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1. In Nov 77, Kilobaud magazine published the results of running benchmarks on several micro-systems using Floating Point Basics. They chose not to include Integer only Basics; this excluded the Apple II. Since then, Applesoft II, an extended floating point Basic has been released by Apple.

The timing of the Applesoft II Basic, together with that of the Apple Integer Basic has been added to the list originally published by Kilobaud magazine. See attached table.

You will note that the Integer Basic is really fast! For game type applications with lots of animation, you don't normally need floating point. Also Integer Basic is more efficient in memory utilization (provided short names are used).

As for Applesoft II; it was written by Microsoft Inc, who also wrote the OSI 6502 Basic. Since Apple uses a 6502 also, and runs the 6502 with a 1.0 Mhz clock, one would expect the Benchmark times to be similar to the 6502 OSI running at 1.0Mhz. Well it is. Act ually the Apple is slightly faster than the OSI except for array handling.

2. MINI'APP'LES has the Shape' creating utility program. This utility will generate a vector table for use with the HIRES graphics subroutine 'SHAPE' or for use with the Applesoft II commands SHLOAD, DRAW and XDRAW.

SYNOPSIS OF MICRO-SYSTEM BENCHMARKS

Refer to Nov 77 Kilobaud magazine for details of benchmarks and other system times.						
MPU	1				5	6 7
6502	0.9	4.6	8.2	9.3		14.8 21.
6502	1.4	3.1	7.1	7.2	8.7	17.7 27.9
Z-80	0.9	5.9	13.0	13.5	14.8	22.7 32.7
6502	1.4	8,6	15.9	17.8	19.3	28.7 42.2
6502	1.6	8.9	16.2	18.2	19.7	29.2 42.9
6502	1.3	9.2	15.7	17.4	18.8	28.0 44.3
6502	1.7	9.8	18,6	20.4	22.1	32.6 51.3
Z-80	1.7	9.5	20.6	21.7	23.7	36.2 51.8
8080	1.9	9.1	18.4	18.5	20.9	36.1 59.4
8080	2.1	13.1	27.0	29.0	31.3	47.5 67.8
8080	2.3	9.5	26.6	31.3	33.7	50.6 73.8
8080	2.5	10.2	29.0	34.0	36.5	54.0 79.0
IBM ,	: , 4.0 :	20.5	56.5	54.3	58.1	87. 173.
6800	14.9	24.7	96.1	105.	110.	174. 204.
	MPU 6502 6502 6502 6502 6502 2-80 8080 8080 8080	MPU 1 6502 0.9 6502 1.4 Z-80 0.9 6502 1.4 6502 1.6 6502 1.7 Z-80 1.7 Z-80 1.7 8080 1.9 8080 2.1 8080 2.3 8080 2.5	MPU 1 2 6502 0.9 4.6 6502 1.4 3.1 Z-80 0.9 5.9 6502 1.6 8.9 6502 1.7 9.8 Z-80 1.7 9.5 8080 1.9 9.1 8080 2.1 13.1 8080 2.3 9.5 8080 2.5 10.2	MPU 1 2 3 6502 0.9 4.6 8.2 6502 1.4 3.1 7.1 Z-80 0.9 5.9 13.0 6502 1.6 8.9 16.2 6502 1.6 8.9 16.2 6502 1.7 9.0 18.6 Z-80 1.7 9.5 20.6 8080 1.9 9.1 18.4 8080 2.1 13.1 27.0 8080 2.3 9.5 26.6 8080 2.5 10.2 29.0 IBM 4.0 20.5 56.5	MPU 1 2 3 4 6 6502 0.9 4.6 8.2 9.3 6502 1.4 3.1 7.1 7.2 Z-80 0.9 5.9 13.0 13.5 6502 1.4 8.6 15.9 17.8 6502 1.6 8.9 16.2 18.2 6502 1.7 9.8 18.6 20.4 Z-80 1.7 9.5 20.6 21.7 8080 1.9 9.1 18.4 18.5 8080 2.3 9.5 26.6 31.3 8080 2.5 10.2 29.0 34.0 IBM 4.0 20.5 56.5 54.3	MPU 1 2 3 4 5 6502 0.9 4.6 8.2 9.3 10.0 6502 1.4 3.1 7.1 7.2 8.7 Z-80 0.9 5.9 13.0 13.5 14.8 6502 1.4 8.6 15.9 17.8 19.3 6502 1.6 8.9 16.2 18.2 19.7 6502 1.7 9.8 18.6 20.4 22.1 Z-80 1.7 9.8 18.6 20.4 22.1 Z-80 1.7 9.5 20.6 21.7 23.7 8080 2.1 13.1 27.0 29.0 31.3 8080 2.3 9.5 26.6 31.3 33.7 8080 2.5 10.2 29.0 34.0 36.5 1BM 4.0 20.5 56.5 54.3 58.1

Execution time in seconds.