

PROGRAM NAME MODIFIED PLAYER PIANO FOR LEARNING AID
ON THE &16 → &23 COMMANDS

Page 1 of 1

Line #

Statement(s)

Comments

10	USE EXISTING 'PLAYER PIANO' PROGRAM FROM BALLY BASIC.	
160	BOOK	
42	IF K = "FOR" INPUT " &1 6" M; &(16)=M; GOTO 30	
44	IF K = "TO" INPUT " &17 "N; &(17)=N; GOTO 30	
46	IF K = "STEP" INPUT " & 18" O; &(18)=O; GOTO 30	
48	IF K = "NEXT" INPUT " & 18" P; &(19)=P; GOTO 30	
52	IF K = "GOSUB" INPUT " &20" Q; &(20)=Q; GOTO 30	
54	IF K = "RETURN" INPUT " &21" R; &(21)=R; GOTO 30	
56	IF K = "RND" INPUT " &2 2" S; &(22)=S; GOTO 30	
58	IF K = "IF" INPUT " &23 "T; &(23)=T; GOTO 30	
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2	.	
3	.	
5	CHUCK THOMKA 5 JAN 79	

THESE COMMANDS UTILIZE THE BASIC INSTRUCTIONS 'FOR', 'TO', 'STEP', AND 'NEXT' TO CHANGE &16 → &19, RESPECTIVELY. ALSO NOTE THAT ALL FOUR ARE ON THE SAME KEYPAD ROW.

THESE COMMANDS, LIKEWISE, USE 'GOSUB', 'RETURN', 'RND', AND 'IF' TO CHANGE &20 → &23. AGAIN ALL FOUR ARE ON THE SAME KEYPAD ROW.

HELPS SET UP THE AUTO RECORD LEVEL OF A TAPE RECORDER