

QBASIC

History of Qbasic:

- i) It stands for "Quick Beginners All Purpose Symbolic Instruction Code".
- ii) It is easy to learn. It is a high level programming language that was developed By Microsoft Corporation. Microsoft released the first version of QuickBASIC on August 18, 1985.
- iii) This language is derived from BASIC language. This language was developed by "John Kemeny and Tom Kurtz" in 1964.
- iv) It was developed for MS-DOS operating system.
- v) Its main objective is to develop programming skills for learning users. In this case we can create only console based application. Those application that can be executed in DOS environment.

Feature of Qbasic:

It supports procedural programming.

It supports high level programming language.

It is not case sensitive programming language.

It is simple to learn.

It is rich set of pre-defined library function such as mathematical function, string function, conversion function etc.

It is English like language so, any user can learn easily.

It checks syntax automatically.

It capitalizes reserved word (key word) automatically.

Disadvantage:

- i) It doesn't support windows based application.
- ii) It doesn't support object oriented programming.
- iii) It is not secure language.
- iv) The execution speed of Qbasic program is slow due to interpreter.

Application of Qbasic:

- i) It is used to develop console based application.
- ii) It supports graphics programming. In this case we can design different types of shapes. Such as rectangle, oval human face etc.

Tokens:

It is the smallest unit that is used to create a program.

There are some tokens in Qbasic:

- i) Characters set
- ii) Constant/literal
- iii) Variable
- iv) Operator
- v) Keywords/reserve words
- vi) Identifier
- vii) Delimiter

- viii) Data type
- ix) Expression
- x) Comment

1. CHARACTER SET

A set of characters that are allowed to use in QBASIC is known as the QBASIC Character Set. The QBASIC Character Set consists of alphabets (both small and capital), numbers (0 to 9) and special characters.

2. CONSTANTS

Constants are the data or the values in a program that cannot be changed during the program execution. The data may be a letter, words, numbers, or special characters. A constant can be stored in a variable when it is required to use in more than one statement or expression. In QBASIC, these data/constants are grouped into two main categories. They are:

- a. Sting Constant
- b. Numeric Constant

3.KEYWORD

Keywords are those words which have special meanings in QBASIC.

Keywords are formed by using characters of QBASIC Characters Set.

Ex . CLS, REM, INPUT, LET, PRINT, FOR, DO, SELECT