

GET

Type: BASIC command

Format: GET integerexpression,variablename

Description: Reads data from a file. The file number equals the integerexpression. The variablename can be integer, real, or string. See PUT. The following program reads and prints a string, an integer, and then two real numbers from a file called "DATA.FIL". See Ch. 6 for alternate form of GET.

Example:

```
100 OPEN "I",1%,"DATA.FIL"  
110 GET 1%,A$: GET 1%,N%: GET 1%,B: GET 1%,C  
120 PRINT A$,N%,B,C  
130 CLOSE 1%  
140 END
```

GETKEY

Type: integer function

Format: GETKEY

Description: Returns ASCII code (See Appendix A) for character entered at keyboard. Returns zero if no character, or if you already used GETKEY to get that character.

GOSUB

Type: BASIC command

Format: GOSUB linenumber

Description: Transfers control to a subroutine located at the specified linenumber. When the program reaches a RETURN, control returns to the statement immediately after the GOSUB.

GOTO

Type: BASIC command

Format: GOTO linenumber

Description: Transfers control to the specified linenumber.

GRAPHICS

Type: BASIC command

Format: GRAPHICS integerexpression

Description: Sets the graphics mode. See Chapter 13 for a complete discussion. There are 16 graphics modes (0 through 15). Many of the modes can be opened with or without a text window at the bottom of the screen. Also you can have graphics with or without player-missiles and with or