

11. MORE ON SYSTEM COMMANDS

SAVEC and EXEC

Here is how to run a regularly used program without having to compile it first each time. Use the LOAD command to bring the program into the computer and then type COMPILE. After the COMPILE is completed, the system will respond with Ready. Now type SAVEC and follow this with a space and filename. This will save the compiled code on the disk. When you want to run the program, type EXEC followed by the filename of the compiled code.

The following example shows how to compile and save the code for a program named ALPHA.BAS:

```
LOAD ALPHA.BAS
Ready
COMPILE
Ready
SAVEC ALPHA.COD
Ready
```

Next time you want to run the program, type EXEC ALPHA.COD.

Compiling and Executing Long Programs

If you do enough programming in Advan BASIC, you will eventually write a program which is too long for the normal RUN command, and you will get a MEMORY EXCEEDED message. This means that either there isn't enough room for the compile, or there isn't enough room for the program and its data during execution. Take heart; in many cases you can still run the program. It just takes a slightly different technique.

When you type RUN, Advan BASIC will keep both the compiled code and the program in memory. This is very convenient if you want to modify the program, because it's right in memory. You simply make the changes and then run it again; however, it does limit the size of a program you can run.

If you type RUN 1, the system will delete each line of the program as the line is compiled. At the end of the compile, the program will have been erased. This lets you run much larger programs. Be sure to save the program before you try this, or you will be very sad indeed. You can also use this technique with programs you run directly from a disk. For example:

```
RUN D2:ALPHA.BAS 1
```

This command loads the program from disk 2, compiles it, and then executes it. The program lines are deleted as they are compiled. You can also use this option with the COMPILE command:

```
COMPILE 1
```

This command compiles the program in memory and deletes each line after it has been compiled.