

Example:

```
100 X=3
110 PRINT EXP(X+1)
120 END
```

FAST and FAST END

Type: BASIC command

Format: FAST

```

.
.
.
FAST END
```

Description: For the parts of the program between FAST and FAST END, Advan's optional optimizing compiler produces machine language code, which is faster but takes up more room than pseudo code. The optimizing compiler also reduces the length of the pseudo code regions (those not bracketed by FAST-FAST END) by about 20 to 25%. Because only about 10% of many programs is speed critical, the optimizing compiler can often significantly improve speed without changing program length. These commands are ignored by the standard Advan BASIC.

FILL

Type: BASIC command

Format: FILL integerexpression,integerexpression

Description: Draws a line from the last plotted point to the point whose column (horizontal position) equals the first integerexpression and whose vertical position equals the second integerexpression (where 0 equals the top line). As each point in the line is drawn, the system fills in empty points to the right of the point until the screen edge or a plotted point is encountered. Note that FILL does not work in mode 0.

Example:

```
10 GRAPHICS 3%
20 COLOR 2%
30 PLOT 5%,10%
40 DRAWTO 10%,15%
50 DRAWTO 0%,15%
60 FILL 4%,11%
```

The point at 5,10 is plotted. Line 40 draws a line from 5,10 to 10,15. Line 50 draws a line from 10,15 to 0,15. The FILL command draws a line from 0,15 to 4,11 and fills in the triangle as it draws the line.