

Proprietary

Bowling Secretary: Instructions---

The 'Bowling secretary' program was written to help figure individual & team averages and handicaps for an entire bowling league. The program is meant to be re-recorded every week so as to update all necessary data. This data is stored in string arrays 1-128, so SZ=256 is needed to run the program. When loading from tape, be sure to wait for all arrays to load before running the program.

This program is designed to handle 8 teams of 4 bowlers each, but can easily be modified to another format.

To use the program, enter team number that you wish to work on, then simply follow the menu: 1.-Update Scores--Used to enter new statistics for team# that you are working on. Just enter latest weeks scores & computer will figure totals--Series, avg., hdep, total pins & games bowled to date. 2-Team hdep.--When you are done entering all bowlers scores for the team you are working on, press zero when asked "BOWLER#?"--This will bring back the menu. Then press '2'-The computer will give you team avg. & hdep. 3-New team--Self-explanatory--When asked "TEAM#?" Enter number of team you wish to work on. 4-Save on tape--When all teams are updated, press '4', start recorder on record, & press any key. Program & all string arrays,(data), will store on tape.

STATISTICS---

Team Hdep.-80% of difference in team average & 575 (SCRATCH)
Mens Hdep.-70% of difference in individual avg. & 200 (SCRATCH)
Womens Hdep.-80% of difference in individual avg. & 200 (SCRATCH)

Line # Statements(s) Comments

```

1 NT=0;T=1;GOTO 19
2 CX=-71;RETURN
3 CX=-23;RETURN
4 GOSUB 2;PRINT "1 JOHN
";GOSUB 2;CY=0;PRINT "2 J
UNE ";GOSUB 2;CY=-16;PRINT
"3 JOHNT";GOSUB 2;CY=-32;
PRINT "4 JULIE";RETURN
    
```

(7 CHARACTERS FOR EACH
 BOWLERS #NO & NAME BETWEEN
 QUOTE MARKS)
 TEAM # 1

(LINES 5-11
 SAME AS #4
 WITH DIFFER-
 ENT NAMES
 FOR ALL TEAMS)

(REST OF TEAMS)

```

12 M=(200-@(X+4))/@(X);R
    RETURN
    
```

INDIVIDUAL HANDICAP ROUTINE

```

15 CY=-32;CX=-71;RETURN
    
```

```

16 CX=-59;RETURN
    
```

```

18 CLEAR;PRINT;GOSUB 2
;INPUT "TEAM?"T
    
```

```

19 CLEAR;PRINT;CX=-17;
PRINT "INPUT ";PRINT;GOSU
B 16;PRINT "1-UPDATE SCORE
S";PRINT;GOSUB 16;PRINT "
2-TEAM HDCP";PRINT;GOSUB
16;PRINT "3-NEW TEAM";PRIN
T;GOSUB 16
    
```

MENU

```

20 PRINT "4-SAVE ON TAPE
";INPUT "? "N;IF (N<1)+(N>4
)GOTO 19
    
```

```

21 IF N#1GOTO NX200
    
```

```

23 CLEAR;PRINT;CX=-16;
PRINT "TEAM#",#1,T;PRINT "
BOWLER GAMES TP AVG HDC
";GOSUB T+3
    
```

DISPLAY TEAM DATA

```

25 CY=16;FOR A=TX16-15TO
TX16-12;GOSUB 3;PRINT #1,
@(A),#5,@(A+4),@(A+12),@(A
+8);PRINT;NEXT A
    
```

```

30 GOSUB 15;INPUT "BOWLE
R?"B;IF B=0GOTO 19
    
```

USE OF SHADED AREA IS FOR 2ND OR
 MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE #
 AND STATEMENT. THIS IS DONE BY THE UNIT

Line #	Statements(s)	Comments
--------	---------------	----------

35	IF B>4 GOTO 30	
----	----------------	--

40	GOSUB 15; PRINT "#", #1	UPDATE SCORES
----	-------------------------	---------------

	, B, ; INPUT "# GAMES?" C; X=T×1	
--	----------------------------------	--

	6-16+B; @(X)=@(X)+C	
--	---------------------	--

45	BOX 0, -32, 159, 8, 2	
----	-----------------------	--

50	GOSUB 15; PRINT "#", #1	
----	-------------------------	--

	, B, ; INPUT " SCORES?" D, E, F	
--	---------------------------------	--

	; H=D+E+F; @(X+4)=@(X+4)+H	
--	----------------------------	--

60	CLEAR ; PRINT ; PRINT "	
----	-------------------------	--

	BLR#", #1, B; GOSUB 3; PRINT	
--	------------------------------	--

	#4, D, E, F	
--	-------------	--

70	GOSUB 3; PRINT "SERIES	
----	------------------------	--

	→", #1, H; @(X+12)=@(X+4)÷@	HANDICAP ROUTINE
--	-----------------------------	------------------

	(X); I=B÷2; IF RM GOSUB 12; @(X	
--	---------------------------------	--

	+8)=M×7÷10; GOTO 90	
--	---------------------	--

80	GOSUB 12; @(X+8)=M×8÷1	
----	------------------------	--

	0	
--	---	--

90	IF @(X+8)<0 @(X+8)=0	
----	----------------------	--

100	K=KP; CLEAR ; GOTO 21	
-----	-----------------------	--

400	R=0; FOR A=T×16-3 TO TX	TEAM HDCP.
-----	-------------------------	------------

	16; R=R+@(A); NEXT A; CLEAR ;	
--	-------------------------------	--

	CY=0; PRINT "TEAM#", #1, T; PR	
--	--------------------------------	--

	INT "HDCP", (675-R)×8÷10; PR	
--	------------------------------	--

	INT "AVG.", R	
--	---------------	--

410	K=KP; GOTO 19	
-----	---------------	--

600	GOTO 18	NEW TEAM
-----	---------	----------

800	CLEAR ; CY=0; PRINT "KE	RECORDING ROUTINE
-----	-------------------------	-------------------

	Y"; K=KP	
--	----------	--

810	NT=1; : PRINT ; PRINT "	
-----	-------------------------	--

	"; LIST ; J=0; FOR A=1 TO 16; F	
--	---------------------------------	--

	OR B=1 TO 8; J=J+1; PRINT #1,	
--	-------------------------------	--

	"@(", J, ") = " , @(J); NEXT B; NE	
--	--------------------------------------	--

	XT A; PRINT " : RETURN ; RUN	
--	------------------------------	--

USE OF SHADED AREA IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT. THIS IS DONE BY THE UNIT