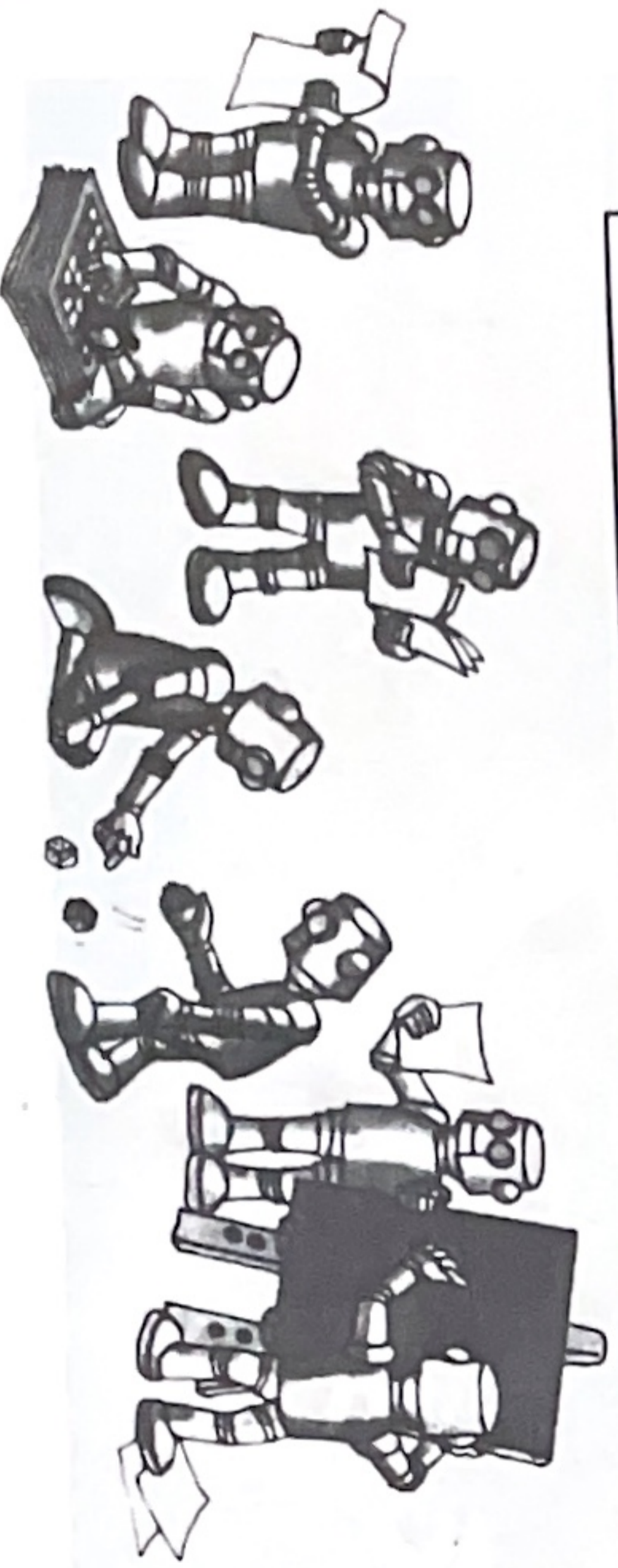


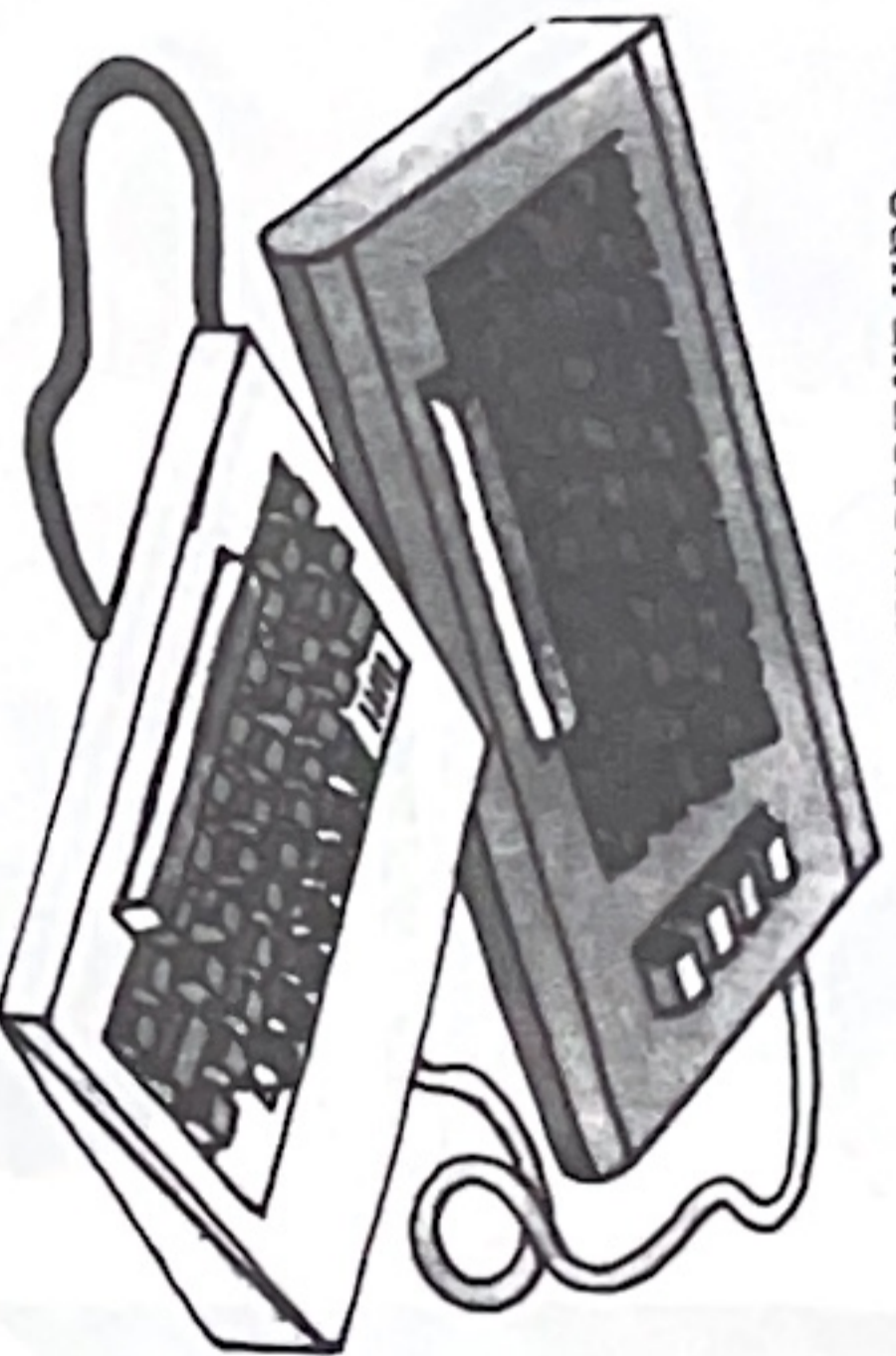
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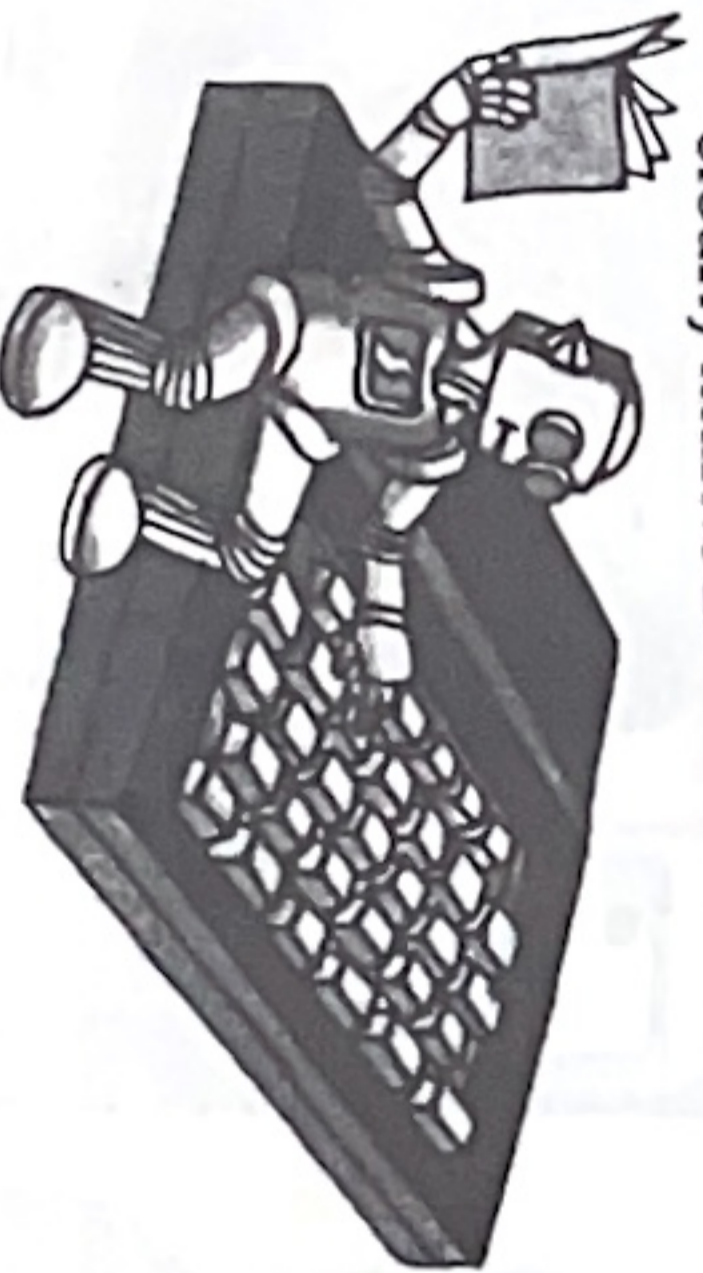


About this book

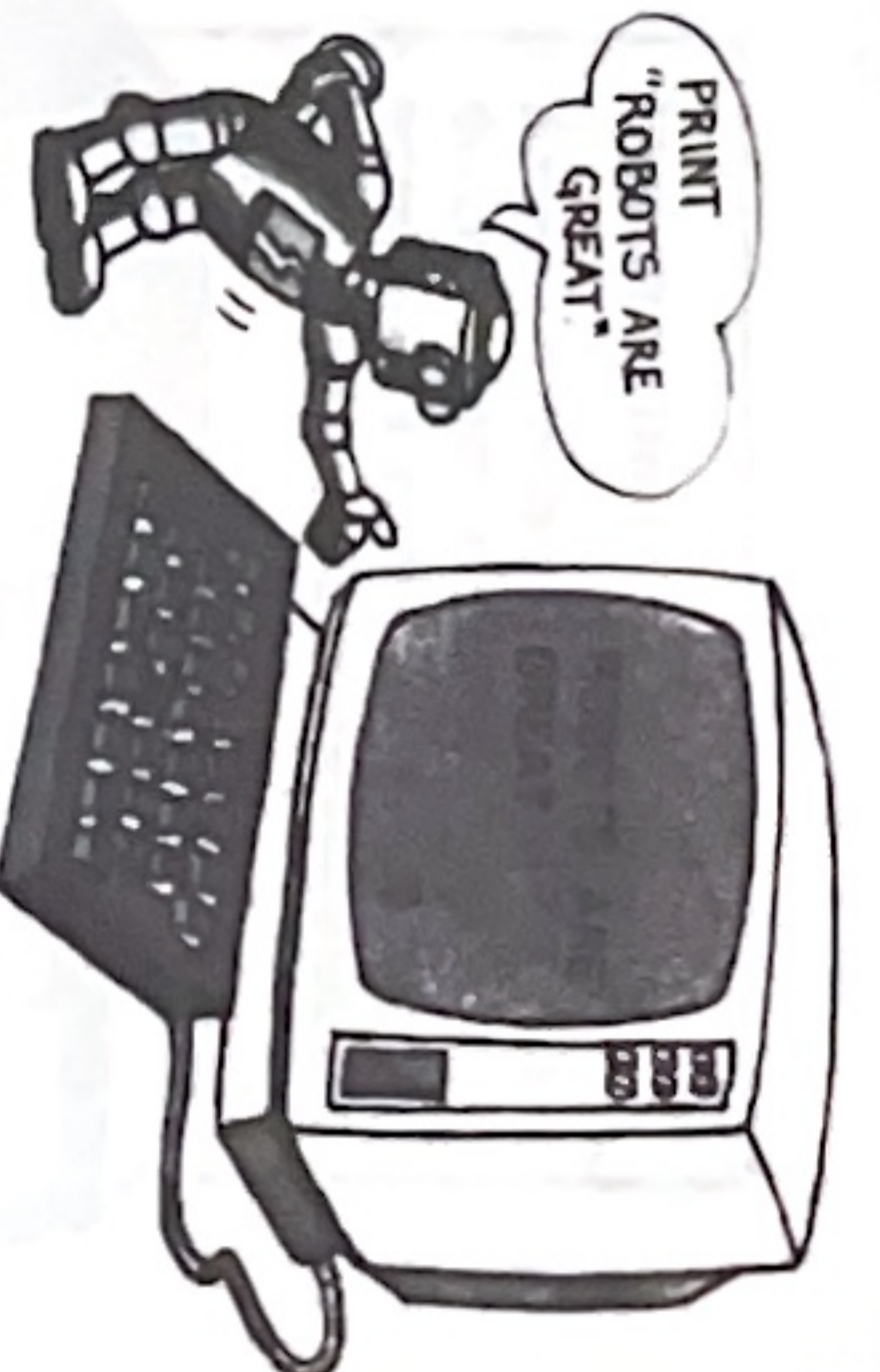
This is a guide to writing computer programs in BASIC for absolute beginners. BASIC is the language used on most home computers. It is a way of writing instructions for a computer in a form the computer can understand.



You do not need a computer to use this guide, though of course it helps you to understand the programs if you can try them out on a computer. Different makes of computer use slightly different versions of BASIC. Nearly all the terms in this book, though, will work on most microcomputers, and the few that are not standard are clearly marked.



At the beginning there are some guidelines to programming a computer. Then, as you read through the book, the main BASIC words are introduced one by one, with short programs to show how they work.



To give you some practice in writing programs there are program puzzles to solve and suggestions for programs to write and for useful alterations you can make to the programs in this guide. The answers to the program puzzles are on pages 44-45.

At the end of the guide there is a list of BASIC terms and other computer words with brief explanations. There are also some guidelines to help you write programs, and a list of "bugs" – the mistakes in programs which stop them working – with hints to help you recognize them.



If you have a micro, try out the programs in this guide, then, to find out more about how your micro works, look up the BASIC terms in your manual. You may find that some of the rules given here are not necessary on your micro. The best way to learn BASIC is to try out lots of programs from books and magazines, then alter them a little to see what happens. From there you will soon be writing your own programs.