

CONTENTS

Chapter 1.	GETTING STARTED	1
	Preparation.	
	Entering programs.	
	Disk commands.	
Chapter 2.	VARIABLE TYPES	5
	Advantages of integers.	
	Strings. Arrays.	
	Integerexpression.	
	Stringexpression.	
	Realexpression.	
Chapter 3.	INPUT, READ, and DATA	8
	INPUT. INPUTLINE.	
	READ and DATA.	
Chapter 4.	BRANCHING COMMANDS	10
	GOTO and GOSUB.	
	IF THEN ELSE.	
	IF DO ELSE ENDIF.	
	ON GOTO. ON GOSUB.	
	CASE. Advanced topics.	
Chapter 5.	LOOPS	14
	FOR NEXT STEP.	
	WHILE WEND.	
	REPEAT UNTIL.	
Chapter 6.	DISK INPUT AND OUTPUT	17
	OPEN. CLOSE.	
	PUT. GET. EOF.	
	NOTE and POINT.	
Chapter 7.	SPECIAL COMMANDS	22
	WAIT. RTIME.	
	OFFDISPLAY and ONDISPLAY.	
	DEG and RAD.	
	POKE and POKEW.	
	EXG. TRAP.	
	LOADST and POPST.	
Chapter 8.	FUNCTIONS AND NAMED SUBROUTINES	25
	Built-in functions.	
	User-defined functions.	
	Named subroutines.	