

### POKE and POKEW

POKE is a commonly used command; it stores a byte in a specified memory location. POKEW stores a 16 bit word in a specified memory location. The low order 8 bits are stored at the memory location, and the high order bits are stored at memory location plus one. This is the normal way to store an integer on the ATARI. In the following example, 0 is stored in 40959, and 289 is stored in 40957 and 40958:

```
10 POKE 40959,0%
20 POKEW 40957%,289%
```

### EXG

The EXG command exchanges two strings. Its format is:

EXG(stringvariable,stringvariable)

```
10 EXG(T$,A$)
```

```
10 EXG(Y1$(5%,2%),C$(1%))
```

In the first example, if A\$ equals 'A' and T\$ equals 'ZZ' before the EXG command is executed, then A\$ will equal 'ZZ' and T\$ will equal 'A' after EXG is executed. Note that you cannot use EXG with integers or real variables.

### TRAP

Normally, if an error occurs during the execution of a program, the system immediately returns to BASIC. Sometimes this is undesirable. For example, suppose a user enters and misspells a file name; the program cannot find the file and returns to BASIC with a file not found error. Wouldn't it be better to give the unfortunate person another chance? The TRAP command lets you do this. Its format is

TRAP linenumber

In case of an error, TRAP causes the system to go to the specified linenumber. Memory location 1240 will have the error number. You can use a PEEK command to get it. Appendix B has a list of the error codes. Suppose you come to a section of the program where you would prefer an error to force a return to BASIC. TRAP 0 will cause subsequent errors to do this. Of course, you can always issue another TRAP command and again take over error control.

### LOADST and POPST

LOADST lets you save strings or numbers to the stack used by the system. POPST lets you remove strings and numbers from the stack and store them in variables. The formats are

LOADST(expression)

POPST(variablename)

For example, suppose you have a subroutine which takes a number and