+1
040.317 315 330 040    COUNT.5
                                         INCRMT
                                         INCRMT
                                         DB    10    seconds
                                         DB    6     tens of seconds
                                         DB    10    minutes
                                         DB    6     tens of minutes
                                         DB    10    hours
                                         DB    0     end of table marker
                                         *
                                         *
                                         *
                                         the INCRMT routine is called to increment either WH,SECS & WH,TIME
                                         or MOV.NO or BL,SECS & BL,TIME. it uses a table following the CALL
                                         to determine when an incrementation should result in a carry to the
                                         next higher digit.
                                         *
                                         *
                                         *
                                         .040.330 321          INCRMT    POP    D
                                         .040.331 032          INCR.1    LIAX   D
                                         040.332 247          ANA    A
                                         040.333 310          RZ     H
                                         040.334 064          INR    H
                                         040.335 226          SUB    H
                                         040.336 300          RNZ    H
                                         040.337 167          MOV    M,A
                                         040.340 053          DCX    H
                                         040.341 023          INX    D
                                         040.342 303 331 040    JMP    INCR.1
                                         *
                                         *
                                         *
                                         the UPDATE routine translates the values in WH,TIME, MOV.NO, & BL,TIME into

```

*	soft start.	values must be preset in the bytes WH.TIME thru PLAYER.
040.125	076 002	SOFT.ST
040.127	062 010 040	MVI STA CALL LXI MVI CALL
040.132	315 034 041	SOFT.1
040.135	041 072 041	BIP H,DP,VAL H,128 UFDATE
040.140	066 200	turn decimal point on display original settings
040.142	315 345 040	
040.145	333 360	SOFT.2
040.147	336 364	IN SRI JNZ MVI STAX INX STAX CALL
040.151	302 145 040	IP.PAD IN.KEY SOFT.2 E,TICCN
040.154	036 033	D D D BIP
040.156	022	
040.157	023	
040.160	022	set counter = 0
040.161	315 034 041	
		* will now go twice thru 1/2 second timing loop
040.164	315 345 040	COUNT.1
040.167	333 360	CALL IN CPI JZ
040.171	376 362	UPDATE IP.PAD OUT.KEY SOFT.1
040.173	312 132 040	time out
040.176	376 117	ALTER.K COUNT.4
040.200	302 256 040	no alter player
040.203	315 034 041	BIP H,PLAYER A,M
040.206	041 071 041	ADI 128
040.211	176	M,A B,COUNT.2
040.212	306 200	PUSH B
040.214	167	new player is black, go to COUNT.2
040.215	001 233 040	L,MDV.NO+2 INCRNT
040.220	305	increment MDV.NO since new player is white
040.221	300	10 units
040.222	056 063	10 tens
040.224	315 330 040	10 hundreds
		0 end of table marker
040.227	012	UPDATE A,500/2
040.230	012	DLY 10 ms
040.231	012	IP.PAD A = 3770 if key is released
040.232	000	not yet released
040.233	315 345 040	COUNT.2
040.236	076 372	CALL MVI CALL IN INR JNZ MVI CALL
040.240	315 053 000	COUNT.3
040.243	333 360	IN INR JNZ MVI CALL
040.245	074	A COUNT.3
040.246	302 243 040	A,500/2
040.251	076 372	DLY 500 ms again
040.253	315 053 000	

* * the appropriate bit patterns and stores these in the 9 FPLEDS locations for PAMB to automatically display on the front panel lights.

```

040.345 056 054      UPDATE    MVI     LXI    L,#WH.TIME
040.347 021 012 040   UPDAT.2  D,FFLED-1
040.352 315 003 041   CALL    L,#MOV.NO
040.355 056 061      MVI     UPDAT.2
040.357 315 003 041   CALL    UPDAT.2
040.362 315 003 041   CALL    UPDAT.2
                                         for black time

040.365 056 071      MVI     L,#PLAYER
040.367 176          MOV    A,M
040.370 247          ANA    A
                                         leave D-E pointing to FFLED$+8 if black's turn
040.371 302 376 040   JNZ    E,#FFLED$+2
040.374 036 015      UPDAT.1  D
                                         if white's turn
040.376 032          LDAX   H
                                         number pattern w/o decimal point
040.377 043          INX    H
                                         points to DP.VAL
041.000 256          XRA    H
                                         number pattern with decimal point
041.001 022          STAX   H
041.002 311          RET    D
                                         B=0, C=3

041.003 001 003 000  UPDAT.2  LXI    B,3
041.006 176          UPDAT.3  MOV    A,M
041.007 260          ORA    B
                                         if A=0 digit will be blanked
041.010 107          MOV    B,A
041.011 076 042      MVI    A,#DIG.TBL+1
041.013 302 017 041   JNZ    UPDAT.4
041.016 075          DCR    A
                                         "Points" to '0' pattern
                                         digit won't be blanked
                                         will use blank pattern

041.017 206          UPDAT.4  ADD    H
041.020 345          PUSH   H
041.021 157          MOV    L,A
041.022 176          MOV    A,M
041.023 023          INX    D
041.024 022          STAX   H
041.025 341          POP    H
041.026 043          INX    H
041.027 015          DCR    C
041.030 302 006 041   JNZ    UPDAT.3
041.033 311          RET    .RET
                                         RIF routine causes speaker to sound for 4 ms

041.034 076 002      RIF     MVI    A,4/2
041.036 303 140 002   JMF    HORN
                                         DIG.TBL contains the bit patterns to display a digit
                                         blank. (change to 201Q if leading zeroes wanted).
                                         0
                                         .1
```

041.044	310	DB	3100	2
041.045	340	DB	3400	3
041.046	262	DB	2620	4
041.047	244	DB	2440	5
041.050	204	DB	2040	6
041.051	361	DB	3610	7
041.052	200	DB	2000	8
041.053	240	DB	2400	9
*	variables			
041.054	WH.TIME	DS	3	hours, tens of minutes, minutes
041.057	WH.SECONDS	DS	2	tens of seconds, seconds
041.061	MOV.NO	DS	3	hundreds, tens, units
041.064	BL.TIME	DS	3	same format as WH.TIME
041.067	BL.SECONDS	DS	2	same format as WH.SECONDS
041.071	PLAYER	DS	1	0 = white; 128 = black.
041.072	DP.VAL	DS	1	decimal point: 0 = off; 128 = on
5	-	SET	DIG.TBL/256	
	000.041	X	DP.VAL/256-X	must be in same page
	000.000	ERRNZ	040100A	
	041.073	END		

00238 Statements Assembled
 20316 Bytes Free
 No Errors Detected

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/BARNICK-NELSON

```
10 PRINT " PROGRAM #060778-2"
20 PRINT \PRINT
30 PRINT " WRITTEN BY DON BARNICK AND RAY NELSON"
40 PRINT
50 PRINT " THIS PROGRAM CAN BE USED AS A MAILING LIST, PERSONNEL
ROSTER,
60 PRINT "OR OTHER SIMILAR TYPE PURPOSE. PRESENTLY IT ONLY SORTS
BY"
70 PRINT "NAME, BUT AS WITH ANY PROGRAM CAN BE MODIFIED FOR GREAT
ER FLEX-"
80 PRINT "IBILITY OR SPECIAL NEEDS. THIS VERSION ALLOWS FOR SEVEN
VARIABLES"
90 PRINT "TO BE LISTED AS FOLLOWS :"
100 PRINT
110 PRINT " 1. N$ (NAME....LAST, FIRST, MIDDLE)\"PRINT
120 PRINT " 2. A$ (STREET ADDRESS)\"PRINT
130 PRINT " 3. C$ (CITY AND STATE....CCCCCC-CCCCC, SS.)\"P
RINT
140 PRINT " 4. Z$ (ZIP CODE)\"PRINT
150 PRINT " 5. 'R$ (RESIDENCE PHONE #, INCLUDING AREA CODE,
IF DESIRED)"
155 PRINT
160 PRINT " 6. B$ (BUSINESS PHONE #, INCLUDING AREA CODE, I
F DESIRED)"
165 PRINT
170 PRINT " 7. S$ (SOCIAL SECURITY NUMBER)\"PRINT \PRINT
180 PRINT \PRINT
190 PRINT " ONLY ITEM NUMBER ONE (# 1.) IS SACRED TO THE OPERATI
ON OF THE"
200 PRINT "PROGRAM AS IT STANDS. ANY OTHER OF THE SEVEN DATA ITEM
S (LINES)."
210 PRINT "CAN BE USED FOR ANY PURPOSE YOU DESIRE. WHEN EDITING (C
HANGE),"
220 PRINT "JUST BE SURE YOU REMEMBER WHICH ITEM (LINE) YOU WISH T
O CHANGE"
230 PRINT "BY ITEM (LINE) NUMBER.\"PRINT
240 PRINT " THIS PROGRAM CURRENTLY IS SET UP TO HANDLE UP TO ON
E"
250 PRINT "HUNDRED (100) NAMES ALONG WITH UP TO SIX (6) ADDITIONAL"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/BARNICK-NELSON

```
260 PRINT "ITEMS (LINES) OF DATA. IT REQUIRES A MINIMUM OF SIXTEEN K (16K)."
270 PRINT "OF MEMORY. YOU CAN OPERATE THIS PROGRAM WITH TWELVE K (12K)."
280 PRINT "OF MEMORY BY CHANGING THE DIMENSION (DIM) STATEMENT TO "
290 PRINT "FIFTY (50) OR LESS."
300 PRINT "***** CAUTION *****\PRINT"
310 PRINT " DEPENDING ON WHICH VERSION OF HEATH H-11 BASIC YOU ARE USING."
320 PRINT " YOU MAY OR MAY NOT HAVE TO MAKE SOME MINOR PATCHES. YOU MAY."
330 PRINT " NOT BE ABLE TO USE CERTAIN OUTPUT DEVICES AS WELL."
340 PRINT " CONSULT THE DOCUMENTATION ON THIS PROGRAM FOR DETAILS."
350 PRINT \PRINT
400 PRINT " HIT A CARRIAGE RETURN <CR> TO BEGIN PROGRAM - "\INPUT H$
800 PRINT "IS THIS A NEW OR OLD LIST (N OR O) "\INPUT T$
820 IF T$<>"O"GO TO 830
822 PRINT "LOAD PAPER TAPE INTO READER AND HIT A <CR> "\INPUT C$

825 GOSUB 4100 \L=M\GO TO 1000
830 L=1\GOSUB 900 \GO TO 1000
840 L=M\GO TO 1000
900 DIM N$(100),A$(100),C$(100),Z$(100),R$(100),B$(100),S$(100)\RETURN
1000 FOR M=L TO 75
1010 PRINT "NAME - "\INPUT N$(M)\IF N$(M)=""GO TO 1800
1020 PRINT "STREET ADDRESS - "\INPUT A$(M)
1025 PRINT "CITY, STATE - "\INPUT C$(M)
1030 PRINT "ZIP CODE - "\INPUT Z$(M)
1040 PRINT "RESIDENCE PHONE - "\INPUT R$(M)
1050 PRINT "BUSINESS PHONE - "\INPUT B$(M)
1055 PRINT "SOCIAL SECURITY NUMBER - "\INPUT S$(M)\NEXT M
1060 PRINT "DIMENSION LIMIT !"\"STOP
1800 N=M-1\A1=0
1805 PRINT "LIST, CHANGE, ERASE, ADD, INPUT, OUTPUT, STOP (L,C,E,A,I,O,S)"\
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/BARNICK-NELSON

```
1806 INPUT E$  
1807 IF E$="L"GO TO 2400  
1808 IF E$="C"GO TO 1830  
1809 IF E$="E"GO TO 1825  
1810 IF E$="A"GO TO 840  
1811 IF E$="I"GO TO 822  
1812 IF E$="O"GO TO 4200  
1813 IF E$="S"GO TO 5000  
1820 GO TO 1805  
1825 A1=1  
1830 PRINT \PRINT "WHICH NAME ";INPUT T$\nIF T$=""GO TO 1800  
1835 N1=N\nIF T$=? GO TO 2000 \N2=LEN(T$)  
1840 IF A1=1GO TO 3300  
1845 FOR K=1 TO N1\IF T$=SEG$(N$(K),1,N2)GO TO 1860  
1850 NEXT K\PRINT "CAN'T FIND ";T$\PRINT \GO TO 2000  
1860 PRINT \PRINT "1) ";N$(K)\PRINT "2) ";A$(K)\PRINT "3) ";C$(K)  
  
1865 PRINT "4) ";Z$(K)\PRINT "5) ";R$(K)\PRINT "6) ";B$(K)\PRINT  
"7) ";S$(K)  
1870 PRINT \PRINT "TYPE CORRESPONDING NUMBER TO EDIT, '0' TO EXIT  
- ";INPUT E  
1880 IF E=1GO TO 1900  
1881 IF E=2GO TO 1910  
1882 IF E=3GO TO 1915  
1883 IF E=4GO TO 1920  
1884 IF E=5GO TO 1930  
1885 IF E=6GO TO 1940  
1886 IF E=7GO TO 1950  
1890 GO TO 1800  
1900 PRINT \PRINT "WAS ";N$(K);", NOW IS ";INPUT N$(K)\PRINT \  
GO TO 1860  
1910 PRINT \PRINT "WAS ";A$(K);", NOW IS ";INPUT A$(K)\PRINT \  
GO TO 1860  
1915 PRINT \PRINT "WAS ";C$(K);", NOW IS ";INPUT C$(K)\PRINT \  
GO TO 1860  
1920 PRINT \PRINT "WAS ";Z$(K);", NOW IS ";INPUT Z$(K)\PRINT \  
GO TO 1860  
1930 PRINT \PRINT "WAS ";R$(K);", NOW IS ";INPUT R$(K)\PRINT \  
GO TO 1860  
1940 PRINT \PRINT "WAS ";B$(K);", NOW IS ";INPUT B$(K)\PRINT \  
GO TO 1860
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/BARNICK-NELSON

```
1950 PRINT \PRINT "WAS '"&S$(K)+"', NOW IS '"+\INPUT S$(K)\PRINT \
GO TO 1860
2000 FOR K=1 TO N\PRINT N$(K)\NEXT K\GOSUB 3400 \PRINT \GO TO 183
0
2020 K2=N\GO TO 3620
2050 J1=1\J2=INT((N+1)/2)\J3=J2
2060 FOR V=1 TO 3\PRINT #D:\NEXT V
2080 FOR I=J1 TO J2
2090 PRINT #D:N$(I)\TAB(W/2)\N$(I+J3)
2100 PRINT #D:A$(I)\TAB(W/2)\A$(I+J3)
2110 PRINT #D:C$(I)+" "+Z$(I)\TAB(W/2)\C$(I+J3)+" "Z$(I+J3)
2120 PRINT #D:R$(I)\TAB(W/2)\R$(I+J3)
2130 PRINT #D:B$(I)\TAB(W/2)\B$(I+J3)
2140 PRINT #D:S$(I)\TAB(W/2)\S$(I+J3)\PRINT #D:\NEXT I
2150 IF SEG$(T$,1,1)="V" THEN 2180
2160 FOR V=1 TO 11\PRINT #D:\NEXT V
2170 IF I+K3+1>N THEN 2180 \GO TO 2200
2180 PRINT "HIT A RETURN TO CONTINUE - "\INPUT U$\GO TO 4000
2200 J1=J1+2*K3
2210 J3=8\J2=J2+2*K3-X\X=0
2220 IF J2>N THEN 2230 \GO TO 2080
2230 J2=N\GO TO 2080
2400 PRINT \PRINT "SORTING....."\M1=N
2410 M1=INT(M1/2)\IF M1=0\GO TO 4300
2420 C=1\R=N-M1
2430 I=C
2440 J=I+M1\IF N$(I)<N$(J) THEN 2470
2450 GOSUB 3000 \I=I-M1\IF I<1 THEN 2470
2460 GO TO 2440
2470 C=C+1\IF C>R\GO TO 2500
2480 GO TO 2430
2500 PRINT "STILL SORTING .... "\GO TO 2410
3000 T$=N$(I)\N$(I)=N$(J)\N$(J)=T$
3010 T$=A$(I)\A$(I)=A$(J)\A$(J)=T$
3015 T$=C$(I)\C$(I)=C$(J)\C$(J)=T$
3020 T$=Z$(I)\Z$(I)=Z$(J)\Z$(J)=T$
3030 T$=R$(I)\R$(I)=R$(J)\R$(J)=T$
3040 T$=B$(I)\B$(I)=B$(J)\B$(J)=T$
3050 T$=S$(I)\S$(I)=S$(J)\S$(J)=T$\RETURN
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/BARNICK-NELSON < CONT'D >

```
3300 FOR K=1 TO N1\IF T$=SEG$(N$(K),1,N2) THEN 4050
3310 NEXT K\PRINT T$;" IS NOT IN THE LIST ! "\GO TO 1800
3320 FOR I=K TO N1-1
3330 N$(I)=N$(I+1)\A$(I)=A$(I+1)\C$(I)=C$(I+1)
3340 Z$(I)=Z$(I+1)\R$(I)=R$(I+1)\B$(I)=B$(I+1)\S$(I)=S$(I+1)
3345 NEXT I
3350 N$(N1)=""\A$(N1)=""\C$(N1)=""\Z$(N1)=""
3355 R$(N1)=""\B$(N1)=""\S$(N1)=""
3360 M=M-1\N1=N1-1\PRINT \FOR I=1 TO N1\PRINT N$(I)\NEXT I
3370 GOSUB 3400 \PRINT \GO TO 1800
3400 PRINT \PRINT N1;" NAMES"\RETURN
3590 GOSUB 4500
3600 K1=1\K2=6\K3=6\X1=1
3610 IF K2>N THEN 2020
3620 FOR I=K1 TO K2
3640 PRINT #D:N$(I)\TAB(33)\N$(I+K3)\TAB(66)\N$(I+2*K3)\TAB(99)\N
$(I+3*K3)
3660 PRINT #D:A$(I)\TAB(33)\A$(I+K3)\TAB(66)\A$(I+2*K3)\TAB(99)\A
$(I+3*K3)
3680 PRINT #D:C$(I)\Z$(I)\TAB(33)\C$(I+K3)\Z$(I+K3)\Z$(I+K3)\Z$(I+K3)\Z$(I+K3)
3700 PRINT #D:\TAB(66)\C$(I+2*K3)\Z$(I+2*K3)\Z$(I+2*K3)\Z$(I+2*K3)\Z$(I+2*K3)
3710 PRINT #D:\TAB(99)\C$(I+3*K3)\Z$(I+3*K3)\Z$(I+3*K3)\Z$(I+3*K3)\Z$(I+3*K3)
3720 PRINT #D:R$(I)\TAB(33)\R$(I+K3)\TAB(66)\R$(I+2*K3)\TAB(99)\R
$(I+3*K3)
3740 PRINT #D:B$(I)\TAB(33)\B$(I+K3)\TAB(66)\B$(I+2*K3)\TAB(99)\B
$(I+3*K3)
3750 PRINT #D:S$(I)\TAB(33)\S$(I+K3)\TAB(66)\S$(I+2*K3)\TAB(99)\S
$(I+3*K3)
3760 PRINT #D:\NEXT I\FOR F=1 TO 13\PRINT #D:\NEXT F
3765 IF I+(3*K3+1)>N THEN 3790
3770 K1=K1+4*K3
3780 K2=K2+4*K3+2*X1\X1=0\K3=8\GO TO 3610
3790 PRINT "HIT A CARRIAGE RETURN TO CONTINUE - "\INPUT X$
4000 PRINT "LIST AGAIN (Y OR N) - "\INPUT T$
4010 IF T$="Y" THEN 4300
4020 IF T$<>"N"\GO TO 4030
4025 GO TO 1800
4030 PRINT "Y OR N, PLEASE ....."\GO TO 4000
4050 PRINT \GO TO 3320
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/BARNICK-NELSON < CONT'D >

```
4100 INPUT #1:M\ M2=N+1\ M3=N+M
4110 FOR K=M2 TO M3
4120 INPUT #1:N$(K),A$(K),C$(K),Z$(K),R$(K),B$(K),S$(K)
4130 NEXT K\ M=M3+1\ GO TO 1800
4200 PRINT "PREPARE PUNCH W/LEADER TAPE "
4205 PRINT "HIT A CARRIAGE RETURN WHEN READY ....."\INPUT C$\PR
INT #1:N
4210 FOR K=1 TO N
4220 PRINT #1:N$(K)
4230 PRINT #1:A$(K)
4240 PRINT #1:C$(K)
4250 PRINT #1:Z$(K)
4260 PRINT #1:R$(K)
4270 PRINT #1:B$(K)
4280 PRINT #1:S$(K)
4290 NEXT K\GO TO 1800
4300 PRINT \PRINT "ENTER THE CORRESPONDING NUMBER OF YOUR OUTPUT
DEVICE -"
4310 PRINT \PRINT "CONSOLE TERMINAL = 0"\PRINT "DECPRINTER = 2"
4320 PRINT "LINE PRINTER = 3"\PRINT \INPUT D
4330 IF D>3 THEN 4300 \IF D<0 THEN 4300
4335 IF D=2 THEN 4400
4340 PRINT \PRINT "ENTER OUTPUT DEVICE COLUMN WIDTH (72,80,132) -"
"\INPUT W
4350 IF W=72 THEN 4370 \IF W=80 THEN 4370 \IF W=132 THEN 3590
4360 GO TO 4340
4370 PRINT \PRINT "VIDEO OR HARD-COPY -"\INPUT T$
4380 IF SEG$(T$,1,1)="V" THEN 2050 \IF SEG$(T$,1,1)="H" THEN 4420

4390 GO TO 4370
4400 PRINT "THIS VERSION DOES NOT ACCEPT A DECPRINTER."\GO TO 430
0
4420 GOSUB 4500 \J1=1\J2=6\X=2\IF J2>N THEN 4430 \J3=J2\GO TO 206
0
4430 J2=N\J3=J2\GO TO 2060
4500 PRINT \PRINT "ENTER THE FIRST OF TWO TITLE LINES (38 CHAR. M
AX!) -"
4510 INPUT T1$\IF LEN(T1$)>38 THEN 4500
4520 PRINT \PRINT "ENTER THE LAST TITLE LINE (38 CHAR. MAX!) -"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAILING LIST/BARNICK-NELSON < CONT'D >

```
4530 INPUT T2$\IF LEN(T2$)>38 THEN 4520
4540 T1=INT((38-LEN(T1$))/2)+2\T2=INT((38-LEN(T2$))/2)+2
4600 PRINT "POSITION PAPER IN OUTPUT DEVICE. HIT RETURN WHEN REA
DY.\INPUT US
4630 FOR I=1 TO 8\PRINT #D:\NEXT I
4700 Q=((W/2)-23)
4710 PRINT #D:TAB(Q);"*****"
4720 PRINT #D:TAB(Q);"*";TAB(Q+41);"*"
4730 PRINT #D:TAB(Q);"*";TAB(Q+T1);T1$;TAB(Q+41);"*"
4740 PRINT #D:TAB(Q);"*";TAB(Q+41);"*"
4750 PRINT #D:TAB(Q);"*";TAB(Q+T2);T2$;TAB(Q+41);"*"
4760 PRINT #D:TAB(Q);"*";TAB(Q+41);"*"
4770 PRINT #D:TAB(Q);"*****"
4780 FOR I=1 TO 3\PRINT #D:\NEXT I\RETURN
5000 END
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: STRING SORT/WARREN

```
1 PRINT
2 PRINT "THIS IS A SIMPLE LITTLE PROGRAM TO ARRANGE ALL THE LETTERS."
3 PRINT "IN A SENTENCE IN ALPHABETICAL ORDER. IT WILL DISREGARD"
4 PRINT "ALL ENTRIES EXCEPT THE LETTERS (CAPS ONLY) A-Z"
5 REM WILLIAM S. WARREN
6 REM 12K DEC BASIC---ALL FUNCTIONS
7 REM APRIL 2, 1978
8 DIM A$(72)
9 PRINT
10 PRINT "INPUT YOUR SENTENCE"
11 INPUT A$
12 LET L=LEN(A$)
13 FOR T=65 TO 90
14 FOR M=1 TO L
15 C$=SEG$(A$,M,M)
16 IF ASC(C$)=T THEN 21
17 REM
18 NEXT M
19 NEXT T
20 PRINT \END
21 LET D=ASC(C$)
22 PRINT CHR$(D)#
23 GO TO 17
24 END
```

: : : : : : ' :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: 8080 DISASSEMBLER/BEHAR

```
00010 REM BASIC DISA
00030 DIM O1$(256):DIM O2$(18):DIM O3$(26)
00040 FOR I=0 TO 255:READ O1$(I):NEXT I
00070 DATA "NOP","***","STAX B","INX B","INR B","DCR B","**","RLC"
"-
00072 DATA "----","DAD B","LDAX B","DCX B","INR C","DCR C","**","R
RC"
00074 DATA "----","***","STAX D","INX D","INR D","DCR D","**","RAL"
"-
00076 DATA "----","DAD D","LDAX D","DCX D","INR E","DCR E","**","R
AR"
00078 DATA "----","***","***","INX H","INR H","DCR H","**","DAA"
00080 DATA "----","DAD H","***","DCX H","INR L","DCR L","**","CMA"
00082 DATA "----","***","***","INX SP","INR M","DCR M","**","STC"
00084 DATA "----","DAD SP","***","DCX SP","INR A","DCR A","**","CM
C"
00086 DATA "MOV B,B","MOV B,C","MOV B,D","MOV B,E","MOV B,H","MOV
B,L","MOV B,M","MOV B,A"
00088 DATA "MOV C,B","MOV C,C","MOV C,D","MOV C,E","MOV C,H","MOV
C,L","MOV C,M","MOV C,A"
00090 DATA "MOV D,B","MOV D,C","MOV D,D","MOV D,E","MOV D,H","MOV
D,L","MOV D,M","MOV D,A"
00092 DATA "MOV E,B","MOV E,C","MOV E,D","MOV E,E","MOV E,H","MOV
E,L","MOV E,M","MOV E,A"
00094 DATA "MOV H,B","MOV H,C","MOV H,D","MOV H,E","MOV H,H","MOV
H,L","MOV H,M","MOV H,A"
00096 DATA "MOV L,B","MOV L,C","MOV L,D","MOV L,E","MOV L,H","MOV
L,L","MOV L,M","MOV L,A"
00098 DATA "MOV M,B","MOV M,C","MOV M,D","MOV M,E","MOV M,H","MOV
M,L","HLT","MOV M,A"
00100 DATA "MOV A,B","MOV A,C","MOV A,D","MOV A,E","MOV A,H","MOV
A,L","MOV A,M","MOV A,A"
00102 DATA "ADD B","ADD C","ADD D","ADD E","ADD H","ADD L","ADD M
","ADD A"
00104 DATA "ADC B","ADC C","ADC D","ADC E","ADC H","ADC L","ADC M
","ADC A"
00106 DATA "SUB B","SUB C","SUB D","SUB E","SUB H","SUB L","SUB M
","SUB A"
00108 DATA "SBB B","SBB C","SBB D","SBB E","SBB H","SBB L","SBB M
","SBB A"
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: 8080 DISASSEMBLER/BEHAR

```
00110 DATA "ANA B","ANA C","ANA D","ANA E","ANA H","ANA L","ANA M"
,"ANA A"
00112 DATA "XRA B","XRA C","XRA D","XRA E","XRA H","XRA L","XRA M"
,"XRA A"
00114 DATA "ORA B","ORA C","ORA D","ORA E","ORA H","ORA L","ORA M"
,"ORA A"
00116 DATA "CMP B","CMP C","CMP D","CMP E","CMP H","CMP L","CMP M"
,"CMP A"
00118 DATA "RNZ","POP B","***","***","***","PUSH B","**","RST 0"
00120 DATA "RZ","RET","***","---","***","***","**","RST 1"
00122 DATA "RNC","POP D","***","**","***","PUSH D","**","RST 2"
00124 DATA "RC","---","***","**","***","---","**","RST 3"
00126 DATA "RPO","POP H","***","XTHL","***","PUSH H","**","RST 4"
00128 DATA "RPIE","PCHL","***","XCHG","***","---","**","RST 5"
00130 DATA "RF","POP PSW","***","DI","***","PUSH PSW","**","RST 6"
"
00132 DATA "RM","SPHL","***","EI","***","---","**","RST 7"
00140 FOR I=1 TO 18:READ 02$(I):NEXT I
00170 DATA "MVI B","MVI C","MVI D","MVI E","MVI H","MVI L","MVI M"
,"MVI A"
00172 DATA "ADI","ACI","OUT","SUI","IN","SEI","ANI","XRI"
00174 DATA "ORI","CPI"
00180 FOR I=1 TO 26:READ 03$(I):NEXT I
00210 DATA "LXI B","LXI D","LXI H","SHLD","LHLD","LXI SP","STA",
,LDA"
00212 DATA "JNZ","JMP","CNZ","JZ","CZ","CALL","JNC","CNC"
00214 DATA "JC","CC","JPO","CFO","JPE","CPE","JP","CP"
00216 DATA "JM","CM"
00220 REM DIMENSION AND LOAD OP CODE SELECT TABLES
00230 DIM 02(18):DIM 03(26)
00240 FOR I=1 TO 18:READ 02(I):NEXT I
00270 DATA 6,14,22,30,38,46,54,62
00272 DATA 198,206,211,214,219,222,230,238
00274 DATA 246,254
00280 FOR I=1 TO 26:READ 03(I):NEXT I
00310 DATA 1,21,33,34,42,49,50,58
00312 DATA 194,195,196,202,204,205,210,212
00314 DATA 218,220,226,228,234,236,242,244
00316 DATA 250,252
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: 8080 DISASSEMBLER/BEHAR < CONT'D >

```
00320 REM ADDRESS OF HIGH AND LOW MEMORY TO BEDISASSEMBLED
00340 INPUT "INPUT LOW MEMORY ADDRESS" #M1
00350 INPUT "INPUT HIGH MEMORY ADDRESS" #M2
00360 REM PEEK LOOP -- MAIN PROGRAM
00370 FOR A=M1 TO M2:P=PEEK(A)
00371 IF 01$(P)="***" THEN 430
00372 IF 01$(P)="**" THEN 400
00373 GOTO 470
00390 REM IS THIS A TWO BYTE INSTRUCTION
00400 FOR I1=1 TO 18:IF P=02(I1) THEN 500
00410 NEXT I1
00430 REM IS THIS A THREE BYTE INSTRUCTION
00440 FOR I2=1 TO 26:IF P=03(I2) THEN 600
00450 NEXT I2
00470 REM PRINT ADDRESS AND ONE BYTE OP CODE
00480 PRINT A:#01$(P):TAB(20)P
00490 NEXT A
00500 REM PRINT ADDRESS , TWO BYTE OP CODE AND SECOND BYTE
00510 PRINT A:#02$(I1):PEEK(A+1):TAB(20)P:PEEK(A+1)
00520 A=A+1:NEXT A
00600 REM PRINT ADDRESS THREE BYTE OP CODE AND ADDRESSES
00610 IF I2<9 THEN PRINT A:#03$(I2):PEEK(A+2):PEEK(A+1):TAB(20)P:PEEK(A+2):PEEK(A+1)
00615 IF I2>8 THEN PRINT A:#03$(I2):256*PEEK(A+2)+PEEK(A+1):TAB(20)P:PEEK(A+2):PEEK(A+1)
00620 A=A+2:NEXT A
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E > .

PROGRAM NAME: BIORHYTHM/BARTOLI

```
00005 REM BIORHYTHM PROGRAM WRITTEN BY T.J. BARTOLI - 3-12-78
00006 REM REQ. # H8 / 16K / STR./ PRINTER (FOR 64 CHAR. PRINTER CH
ANGE 02=0)
00010 REM HUG.. P/N 885-1024
00024 02=10
00025 DIM R(12),A$(12)
00026 DATA "JAN","FEB","MAR","APR","MAY","JUN","JUL","AUG","SEP"
00027 DATA "OCT","NOV","DEC"
00030 FOR I=1 TO 12: READ A$(I): NEXT I
00040 DATA 31,28,5,31,30,31,30,31,31,30,31,31
00050 FOR I=1 TO 12: READ R(I): NEXT I
00060 LINE INPUT "NAME ? ";C$
00070 LINE INPUT "DATE OF BIRTH (MONTH) = ";M$
00080 IF VAL(M$)=0 THEN 120
00090 IF VAL(M$)> 12 THEN 70
00100 M0=VAL(M$)
00110 GOTO 180
00120 FOR I=1 TO 12
00130 IF LEFT$(M$,3) <> A$(I) THEN 160
00140 M0=I
00150 GOTO 180
00160 NEXT I
00170 GOTO 70
00180 LINE INPUT "DATE OF BIRTH (DAY) = ";D$
00190 IF VAL(D$)=0 THEN 180
00200 IF VAL(D$) > 31 THEN 180
00210 D0=VAL(D$)
00215 PRINT TAB(22)"_____";CHR$(13);
00220 LINE INPUT "DATE OF BIRTH (YEAR) = ";Y$
00230 IF VAL(Y$)=0 THEN 220
00240 IF LEN(Y$)=4 THEN 270
00250 Q$="19"
00260 Y$=Q$+Y$
00270 Y0=VAL(Y$)
00280 LINE INPUT "MONTH DESIRED = ";E$
00290 IF VAL(E$)=0 THEN 330
00300 IF VAL(E$)> 12 THEN 280
00310 M1=VAL(E$)
00320 GOTO 390
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIORHYTHM/BARTOLI < CONT'D >

```
00330 FOR I=1 TO 12
00340 IF LEFT$(E$,3) <> A$(I) THEN 370
00350 M1=I
00360 GOTO 390
00370 NEXT I
00380 GOTO 280
00390 LINE INPUT "YEAR DESIRED = "Z$
00400 IF VAL(Z$)=0 THEN 390
00410 IF LEN(Z$)=4 THEN 440
00420 Q$="19"
00430 Z$=Q$+Z$
00440 Y1=VAL(Z$)
00630 IF INT(Y0/4)=Y0/4 THEN 660: REM IF LEAP YEAR THEN 660
00640 R(2)=28
00650 GOTO 670
00660 R(2)=29
00670 IF Y0=Y1 AND M0=M1 THEN 680
00675 A=A+(R(M0)-D0+1)
00690 IF M0=12 OR Y0=Y1 THEN 730
00700 FOR I=M0+1 TO 12
00710 A=A+R(I)
00720 NEXT I
00740 IF Y1 < Y0 THEN 1500: REM NOT BORN
00750 IF Y1 = Y0 AND M1 < M0 THEN 1500: REM NOT BORN
00760 IF Y1-Y0 < 3 THEN 800
00770 FOR I=Y0+1 TO Y1-1
00780 A=A+365.25: REM 365.25 TO ACCOUNT FOR LEAP YEAR
00790 NEXT I
00810 IF INT(Y1/4) = Y1/4 THEN 840: REM IF LEAP YEAR THEN 840
00820 R(2)=28
00830 GOTO 850
00840 R(2)=29
00850 IF M1=1 THEN 880
00855 FOR I=1 TO M1-1
00860 A=A+R(I)
00870 NEXT I
00880 GOTO 3000
01500 PRINT "INCONSISTENT DATES!!"
01510 LINE INPUT "DO YOU WANT TO RESTART? (Y/N) "B$
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIORHYTHM/BARTOLI < CONT'D >

```
01520 IF B$="Y" THEN 60
01530 IF B$ <> "N" THEN 1510
01540 STOP
03000 DIM M(20,10,2),T(2),C(2)
03010 T(0)=23: T(1)=28: T(2)=33: REM PHYS., EMOT., INTEL.
03020 C(0)=ASC("P"): C(1)=ASC("E"): C(2)=ASC("I")
03030 X2=R(M1)
03040 X3=X2-.5
03045 N0=0
03050 FOR K=0 TO 2
03060 X=0
03070 FOR X1=0.5 TO X3
03080 FOR J=0 TO .5 STEP .5
03090 X=X+1
03100 D=(A+X1+J)*360/T(K)/57.2958
03110 V=(SIN(D)+1)*10
03120 Y=INT(V)
03130 IF V-Y < 0.5 THEN 3150
03140 Y=Y+1
03150 FOR N=1 TO 10
03160 IF M(Y,N,K)=0 THEN 3200
03170 NEXT N
03180 PRINT "DIM OVERFLOW ON 'N' IN M(Y,N,K)"
03190 STOP
03200 M(Y,0,K)=N
03210 M(Y,N,K)=X
03220 NEXT J
03230 NEXT X1
03240 NEXT K
04000 REM PRINT CHART ***
04010 PRINT :PRINT :PRINT :PRINT :PRINT
04020 X3=2*R(M1)-1
04030 Y=0
04040 GOSUB 5000
04200 FOR Y=20 TO 0 STEP -1
04205 PRINT TAB(02)!""
04210 IF Y <> 10 THEN 4260
04220 PRINT TAB(02)!"
04230 PRINT "*****" ^
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIORHYTHM/BARTOLI < CONT'D >

```
04240 FOR F=51 TO X3: PRINT ",": NEXT F
04250 PRINT CHR$(13)-
04260 FOR K=0 TO 2
04270 IF M(Y,0,K)=0 THEN 4310
04275 FOR N=1 TO M(Y,0,K)
04280 PRINT TAB(02+M(Y,N,K))&CHR$(C(K))-
04290 NEXT N
04300 PRINT CHR$(13)-
04310 NEXT K
04320 PRINT TAB(02+X3+1)"!"
04330 NEXT Y
04340 GOSUB 5000
04350 STOP
05000 REM LABEL *****
05020 D$="1 2 3 4 5 6 7 8 9 0 "
05022 IF Y <> 0 THEN 5030
05024 PRINT TAB((X3-29)/2+02)"BIORHYTHM CHART FOR "A$(M1)",Y1
05026 PRINT
05030 FOR N=1 TO 2
05040 PRINT TAB(02)-
05050 PRINT " ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! !
05060 L2=R(M1)-24
05070 FOR L=1 TO L2: PRINT "!"&: NEXT L
05080 PRINT CHR$(13)-
05090 IF N=2 THEN 5180
05100 PRINT TAB(02+19)-
05110 FOR L=10 TO R(M1)
05120 ON INT(L/10) GOTO 5130,5140,5150
05130 PRINT "1 "&: GOTO 5160
05140 PRINT "2 "&: GOTO 5160
05150 PRINT "3 "&
05160 NEXT L
05170 GOTO 5290
05180 PRINT TAB(02+1)-
05190 FOR L=1 TO INT(R(M1)/10)
05200 PRINT D$-
05210 NEXT L
05220 IF R(M1)=30 THEN 5290
05230 IF R(M1) <> 28 THEN 5280
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: BIORHYTHM/BARTOLI < CONT'D >

```
05240 FOR L=1 TO 8
05250 PRINT STR$(L)#
05260 NEXT L
05270 GOTO 5290
05280 PRINT "1"#
05290 PRINT
05300 NEXT N
05310 IF Y=0 THEN 5400
05315 PRINT :PRINT
05320 PRINT TAB((X3-(LEN(C$)+21))/2+02)#
05330 PRINT "MADE EXCLUSIVELY FOR " & C$
05340 PRINT TAB((X3-20)/2+02)#
05350 PRINT "BORN ON " & A$(MO) & DO & CHR$(8) & ", ????"
05360 PRINT TAB(02)"P = PHYSICAL"
05370 PRINT TAB(02)"E = EMOTIONAL"
05380 PRINT TAB(02)"I = INTELLECTUAL"
05400 RETURN
```

: :

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< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAIL LABEL PROGRAM/BEHAR

```
00010 REM LABEL PROGRAM
00020 PRINT "DO YOU WANT TO CREATE A NEW LABEL FILE OR MAINTAIN A
N EXISTING FILE"
00030 LINE INPUT "      NEW --- MAINTAIN    " ; Z$
00040 IF Z$="NEW" THEN 100
00050 IF Z$="MAINTAIN" THEN 200
00060 PRINT "INVALID OPTION -- PLEASE RE-ENTER":GOTO 30
00100 REM NEW LABEL FILE ENTRY ROUTINE
00110 CLEAR
00120 DIM A$(100),B$(100),C$(100),D$(100),E$(100),F$(100),G(100)
00130 I=1
00140 GOSUB 2000
00150 GOTO 30
00200 REM MAINTENANCE ROUTINES
00210 PRINT "'GET' LABEL LIST THAT REQUIRES MAINTENANCE"
00220 PRINT "      'CONTINUE' TO CONTINUE"
00225 STOP
00230 LINE INPUT "PRINT\CORRECT\ADD\DELETE\EXIT" ; Z$
00240 I=0
00250 IF Z$="PRINT" THEN 400
00260 IF Z$="CORRECT" THEN 500
00270 IF Z$="ADD" THEN 600
00280 IF Z$="DELETE" THEN 700
00290 IF Z$="EXIT" THEN 900
00300 PRINT "INVALID OPTION -- PLEASE RE-ENTER":GOTO 230
00400 I=I+1
00410 IF A$(I)="END" THEN 470
00420 IF I>100 THEN 470
00430 PRINT
00440 GOSUB 3000
00450 PRINT
00460 GOTO 400
00470 PRINT "END OF LABEL FILE. 'GET' NEXT FILE THEN 'CONTINUE' T
O CONTINUE."
00480 STOP
00490 GOTO 230
00500 GOSUB 5000
00510 GOTO 230
00600 I=0
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAIL LABEL PROGRAM/BEHAR < CONT'D >

```
00605 I=I+1
00610 IF A$(I)="END" THEN 640
00620 IF A$(I)="" THEN 640
00622 IF I=100 THEN PRINT "FILE FULL":GOTO 230
00630 GOTO 605
00640 GOSUB 2000
00650 GOTO 230
00700 LINE INPUT "CALL SIGN OF LABEL TO BE DELETED " ;Z$
00705 I=0
00710 I=I+1
00720 IF Z$=C$(I) THEN 760
00730 IF I< 100 THEN 710
00740 PRINT Z$;" NOT FOUND"
00750 GOTO 230
00760 A$(I)=A$(I+1)
00770 B$(I)=B$(I+1)
00780 C$(I)=C$(I+1)
00790 D$(I)=D$(I+1)
00800 E$(I)=E$(I+1)
00810 F$(I)=F$(I+1)
00820 G(I)=G(I+1)
00830 I=I+1:IF I< 99 THEN 760
00840 PRINT Z$;" DELETED":Z$=""
00850 GOTO 230
00900 END
02000 REM DATA ENTRY SUB-ROUTINE
02010 LINE INPUT "LAST NAME ";A$(I)
02020 IF A$(I)="END" THEN 2210
02030 LINE INPUT "FIRST NAME, MIDDLE INITIAL ";B$(I)
02040 LINE INPUT "CALL SIGN ";C$(I)
02050 LINE INPUT "STREET NAME ";D$(I)
02060 LINE INPUT "CITY ";E$(I)
02070 LINE INPUT "STATE ";F$(I)
02080 INPUT "ZIP CODE ";G(I)
02090 PRINT :PRINT
02100 PRINT "IS ADDRESS CORRECT AS PRINTED BELOW?"
02110 GOSUB 3000
02120 PRINT
02130 LINE INPUT "YES --- NO ";G$
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAIL LABEL PROGRAM/BEHAR < CONT'D >

```
02140 IF LEFT$(G$,1)<> "Y" THEN GOSUB 5000
02150 I=I+1:IF I < 101 GOTO 2000
02160 PRINT "THIS LABEL LIST FILE IS FULL. 'PUT' LABEL ON TAPE."
02170 PRINT "ADDITIONAL LABELS MUST BE PUT IN ANOTHER FILE."
02180 PRINT "           'CONTINUE' TO CONTINUE"
02190 Z$="" :I=0:STOP
02200 RETURN
02210 PRINT "LABEL ENTRY HAS BEEN ENDED. 'PUT' LABELS ON TAPE."
02220 PRINT "           'CONTINUE' TO CONTINUE"
02230 Z$="" :I=0:STOP
02240 RETURN
03000 REM LABEL PRINT SUB-ROUTINE
03010 PRINT B$(I)+" "+A$(I)
03020 PRINT C$(I)
03030 PRINT D$(I)
03040 PRINT E$(I)+" "+F$(I)+" "+G(I)
03050 RETURN
04000 REM FIELD CORRECTION SUB-ROUTINE
04010 PRINT "LAST NAME=1; FIRST NAME, MIDDLE INITIAL=2"
04020 PRINT "CALL SIGN=3; STREET=4"
04030 PRINT "CITY=5; STATE=6; ZIP CODE=7"
04040 INPUT "INPUT NUMBER OF FIELD TO BE CORRECTED    ";Z
04050 ON Z GOTO 4060,4070,4080,4090,4100,4110,4120
04060 LINE INPUT "LAST NAME    ";A$(I):GOTO 4130
04070 LINE INPUT "FIRST NAME, MIDDLE INITIAL  ";B$(I):GOTO 4130
04080 LINE INPUT "CALL SIGN    ";C$(I):GOTO 4130
04090 LINE INPUT "STREET NAME   ";D$(I):GOTO 4130
04100 LINE INPUT "CITY      ";E$(I):GOTO 4130
04110 LINE INPUT "STATE     ";F$(I):GOTO 4130
04120 INPUT "ZIP CODE   ";G(I):GOTO 4130
04130 PRINT
04140 GOSUB 3000
04150 PRINT
04160 LINE INPUT "DO YOU NEED TO CORRECT ANOTHER FIELD IN THIS RE
CORD?  ";Z$
04170 IF LEFT$(Z$,1)="Y" THEN 4000
04180 RETURN
05000 REM ERROR CORRECTION SUB-ROUTINE
05010 I=0
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: MAIL LABEL PROGRAM/BEHAR < CONT'D >

```
05020 LINE INPUT "CALL SIGN - LABEL TO BE CORRECTED " ;Z$  
05030 I=I+1  
05040 IF Z$=C$(I) THEN 5070  
05050 IF I< 101 THEN 5030  
05060 PRINT Z$;" NOT FOUND";RETURN  
05070 PRINT "LABEL IS AS FOLLOWS;"  
05080 PRINT  
05090 GOSUB 3000  
05100 PRINT  
05110 GOSUB 4000  
05120 RETURN
```

: :

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SPELLING WORDS/WRIGHT

```
00005 REM HUG P/N 885-1054
00010 REM **THE SPELLING WORDS PROGRAM**
00020 REM WRITTEN BY KENNETH D. WRIGHT, GRAYLING, MICH.
00030 PRINT "GOOD DAY, I HAVE BEEN PROGRAMMED TO HELP YOU WITH YOUR SPELLING."
00040 PRINT "WORDS, BEFORE GIVING ME YOUR LIST OF WORDS, PLEASE TELL ME."
00050 LINE INPUT "YOUR NAME: ";N$
00060 PRINT :PRINT "THANK YOU ";N$;" . NOW LETS GET TO THE SPELLING WORDS."
00070 PRINT "FIRST, I WILL NEED TO KNOW WHAT TODAYS WORDS ARE. BE VERY CAREFUL."
00080 PRINT "TO ENTER THE WORDS CORRECTLY AND DEPRESS RETURN AFTER YOU HAVE."
00090 PRINT "TYPED IN EACH WORD. WHEN ALL YOUR WORDS HAVE BEEN TYPED IN."
00100 PRINT "ENTER A 0 TO LET ME KNOW YOU ARE FINISHED."
00110 DIM A$(50):PRINT
00120 X=X+1
00130 PRINT TAB(10);:LINE INPUT "SPELLING WORD : ";A$(X):L=LEN(A$(X))
00140 IF A$(X)="0" GOTO 170
00150 IF L<3 THEN PRINT "WORDS MUST HAVE 3 OR MORE LETTERS":GOTO 130
00160 GOTO 120
00170 PRINT :PRINT "VERY GOOD ";N$;" , YOU HAVE GIVEN ME ";X-1;" WORDS. I WILL."
00180 PRINT "NOW SELECT THESE WORDS AT RANDOM AND GIVE YOU THE FIRST AND."
00190 PRINT "LAST LETTERS. YOU WILL HAVE TWO CHANCES TO ENTER EACH LETTER IN."
00200 PRINT "ORDER. GOOD LUCK ";N$;" , AND I WILL KEEP SCORE FOR YOU.":W=X-1
00210 C=2:E=2
00220 A=INT((X-1)*RND(1))+1:B$=A$(A):L=LEN(B$)
00230 D$=LEFT$(B$,1):FOR D=2 TO L:D$=D$+" "+MID$(B$,D,1):NEXT :L=LEN(D$)
00240 PRINT :PRINT TAB(20)LEFT$(D$,C)SPC(L-(2+C))RIGHT$(D$,1)
00250 PRINT TAB(20);:FOR Y=0TO L/2:PRINT "- ";:NEXT :PRINT
```

< H >< U >< G > < S >< O >< F >< T >< W >< A >< R >< E >

PROGRAM NAME: SPELLING WORDS/WRIGHT < CONT'D >

```
00260 IF C=L-2 GOTO 350
00270 ON INT(5*RND(1))+1 GOSUB 440,450,460,470,480
00280 LINE INPUT #E$
00290 IF E$=MID$(B$,E,1)GOTO 320
00300 F=F+1:IF F=2 THEN T=T+1:PRINT "THE CORRECT SPELLING IS : "D
$:#GOTO 350
00310 PRINT "INCORRECT, TRY AGAIN ":#N$#. LETTER NUMBER"#$:#GOTO
280
00320 C=C+2:E=E+1:CLEAR F:ON INT(5*RND(1))+1 GOSUB 500,510,520,53
0,540
00330 IF C=L-1 THEN C=C-1
00340 GOTO 240
00350 PAUSE (1000):CLEAR F:A$(A)=A$(X-1):A$(X-1)=B$:X=X-1
00360 IF X=1 GOTO 380
00370 FOR R=1TO 8:PRINT :NEXT :PRINT "NEXT WORD":#GOTO 210
00380 PRINT "OUT OF"#$W#"SPELLING WORDS, YOU MISSED A TOTAL OF"#$T
00390 PRINT "YOUR SCORE ":#N$#, IS"#$INT(((W-T)/W)*100)"#PERCENT.#
00400 LINE INPUT "WOULD YOU LIKE TO SPELL THE SAME WORDS AGAIN ?
(Y OR N) "#M$
00410 IF M$="Y"THEN X=W+1:CLEAR T:GOTO 210
00420 PRINT "THANKS FOR LETTING ME HELP. SEE YOU AGAIN SOON."
00430 STOP
00440 PRINT "OK ":#N$#, WHAT IS":#GOTO 490
00450 PRINT "NOW TRY":#GOTO 490
00460 PRINT "HOW ABOUT":#GOTO 490
00470 PRINT "LETS SEE IF YOU KNOW":#GOTO 490
00480 PRINT "DO YOU KNOW":#
00490 PRINT " LETTER NUMBER"#$:#RETURN
00500 PRINT "GOOD CHOICE ":#N$:#RETURN
00510 PRINT "THATS RIGHT ":#N$#, VERY GOOD":#RETURN
00520 PRINT "CORRECT ":#N$:#RETURN
00530 PRINT "VERY GOOD ":#N$:#RETURN
00540 PRINT "EXCELLENT CHOICE ":#N$:#RETURN
```

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