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# LEHIGH 99'ER COMPUTER GROUP

Next meeting: 7:30 PM, Monday June 20, 1988

# PRESIDENT

Conference Room A-D, Second Floor Sacred Heart Hospital 4th and Chew Streets Allentown, Pennsylvania

On Saturday March 26 I attended the 3rd annual TICOFF (T.I. COMPUTER OWNERS FUN FESTIVAL), at the Roselle Park, N.J. High School. While this show is no longer exclusively TI, there was PLENTY for the TI owner to examine. The vendor tables were set up in the Gym, while a series of seminars and discussions were held in the auditorium. Light food and snacks were available in the cafeteria and helpful students were around the building in case you had questions or got lost wandering around.

It appeared that about 1/3 of the vendor tables had items for TI users. The rest of the areas were IBM related. We had been given a program upon entering with information about the school, 5 TI users groups in that region, a list of the seminars, a map of the display floor with the names of the vendors and the types of merchandise available from each. Yes, it was quite well organized.

It was most interesting to see all the hardware and excellent prices at which it was available. In addition to lots of used equipment, the prices for new things couldn't be beat either. Many of the mail order companies we are familiar with had tables where you could purchase software, disks, parts, etc, at the same low prices we see advertised in the magazines, but without the shipping and handling costs or even sales tax. (I don't know how they managed that but I wasn't about to ask and didn't hear any complaints either!)

I picked up several things for the club, myself or extras that I felt someone at home could use. Those with advance tickets also received one program from the sponsors collection. We picked up and are adding to the club library "SIDE-PRINT" which will allow you to

print a wide Multi-plan spreadsheet sideways, and "CATALOGING LIBRARY" which is described by it's author elsewhere in this issue.

Just a reminder that the disks we ordered have come in and are available at the meeting for \$3.50 per package of 10 and the TI Joysticks also have arrived. There are 2 sets left at \$5 each.

## Ira Lleberman

The program disk described below is now in our library for our members use.

A FAIRWARE PROGRAM BY MARTY KROLL JR

#### FEATURES

1 Catalogs up to 123 disks 900 files 2 Saves data for later listings,

additions, or deletions
3 Reload data files without rebooting
4 For single drive systems:

4 For single drive systems:
No need to switch disks until all
additions/deletions are made

5 For multiple disk systems: Catalog from any drive

6 When adding disks, catalog is listed on screen

You have choice to add it or not 7 When adding disks, you are informed if diskname is already on file If so you can:

Replace old listing with new Give new listing temporary name 8 Catalogs these "funny sectored" disks.

Those that appear not initialized Those that appear empty because of sector #1

```
9 Eliminates all non-printable
    characters from file disk names
Replaces them with a period,
        since no legal filename uses it
       This eliminates sending unwanted
control codes to your printer
10 Print a standard format catalog of
    any disk on file, including funny
     sectored disks
11 Outputs the following to screen or
    printer:
       Summary of disks
       Complete listing of files
       Conventional catalog listing of any disk in the library
       Complete catalog of all disks,
        disk by disk
12 Choose 1-3 columns of printer output
```

NOTE Memory Expansion Editor/Assembler or MiniMem are required

LEHICH 99ers COMPUTER GROUP SURVEY

The survey handed out at the last meeting was filled out by 16 members and the results are listed below.

```
# of working condition 99/4A consols
 owned - - 1 2 3 4 6 total members - 2 9 1 2 1 37 63 63 6 13 6 100
Rave99 w/IBM type keyboard - 1
Speech synthesizer - - - - 14
Cartridge expander - - - - 10
PE BOX - - - - - 13
   w/DISK CONTROL DRIVE - - 10
                     ΤI
                      MYARC
       RS232 - - 11
32K - - 11
128K - - 0
        512K - - 3
DISK DRIVES
                                           2
   SSSD-7 DSDD-5 QUAD-1
MODEM 8
OTHER EXPANSION SYS
                                  2 - COR COMP
     DISK CONTROL/DRIVE 4
              32K - - - - 3
RS232 - - - 3
 GENEVE SYSTEM - - - 2
 PRINTER
                 13
        DAISY WHEEL
                               3
                              10
        DOT MATRIX
  BRAND NAME_10 DIFFERENT BRANDS
Is it "EPSON COMPATIBLE"? YES - 8
```

OTHER COMPUTERS \_\_ 8 DIFFERENT COMPUTERS

OPINION POLL I PREFER THE L99CG NEWSLETTER IN FULL SIZE (8 1/2 X 11) - 10 71%

29% FOLDED 1/2 SIZE PAGES - 4

The totals may not seem correct as some members did not answer all questions or may have misunderstood the question. Also some people were answering for multilple systems i.e. one member has 6 disk drives which I assume is for 2 systems.

#### HACKING

You CAN hook up a 3 1/2 inch

drive to your TI.
At T.I.C.O.F.F. on March 26th I picked up a 3 1/2 inch double side drive for \$50.00 and ten pack of disks for \$7.50. At first I had some trouble figuring out the wiring but then I realised It's the same as any other drive only a different plug. I did have one wire different, it may be the NEC brand drive I bought or it may be common to 3 1/2 inch drives. If anyone knows more about them please give me a call or drop me a line. Any way I like the smaller drive and disks, it's quiet and fast. If anyone else is interested in hooking one up I will be glad to help.

The pin out for TI's disk drives

Pins 1 to 33 the odd numbers one side of the plug are all GROUND. Pins 2,4,6,34 not used on TI Pin 8-Index Pulse

```
Pin 10-DSK-1
Pin 12-DSK-2
Pin 14-DSK-3
Pin 16-Motor Control
Pin 18-Stepper Motor Direction
Pin 20-Step Pulse
Pin 22-Write Data
Pin 24-Write Enable
Pin 26-Track 00
Pin 28-Write Protect
Pin 30-Read Data
Pin 32-Side Select
```

As you can see only 13 Pins and ground are used out of a 34 conductor pluq.

Other disk drive cards use Pin 6 for Drive #4 The odd wire I had to hook up was Pin 4 on the NEC drive to Pin 10,12 or 14 depending which drive I was making my 3 1/2 incher.

Jack Zawediuk

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THESE GROUPS HAVE NOT REPLIED TO QUE MALLINGS. IF YOU KNOW OF A TOUDTED CHANGE OF STATE AND THE PROPERTY OF TH
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# THE GENEVE IS HERE , FINALLY

Part 7 by Jerry Boyer

Well, this month I've received an assortment of disks for the Geneve 9640 from the TICOFF'88 show. They include: DM1000 ver.3.8; TELCO ver.1.3; a 9640 demonstration disk; a MISC. GENEVE disk; MASS TRANSFER (3.9); a FAST-TERM 9640; PRBASE (v.2.0/9640); and a GIF CONVERTER FROGRAM.

The DM1000 now correctly operates on the GENEVE. They've slowed down the cursor speed so you don't get double key strokes any more. It also takes more advantage of the GENEVE's special features. It now works the way it should, I love it now. The only thing missing is a way to format the new 80 track disks, such as the 3 1/2" disk drives use and some 5 1/4" drives. Fortunately MYARC supplies a DM III program for the GENEVE with a MYARC controller card.

The TELCO program is a wonderful communications program, rivaling the best communication programs for any computer. MicroPendium compares it to the very expensive FROCOMM program for the larger FC computers. They gave it all A's on every catagory. It has all the best features of other terminal programs and quite a few they don't have. This great program works on either the TI 99/4a or on the GENEVE 9640. It also supports XMODEM and ASCII file transfers plus ANSI, ADM3A, VT100, and D410 files. It will handle any baud rate from 300 to 9600. And it's user friendly.

The 9640 demo disk has some neat little programs like: a box drawing program with the colors and the box sizes varying big to small and then back to big again; a bunch of line drawing programs showing off the GENEVE's power and speed; and a color demo showing the 256 colors available on the GENEVE. This one's a lot of fun to show off to your friends with their Commadores and their Ataries.

The MISC. GENEVE disk has some fun programs and some utility programs on it. They include a varity of clock and time programs, a new loader for MY-WORD, a disk manager, and a cable wiring d/v 80 file. Some are neat, the others are necessary.

MASS-TRANSFER 80 and FAST TERM 9640 are just the same as before but now they are in 80 columns. It would have been nice if they would have taken advantage of the Geneve's large memory along with the 80 columns.

The PRBASE (2.0/9640) is a very good update, using the large memory and the speed of the GENEVE to create an excellant data base program. I haven't had any time to really get involved with this program so I can't tell you any of it's new features as yet. Maybe next month.

The G.I.F. converter by Paul Charlton is a program to convert GIF picture files to a readable file to be loaded into MY-ART program. Then you can edit or save or print them out. It works like a charm. Now I'm looking for some good GIF files to use this baby. Also on this disk is the GIF help file written by Chris Bobbitt, very helpful for beginners like me. There is also the new version of TASS 2001 (TI-ARTIST slide show) ver. 3.0 by Gary Bowser. This program was just released at the Ottawa TI show. You can now read and print all different types of picture files from various drawing programs.

All of the above programs are either public domain or freeware and are readily available on most information BBS sources. If you use them please pay the authors or we will loose the best source of new programs for our orphaned little computer. Most programmers are saying that they will stop writing for the TI if they don't get any response to their freeware disks.

Page 4 DIBM LIERARY (section A) Home % Business Utilities Latest Arrivals:04/20/98

> Disk Manager 1000 ver.3.8 from Bruce Caron of the Ottawa 99'er User Group latest version fairware excellant disk manager disk with new updates and old bugs removed , a truly excellant program. Chart Maker II from Quality 99 Software makes & prints vertical , horizontal & pie charts can also save charts to disk. works well & it's very easy to use. Funnelweb Utilities ver.4.0 from Funnelweb Farms , Aust. newest version includes the most commanly used utilities, like TI-WRITER , EDITOR ASSM. DM1000, etc. very user friendly program , excellant work. c99 Language Fackage (2 disks) from Clint Pulley one of the best c99 beginner packages around. docs are included on disks. Exchange Disk #1 from Tony Imbruglia , Aust. assorted general programs from Australia, very good & very interesting work. York TIUG from Bob & Don Emmel, assorted utilities & misc. programs. some useful , some are just fun to work . Swap-U-2#5 from various programmers. assorted utility programs & some music programs . an interesting array of programs Genial Traveler Disk Magazines volume 1 #'s 1 thru 6 all flippy disks. vast assortment of news articles & very helpful hints as well as some excellant utility programs for beginner and advanced programmers. CALENDARS from Jay Leber of the L.I.T.I. assorted calendars from mini to maxi, from appointment to memo, from monthly to yearly. This is an excellant disk to have fun with when you're bored. CATALOSING LIBRARY

by Marty Kroll. includes a very

up a file to manage all of your

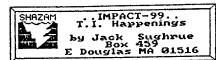
disks, even sorting them out.

complete program set for setting

MASSCOPY V3.5+ newest version of Masscopy which makes use of 128k memory for 1 pass coping. Also included on disk is a 128k version of Ti-Writer. This version keeps both the Editor and the Formatter in memory so you can switch back and forth. TI-MORE SYSTEM DISK This is a fun and games utility disk for use around the house. It includes a poetry making program, a calendar maker, a furtune teller and much more. 40\_UTILITY by Brad Snyder of the Lehigh 99'ers excellant set of programs to get 40 columns on screen. there is also a massive set of Docs included on the disk to guide you through any of the questions that come up while trying to use this utility. well written. PLUS from OHIO UNIVERSITY, Lima Ohio excellant companion to Funnelweb's utility disk. Contains a screen dump, a pig latin program, a label printer, a three column program and a set of templates for TI-WRITER GAMES 2/3 from National 99'er user group assorted games, some simple, some get involved, all are fun to play mostly for younger people and kids from National 99'er user group assorted little programs that are very useful around the house, like inventory, check handling, records, nutrition, and mailing lists. EDUC B/11 from National 97'er user group assorted educational programs with some language tutoring such as: French, Spanish and German helpers. BUS 16/17 from National 99'er user group assorted small business programs including: labelmaker, letterwriter, employee evaluater, expenses and records, and inventory. GENEALOGY HELPER this is a companion disk for the GENEALOGY package in our library. includes display variable 80 files and templates to help set up your genealogy files SPAD XIII Mark 2 from Quality 99 Software, an great flight simulator program. it allows

you to be in control of an old

style bi-plane. Very realistic.



#### 600D OLD DAYS

PART II: MIDDLE AGES

Last time we IMPACTed I took you on a personal tour of my early experiences with the 4/A, which were more typical than not.

After I had anassed my 100-plus programs on tape (mostly typed in from "99er" Hagazine and some early books), I, lite so many others, manted to expand my computer "mastery." My II appetite was voracious.

I bought every II book available, which, in 1983, was a considerable number. These included such masterpieces as Loreto's THE TI-99/4A IN BITS & BITES. Datamost's ELEMENTARY TI-99/4A, Addison-Wesley's TERRIFIC GAMES FOR THE T199/4A, Que's TI-99/4A FAVORITE PROGRAMS EXPLAINED, Davis's PROGRAMS FOR THE TI HOME COMPUTER, and the books being published by SAMS and COMPUTE! Of the latter, PROGRAMMER'S REFERENCE GUIDE TO THE II-99/4A was always at my side. This was written by Regina (Chery) Whitelaw) who wrote the best programs "99er" magazine published: HOMEWORK HELPER, MANE THAT BOME, TYPING FOR ACCURACY, CIVIL ENGINEERING FUNDAMENTALS, MARRIED HOUSENIFE, DODGE 'EM, MAZE RACE, SAN FRANCISCO TOURIST and so many others. These were already classics. What astounded most of us Regena groupies was the depth of her knowledge. She seemed to know an incredible amount about computers, obviously (and a lot of different KINOS of computers), but she also knew so much about music and children and electrical engineering and geography and art and just about any topic a staff of college professors would know.

That was in 1983. Regena was already in her third year of II publishing when she moved to COMPUTE! under some mysterious circumstances. So I began a COMPUTE! subscription to continue getting her monthly column. I got lots more out of that magazine, too. Intorials of all kinds. Programs galore. It was II's Cloud Mins. In that same year, Regena began writing for ENTHUSIASI 99, too.

Boy, what a year! Mark Leyton began his wonderful UMOFFICIAL 99/4(Al aggazing. K-POMER and FAMILY COMPUTING (early supporters of the 4A) had also adde their debut. I subscribed to them all: 6 TI magazines a month 17 if one includes the non-monthly SMARI PROGRAMMER)! (SUPER 99 MONTHLY and MIMIMAS 99 wouldn't be out for another year.)

I find it hard to believe in 1988 that the final 4A classic book - - THE LAST WHOLE TI99/4A BOOK by Paul Barrison - was published within a year of this creative tise. Published by Wiley Press in 1984, this still stands as one of the best books ever written for 4A owners. (Do not confuse it with Linda and Allen

Schreiber's THE LAST WORD ON THE II-99/4A, also published in 1984, which is one of the worst books in my II library]

It's even harder to believe that the magazines mentioned above no longer exist for no longer carry any II stuff).

As magazines like COMPUTE! and FAMILY COMPUTING dropped TI (which still had the largest home computer ownership of all; more than the Apple, Commodore, and IBM Jr. combined) many of us wrote letters of protest. After all, we were still buying disks and drives and monitors and printers and lots of other advertised things. No good. Even though the ADAM and the PEANUT (Do you remember?) were still curried. I dropped all magazines that dropped the 4A. The only ones left are MICROpendium, the last monthly devoted solely to the Ti. which began its life im February of 1984. In that issue (originally called HOME COMPUTER COMPENDIUM) Editor/Publisher John Koloen said this of his new magazine, "It is a conduit, a source of information and a vehicle for the dissemination of information." It has certainly lived up to those criteria. I would find it difficult to be a 4A owner without MICROpendium and user groups. The only other magazine still supporting our community with a very informative monthly column is COMPUTER SHOPPER.

It's sad to look through that first COMPENDIUM. All the advertisers except one are gone: Gadget Software (Megaworld), TJ Software (Kandy Kong), THinc (Colors), C.A.Root (On Gaming), Maple Leaf (Sky Diver), Silicon Valley Software (S.A.T. Verbal Section), Machine Shoppe Software (Cassette Indexer), Lerry Vision (Guackers), Programs Software (Personal Enrichment), Microworld (Snac Man), Soft Relations (Super Speller), DCH Software (Home Budget), CALLCAR (Emotional Health), Software Programs (Starship Concord), TI Books and Software.

The one advertiser in that issue who is still with us is TIGERCUB SOFTWARE, owned and operated as a completly one-man venture by Jim Peterson (Ar. T.I.).

And that brings me back to 1983 (before the orphaning) when we were still high on II and user-group business was booming. For all the other things that were going on for us (and they were numerous: every big department store and book store and software store carried 4A items on their front shelves, for example) - for all those other things, the year will still be known to me as the year of the IIGERCUB.

Hispogram newelotters articles, for the enet part, were not as sophisticated as they are today. The big exception was the "TIPS from the TIGERCUS" monthly columns by Jim.

Nobody did what he did. His articles (nany old ones as well as new ones are still being published worldwide today) opened the door to understanding. One was either a techie or a dusay. But Jis sade us all feel intelligent. He pulled us up. His explanations and his "experiments" and his enthusiass case out in every article. He always stayed far enough ahead of us to challenge us completely, yet he never talked down to us

slow learners.

From his very first article: "Are you tired of that blantety blinking black cursor? This mon't work in BASIC but if you're in IB try 1 CALL COLOR(0,11,1).

I did it. Then I tried it in BASIC (just in case aine worked, which it didn't). Then I fiddled with the numbers until I finally understood what happened.

This is the way Jim taught, for teaching is what he certainly did (and does). His classroom, though, included thousands and thousands of pupils.

He taught as to use Line 8 and FCIM/I for El instead of EDIT and how to use REDO for expanding program lines and how to slash by zero and how to highlight operators. He let as in on lots of secrets: You can type RUM\*DSKI.FILE\* without any spaces and it'll work; that typing the double colons in IB lines without spaces before or after won't eatter, either. Do these sound aundane? Not if you didn't know any of that stuff, and none of us did.

His teachings were so natural, so filled with personal experience, that you couldn't wait to try the thino Jis had just found out. Here's another from that first "Tips": "Have you ever been typing in a program, and the computer suddenly juaped back to the title screen, and you were sure that you didn't have a finger anywhere near that infernal OUIT tey? But maybe you were drinking coffee with one hand and trying to press FCTM and I simultaneously with the other? So, if you don't have anything valuable in the computer right now, try pressing FCTM, Space Bar, H and M all at the same time. Oops! Another useless bit of info - try FCTM, 5, 6 and 7 all together. Break!

My vision of his was a young kid (maybe as old as a college student) doing improvisational computing, the way Art Tatum played the piano; somebody with great knowledge and understanding exploring human/machine potential.

I didn't find out until a very long time after that Jim is a grandfather and that he bought the 4A because he liked the keyboard:

It  $\mbox{didn't}$  matter. Genius is genius no matter what age.

He used to close off those early columns with Happy Hackin' until hackers got a bad reputation by a few pirates and vandals, then he closed it with Memory Almost Full. Iom bad, in a way. I think of Jim as the Ultimte Macker, in the real, "discovery" sense of that word. I don't know anyone who knows more about BASIC (and IB) than Jim.

Way back in 1983 he did a lot more than give us little "useless" tips. Most of the tips are the most "useful" things I ever learned for any computer. (There is no Jim Peterson for Apple, Commodore, Tandy, or IBM.)

Each article contained at least one original type-in program.

While other programmers and writers were making bundles selling their stuff to commercial magazines and software houses, Jim GAVE his monthly column away in exchange for the user-group newsletters. (He probably has the largest library of II written material in existence.) Whenever any item in his column, large or small, came from any other source, Jim always credited the originator.

His generosity is known throughout the entire II World.

His programs for which he charged \$3 apiece (along with a discount for future purchases) was during a time when programmers were charging \$20 and \$30 for programs nowhere nearly as professional. Jim never sold hoopla. He just sold quality. Now his programs are \$2 or much less in disked batches.

The first batch of four programs I ordered came back with seven programs in the package. Jim always puts "a little extra" in each order. He still does. He has over 3000 Public Domain (not Fairwore) programs which he shares by putting them as bonuses on any disk orders. These programs, too, are well done and credited and worth owning.

I was curprised by the bonus, as no clue was given by his that I was going to get acre than sy somey's worth. There was not a single program that I ever got from Tigercub (and that is easy) that did not exceed ay expectations. Many I ordered for my 5th-grade class and are still popular (like BAZOO and RECHANICAL APTITUDE TEST). It would be hard for me to pick a favorite because there are so many varieties of programs: educational, music, utilities, games, and so on.

About three hours ago I saved this textfile and Ioaded up some of Jim's disks. I played the fiendish SQUINCH and the diabolical SCRUM and went through his HANDY DANDYS and SPEEDER READER and — and I noticed it somehow got to be 2:10 AM. I have to go teach tomorrow and Jim Peterson, the fiend, did it to me again!

Next day!

Mhen I reread the above, I got to thinking about all the other TIGERCUB programs I didn't mention. The most important, for me, are the three "MUTS & BOLTS" disks containing over 300 files. When these started coming out a few years ago, it was a "TIPS" maniac's delight. Here was a discovery collection that every TI learner dreams of. These files can be merged into any 18 program including a file that converts BASIC to 18) to produce remarkable results. Because of incremental line numeration, multiple subs can be called into single programs. They are efficient, neat, incredibly easy, and remarkably creative. And lots more. Send Jim 81 for catalog tworth every penny; refundable with first order): TIGERCUB Software, 156 Collingwood Ave., Columbus, OH, 43213.

[This is 2 of 3 articles traveling down 4A's Hemory Lane.]



# the CRACKER BARREL

Tarua in th

by Chick De Marti Jan. 1988

BITS and PIECES

One of the most confusing things to most novices is converting a binary number into a decimal number. Besides being an important aspect of the machine language programer, understanding the binary equivalent of decimals is important if you intend to PRINT graphics, where a similar system is used to designate which dots are to be black (turned on) and which are to be clear (turned off). To simplify the converting of a decimal into a binary number, picture a string of eight light buibs, each with a value assigned to it. By adding up the value of the turned on buibs (or bits) we can create a code to represent a decimal number.

BITS ବ ହର୍ଚ୍ଚୁତ୍ରୁ Value 128 64 32 16 8 4 2

EXAM. The binary code 0010 0011 can be readily understood to equal 35 by viewing it as a light bulb display. The above diagram shows that light value 32 is on, as is bulb value 2 and bulb value 1. Adding 32+2+1 we = 35. If you are serious (or curious) about learning the binary equivalent of a decimal number, enter the following program. It will display a set of 9 on and off bits, and you will be asked for it's decimal equivalent. If you are wrong, the correct number will be displayed. Mith a little practice you will be able to convert binary to decimal and decimal to binary.

1 ! SAVE DSK2.BIN/2/DEC 10 CALL CLEAR 20 FOR I=1 TO 8 30 X=INT(RND\*2) 40 D(I)=X
50 D\*=D\*+STR\*(D(I))
60 NEXT I
70 FOR I=1 FO B
80 IF D(I)=1 THEN 90 ELSE 10 98 UN I GOTO 260,258,240,238,220,210,200,190
100 TOTAL=TOTAL+COUNT 110 NEXT 1 120 PRINT D\$ 130 INPUT "Enter decimal val ue ":DV

140 IF DV=0 THEN END 150 IF DV=TOTLA THEN PRINT \* """ Correct: ": GOTO 180 168 PRINT "Sorry, it was"; TO 170 FOR DELAY=1 TO 600 :: NE XT DELAY 180 PRINT :: D\$="" :: TOTAL= 180 PRINT :: U5=--; 10 2 :: GOTO 20 190 COUNT-1 :: GOTO 100 200 COUNT-2 :: GOTO 100 210 COUNT-4 :: GOTO 100 220 COUNT=8 :: GOTO 100 230 COUNT=16 :: GOTO 100 240 COUNT=32 :: GOTO 100 250 COUNT=64 :: GOTO 100 260 COUNT=128 :: GOTO 100

If you want to cheat a little, und learn how to count in BINARY, change:

180 PRINT .COUNT :: TOTAL=TO TAL+COUNT :: COUNT=8

NOTES on program "BIN/2/DEC"

Line 30: X= a random number either 1 or 9
Line 40: An array is created so we can record
in what order the "BITS" are.
Line 80: If BIT = 0 there is no count so skip line 90 (add a new count to total). Line 140 Enter zero to quit.

Cheater's line 100 prints value of each bit.

When you looked at the "light bulb" diagram, were you curious as to what the total was when all the "bulbs" (bits) were on? If so, did you add each one? Or did you realize that because each number was one number higher than the total of all the nymoers before it (ie 4 is 1 higher than the 2 + 1 before it), therefore 128 is one higher than it's predecessor, which must be 127! Thus, just add the last two numbers (128+127) for a cotal of 255.

Along this same line, there was a sabout young Einstien who was in class whithe teacher decided to repleaned the entire class by having them "add all the numbers from 1 to 180!" In an instant, Einstien who down his minwer and proceeded to stare out the window. His teacher was at first, furious, but he later amazed to find the young lad had indeed entered the correct answer on his tablet. "how did you do it" asked the teacher. Einstien explained."

108 + 1 = 101, and 99 + 2 = 101, then there can only be 50 combinations of 181. Thus, 50 X 181 = 5050".

Don't you hate smart Alex (or Einstien)?

•. •

## MATH ONE LINERS

## by Tony Falco

Many math students encounter difficulties simply because they Tany main students encounter difficulties simply because they lack experience. They say they understand a concept and quite likely they do, but they make a great number of careless errors and then begin to think they really did not understand at all. It is possible to "understand" and yet to not have skill. We acquire skill through practice. The one liners listed below provide practice at essential math skills that students in grade 7 and havond will encounter. They provide practice at adding. beyond will encounter. They provide practice at adding, subtracting, multiplying and dividing integers. (signed whole numbers.) And each one can be entered by editing the previous one. Each provides a sound when a wrong answer is supplied and each tells how many out of 10 problems were wrong. Computers can be very patient when it comes to drill.

For an uncluttered screen use CALL CLEAR :: RUN.

The Committee of 1 RANDOMIZE :: FOR N=1 TO 10 :: PRINT-:;

1:: A-INT(41:RND)-20 :: B=INT(41:RND)-2

0 :: DISPLAY AT(23,8):A;"+ ";B;"=" :: AC

CEPT AT(23,20):C :: W=W-(C<>A+B):: CALL SOUND (550, 110, -30\*(C=A+B)):: NEXT N :: P

1 RANDOMIZE :: FOR N=1 TO 10 :: PRINT :; ::: A=INT(412RND)-20 :: B=INT(412RND)-2 O :: DISPLAY AT(23,8):A;"-";B;"=" :: AC CEPT AT(23,20):C :: W=W-(C<>A-B):: CALL SOUND(550,110,-30\*(C~A-B)):: NEXT N :: P RINT W; "WRONG"

1 RANDOMIZE :: FOR N=1 TO 10 :: PRINT :; 1;:: A=INT(24#RND)-12 :: B=INT(24#RND)-1 2 :: DISPLAY AT(23,8):A;"X ";B;"=" :: AC CEPT AT(23,20):C :: W=W-(C<\0.048):: CALL SOUND(550,110,-30#(C=A#B)):: NEXT N :: P RINT W; "WRONG"

1 RANDOMIZE :: FOR N=1 TO 10 :: B=INT(13 \*RND)-7 :: B=B-(B=O):: A=(INT(25\*RND)-12 )\*B :: PRINT :" ";A;"/";B!"=";:: IN PUT C :: W=W-(C<>A/B):: CALL SOUND(550,1 10,-30\*(C=A/B)):: NEXT N :: PRINT W; "WRO

