



**PENCIL II**

# COMPUTER CONSOLE

**USER'S MANUAL**

**PART I OPERATION MANUAL**

**PART II SD-BASIC REFERENCE MANUAL**



**PART I**

**OPERATION  
MANUAL**



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The equipment described in this Operation Manual generates and uses radio frequency energy. If not installed and used properly in strict accordance with our instructions, it may cause interference to radio and television reception.

In case of suspected interference caused by the computer, switch off the computer, if the interference discontinues, it was probably caused by the computer. To rectify the interference, user is recommended on all or any of the following measures:

- Relocate the direction of the TV or radio antenna until the interference stops.
- Set the computer to one side or the other of the TV set or radio.
- Move the computer away from the TV set or radio.
- Connect the computer to a different power outlet so that the computer and receivers are on different branch circuits.
- If all fail, consult the dealer or an experienced radio/television technician for additional recommendations.



# **CONTENTS**

1 INTRODUCTION	<b>7</b>
2 THE PENCIL II AND ITS ACCESSORIES	<b>9</b>
3 NOMENCLATURE	<b>13</b>
4 HOW TO SET UP	<b>17</b>
5 HOW TO START	<b>23</b>
6 START WITH PROGRAM CARTRIDGE	<b>25</b>
7 CARE AND MAINTENANCE	<b>27</b>



# 1

# INTRODUCTION

Dear Users,

Congratulation! You have just made the right choice in selecting this remarkable product.

Your PENCIL II is a sophisticated, powerful and easy-to-operate personal computer. It is designed with state-of-the-art microprocessor technology and manufactured under most stringent standard. Numerous versatile and unique features can be found which enable your PENCIL II to perform a wide range of exciting functions. It assists and enriches every aspect of your living, from business to education and home entertainments.

The Operation Manual is intended to explain the procedures in setting up and running of the PENCIL II. However, it does not teach programming. If you are a novice and/or not familiar with computer languages or programming, the SD-BASIC Reference Manual and other books about BASIC will be helpful to you.

For a good start, please read over this manual carefully and keep it safely in your possession for future reference.

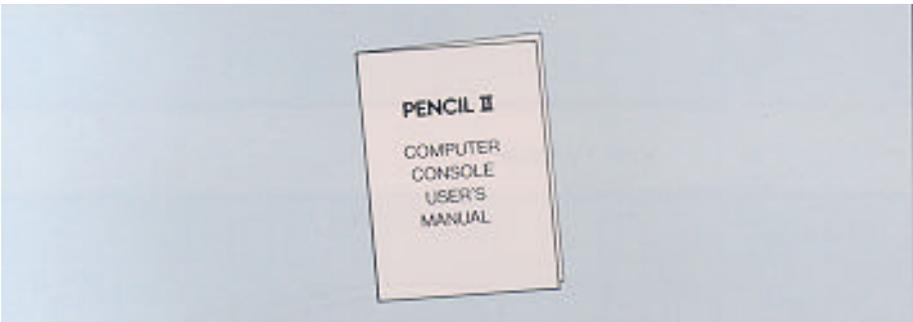


# 2

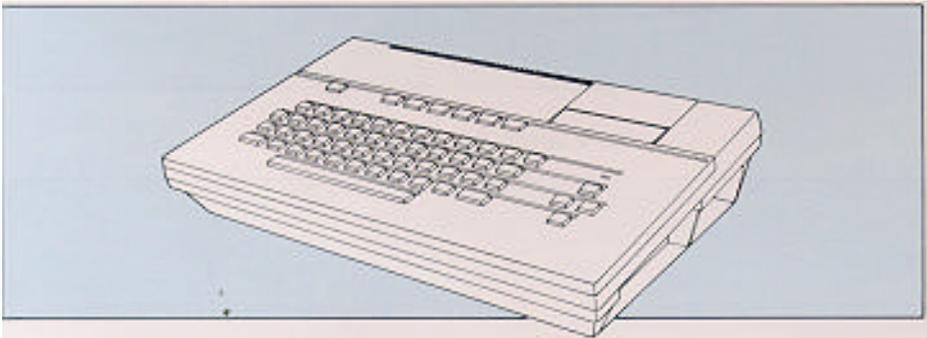
## THE PENCIL II AND ITS ACCESSORIES

When you unpack the PENCIL 11, you should find the following enclosed:

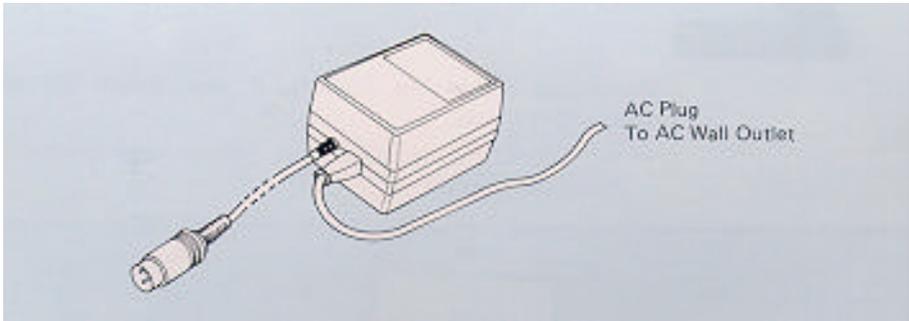
- An User's Manual (Operation Manual and SD-BASIC Reference Manual)



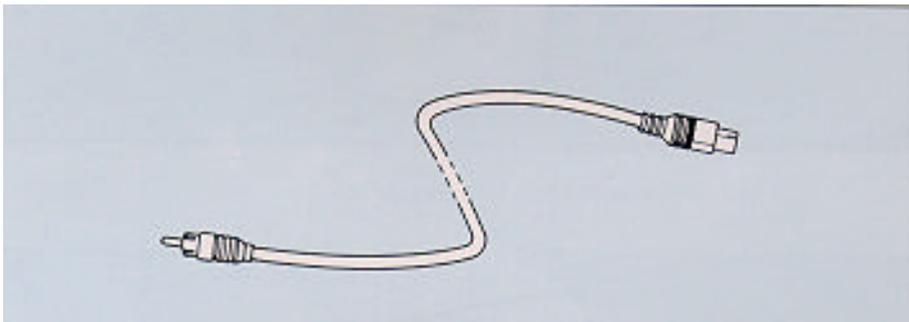
- A PENCIL II Computer



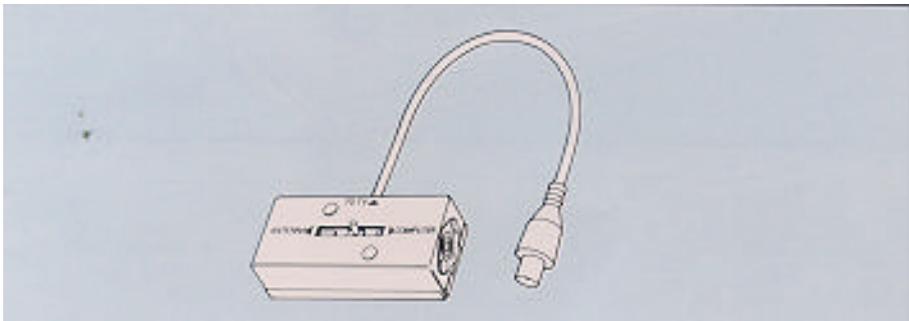
- A Power Supply Unit (PEN-902)



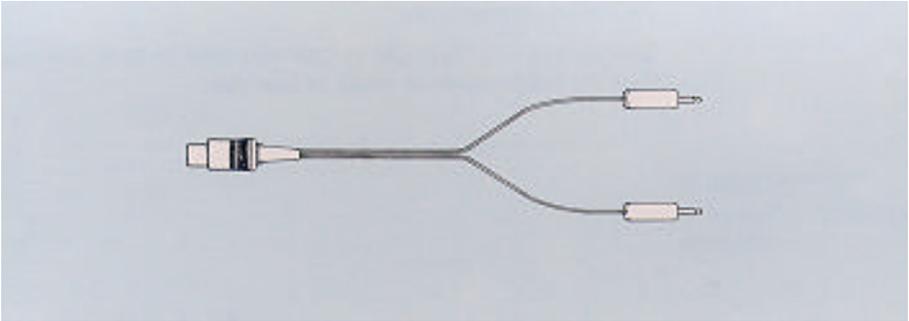
- A TV Cable



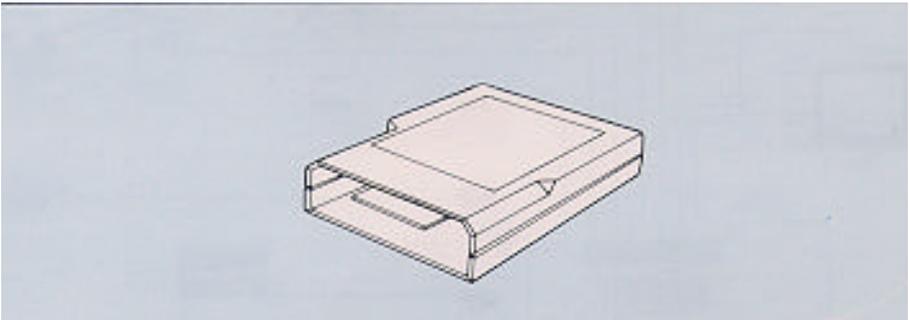
- A TV Switch Box (Optional)



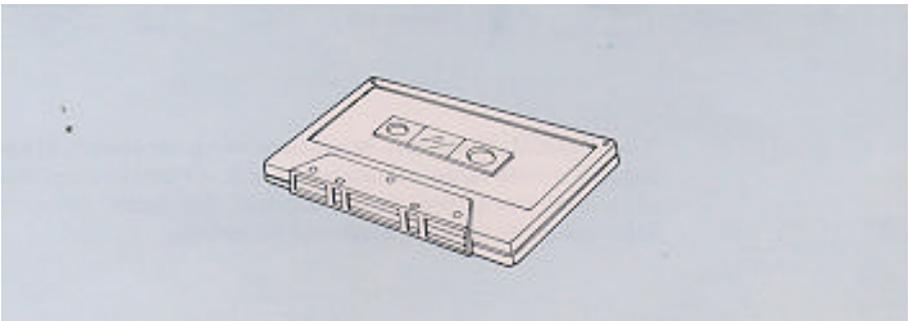
- A Cassette interface Cable



- A SD-BASIC Interpreter Cartridge



- A Demonstration Program Cassette

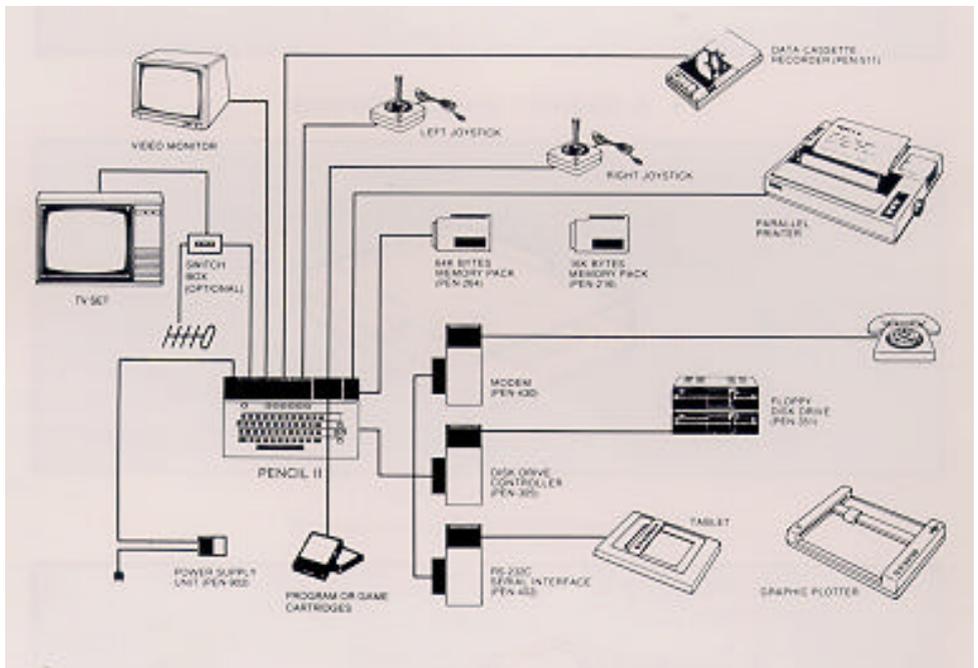


## NOTE

Check all items. If any item is missing or damaged, contact your dealer immediately.

Save all packing materials in case you need to send this unit back for maintenance or repair in later days.

### ***THE PENCIL II SYSTEM – Peripheral Diagram***

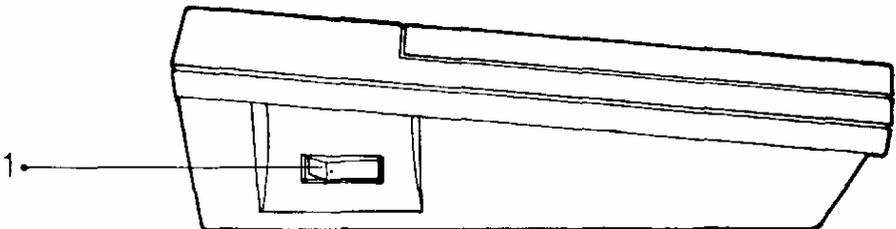


Your PENCIL II is a fully expandable computer system. It can support a wide range of peripherals and will satisfy your need of greater computing power. Consult the dealer for more information about these additional peripherals.

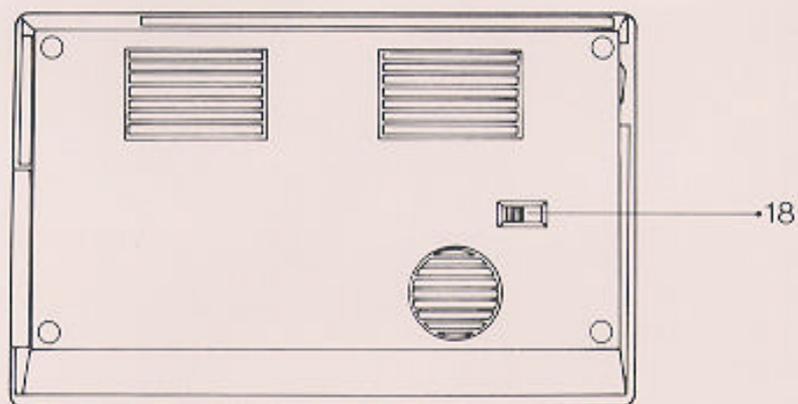
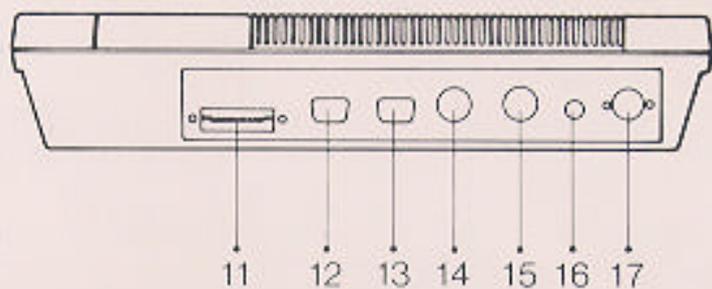
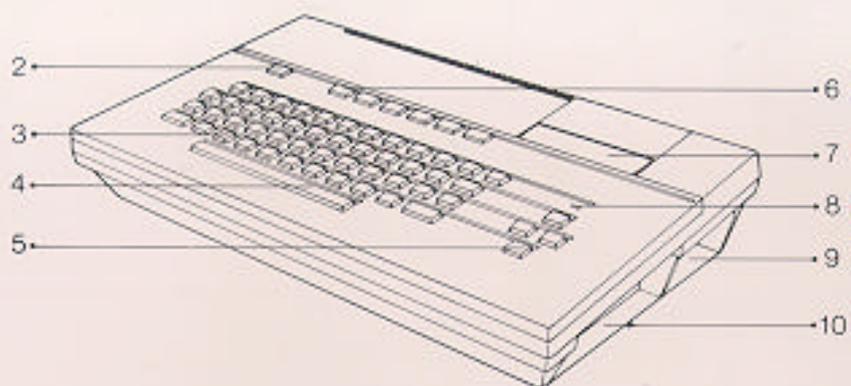
# 3

## NOMENCLATURE

1. Power ON/OFF Switch
2. Reset Key
3. Alphanumeric Keyboard
4. Space Bar
5. Cursor Control Keys
6. User-defined Function Keys
7. Cartridge Door
8. Power Indicator
9. Memory Expansion Slot (for 16K and 64K Memory Pack)
10. Expansion Slot (with protective door)
11. Parallel Printer Port
12. Joystick Socket (right)
13. Joystick Socket (left)
14. Cassette Port
15. Video Monitor Socket
16. TV Socket
17. Power Socket
18. Channel Switch (optional )









# 4

## HOW TO SET UP

In addition to the PENCIL II Computer Console and the supplied accessories, you will need:

- A regular TV set or composite video monitor for video display. (Both colour and monochrome can be used. However, no colour will be produced when using monochrome TV set or monitor.)
- A Data Cassette Recorder (PEN-511, optional) or any regular cassette tape recorder for loading and saving programs.
- For connection to other peripherals and accessories, such as game cartridges, disk drive units, parallel printers and telephone modems, etc, please refer to the separate instruction manuals supplied with these accessories.

### ***Conecting of The Power Supply***

The Power supply Unit (PEN-902) converts your AC electricity into the form that PENCIL II requires. Check the voltage of your house current and make sure it corresponds to the requirements stipulated on the label of the Power Supply Unit. Follow procedures listed below for proper connection:

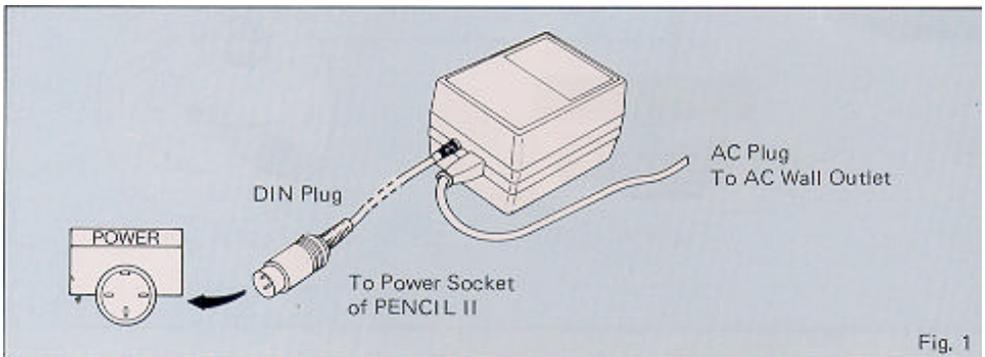


Fig. 1

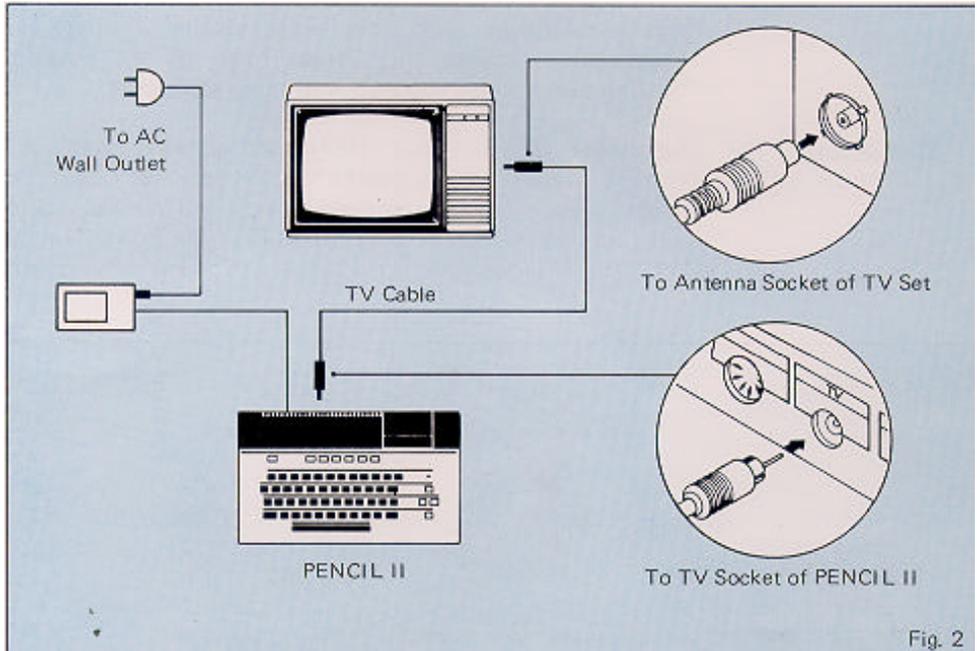
Make sure the POWER switch is at the "OFF" position when connecting or disconnecting.

1. Insert the DIN plug of the Power Supply Unit into the Power Socket at the back of the PENCIL II and the AC plug into the wall outlet of your house as shown in fig. 1.

#### CAUTION

Using a different power supply unit other than PEN-902 may cause severe damage to the PENCIL II. The warranty does not cover any damage incurred from such misuse.

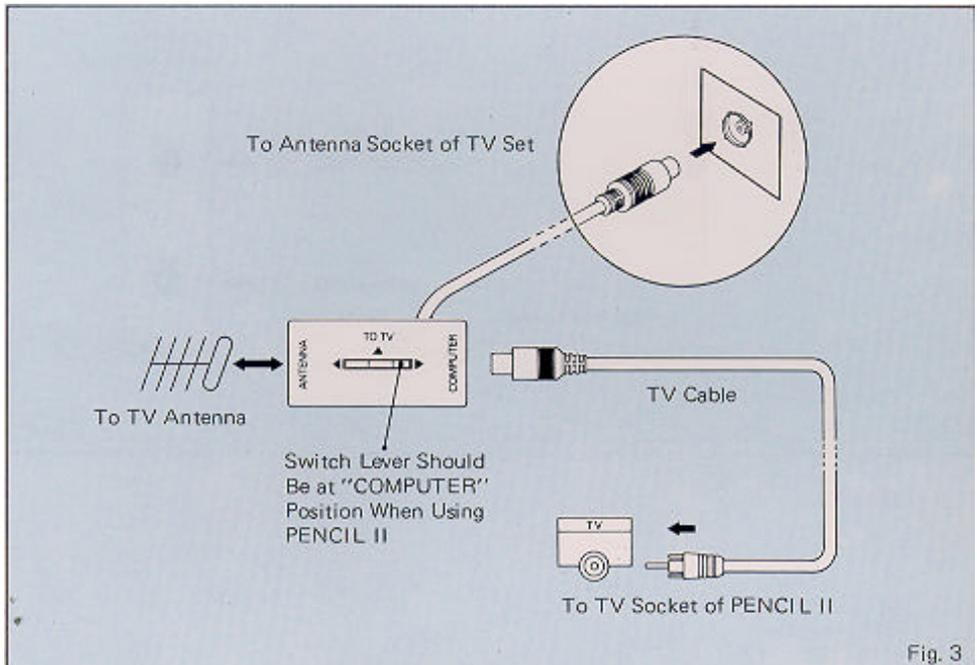
#### ***Conecting to a Regular TV Set***



1. Switch off both PENCIL II and TV set.
2. Connect the TV Cable to the TV Socket at the back of your PENCIL II and to the antenna socket at the back of the TV set as shown in fig. 2.
3. An optional Switch Box may be supplied with your PENCIL II package. The use of this Switch Box is to provide a convenient way of using your TV set for either computer use or receiving normal TV programmes by selecting with a switch. If you are going to use this Switch Box, make connections as shown in fig. 3.

#### NOTE

Please contact your dealer for the supply of this Switch Box.



**Connecting to a  
Composite  
Video Monitor**

1. For users using a composite video monitor with built-in audio system, procedures are similar to "CONNECTING TO REGULAR TV SET" except the following differences:
  - a) Use the Monitor Cable (PEN-962), supplied separately, instead of the TV Cable.
  - b) Insert the DIN plug of the cable into the Video Monitor Socket at the back of the PENCIL II, and the double RCA-plug into the Video and Audio Sockets at the back of your monitor as shown in fig. 4

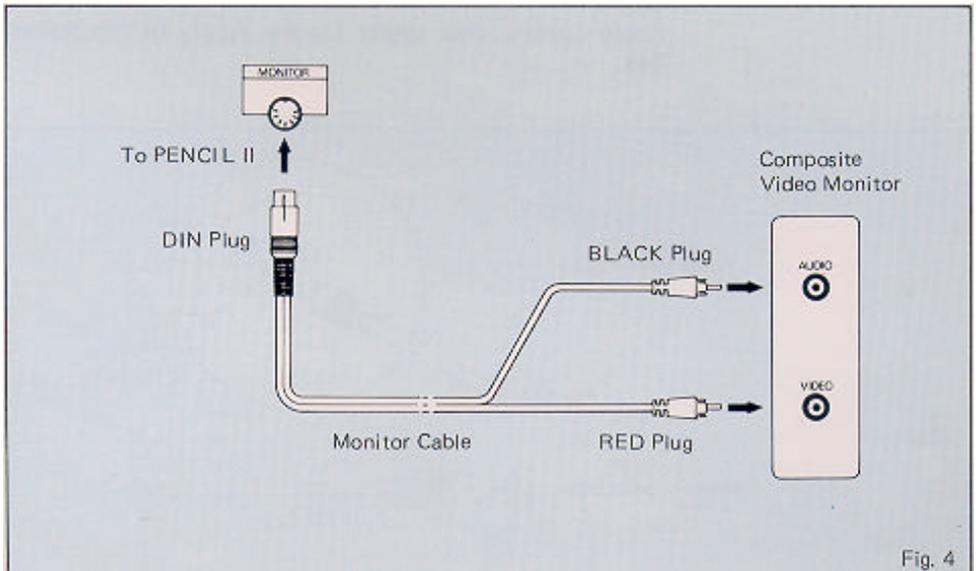
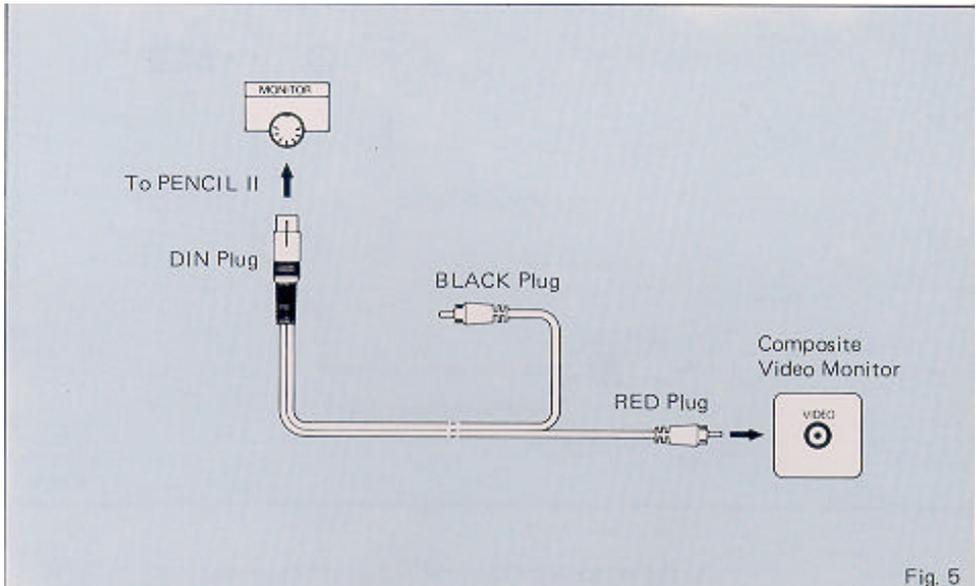


Fig. 4

2. If you are using a composite video monitor without built-in audio system, insert the RED plug of the Monitor Cable into the Video Socket at the back of the monitor as shown in fig. 5.

**NOTE**

In this case, the BLACK plug is left unused.



**Connecting to a  
Data  
assette Recorder**

1. You can save your programs onto magnetic tapes by using a PENCIL Data Cassette Recorder (PEN-511, optional) and load them back to your PENCIL II for later use. However, it is possible to use any regular mono cassette tape recorder. One with a tape counter is preferable so you can locate your programs easily.

2. Normal cassette tapes can be used but low noise cassette tapes are recommended for better recording quality.
3. Use the Cassette Interface Cable for connections as shown in fig. 6.

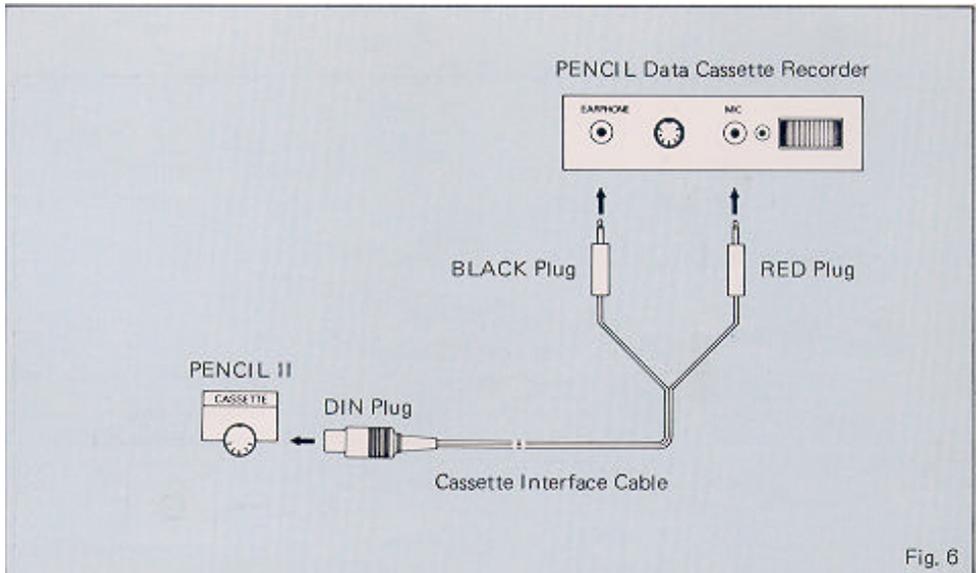


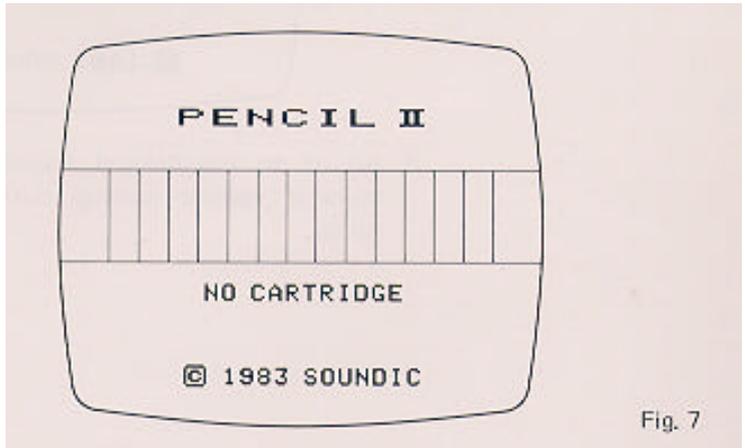
Fig. 6

4. Refer to separate Instruction Manual included in PENCIL Data Cassette Recorder and the SD-BASIC Reference Manual for detailed loading and saving instructions.
5. Set the volume control to an appropriate level which PENCIL II will accept. There is a load level indicator in PENCIL Data Cassette Recorder to indicate correct output level. When using a regular mono cassette tape recorder, this can only be achieved by a trial and error method. You can load the program into PENCIL 11 and adjust the volume level gradually at each trial until the program is successfully loaded. For reliability, we highly recommend using PENCIL Data Cassette Recorder.

# 5

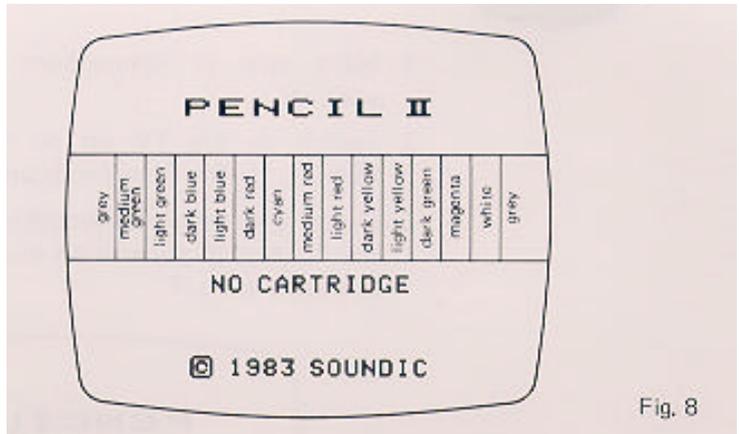
## HOW TO START

1. Make sure all connections are properly made before starting,
2. Switch on the TV set or monitor first and then your PENCIL II. The Power Indicator will light up.
3. If you are using a composite video monitor, you should see the "Greeting" picture on the screen within a few seconds as shown in fig. 7.



4. If you are using a regular TV set, tune it to the proper channel until the "Greeting" picture shows its maximum clarity. Refer to the label at the bottom of PENCIL II to determine the proper channel.
5. You may find an optional Channel Switch at the bottom of certain versions of PENCIL II. The purpose of this switch is to ensure that your TV set gives the best video display without interference from the strong TV broadcasting signals in some areas. If your PENCIL II has such a switch, set it to either A or B position and tune your TV set to the corresponding channel as shown on the bottom level.
6. Switch off the AFT switch on the TV set, if any, when adjusting the channel frequency.

7. Using the colour blocks of the "Greeting" picture as a reference, tune your TV set or monitor to the desired colour, brightness and contrast level as shown in fig. 8.



8. Adjust to the desired sound level by using the TV or monitor volume control during programming or playing . games.

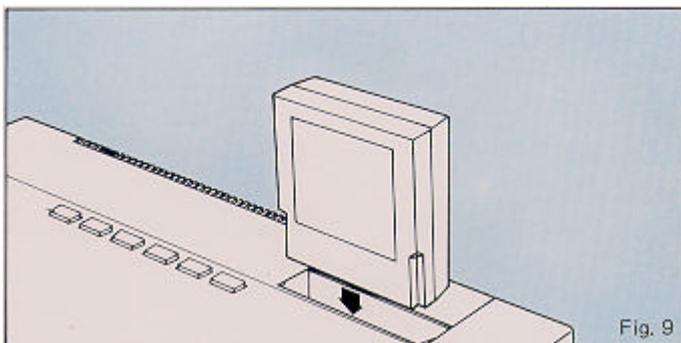
# 6 START WITH PROGRAM CARTRIDGE

1. Switch off your PENCIL II.

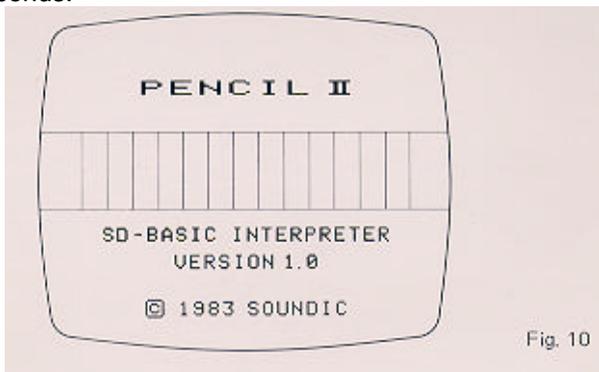
## WARNING

To avoid damage to the PENCIL II, always switch off your PENCIL II before inserting or removing cartridges.

2. Insert the program cartridge into the cartridge slot of PENCIL II with the label facing the keyboard as shown in.



3. Switch on the PENCIL II.
4. The "Greeting" picture (fig. 10) will be shown within a few seconds.



5. The program is ready.

#### NOTE

Refer to the corresponding program manual for detailed commands and information.

If you are using other peripherals such as parallel printers, disk drive units, etc., refer to separate instruction manuals.

# 7 CARE AND MAINTENANCE

- Ensure the power supply in your house corresponds to the requirements stipulated on the label of the Power Supply Unit (PEN-902).
- Always switch off the PENCIL II before inserting or removing cartridges/peripherals, or when not in use.
- To disconnect the AC supply, never pull by the cord. Pull out by grasping the AC plug.
- Do not place the PENCIL II under direct sunlight; near stoves or heaters. Place in a well ventilated place.
- Do not place the PENCIL II in a damp or dusty surrounding.
- Do not spill water or any liquid onto the PENCIL II.
- Do not put heavy load on top of the PENCIL II.
- Do not place the PENCIL II near appliances having strong magnetic field.
- Avoid severe shock or vibration to the PENCIL II while in use or during storage.
- Remove the cartridge from the cartridge slot when not in use.
- Clean the PENCIL II with a soft and dry cloth. Never clean it with solvents such as benzene, thinner or volatile chemicals as these may cause permanent damage to the computer.
- If the PENCIL II malfunctions, do not try to repair yourself. Switch off the power and consult your dealer for repairing services.



**PART II**

**SD-BASIC  
REFERENCE  
MANUAL**



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# PREFACE

This manual is intended to give the PENCIL II user an overview on the SD-BASIC language and its implementation.

This manual is not intended to teach BASIC. Users-who find difficulties in understanding this manual should read some relevant books on elementary BASIC.

Those who are already familiar with BASIC would know that BASIC interpreter in one system is different from the other. Therefore, it is recommended that ALL users should read through this manual in order to have a clear understanding of SD-BASIC.



# CONTENTS

- 1 INTRODUCTION **37**
  - 1.1 Fundamental ideas
  - 1.2 What Is A Computer?
  - 1.3 What is BASIC?
- 2 HOW DOES SD-BASIC WORK IN PENCIL II? **39**
- 3 THE PENCIL II KEYBOARD **41**
  - 3.1 Alphanumeric Keys
  - 3.2 Symbol Keys
  - 3.3 Semi-graphic Keys
  - 3.4 Single-key-command Keys
  - 3.5 User-defined Keys
  - 3.6 Cursor Control Keys
  - 3.7 Special Keys
  - 3.8 Special Features of PENCIL II Keyboard
- 4 DATA TYPES AND VARIABLES **47**
  - 4.1 Data Types
  - 4.2 Variables and Variable Names
- 5 OPERATORS **49**
  - 5.1 Arithmetic Operators
  - 5.2 String Operators
  - 5.3 Relational Operators
  - 5.4 Logical Operators
- 6 EDITOR **53**
- 7 COMMANDS **55**
  - 7.1 NEW
  - 7.2 AUTO
  - 7.3 LIST
  - 7.4 LLIST
  - 7.5 RUN
  - 7.6 CONT

8	SIMPLE STATEMENTS	59
8.1	LET	
8.2	GOTO	
8.3	GOSUB and RETURN	
8.4	READ, DATA and RESTORE	
8.5	REM	
8.6	CALL	
8.7	POKE	
8.8	DIM	
9	CONTROL AND LOOPING STATEMENTS	65
9.1	IF ... THEN	
9.2	FOR TO ... STEP and NEXT	
10	INPUT AND OUTPUT STATEMENTS	67
10.1	INPUT	
10.2	PRINT	
10.3	LPRINT	
10.4	CLS	
10.5	COLOR	
10.6	SOUND	
10.7	PRINT#	
10.8	INPUT #	
11	SYSTEM CONTROL STATEMENTS	73
11.1	STOP	
11.2	END	
12	NUMERIC FUNCTIONS	75
12.1	ABS	
12.2	SQR	
12.3	INT	
12.4	SGN	
12.5	RND	
12.6	TAB	
12.7	EXP	
12.8	LOG	
12.9	PEEK	
12.10	SIN	
12.11	COS	
12.12	TAN	
12.13	ATN	

13 STRING FUNCTIONS **81**

13.1 LEN

13.2 LEFT\$

13.3 RIGHT\$

13.4 MID\$

13.5 CHR\$

13.6 STR\$

13.7 VAL

13.8 ASC

14 CASSETTE COMMANDS **85**

14.1 SAVE

14.2 LOAD

14.3 VERIFY

15 CALCULATOR MODE **87**

APPENDIX A. QUICK REFERENCE GUIDE **89**

APPENDIX B. ERROR CODE MESSAGE 91

APPENDIX C. ASCII CODE **93**



# 1

# INTRODUCTION

## 1.1 *Fundamental ideas*

Before discussing SD-BASIC, followings are introduced to users who do not know how a computer works. For those who have experience on computers may skip the rest of this chapter.

## 1.2 *What is a computer?*

A computer is a device which performs various operations based on user-supplied instructions.

Generally, a computer consists of:

### 1.2.1 CENTRAL PROCESSING UNIT

This is the "brain" of the computer. It can perform both mathematical and logical operations. Note that the word "brain" is not meant literally because the Central Processing Unit does not think by itself.

### 1.2.2 MEMORY

Storage area in the computer and where programs or data are stored.

### 1.2.3 INPUT OR OUTPUT DEVICES

These are the bridges keyboard (input), printer (output), etc. For example, programs or between the computer and users which include data are sent to the computer through the keyboard and the result is printed out from the printer.

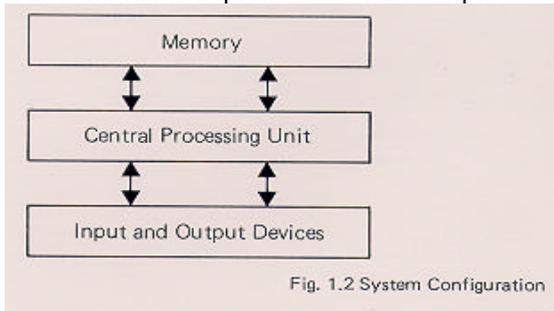


Fig. 1.2 System Configuration

**1.3 What is BASIC** BASIC, Beginners' All-purpose Symbolic Instruction Code, is one of the most useful programming languages. BASIC uses simple English vocabulary. It uses general logical rules and can manipulate mathematical operations. BASIC is one of the most popular programming languages and all personal computer users should get themselves familiar with it.

# 2

## HOW DOES SD-BASIC WORK IN PENCIL II

SD-BASIC is a BASIC interpreter available in cartridge form. Please follow the steps below to set up the system.

### **2.1 Procedures to set up SD-BASIC in PENCIL II**

- To set up PENCIL II, please refer to the Operation Manual.
- Switch off PENCIL II computer console and connected peripherals.
- Insert the SD-BASIC cartridge into the Program Cartridge Slot.

**WHEN YOU ARE INSERTING/REMOVING THE CARTRIDGE, MAKE SURE THE POWER SWITCH IS AT "OFF" POSITION.**

- Switch on PENCIL II.
- Press the RESET button once. The "SD-BASIC"-Greeting" picture will be displayed on the screen as shown in fig.- 2.1. If it does not appear, check that all connections are properly made and the cartridge is properly inserted.

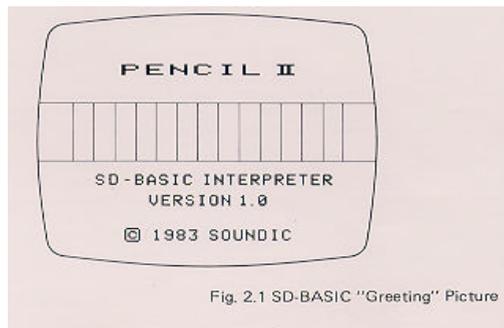


Fig. 2.1 SD-BASIC "Greeting" Picture

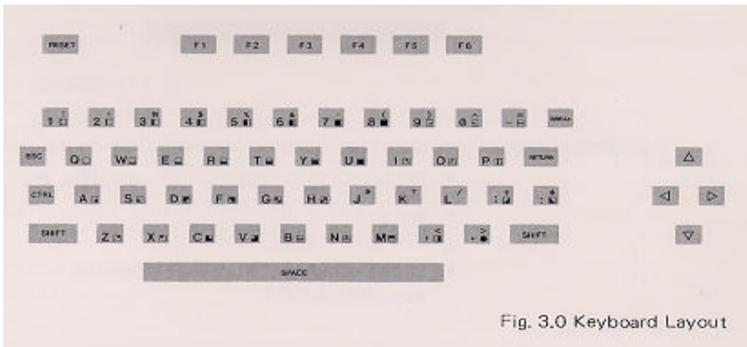
- For connection to other accessories, such as data cassette recorders, printers, memory packs, etc., please refer to the Operation Manual or the corresponding manuals.



# 3

## THE PENCIL II KEYBOARD

PENCIL II keyboard is much more sophisticated than a typewriter because most keys are multifunctional, and its operation can be easily familiarized.



### 3.1.1 26 LOWER CASE ALPHABETIC KEYS

Fig. 3.0 Keyboard Layout

Lower case alphabets can be entered by pressing the appropriate character key.

### 3.1.2 26 UPPER CASE ALPHABETIC KEYS

Upper case alphabets can be entered by pressing the SHIFT key together with the appropriate character key.

Pressing the ESC key together with the SHIFT key changes the keyboard mode to upper case alphabets only; in such case, operation of other keys are unchanged. The cursor will be changed to ■ . Pressing these two keys again will release this keyboard mode and the cursor will be restored to its normal form □.

### 3.1.3 NUMERIC KEYS

Numbers can be entered by pressing the appropriate numeric key.

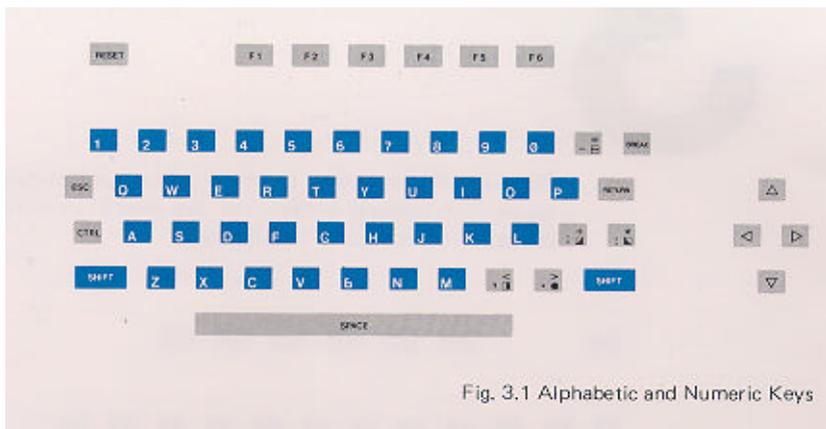


Fig. 3.1 Alphabetic and Numeric Keys

Symbols can be entered by the following methods:

- By pressing the appropriate key. (fig. 3.2.1)
- By pressing the SHIFT key together with the appropriate key. (fig. 3.2.2.)
- By pressing the CTRL key together with the appropriate key. (fig. 3.2.3.)

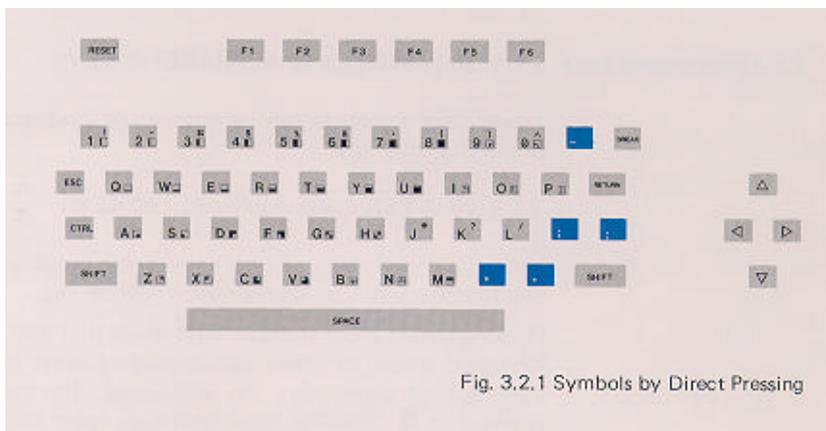
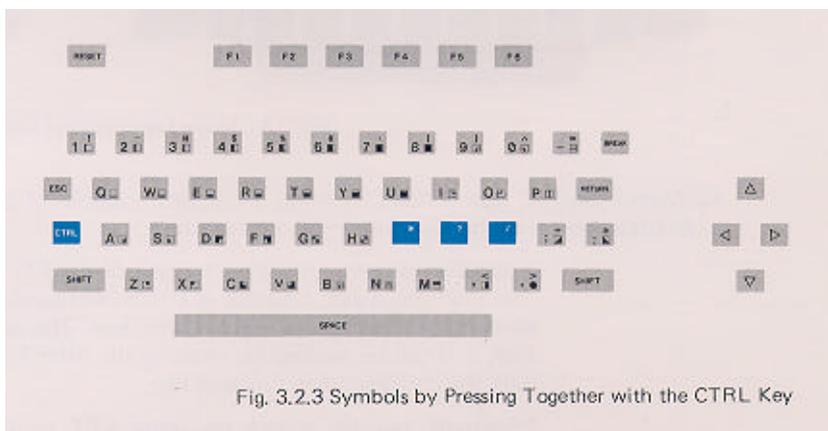
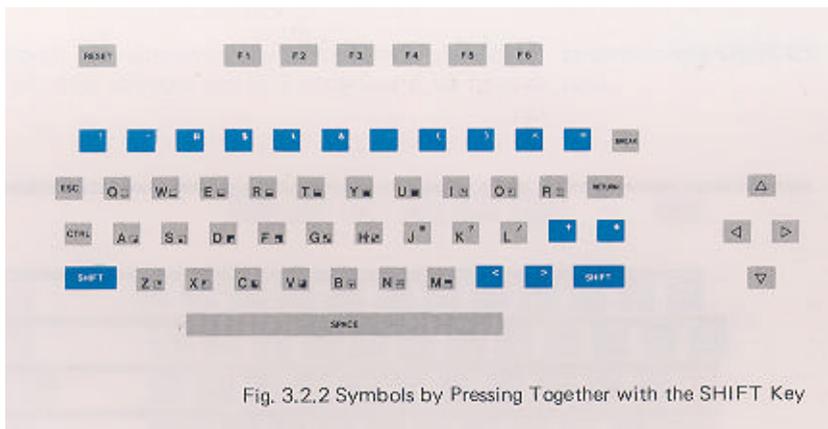
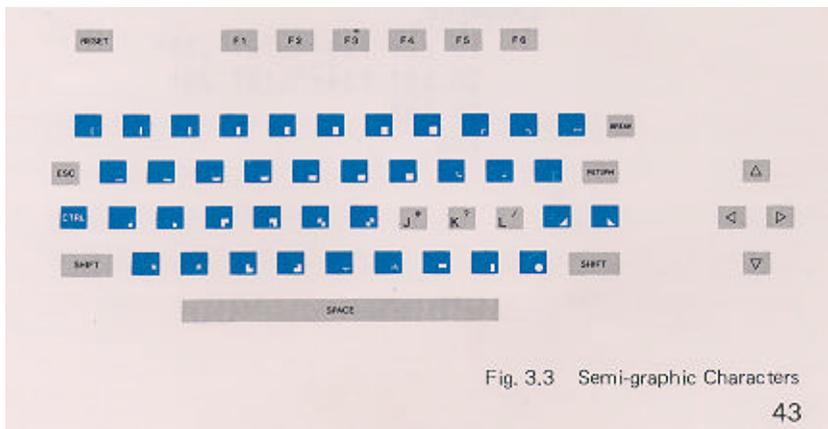


Fig. 3.2.1 Symbols by Direct Pressing



Semi-graphics can be entered by pressing the CTRL key together with the appropriate key.



Frequently used commands, keywords and functions can be *keys* entered by pressing the ESC key together with the appropriate key.

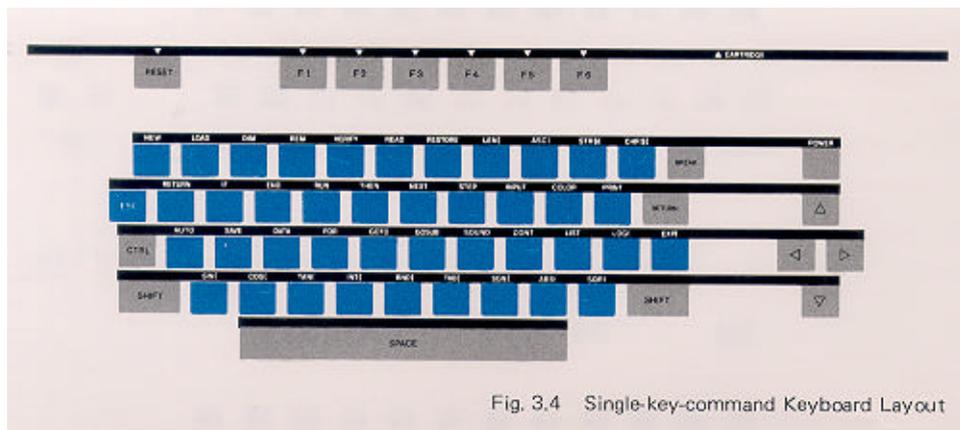


Fig. 3.4 Single-key-command Keyboard Layout

6 user-defined function keys, each capable of performing 2 user-defined functions, are available.

2 variable names are assigned to each of the F1, ..., F6 keys. The first one is  $fx\$$ , where  $x$  is 1 to 6, and can be recalled by pressing the corresponding function key. The second one is  $Fx\$$ , and can be recalled by pressing the SHIFT key together with the corresponding function key.

Functions can be stored by using LET or implied LET statement commands. However, the string is restricted to 8 characters maximum.

#### EXAMPLE

```
10 LET f1$="LIST ,30"
20 LET F1$="LIST 20"
30 END RUN
```

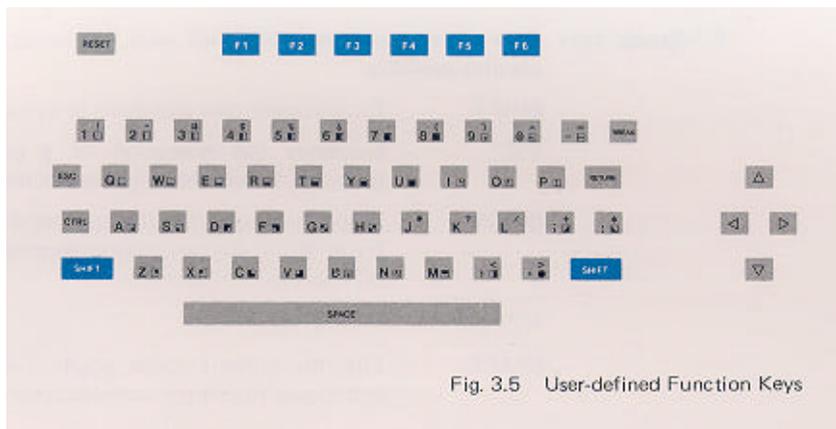


Fig. 3.5 User-defined Function Keys

- ◀ Shift Moves the cursor backward.
- ◀ Deletes the character at the cursor position.
- ▶ Shift Moves the cursor forward.
- ▶ Inserts a space to the right of the cursor.
- ▲ Moves the cursor upward.
- ▼ Moves the cursor downward.

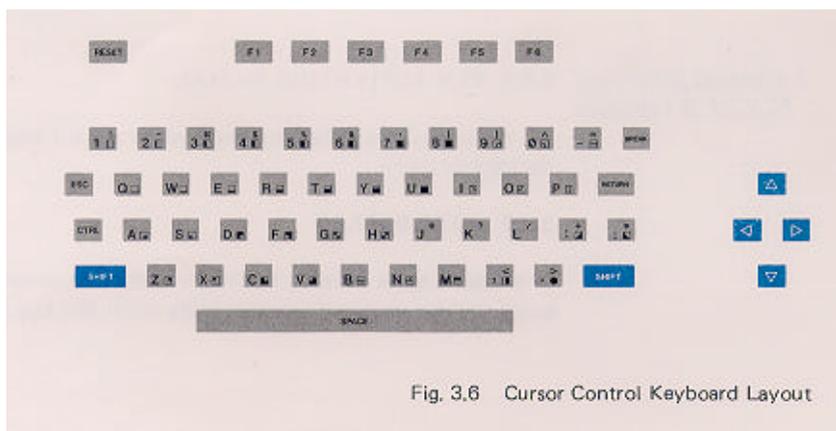
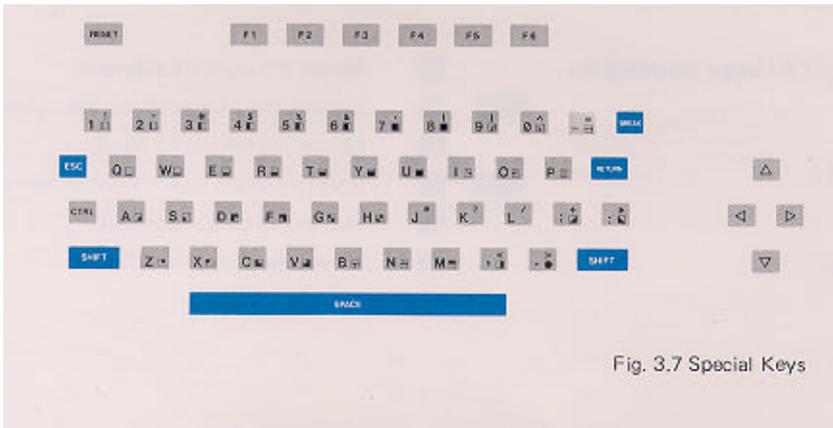


Fig. 3.6 Cursor Control Keyboard Layout

Apart from the above-mentioned keys, following special keys are also available:

SHIFT	Enters Upper case alphabets or symbols.
ESC	Suspends the execution of a command or program. Enters the single-key-commands.
BREAK	Stops the execution of a command or program. Exits from the automatic generation of line numbers in editing mode.
RETURN	Ends a line entry.
SPACE	Fills the current cursor position with aspace and moves the cursor one character to the right.



### 3.8.1 KEY-ACTIVATING SIGNAL

An audio beep will be generated when a valid key is pressed during key entry.

### 3.8.2 AUTO-REPEAT

If a valid key is pressed for more than one second, the key entry will be repeated automatically until the key is released.

# 4 DATA TYPES

## 4.1.1 NUMERIC VALUES

Numeric values used in SD-BASIC are in two formats, fixed-point and floating point notations. They can either be positive or negative, but must be in the range of  $10^{-38}$  to  $10^{+38}$

### 4.1.1.1 Fixed-point Notation

**INPUT FORMAT** Up to 6 significant digits can be entered in fixed-point notation.

**OUTPUT FORMAT** Numeric output will be in fixed-point notation if in the range of 0.1 to 999999 .

EXAMPLE

```
10.24
-82315
```

### 4.1.1.2 Floating Point Notation

**INPUT FORMAT** All numeric values can be entered in floating point notation.

**OUTPUT FORMAT** Numeric values which cannot be displayed in fixed-point notation are automatically displayed in floating point notation.

EXAMPLE

```
0.12E+12 ( 0.12E + 12 means  $0.12 * 10^{+12}$ )
-0.23E-18 (-0.23E—18 means  $-0.23 * 10^{-48}$ )
```

## 4.1.2 STRING VALUES

A string is a sequence of characters. In SD-BASIC a string can have a maximum of 32 characters.

**INPUT FORMAT** String values must be enclosed in quotation marks ("..." or '...') in line statements. However, when the computer asks for data entry (prompts with a ? ), the string is entered directly through the keyboard without quotation marks.

OUTPUT FORMAT String values are printed without quotation marks.

EXAMPLE

```
10 A$ = 'HELLO! "  
20 INPUT B$  
30 PRINT AS; BS  
RUN  
?HOW ARE YOU?  
HELLO! HOW ARE YOU?
```

As the word "variable" implies, a variable is a value which can be changed during program execution. Each variable must be named for identification.

1 or 2 alphanumeric characters, the first one must be an alphabet, can be used as variable names.

As variables may be numeric or string, a variable name ends with a \$ sign denotes a string variable.

Note that the following variable names are reserved for user-defined function keys and cannot be Used as variable names:

```
f1$, f2$, f3$, f4$, f5$, f6$  
F1$, F2$, F3$, F4$, F5$, F6$
```

EXAMPLE

```
10 A1 = 2.3  
20 INPUT A  
30 B2 = A + A1  
40 PRINT B2  
50 A1$ = "ABC  
60 PRINT A1$
```

Where A1, A, B2 are numeric variable names and A1\$ is a string variable name.

# 5

# OPERATORS

Arithmetic expressions are evaluated according to the operators Used. Each operator is governed according to normal mathematical precedence.

The arithmetic operators, in the order of their precedence (from highest to lowest), are listed below:

Operator	Description
( , )	Parenthesis
^	Exponentiation
* , /	Multiplication and Division
+, -	Addition and Subtraction

## EXAMPLE

```
10 A = 5 - ( 2 - 1 )
20 B = 32
30 C = 3 *4 / 2
40 D = 5 - 2 - 1
50 PRINT A
60 PRINT B
70 PRINT C
80 PRINT D
RUN
4
9
6
2
```

In addition to performing arithmetic calculations, operator + can be used to merge 2 strings. The result is limited to 32 characters.

## EXAMPLE

```
10 A$ = "GOOD "
20 B$ = "MORNING"
30 C$ = A$ + B$
40 PRINT C$
RUN
GOOD MORNING
```

Relational operators are used to compare the arithmetic and string expressions on both sides of the operator.

The relational operators and their definitions are listed below:

<b>Operator</b>	<b>Description</b>
=	Equal
< >	Not Equal
<	Less than
>	Greater than
< =	Less than or Equal
> =	Greater than or Equal

These operators are used to perform logical decisions in the IF statements. For details, please refer to '**9.1 The IF... THEN. - and IF...GOTO Statements**'.

**EXAMPLE**

```
10 INPUT A, BS
20 IF A )= 0 THEN PRINT A
30 IF BS ( IIM'' THEN PRINT i3S
40 IF A - O THEN 60
50 GOTO 10
60 END
```

Logical operators are used in the IF...THEN statements to connect two or more relational expressions to decide the directions of the program.

Logical operators have the lowest hierarchy among the operators and is performed after arithmetic and relational operations,

The logical operator, in the order of their precedence (from highest to lowest), are listed below:

<b>Operator</b>	<b>Description</b>
<b>NOT</b>	Logical Negative
<b>AND</b>	Logical And
<b>OR</b>	Logical Or

EXAMPLE

```
10 INPUT A, B
20 IF NOT A = 0 THEN PRINT
   "A NOT EQUAL ZEROS"
30 IF A > B AND B > 0 THEN 60
40 IF A = 0 OR B = 0 THEN 80
50 GOTO 10
60 PRINT "A > B > 0"
70 GOTO 10
80 END
```



# 6

# EDITOR

Editors are used to edit program line statements.

## 6.1.1 TO INPUT A PROGRAM

You can enter your program lines when the prompt sign OK appears on the screen. Always start with a line number. Program lines can be entered in any order since the computer will arrange the sequence accordingly.

### EXAMPLE

```
10 A = 2
20 INPUT B
30 C = A + B
40 PRINT C
50 END
```

## 6.1.2 TO DELETE A LINE

Entering a line number only will delete the specified line from the program.

### EXAMPLE **To delete line 20**

```
20
LIST
10 A = 2
30 C = A+B
40 PRINT C
50 END
```

## 6.1.3 TO INSERT A LINE

A new line can always be inserted into the program provided it starts with a valid line number.

### EXAMPLE **To insert line 15**

```
15 B = 4
LIST
```

```
10 A = 2
15 B = 4
30 C = A+B
40 PRINT C
50 END
```

### 6.1.4 TO MODIFY A LINE

A program line can always be modified by entering the line number followed by a new statement.

#### EXAMPLE **To modify line 15**

```
15 INPUT B
LIST
10 A = 2
15 INPUT B
30 C = A+B
40 PRINT C
50 END
```

SD-BASIC also allows you to modify any program line that is displayed on the screen without retyping the whole line all over again.

Move the cursor, using the cursor control keys, to the position where a modification is needed. Replace by typing the new information and followed by pressing the RETURN key. Use the SHIFT key together with cursor control keys to delete or insert a character as described in "**3.6 Cursor control keys**".

# 7

# COMMANDS

SD-BASIC commands are used to control operations of the SD-BASIC interpreter.

This chapter will discuss the following SD-BASIC commands:

- **NEW**
- **AUTO**
- **LIST**
- **LLIST**
- **RUN**
- **CONT**

**FORMAT**    **NEW**

**PURPOSE** To erase the current program in memory.

**COMMENTS** Care should be taken when-using this command because it will erase your-program in memory. Save your program before using this command.

**EXAMPLE**

```
10 A = 2
20 PRINT A
30 END
NEW
OK
LIST
```

No program is displayed because the program has been erased by the **NEW** command.

**FORMAT**    **AUTO**  
              **AUTO line number**  
              **AUTO line number, increment**

**PURPOSE** To generate line numbers automatically after each carriage return in editing mode.

COMMENTS The first value specifies the starting line number. The second one specifies the incremental interval. The default for both values is 10.

To stop generating line numbers, press BREAK key.

#### EXAMPLE

AUTO	Generates line numbers 10, 20, ...
AUTO 100	Generates line numbers 100, 110, 120, ...
AUTO 100,20	Generates line numbers 100, 120, 140, ....

FORMAT **LIST**  
**LIST *line number***  
**LIST *line number,***  
**LIST *line number, line number***  
**LIST , *line number***

PURPOSE To instruct the computer to display the program onto the screen.

COMMENTS It is useful to list the program for checking any obvious errors. Pressing the ESC key will suspend the program being scrolled out onto the screen. Pressing any other key will resume the listing process. The BREAK key can be used to terminate the listing process.

#### EXAMPLE

LIST	Displays the entire program currently in memory.
LIST 100	Displays line 100.
LIST 100,	Displays from line 100 to the end of the program.
LIST 100,200	Displays from line 100 to 200.
LIST , 200	Displays from the Beginning to line 200.

**FORMAT**    **LLIST**  
**LLIST line number**  
**LLIST line number,**  
**LLIST line number, line number**  
**LLIST, line number**

**PURPOSE** To give a hard copy of a program on the printer.

**COMMENTS** Make sure the printer has been set up properly - before using this command. For setting up of the printer, please refer to the Operation Manual.

LLIST is identical to LIST except that the output goes to the printer instead of the screen.

**EXAMPLE**

LLIST	Prints the entire program currently in memory.
LLIST 100	Prints line 100.
LLIST 100,	Prints from line 100 to the end of the program.
LLIST 100,200	Prints from line 100 to 200.
LLIST , 200	Prints from the beginning to line 200.

**FORMAT RUN**

**PURPOSE** To execute the program.

**COMMENTS** Pressing the ESC key will suspend program execution. Pressing any other key will resume the program execution. The BREAK key can be used to stop the program execution and return to command mode,

**EXAMPLE**

```
10 PRINT "GOOD AFTERNOON"  
20 GOTO 10  
RUN
```

## FORMAT **CONT**

**PURPOSE** To continue program execution which has been stopped by a **STOP** statement or the **BREAK** key.

**COMMENTS** If the program execution is stopped due to a program error, this command will be ineffective.

### EXAMPLE

```
10 INPUT A
20 STOP
30 GOTO 10
RUN
?0
STOP AT LINE 20

OK

CONT
```

When this program is executed, it will stop at line 20 after each entry of a value A.

# 8

# SIMPLE STATEMENTS

A SD-BASIC program consists of a series of instructions which are executed by the computer to perform a certain task. Each instruction is known as a statement.

A statement must start with a line number to indicate its sequence.

SD-BASIC statements have many different keywords and built-in functions, which will be discussed in the following chapters.

In this chapter, we will discuss the following SD-BASIC simple statements:

- LET
- GOTO
- GOSUB and RETURN
- READ DATA and RESTORE
- REM
- CALL
- POKE
- DIM

**FORMAT**     ***LET** variable = expression*

**PURPOSE** To assign value to a variable.

**COMMENTS** The = operator should be interpreted as "take the value of". Thus the statement means **LET** the variable takes the value of the expression. Variables or expressions on both sides of the = operator must be of the same type, i.e. numeric or string. As **LET** statement is often used, SD-BASIC interpreter allows the user to omit the keyword **LET**.

**EXAMPLE**

```
10 LET A = 12.3
20 LET B$ = "GOOD MORNIG"
```

```
30 A = 12.3
40 B$ = "GOOD MORNING"
```

Lines 30 and 40 mean exactly the same as lines 10 and 20.

**FORMAT**    **GOTO** *line number*

**PURPOSE** To transfer program execution unconditionally to the specified program line.

**COMMENTS** **GOTO** statement overrides the normal program execution sequence. The specified line number is usually not the next line in sequence, thus the execution sequence can be altered at user's choice. However, care should be taken to avoid going to any statement inside another **FOR** loop; doing so may result program execution errors.

**EXAMPLE**

```
10 A = 0
20 A = A+1
30 PRINT A
40 IF A = 100 GOTO 10
50 GOTO 20
```

This program will result in a dead loop. Use the **BREAK** key to stop its execution.

**FORMAT**    **GOSUB** *line number*  
              **RETURN**

**PURPOSE** A sequence of statements with a **RETURN** as its last statement is known as a subroutine. The **GOSUB** statement is used to call the subroutine. After execution of the subroutine, the statement following the **GOSUB** statement will be executed.

**COMMENTS** Subroutines are very useful because it is often found that segments of a program are repeatedly used in a program. With the use of subroutines, the required program memory size can be reduced.

**EXAMPLE**

```
10 K = 2
20 GOSUB 60
30 K = 5
40 GOSUB 60
50 END
```

```

60 REM SUBROUTINES
70 A = K * K
80 PRINT " THE SQUARE OF ";K;" =";A
90 RETURN

```

The main program is lines 10 through 50, and the subroutine is placed outside the main program. Without the **END** statement in line 50, the program will continue to execute after line 40 and fatal error will occur when the **RETURN** statement in line 90 is encountered.

**FORMAT**    **DATA** *val1, val2, val3, ..., valN*  
              **READ** *variable1, variable2, variable3, ..., variableN*  
              **RESTORE**

**PURPOSE** Values supplied by the **DATA** statements will be assigned to the variables in a **READ** statement. The **RESTORE** statement is used to reset the data pointer to the first value in the **DATA** statements.

**COMMENTS** The **READ** statement reads the values in the **DATA** statements sequentially. **DATA** statements need not be grouped together and can be placed anywhere in the program.

If excess data are supplied, the extra data are ignored. If insufficient data are supplied, fatal error will occur.

The SD-BASIC contains a data pointer that keeps track of the values available in **DATA** statements. When a value is read, the data pointer will advance to the next value. The **RESTORE** statement resets this pointer to the first value in the program and allows repetitive use of values in **DATA** statements.

**EXAMPLE**

```

10 DATA 1,2,3,4
20 FOR J = 1 TO 5
30 READ A
40 PRINT A
50 NEXT J
60 DATA 5,6,7,8
70 RESTORE
80 FOR J = 1 TO 4
90 READ A, B
100 PRINT A, B
110 NEXT J
120 END
RUN

```

**FORMAT**    **REM** *any character string*

**PURPOSE** To make explanatory notes and messages for easy understanding and reference to the program.

**COMMENTS** As the word suggests, this is only a remark and the message in this line will not be executed.

**EXAMPLE**

```
10 REM THIS IS A REMARK STATEMENT
20 REM PROGRAMMED BY DAVID
30 PRINT "OK"
40 END
```

**FORMAT** **CALL** *address*

**PURPOSE** To execute a subroutine written in machine code.

**COMMENTS** It is more efficient to run a machine code program. This statement calls the subroutine which starts at the specified memory address and ends with a "RTS" machine code instruction.

This statement is not recommended for users without good knowledge of the Z80 machine code instructions.

**EXAMPLE**

```
10 CALL 32770
20 END
```

**FORMAT** **POKE** *address, value*

**PURPOSE** To write a value into a specified memory location.

**COMMENTS** Both the address and the value are positive integers. The maximum address is 65535 and the maximum value is 255.

**EXAMPLE**

```
10 POKE 29439, 144
20 END
```

FORMAT    **DIM** *variable-name* (*N1*), ..., *variable-name* (*Nn*)  
          **DIM** *variable-name* (*N1*, *N2*), ..., *variable-name*  
                                  (*Nm*, *Nn*)

PURPOSE To define a one-dimensional or two-dimensional array.

COMMENTS Array names can be same as variable names. However, the variable name can have 1 character only. PENCIL II will identify an array by the subscript after the name.

EXAMPLE

```
10 DIM A(2,3)
20 A = 3.5
30 FOR J = 1 TO 2
40 FOR K = 1 TO 3
50 A(J,K) = 3 * (J-1) + K
60 PRINT A(J,K)
70 NEXT K
80 NEXT J
90 PRINT A
100 END
```



# 8

# SD-BASIC CONTROL AND LOOPING STATEMENTS

In this chapter, we will introduce the following control and looping statements

- IF... THEN and IF ... GOTO
- FOR ... TO ... STEP and NEXT

**FORMAT**    **IF** *logical expression* **THEN** *statement*  
                  **IF** *logical expression* **THEN** *line number*  
                  **IF** *logical expression* **GOTO** *line number*

**PURPOSE** To direct the program flow based on a logical decision.

**COMMENTS** The logical expression will be evaluated when this statement is encountered. If the result is true, either the statement will be executed or the program will go to the line number specified. If the result is false, the rest of the statement will be ignored.

## EXAMPLE

```
10 A = 0
20 A = A
30 IF A < 6 THEN PRINT "#";
40 IF A < 6 THEN GOTO 20
50 REM
60 IF A < 11 THEN PRINT "*";
70 IF A < 11 THEN 20
80 REM
90 IF A < 16 THEN GOSUB 120
100 IF A < 16 GOTO 20
110 END
120 PRINT "$";
130 RETURN
RUN
#####*****$$$$$
```

**FORMAT**    **FOR** *index* = *exp1* **TO** *exp2* **STEP** *exp3*  
                  **NEXT** *index*

**PURPOSE** To execute a sequence of statements a number of times.

**COMMENTS** A loop is a sequence of statements within the **FOR** and the corresponding **NEXT** statements

*index* is the control or counting variable of the loop.

*exp1* is the initial value of the index.

*exp2* is the terminating index value for the loop.

*exp3* is the step value added to the index for each execution of the loop.

Upon execution of the **FOR** statement index starts from *exp1* and the loop is executed. When each **NEXT** statement is encountered, the value of *exp3* is added to index. The new value of index is then compared with the terminating limit *exp2*. The loop will be executed again if index has not reached the terminating value.

Note that *exp3* may be a negative number so that index is decremented after each execution count. Stepping value will be 1 if **STEP** *exp3* is omitted.

**EXAMPLE 1** Single Loop Program

```
10 FOR K = 1 TO 10 STEP 2
20 PRINT K
30 NEXT K
40 END
```

**EXAMPLE 2** Nested Loop Program

```
10 FOR I = 1 TO 2
20 FOR J = 1 TO 3
30 PRINT I, J, I*J
40 NEXT J
50 NEXT I
60 END
```

There are two loops in this example, I- and J-loop. Loops can be nested, one within the other. The inner loop (J-loop) is completed before returning to the outer loop (I-loop).

# 10

# INPUT AND OUTPUT

In this chapter, we will discuss the following input and output statements:

- INPUT
- PRINT
- LPRINT
- CLS
- COLOR
- SOUND
- PRINT#
- INPUT #

**FORMAT**    **INPUT** variable1, variable2, ..., variableN

**PURPOSE** To enter data through the keyboard during program execution.

**COMMENTS** When an **INPUT** statement is executed, the computer displays ? and waits for the user to enter data through the keyboard. Each data is, entered using the RETURN key. Another ? will be displayed if more data are required by the **INPUT** statement.

EXAMPLE 1

```
10 INPUT A, B
20 PRINT A+B
RUN
?4
?5
9
```

EXAMPLE 2

```
10 INPUT A$
20 INPUT B$
30 PRINT A$+B$
RUN
?GOOD
? EVENING
GOOD EVENING
```

**FORMAT**    **PRINT** *val1 del1 val2 del2 ... valN delN*

**PURPOSE** To display the values of variables or expressions.

**COMMENTS** The *val1, val2, ..., valN* can either be values, variables or expressions. They can be numeric or string. The *del1, del2, ..., delN* are delimiters and can either be commas or semicolons. If it is a semicolon, the display will leave no space between values.

The last delimiter is optional. If omitted, the cursor will move to a new line.

**EXAMPLE**

```
10 A = 234
20 PRINT 0.1, A; 5. 6
30 B$ = "APRIL"
40 PRINT B$
RUN
0.1      234 5.6
APRIL
```

**FORMAT**    **LPRINT** *val1 del1 val2 del2... valN delN*

**PURPOSE** Same as **PRINT** statement except that the output goes to the printer instead of the screen.

**COMMENTS** Same as **PRINT** statement. When **LPRINT** is used, make sure the printer is properly set up and ready for printing. Otherwise, the computer will wait until the printer is ready.

**EXAMPLE**

```
10 A = 234
20 LPRINT A
30 B$ = "APRIL"
40 LPRINT B$
RUN
```

## FORMAT **CLS**

**PURPOSE** To clear the screen and to bring the cursor back to home position.

**COMMENTS** Do not mix up this statement with the **NEW** command. **CLS** only clears the screen and your program is still in the memory.

### EXAMPLE

```
10 CLS
20 PRINT "CLEARED"
30 END
```

## FORMAT **COLOR** *character-colour, background-colour*

**PURPOSE** To set the character and background colours

**COMMENTS** Please note that the keyword is **COLOR** and not **COLOUR**. The colour codes are listed below:

<b>Code</b>	<b>Colour</b>
0.	Transparent
1.	Black
2.	Medium Green
3.	Light Green
4.	Dark Blue
5.	Light Blue
6.	Dark Red
7.	Cyan
8.	Medium Red
9.	Light Red
10.	Dark Yellow
11.	Light Yellow
12.	Dark Green
13.	Magenta
14.	Grey
15.	White

### EXAMPLE

```
10 FOR I = 0 TO 15
20 FOR J = 0 TO 15
30 COLOR I, J
40 NEXT J
50 NEXT I
60 COLOR 1, 2
```



EXAMPLE

```
10 FOR J = 110 TO 10000 STEP 75
20 SOUND 0,J+30,1,1;1,J+50,4,1
30 NEXT J
```

FORMAT **PRINT#** *filename:var1,var2,var3,...,varN*

PURPOSE To open a cassette file and store manipulated data onto the file.

COMMENTS Data must be either ..numeric or string variables

EXAMPLE

```
10 DIM A(10)
20 FOR I=1 TO 10
30 A(I)=1*2
40 NEXT I
50 A=10.2
60 B$= "GOOD MORNING"
70 PRINT "ON CASSETTE"
80 INPUT A$
90 PRINT# DATA1: A, B$, A(I), A(2), A(10)
100 PRINT "OFF CASSETTE"
110 END
```

FORMAT **INPUT#** *filename: Var1, var2, var3, ..., varN*

PURPOSE To read in data from a specified cassette data file.

COMMENTS The data file specified must have the same format as the INPUT# statement or error will occur.

EXAMPLE

```
10 DIM A(10)
20 PRINT "ON CASSETTE'"
30 INPUT A$
40 INPUT# DATA1: A, B$, A(1), A(2), A(10)
50 PRINT "OFF CASSETTES"
60 PRINT A, B$, A(1), A(2), A(10)
70 END
```

# 1 1

# SYSTEM CONTROL STATEMEN TS

In this chapter, we will explain the following system control statements:

- STOP
- END

FORMAT **STOP**

PURPOSE To suspend program execution- and return. to . command mode.

COMMENTS **STOP** statements are used in program debugging. When **STOP** statement is encountered, the current line number will be displayed and the computer will return to the command mode. This is useful for tracing the program execution and for examining intermediate results. Program can be resumed using the **CONT** command.

EXAMPLE

```
10 A = 0
20 PRINT A
30 STOP
40 A = A + 1
50 STOP
60 GOTO 20
RUN
0
STOP AT LINE 30
```

FORMAT **END**

PURPOSE To terminate the execution of the program.

COMMENTS This can be placed anywhere in the program Computer will return to command mode if this statement is

encountered or if there are no more statements to be executed.

EXAMPLE

```
10 A = 12
20 GOSUB 40
30 END
40 PRINT A * 12
50 RETURN
RUN
144
```

# 12

## NUMERIC FUNCTIONS

SD-BASIC supports a lot of mathematical functions as below:

- ABS
- SQR
- INT
- SGN
- RND
- TAB
- EXP
- LOG
- PEEK
- SIN
- COS
- TAN
- ATN

These functions can only be used in expressions. A function by itself cannot be a statement.

**FORMAT**    **ABS(x)**

**PURPOSE** To obtain the absolute value of  $x$ . The absolute value is the magnitude of the number regardless of its sign.

**EXAMPLE**

```
10 A = ABS(10.2}
20 B = ABS (-4. 2 )
30 PRINT A
40 PRINT B
RUN
10.2
4.2
```

**FORMAT**    **SQR(x)**

**PURPOSE** To obtain the square root value of  $x$ , where  $x$  must be positive.

EXAMPLE

```
10 A = SQR(16)
20 PRINT A
RUN
4
```

FORMAT **INT(*x*)**

PURPOSE To obtain the greatest integral number less than or equal to *x*.

EXAMPLE 1

```
10 PRINT INT(2.01)
RUN
2
```

EXAMPLE 2

```
10 PRINT INT(-1.9)
RUN
-2
```

FORMAT **SGN(*x*)**

PURPOSE To obtain the arithmetic sign of *x*. The return value is 1.0 if *x* is positive and -1.0 if *x* is negative. If *x* is zero, the return value will be 0.

EXAMPLE

```
10 PRINT SGN(4.2)
20 PRINT SGN(0)
30 PRINT SGN(-5.4)
RUN
1
0
-1
```

FORMAT **RND(0)**

PURPOSE To obtain a random value between 0 and 1.

EXAMPLE

```
10 PRINT RND(0)
RUN
0.248723
```

## FORMAT **TAB(x)**

**PURPOSE** To move the cursor by  $x$  character positions in PRINT/LPRINT statements.

### EXAMPLE

```
10 FOR I = 1 TO 5
20 PRINT TAB(5+I); "*"
30 NEXT I
RUN
```

```
      *
     *
    *
   *
  *
```

## FORMAT **EXP(x)**

**PURPOSE** To obtain the natural exponential value of  $x$ , i.e.  $e^x$ , where  $e$  is 2.71828.

### EXAMPLE

```
10 A=EXP (2.3)
20 PRINT A
RUN
9.97418
```

## FORMAT **LOG(x)**

**PURPOSE** To obtain the natural logarithmic value of  $x$  where  $x$  must be greater than 0.

### EXAMPLE

```
10 A= LOG (9.97418)
20 PRINT A
RUN
2.3
```

## FORMAT **PEEK(x)**

**PURPOSE** To obtain the value stored at the specified memory location.

EXAMPLE

```
10 A=PEEK (32817)
20 PRINT A
RUN
83
```

FORMAT **SIN(x)**

PUIRPOSE To obtain the sine value of  $x$  where  $x$  is in radian.

EXAMPLE

```
10 A=SIN (0.5)
20 PRINT A
RUN
0.479425
```

FORMAT **COS(x)**

PURPOSE To obtain the cosine value of  $x$  where  $x$  is in radian.

EXAMPLE

```
10 A=COS(0.5)
20 PRINT A
RUN
0.877582
```

FORMAT **TAN(x)**

PURPOSE To obtain the tangent value of  $x$  where  $x$  is in radian.

EXAMPLE

```
10 A = TAN(1.0)
20 PRINT A
RUN
1.5574
```

**FORMAT    **ATN(x)****

**PURPOSE** To obtain the arctangent value of  $x$ .

**EXAMPLE**

```
10 A=ATN(4.5)
```

```
20 PRINT A
```

```
RUN
```

```
1.35212
```



# 13

## STRING FUNCTIONS

SD-BASIC also supports following string functions:

LEN  
LEFT\$  
RIGHT\$  
MID\$  
CHR\$  
STR\$  
VAL  
ASC

Note that string results will be obtained on functions which end with \$ signs.

**FORMAT**    **LEN(x\$)**

**PURPOSE** To obtain the number of characters in the string expression *x\$*.

**EXAMPLE**

```
10 Y$ = "SD-BASIC IN PENCIL II"  
20 A = LEN(Y$)  
30 PRINT A  
RUN  
21
```

**FORMAT**    **LEFT\$(x\$,n)**

**PURPOSE** To obtain the leftmost *n* characters in the string expression *x\$*.

**EXAMPLE**

```
10 Y$ = "GOOD MORNING"  
20 Z$ = LEFT$(Y$,4)  
30 PRINT Z$  
RUN  
GOOD
```

**FORMAT RIGHT\$(x\$,n)**

**PURPOSE** To obtain the rightmost *n* characters in the string expression *x\$*.

**EXAMPLE**

```
10 Z$ = "GOOD AFTERNOON"  
20 Y$ = RIGHT$(Z$,9)  
30 PRINT Y$  
RUN  
AFTERNOON
```

**FORMAT MID\$(x\$,m,n)**

**PURPOSE** To obtain a substring of *n* characters which starts from the *m*th character in the string expression *x\$*.

**EXAMPLE**

```
10 Z$ = "HOW ARE YOU"  
20 Y$ = MID$(Z$,5,3)  
30 PRINT Y$  
RUN  
ARE
```

**FORMAT CHR\$(n)**

**PURPOSE** To obtain a single character whose ASCII code is *n*.

**EXAMPLE**

```
10 Y$ = CHR$(66) + CHR$(67)  
20 PRINT Y$  
RUN  
BC
```

**FORMAT STR\$(n)**

**PURPOSE** To convert the numeric value *n* to its string form.

**EXAMPLE**

```
10 Y$ = STR$(45)  
20 PRINT Y$  
RUN  
45
```

**FORMAT VAL(x\$)**

**PURPOSE** To convert the string  $x\$$  to its numeric form. Note that  $x\$$  must be a numeric expression.

**EXAMP LE**

```
10 Y$ = "42*2+3*3"  
30 A = VAL (Y$)  
40 PRINT A  
RUN  
93
```

**FORMAT ASC(x\$)**

**PURPOSE** To obtain the ASCII value of the first character in string expression  $x\$$ .

**EXAMPLE**

```
10 P$ = "'XYZ"  
20 A = ASC (P$) .  
30 PRINT A  
RUN  
88
```



# 14

## CASSETTE COMMANDS

This chapter will explain the loading and saving of programs using the data cassette recorder. For setting up of the data cassette recorder, please refer to the installation procedure in the Operation Manual.

**FORMAT**    **SAVE** *filename*

**PURPOSE** To save the program in memory onto the cassette tape for future retrieval.

**COMMENTS** For future retrieval of a program, this command is used to save the program onto the cassette tape. It is also a good practice to verify the program after the **SAVE** command is carried out. The filename can have a maximum of 8 characters.

**EXAMPLE**

SAVE FINANCE

**PROCEDURES**

- Put the cassette tape into the recorder and rewind or forward to the desired position.
- Note the tape counter reading for future reference.
- Key in SAVE filename.
- Set the recorder to record mode and run for 10 seconds.
- Press the RETURN key to save the program. The prompt sign OK will appear on the screen after the program has been saved. Stop the recorder.
- Note the tape counter reading for future reference.
- Verify the program using the VERIFY command.

FORMAT **LOAD** *filename*  
**LOAD**

PURPOSE To load a saved program from cassette tape into the computer.

COMMENTS The computer will examine all saved programs on cassette tape sequentially until it finds the selected program. During this process, skipped program filenames will be displayed for your reference.

If no filename is specified in the **LOAD** command, the first program encountered will be loaded.

EXAMPLE

```
LOAD FINANCE  
PHONE IS SKIPPED  
FINANCE IS FOUND
```

PROCEDUR ES

- Put the cassette tape into the recorder and rewind or forward to the desired position.
- Key in the LOAD filename command.
- Set the recorder to play mode. After the program has been loaded the prompt sign OK will appear on the screen.
- Stop the recorder.

FORMAT **VERIFY** *filename*

PURPOSE To verify the saved program against the program in memory.

COMMENTS It is recommended to verify the saved program immediately after each saving process. This is to ensure that the program is saved correctly onto the cassette tape.

EXAMPLE

```
VERIFY FINANCE  
FINANCE IS FOUND
```

PROCEDURES Same as the LOAD command.

# 15

## CALCULATOR OR MODE

SD-BASIC can be operated as a calculator.

```
EXAMPLE 1
PRINT 2*4 +25
33
```

```
EXAMPLE 2

P = 3.14

OK

PRINT P*2
6.28

OK

PRINT P * 3
9.42
```

In this example, you first assign a value to P and use this variable in subsequent calculations.



# A

# QUICK REFERENCE GUIDE

## ***A.1 Arithmetic operators***

+	Addition
-	Subtracion
*	Multiplication
/	Division
^	Exponentiation

## ***A.2 Relational operators***

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

## ***A.3 Logical operators***

<b>NOT</b>	Logical Negative
<b>AND</b>	Logical And
<b>OR</b>	Logical Or

## ***A.4 Commands***

**AUTO  
CONT  
LIST  
LLIST  
LOAD  
NEW  
RUN  
SAVE  
VERIFY**

## ***A.5 Keywords***

**CALL  
CLS  
COLOR  
DATA  
DIM  
END  
FOR...TO...STEP  
GOTO**

GOSUB  
IF...THEN  
INPUT  
INPUT #  
LET  
LPRINT  
L PRINT  
NEXT  
POKE  
PRINT  
PRINT #  
READ  
REM  
RESTORE  
RETURN  
SOUND  
STOP

***A.6 Numeric functions***

ABS  
EXP  
INT  
LOG  
PEEK  
RND(0)  
SGN  
SQR  
TAB  
SIN  
COS  
TAN  
ATN

***A.7 String functions***

ASC  
CHR\$  
LEFT\$  
LEN  
MID\$  
RIGHT\$  
STR\$  
VAL

# B

## ERROR CODE MESSAGE

<b>CN</b>	Cannot Continue
<b>DE</b>	Dimension
<b>DZ</b>	Divide by Zero
<b>FC</b>	Illegal Function Call
<b>FN</b>	FOR...NEXT
<b>IO</b>	Cassette I/O
<b>OD</b>	Out of Data
<b>OM</b>	Out of Memory
<b>OR</b>	Out of Range
<b>OV</b>	Overflow
<b>RT</b>	<b>RETURN</b> without <b>GOSUB</b>
<b>SY</b>	Syntax
<b>TL</b>	Too Long
<b>TM</b>	Type Mismatch
<b>UL</b>	Undefined Line Number
<b>UN</b>	Unbalanced Parentheses / Quotes
<b>IN</b>	Illegal Number
<b>FX</b>	Fix
<b>RW</b>	Reserved Word



# C

# ASCII CODE

DEC	HEX	CODE	DEC	HEX	CODE
32	20		45	2D	—
33	21	!	46	2E	.
34	22	"	47	2F	/
35	23	#	48	30	0
36	24	\$	49	31	1
37	25	%	50	32	2
38	26	&	51	33	3
39	27	'	52	34	4
40	28	(	53	35	5
41	29	)	54	36	6
42	2A	*	55	37	7
43	2B	+	56	38	8
44	2C	,	57	39	9

DEC = DECIMAL  
HEX = HEXDECIMAL  
CODE = CHARACTER

DEC	HEX	CODE	DEC	HEX	CODE
58	3A	:	72	48	H
59	3B	;	73	49	I
60	3C	<	74	4A	J
61	3D	=	75	4B	K
62	3E	>	76	4C	L
63	3F	?	77	4D	M
64	40	@	78	4E	N
65	41	A	79	4F	O
66	42	B	80	50	P
67	43	C	81	51	Q
68	44	D	82	52	R
69	45	E	83	53	S
70	46	F	84	54	T
71	47	G	85	55	U

DEC = DECIMAL  
 HEX = HEXDECIMAL  
 CODE = CHARACTER

DEC	HEX	CODE	DEC	HEX	CODE
86	56	U	100	64	d
87	57	W	101	65	e
88	58	X	102	66	f
89	59	Y	103	67	g
90	5A	Z	104	68	h
91	5B	[	105	69	i
92	5C	\	106	6A	j
93	5D	]	107	6B	k
94	5E	^	108	6C	l
95	5F	_	109	6D	m
96	60	`	110	6E	n
97	61	a	111	6F	o
98	62	b	112	70	p
99	63	c	113	71	q

DEC = DECIMAL  
 HEX = HEXDECIMAL  
 CODE = CHARACTER

		DEC	HEX	CODE	DEC	HEX	CODE
		114	72	r	128	80	
		115	73	s	129	81	
		116	74	t	130	82	
		117	75	u	131	83	
		118	76	v	132	84	
		119	77	w	133	85	
		120	78	x	134	86	
		121	79	y	135	87	
		122	7A	z	136	88	
		123	7B	[	137	89	
		124	7C	>	138	8A	
		125	7D	3	139	8B	
		126	7E	~	140	8C	
		127	7F	⌘	141	8D	

DEC = DECIMAL  
 HEX = HEXDECIMAL  
 CODE = CHARACTER

ASCII	CHAR	DEC	HEX	CODE	DEC	HEX	CODE
		142	8E		156	9C	
		143	8F		157	9D	
		144	90		158	9E	
		145	91		159	9F	
		146	92		160	A0	
		147	93		161	A1	
		148	94		162	A2	
		149	95		163	A3	
		150	96		164	A4	
		151	97		165	A5	
		152	98		166	A6	
		153	99		167	A7	
		154	9A		168	A8	
		155	9B		169	A9	

DEC = DECIMAL  
 HEX = HEXDECIMAL  
 CODE = CHARACTER

DEC	HEX	CODE	DEC	HEX	CODE
170	AA		184	B8	
171	AB		185	B9	
172	AC		186	BA	
173	AD		187	BB	
174	AE		188	BC	
175	AF		189	BD	
176	B0		190	BE	
177	B1		191	BF	
178	B2		192	C0	
179	B3		193	C1	
180	B4		194	C2	
181	B5		195	C3	
182	B6		196	C4	
183	B7		197	C5	

DEC = DECIMAL  
 HEX = HEXDECIMAL  
 CODE = CHARACTER

DEC	HEX	CODE	DEC	HEX	CODE
198	C6		212	D4	
199	C7		213	D5	
200	C8				
201	C9				
202	CA				
203	CB				
204	CC				
205	CD				
206	CE				
207	CF				
208	D0				
209	D1				
210	D2				
211	D3				

DEC = DECIMAL  
 HEX = HEXDECIMAL  
 CODE = CHARACTER





