APPLESOFT II: EXTENDED, FLOAINT-POINT BASIC
QUICK REFERENCE GUIDE

SIMPLE VARIABLES

<table>
<thead>
<tr>
<th>Type</th>
<th>Name</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Real</td>
<td>A$</td>
<td>+/- 9.9999999 E+37</td>
</tr>
<tr>
<td>Integer</td>
<td>ABX</td>
<td>+/- 32767</td>
</tr>
<tr>
<td>String</td>
<td>A Bias</td>
<td>0 to 255 characters</td>
</tr>
</tbody>
</table>

Where A is a letter, B is a letter or digit. Name may be more than two characters, but only first two are significant: ABX and AB38Q% are the same integer variable.

ARRAY VARIABLES

<table>
<thead>
<tr>
<th>Type</th>
<th>Name of Typical Element</th>
<th>Real</th>
<th>ABX(3,12,7)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integer</td>
<td>ABX(3,12,7)</td>
<td>String</td>
<td>ABX(3,12,7)</td>
</tr>
</tbody>
</table>

Array size is limited by available memory.

ALGEBRAIC OPERATORS

+ Assigns value to variable (LET optional)
- Negation
* Multiplication
/ Division
+ Addition
- Subtraction

RELATIONAL AND LOGICAL OPERATORS

= Equal
< Not equal
> Less than
> Greater than
<= Less than or equal
>= Greater than or equal

NOT Logical "Not"
AND Logical "And"
OR Logical "Or"

Relational and logical expressions have value 1 if true, 0 if false. Relational operators can also be used to compare strings.

SYSTEM AND UTILITY COMMANDS

LOAD Loads a program from tape.
SAVE Saves a program on tape.
NEW Deletes current program.
RUN Executes program starting at line number.
RUN 477 Executes program starting at line 477.
STOP Halts execution and tells in which line.
END Halts execution with no message.
reset Unconditional jump to Monitor.
CTRL Continues program execution after halt.
PEAK( ) Returns contents of memory location X.
POKE X,13 Changes contents of memory location X to the value 13.
WAIT X,Y,Z Waits until contents of X when X0RED with Y3 ANDed with Z, gives non-zero result.
CALL X Goes to machine-language subroutine beginning at memory location X.
USR( ) Passes value X to a machine-language subroutine.
HIMEM: Sets highest memory address available to APPLESOFT program use.
LOMEN: Sets lowest memory address available to APPLESOFT program use.

EDITING AND FORMAT-RELATED COMMANDS (cont'd)

PRES( ) Returns amount of memory still available to user.
FLASH Sets computer output to flashing.
INVERSE Sets computer output to black on white.
NORMAL Turns off flashing or inverse output.
SPED-X Sets character output rate (X to 255).

one A Moves cursor one space right.
one B Moves cursor one space left.
one C Moves cursor one space down.
one D Moves cursor one space up.

Right-arrow Enters character under cursor into memory, and moves cursor one space right.
Left-arrow Deletes one character from line being typed, and moves cursor one space left.

CTRL X Cancels line currently being typed.

ARRAYS AND STRINGS

DIM A(X,Y,Z) Sets maximum subscripts for A; reserves memory space for X#1 * Y#1 * Z#1 real elements, starting with A(0,0,0).
DIM A5(X,Y,Z) Sets maximum subscripts for A5, which may contain X#1 * Y#1 * Z#1 real elements, each of up to 255 characters.
LEN(A5) Returns number of characters in A5.
STR( ) Returns numeric value of X, converted to a string.
VAL( ) Returns AS, up to the first non-numeric character, as a numeric value.
CHR( ) Returns ASCII character whose code is X.
ASC( ) Returns ASCII code for first character of AS.
LEFTS(AS,X) Returns leftmost X characters of AS.
RIGHTS(AS,X) Returns rightmost X characters of AS.
HID(AS,ES) Returns Y characters of ES, starting at character X.

INDEX operator used to concatenate strings.

STOR A Saves numeric array A on tape. Cannot be used to save string arrays, directly.

RECALL B Loads array back from tape; array B must have been DIMensioned correctly.
INPUT/OUTPUT COMMANDS
(Also see LOAD and SAVE, STORE and RECALL.)

INPUT A$ Puts a string on screen; waits for user to type a string value for A$.

DEFAULT A$ Puts default value on screen; waits for user to type a real value for A$.

GET A$ Waits for user to type a one-character value for A$; does not need RETURN key.

DATA X, Y Z establishes a list of data elements that can be used by READ statements.

READ A$ Assigns next DATA element to A$.

PRINT "X = " ; X Prints string "X = " and value of variable X on screen. Semicolons concatenate printed items, commas separate items into three tab fields. The symbol ; also means PRINT.

PRINT $# Takes future input from peripheral device in slot#6, instead of keyboard (#5).

PR#6 Sends output to peripheral device in slot#6, instead of TV screen (PR#5).

LET X = Y LET is optional; assigns value of Y to variable X.

DEF FN A(X) = X + 3/X Defines a function FNA. In later use, the argument of FNA will be substituted for X in the defined expression. FNA(4) would return 9.73

COMMANDS RELATING TO FLOW OF CONTROL

GOTO 347 Branches to line 347.

IF X = 3 THEN STOP If the assertion X=3 is true (non-zero), then execution continues. If the assertion is false (zero), then execution jumps to the next numbered line.

FOR X = 1 TO 5 STEP 4 NEXT X Executes all statements between the FOR statement and the corresponding NEXT, first with X = 1, then with X = 5, X = 9, etc., until X > 25, when execution continues after NEXT. STEP size is 1 if not specified.

NEXT X moves bottom of FOR...NEXT loop. The X is optional.

GOSUB 33 Branches to the subroutine at line 33.

COMMANDS RELATING TO FLOW OF CONTROL (cont’d)

RETURN Marks end of subroutine; returns to statement following most recent GOSUB.

POP Removes one address from RETURN the stack.

ON X GOTO 397,12,458 Branches to the Xth line number in the list. If X = 2, goes to line 12.

ON X GOSUB 397,12,458 Branches to subroutine at the Xth line number in the list.

ON ERR GOTO 4350 Subsequent errors cause branch to error-handling routine at line 4350 instead of massage and program halt.

RESUME In error-handling routine, causes return to statement where error occurred.

GRAPHICS AND GAME CONTROLS

Low-Resolution Graphics

GR Sets low-resolution graphics; clears top 40 x 40 area to black; bottom 4 lines text.

COLOR Sets color (0 to 15) for next plotting.

PLOT X,Y Places colored dot at horizontal coordinate X and vertical coordinate Y. X and Y are from 0 to 40. If X is top left, Y is bottom right.

HLINE X1,X2 AT Y Draws horizontal line from the point at X1,Y to the point at X2,Y.

VLINE Y1,Y2 AT X Draws vertical line from the point at X1,Y1 to the point at X2,Y2.

COLOR X Sets color (0 to 7) for next plotting.

HLINE X1,X2 AT Y Draws horizontal line from the point at X1,Y to the point at X2,Y.

VLINE Y1,Y2 AT X Draws vertical line from the point at X1,Y1 to the point at X2,Y2.

COLOR X Sets color (0 to 7) for next plotting.

High-Resolution Graphics

HGR Sets high-resolution graphics, page 1; clears top 200 x 100 area to black; bottom 4 lines text.

HGR2 Sets high-resolution graphics, page 2; clears entire 200 x 192 screen to black.

HCOLOR Sets color (0 to 15) for next plotting.

HLINE X1,X2 AT Y Draws horizontal line from the point at X1,Y1 to the point at X2,Y2.

VLINE Y1,Y2 AT X Draws horizontal line from the point at X1,Y1 to the point at X2,Y2.

COLOR X Sets color (0 to 7) for next plotting.

HLINE X1,X2 AT Y Draws horizontal line from the point at X1,Y to the point at X2,Y.

VLINE Y1,Y2 AT X Draws horizontal line from the point at X1,Y1 to the point at X2,Y2.

COLOR X Sets color (0 to 7) for next plotting.

SOME MATH FUNCTIONS

SIN(X) Returns sine of X radians.

COS(X) Returns cosine of X radians.

TAN(X) Returns tangent of X radians.

ATN(X) Returns arctangent, in radians, of X.

INT(X) Returns largest integer less than or equal to X.

RND(1) Returns random real number from 0 to 9999999999 each time used.

RND(0) Returns last random number again.

RND(-3) Returns 4.4821719N-08. A different fixed number is returned for each different negative argument. After this, RND with positive argument will follow a fixed sequence.

SQN(X) Returns -1 if X=0, 0 if X<0, and 1 if X>0.

ABS(X) Returns absolute value of X.

SQR(X) Returns positive square root of X.

EXP(X) Returns e (2.71828) to the power X.

LOG(X) Returns natural logarithm of X.