

## KROGI (TUNEL)

```
10 LET X=1
20 LET Y=1
30 LET Z=1
40 CIRCLE X,Y,Z
50 LET X=X+1
60 LET Y=Y+1
70 LET Z=Z+1
80 IF X>87 THEN STOP
90 GO TO 40
```

---

## PISK (NA VSAKI TIPKI)

```
POKE 23609,80
```

---

## NEW (BRISANJE)

```
RANDOMIZE USR 0
```

---

## GRAFIKA (NA ZPKI)

```
10 FOR I=0 TO 7
20 INPUT K
30 POKE USR "A"+I,K
40 NEXT I
```

PRI INPUT OD TIPKAS B/W IN S ZNAKOV V BILARNET  
SYSTEMU