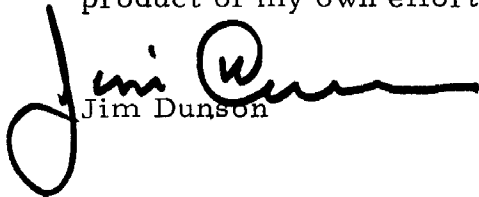


Arcadian
3626 Morrie Drive
San Jose, Ca 94127-9990

Dear Bob,

Please accept the enclosed program as a contender for the \$100 prize.

"I certify that the program titled Graphics Quadruplicate is largely the product of my own efforts and is not a copy of an available program".


Jim Dunson

P.S. I am enclosing a SASE. Please let me know if the program is acceptable.

Also, experimentation with converting decimal to hex led me to discover that there were no published programs that dealt with the negative decimal. The only one that I could find went from 0 to 32767 or 7FFF. I then developed a very fast entry and easy to use program that converts all 64K.

Decimal	0 to 32767, -32768 to -1
Hexadecimal	0 to FFFF
Binary	0 to 1111 1111 1111 1111

I have made a copy on the reverse side of the tape Graphics Quadruplicate. Please review it and let me know if it is publishable.


Jim

1.
2. GRAPHICS QUADRUPLICATE
3. s=leave 1 space
d=divide
x=multiply
4. JIM DUNSON
5. 13900 RIVER ROAD
6. PERDIDO KEY FL, 32507
7.
8. (904) 492-1470
9.
10 CLEAR ;BC=226;FC=6;NT=0;CY=35;PRINT "ssGRAPHICS QUADRUPLICATES"
;BOX -2,29,142,1,1;PRINT ;CX=-44;PRINT "ORDER OF PROGRAM
20 PRINT ;PRINT "ss(1)sMIRROR IMAGES";PRINT "ss(2)sQUADS AT ODDS";
PRINT "ss(3)sQUADRUPLETS
30 PRINT "sssssPROGRAM REPEATS";CY=-39;PRINT ".PRESS ANY KEY.
.";IF KP CLEAR
40 .MIRROR QUADS
50 B=0;G=0;H=0;I=0;J=0;FOR K=1 TO RND (6)+2;CLEAR ;BOX -70,0,10,88,1;
BOX 70,0,10,88,1;&(9)=44
60 BC=RND (64)x4;FC=BC+132;C=3dRND (2);E=45;IF C=1E=35
70 FOR D=1 TO E;F=RND (22)-1;A=Fx3;XY=G;LINE A,B,C;G=XY;XY=H;LINE -A,
B,C;H=XY;XY=I;LINE -A,-B,C;I=XY;XY=J;LINE A,-B,C;J=XY
80 B=Fx2;XY=G;LINE A,B,C;G=XY;XY=H;LINE -A,B,C;H=XY;XY=I;LINE -A,-B,
C;I=XY;XY=J;LINE A,-B,C;J=XY;NEXT D;FOR D=1 TO 2000;NEXT D;NEXT K
90 .DISSIMILAR QUADS
100 F=0;G=0;J=0;K=0;N=0;O=0;R=0;S=0;FOR T=1 TO RND (4)+1;CLEAR ;Z=RND (64)x4;
&(9)=Z;&(1)=Z;&(2)=Z+132;&(3)=Z+132;BC=Z+64
110 FC=BC+132;&(9)=212;BOX -40,-22,80,43,1;BOX 40,21,80,43,1;BOX -63,8,8,87,
3;BOX 69,1,8,87,3;BOX 69,-1,8,87,3
120 FOR D=1 TO 45;A=RND (20);B=Ax3;XY=F;LINE B,G,3;F=XY;H=RND (21);I=Hx3;
XY=J;LINE -I,K,3;J=XY;L=RND (21);M=Lx3;XY=N;LINE -M,-O,3
130 N=XY;P=RND (21);Q=Px3;XY=R;LINE Q,-S,3;R=XY;G=Ax2;XY=F;LINE B,G,3;
F=XY;K=Hx2;XY=J;LINE -I,K,3;J=XY;O=Lx2;XY=N
140 LINE -M,-O,3;N=XY;S=Px2;XY=R;LINE Q,-S,3;R=XY;NEXT D;FOR D=1 TO 2000;
NEXT D;NEXT T
150 .QUADRUPLETS
160 B=0;G=40;H=216;I=-11048;J=-11224;FOR T=1 TO RND (4)+1;CLEAR ;BC=RND
(64)x4;FC=BC+132
170 &(9)=234;BOX 0,0,160,1,1;BOX 0,0,1,88,1;C=3dRND (2);E=45;IF C=1E=25
180 FOR D=1 TO E;F=RND (21);A=Fx3;XY=G;LINE A,F,C;G=XY;A=A-80;XY=H;LINE
A,B,C;H=XY;B=B-44;XY=I;LINE A,B,C;I=XY;A=A+80
190 XY=J;LINE A,B,C;J=XY;B=Bx2;XY=G;LINE A,B,C;G=XY;A=A-80;XY=H;LINE A,
2 B,C;H=XY;B=B-44;XY=I;LINE A,B,C;I=XY;A=A+80
200 XY=J;LINE A,B,C;J=XY;B=B+44;NEXT D;FOR D=1 TO 2000;NEXT D;NEXT T;
GOTO 50

Contd

not touch on BS

This program uses right angle lines and XY operator to create unusual and very fast graphic art. The program was created to run in AB. It will run in BB, however the effect of speed of operation is lost. The redundancy of LINE statements is deliberate in order to increase the speed of operation.

4 colors are shown in parts 1 & 3 and 8 in part 2.