

GW-BASIC Summary

ABS(X)

Returns the absolute value of the expression X.

ASC(X\$)

Returns a numerical value representing the ASCII code for the first character of the string X\$.
(See Appendix for ASCII codes.)

ATN(X)

Returns the arctangent of X, where X is in radians. Result is in the range $-\pi/2$ to $\pi/2$ radians.

AUTO [<line number> [, <increment>]]

Automatically generates line numbers during program entry.

BEEP

Sounds the speaker (via the ASCII bell character).

BLOAD <filespec> [, <offset>]

Loads a specified memory image file into memory from any input device.

BSAVE <filespec> [, <offset> [, <length>]

Transfers the contents of the specified area of memory to any output device.

CALL <variable name> [(<argument list>)]

Calls an assembly language subroutine or a compiled routine written in another high level language.

(Also CALLS)

CDBL(X)

Converts X to a double precision number.

CHAIN [MERGE] <filespec> [[, <line number exp>] [, ALL] [, DELETE <range>]]

Calls a program and passes variables to it from the current program.

CHDIR Pathname

Changes the current operating directory.

CHR\$(I)

Returns a string whose one character has the ASCII value of I. (See Appendix for ASCII codes).

CINT(X)

Converts X to an integer by rounding the fractional portion.

Abcs Of Gwbasic

Didier Musso



Abcs Of Gwbasic:

The ABC's of GW-BASIC William J. Orvis,1990 Programming in GW-BASIC P. K. McBride,2016-06-06 Programming in GW BASIC provides a reference guide on GW Basic along with a range of extra commands and functions The book discusses starting a program program planning and the essentials of GW Basic including the most commonly used commands how data is stored in memory how a program fits together and the use of the keyboard and screen in editing The text also describes graphics and color and the string handling functions The principles and concepts of program structures such as the Paintbox program and chaining and the use of the Turtle graphics such as Logo and DRAW are also considered The book covers two of the key techniques for handling data in quantity sorting into order and searching for specific items statistical analysis and display program The text then tackles PEEK and POKE which examine sections of memory and serve as alternative to PRINT for creating screen displays and advanced graphics which enables one to analyze the screen develop first a double size print utility then a sprite designer and some movement routines The selection is useful to computer programmers and students taking computer courses GW-BASIC Made Easy Bob Albrecht,Don Inman,1989 If you ve always wanted to learn basic programming skills on your personal computer but weren t sure where to start here s the book you need You can satisfy your curiosity about programming and establish excellent programming fundamentals for your future ventures into QuickBASIC or Turbo BASIC Groundwater Modeling Utilities William C. Walton,1992-04-14 Groundwater Modeling Utilities is a handy reference guide designed to help groundwater industry professionals learn to use a variety of microcomputer software applications for groundwater modeling and numerical modeling in flow and contaminant migration studies The book provides the following 1 handy operation and logic reference supplements to selected groundwater model pre processor post processor geostatistics graphics CAD and word processing software supporting documentation 2 selected model operation practice exercises with extensive step by step input option prompt and response documentation and 3 six convenient model database manipulation utility programs stored on two 5 1 4 diskettes included with this book The disks can be used with all IBM and IBM compatible computers The utility programs allow you to convert values from one system of units to another interpolate between control data points on a curve or surface calculate heads and partial penetration effects in production wells create edit and convert grid triplet listed and unformatted model data files and view tabular and category displays of model data files Groundwater Modeling Utilities covers some of the most popular and thoroughly tested public domain finite difference numerical microcomputer model software commercial model software public domain geostatistics software and commercial graphics CAD and word processing software Using actual groundwater modeling specific examples learn to work with software such as MODFLOW MOD PATH MOC INTERTRANS INTERSAT GEOPACK GRAPHER SURFER CADD 5 0 and WordPerfect 5 1 Groundwater Modeling Utilities is a book no groundwater industry professional can afford to be without **Systems Programming in Microsoft C** Michael J. Young,1991

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