



## Analisi del listato

- 1 - 999 inizializzazione - presentazione menu
- 1000 - 1999 creazione nuovo archivio
- 2000 - 2999 introduzione record

- 3000 - 3999 ricerca record
- 4000 - 4999 correzione record
- 5000 - 5999 cancellazione record
- 6000 - 6999 fine e salvataggio programma + dati
- 9999 chiamata routine di scrittura a 64 colonne.

Questo programma è disponibile su cassetta presso la redazione. Vedere l'elenco dei programmi disponibili e le istruzioni per l'acquisto a pag. 159.

### Listato 5

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1 REM *****
2 REM *
3 REM * DATABASE2 *
4 REM *
5 REM *****
6 DEF FN I(A$,Q$,N):LEN(A$(
Q$ AND MUSR(63684))
7 DUER 0: FLASH 0: INVERSE 0:
BORDER 7: PAPER 7: INK 0: BRIGH
T 1: CLS: POKE 23609,30: POKE 2
3658,8
8 LET CORR=0: LET ELIM=0
100 GO SUB 9990: PRINT AT 1,12:
: LET X$="GESTIONE D-BASE": GO S
UB 9999
101 PRINT AT 5,15: LET X$="MEN
U": GO SUB 9999
102 LET CORR=0: LET ELIM=0: PLO
T 58,115: DRAW 115,0: DRAW 0,-56
: DRAW -116,0: DRAW 0,56
103 PRINT AT 8,9: LET X$="1) C
REAZIONE NUOVO ARCHIVIO": GO SUB
9999
104 PRINT AT 9,9: LET X$="2) I
NSERIMENTO RECORDS": GO SUB 9999
105 PRINT AT 10,9: LET X$="3)
RICERCA RECORDS": GO SUB 9999
106 PRINT AT 11,9: LET X$="4)
CORREZIONE RECORDS": GO SUB 9999
107 PRINT AT 12,9: LET X$="5)
ELIMINAZIONE RECORDS": GO SUB 99
99
108 PRINT AT 13,9: LET X$="6)
FINE": GO SUB 9999
110 BEEP .1,40: INPUT "QUALE OP
ERAZIONE SCEGLI ?": OP: IF OP<1
OR OP>6 THEN GO TO 110
120 GO SUB OP+1000: GO TO 100
1000 REM OPERAZIONI
1005 BEEP .1,40: INPUT "CONFERMI
OPERAZIONE N.1 ? (S/N)": LINE Y
$: IF Y$("<S") AND Y$("<N") THEN R
ETURN
1010 CLEAR: LET A$=CHR$ 13: LET
B$=CHR$ 13: LET C$=CHR$ 13: LET
D$=CHR$ 13: LET E$=CHR$ 13: LET
F$=CHR$ 13: LET G$=CHR$ 13: LET
H$=CHR$ 13: LET I$=CHR$ 13: LET
J$=CHR$ 13: LET K$=CHR$ 13: LET
L$=CHR$ 13: LET M$=CHR$ 13: LET
N$=CHR$ 13: LET O$=CHR$ 13
1015 LET RECORD=0
1020 GO SUB 9990: PRINT AT 1,11:
: LET X$="CREAZIONE ARCHIVIO":
GO SUB 9999
1030 PRINT AT 3,1: LET X$="NOME
ARCHIVIO": GO SUB 9999
1040 BEEP .1,40: INPUT LINE Z$:
IF LEN Z$>15 THEN GO TO 1040
1045 LET X$=Z$: GO SUB 9999
1050 PRINT AT 3,19: LET X$="N.
CAMPI (MAX. 15)": GO SUB 999
9
1060 BEEP .1,40: INPUT A: IF A<1
OR A>15 THEN GO TO 1060
1070 LET X$=STR$ A: GO SUB 9999
1080 DIM P$(A,20)
1090 FOR C=1 TO A
1100 PRINT AT 4+C,1: LET X$="NO
ME CAMPO N.": GO SUB 9999
1120 LET X$=STR$ C: (MAX. 20 C
ARATTERI): IF C<10 THEN LET
X$=" "+X$
1121 GO SUB 9999
1130 BEEP .1,40: INPUT LINE Q$:
IF LEN Q$>20 THEN GO TO 1130
1140 LET P$(C)=Q$: LET X$=Q$: GO
SUB 9999: NEXT C
1150 PRINT AT 21,10: LET X$="UN
TASTO PER CONTINUARE": GO SUB 9
999: PAUSE 1: PAUSE 0
2000 REM INSERIMENTO
2010 GO SUB 9990: PRINT AT 1,11:
: LET X$="INSERIMENTO RECORDS":
GO SUB 9999
2015 IF USR 63670(A+40) THEN BEEP
.15,-10: PRINT AT 5,10: LET X$
="L'ARCHIVIO E' COMPLETO": GO SU
B 9999: PRINT AT 7,7: LET X$="P
REMI UN TASTO PER TORNARE AL MEN
U": GO SUB 9999: PAUSE 1: PAUSE
0: GO TO 100
2018 LET RECORD=RECORD+1
2020 PRINT AT 1,1: LET X$=Z$: G
O SUB 9999: PRINT AT 1,25: LET
X$=STR$ A: CAMPI: GO SUB 9999
2030 PRINT AT 3,3: LET X$="DESC
RIZIONE": GO SUB 9999: PRINT AT

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3,14: LET X$="CONTENUTO (MAX.
40 CARATTERI)": GO SUB 9999
2040 FOR C=1 TO A
2050 PRINT AT 4+C,0: LET X$=" "
+P$(C): GO SUB 9999: PRINT AT 4+
C,11: LET X$="": GO SUB 9999
2060 BEEP .1,40: INPUT LINE Q$:
IF LEN Q$>40 THEN GO TO 2060
2065 IF Q$="" THEN LET Q$=" "
2070 LET X$=Q$: GO SUB 9999: GO
SUB 2900+C: NEXT C
2100 BEEP .1,40: INPUT "ALTRO RE
CORD ? (S/N)": LINE Y$
2110 IF Y$="S" OR Y$="s" THEN GO
TO 2000
2120 IF Y$="N" OR Y$="n" THEN GO
TO 100
2130 GO TO 2100
2901 LET A$=A$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2902 LET B$=B$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2903 LET C$=C$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2904 LET D$=D$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2905 LET E$=E$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2906 LET F$=F$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2907 LET G$=G$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2908 LET H$=H$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2909 LET I$=I$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2910 LET J$=J$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2911 LET K$=K$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2912 LET L$=L$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2913 LET M$=M$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2914 LET N$=N$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
2915 LET O$=O$+STR$ RECORD+CHR$
14+O$+CHR$ 13: RETURN
3000 REM RICERCA RECORDS
3002 LET A$="": RICERCA RECORDS"
3010 LET X$=R$: GO SUB 9990: PRI
NT AT 1,11: GO SUB 9999
3020 FOR C=1 TO A
3030 PRINT AT 2+C,5:
3040 LET X$=STR$ C: "+P$(C): I
F C<10 THEN LET X$=" "+X$
3041 GO SUB 9999: NEXT C
3050 PRINT AT 20,3: LET X$="IND
ICAMI IL NUMERO DEL CAMPO ATTRAU
ERSO IL QUALE VOUI": GO SUB 9999
: PRINT AT 21,7: LET X$="CHE CO
MPIA LA RICERCA DEL/I RECORD/S":
GO SUB 9999
3060 BEEP .1,40: INPUT M: IF M<1
OR M>A THEN GO TO 3060
3070 GO SUB 9990: PRINT AT 1,11:
: LET X$=R$: GO SUB 9999
3080 PRINT AT 7,1: LET X$="INDI
CAMI IL CONTENUTO DEL CAMPO: "+
P$(M): GO SUB 9999
3090 BEEP .1,40: INPUT LINE Q$
3091 LET F=1: LET E=0: LET U$=Q$
3140 GO SUB 3490+M+10: IF NOT K
THEN GO TO 3080
3141 LET ERRORE=0
3142 LET U=K: GO SUB 3190+M+10
3143 IF ERRORE THEN LET F=U: GO
TO 3140
3144 LET INIZIO=INI
3150 GO SUB 9990: LET X$=R$: PRI
NT AT 1,11: GO SUB 9999: PRINT
AT 9,8: FLASH 1: "ATTENDERE PREGO
"
3153 LET F=1: LET POINTER=K
3154 FOR T=1 TO A: IF T=M THEN G
O TO 3157
3155 GO SUB 3490+T+10: LET K=K+L
EN Q$
3156 LET U=K: GO SUB 3190+T+10
3157 NEXT T: LET E=1: GO TO 3000
3200 IF A$(U)<CHR$ 13 AND A$(U)
<CHR$ 14 THEN LET U=U+1: GO TO
3200
3201 IF A$(U)=CHR$ 13 THEN LET A
2=U-1: LET U=K-1: GO TO 3203
3202 LET ERRORE=1: RETURN
3203 IF A$(U)<CHR$ 14 THEN LET
U=U-1: GO TO 3203

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3204 LET A1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3205 IF A$(U)<CHR$ 13 THEN LET
U=U-1: GO TO 3205
3206 LET Q$=A$(U TO U2): LET LA=
LEN Q$: RETURN
3210 IF B$(U)<CHR$ 13 AND B$(U)
<CHR$ 14 THEN LET U=U+1: GO TO
3210
3211 IF B$(U)=CHR$ 13 THEN LET B
2=U-1: LET U=K-1: GO TO 3213
3212 LET ERRORE=1: RETURN
3213 IF B$(U)<CHR$ 14 THEN LET
U=U-1: GO TO 3213
3214 LET B1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3215 IF B$(U)<CHR$ 13 THEN LET
U=U-1: GO TO 3215
3216 LET Q$=B$(U TO U2): LET LB=
LEN Q$: RETURN
3220 IF C$(U)<CHR$ 13 AND C$(U)
<CHR$ 14 THEN LET U=U+1: GO TO
3220
3221 IF C$(U)=CHR$ 13 THEN LET C
2=U-1: LET U=K-1: GO TO 3223
3222 LET ERRORE=1: RETURN
3223 IF C$(U)<CHR$ 14 THEN LET
U=U-1: GO TO 3223
3224 LET C1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3225 IF C$(U)<CHR$ 13 THEN LET
U=U-1: GO TO 3225
3226 LET Q$=C$(U TO U2): LET LC=
LEN Q$: RETURN
3230 IF D$(U)<CHR$ 13 AND D$(U)
<CHR$ 14 THEN LET U=U+1: GO TO
3230
3231 IF D$(U)=CHR$ 13 THEN LET D
2=U-1: LET U=K-1: GO TO 3233
3232 LET ERRORE=1: RETURN
3233 IF D$(U)<CHR$ 14 THEN LET
U=U-1: GO TO 3233
3234 LET D1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3235 IF D$(U)<CHR$ 13 THEN LET
U=U-1: GO TO 3235
3236 LET Q$=D$(U TO U2): LET LD=
LEN Q$: RETURN
3240 IF E$(U)<CHR$ 13 AND E$(U)
<CHR$ 14 THEN LET U=U+1: GO TO
3240
3241 IF E$(U)=CHR$ 13 THEN LET E
2=U-1: LET U=K-1: GO TO 3243
3242 LET ERRORE=1: RETURN
3243 IF E$(U)<CHR$ 14 THEN LET
U=U-1: GO TO 3243
3244 LET E1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3245 IF E$(U)<CHR$ 13 THEN LET
U=U-1: GO TO 3245
3246 LET Q$=E$(U TO U2): LET LE=
LEN Q$: RETURN
3250 IF F$(U)<CHR$ 13 AND F$(U)
<CHR$ 14 THEN LET U=U+1: GO TO
3250
3251 IF F$(U)=CHR$ 13 THEN LET F
2=U-1: LET U=K-1: GO TO 3253
3252 LET ERRORE=1: RETURN
3253 IF F$(U)<CHR$ 14 THEN LET
U=U-1: GO TO 3253
3254 LET F1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3255 IF F$(U)<CHR$ 13 THEN LET
U=U-1: GO TO 3255
3256 LET Q$=F$(U TO U2): LET LF=
LEN Q$: RETURN
3260 IF G$(U)<CHR$ 13 AND G$(U)
<CHR$ 14 THEN LET U=U+1: GO TO
3260
3261 IF G$(U)=CHR$ 13 THEN LET G
2=U-1: LET U=K-1: GO TO 3263
3262 LET ERRORE=1: RETURN
3263 IF G$(U)<CHR$ 14 THEN LET
U=U-1: GO TO 3263
3264 LET G1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3265 IF G$(U)<CHR$ 13 THEN LET
U=U-1: GO TO 3265
3266 LET Q$=G$(U TO U2): LET LG=
LEN Q$: RETURN
3270 IF H$(U)<CHR$ 13 AND H$(U)
<CHR$ 14 THEN LET U=U+1: GO TO
3270
3271 IF H$(U)=CHR$ 13 THEN LET H
2=U-1: LET U=K-1: GO TO 3273
3272 LET ERRORE=1: RETURN

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3273 IF H$(U) <> CHR$ 14 THEN LET
U=U-1: GO TO 3273
3274 LET H1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3275 IF H$(U) <> CHR$ 13 THEN LET
U=U-1: GO TO 3275
3276 LET O$=H$(U TO U2): LET LH=
LEN O$: RETURN
3280 IF I$(U) <> CHR$ 13 AND I$(U)
<> CHR$ 14 THEN LET U=U+1: GO TO
3280
3281 IF I$(U)=CHR$ 13 THEN LET I
2=U-1: LET U=K-1: GO TO 3283
3282 LET ERRORE=1: RETURN
3283 IF I$(U) <> CHR$ 14 THEN LET
U=U-1: GO TO 3283
3284 LET I1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3285 IF I$(U) <> CHR$ 13 THEN LET
U=U-1: GO TO 3285
3286 LET O$=I$(U TO U2): LET LI=
LEN O$: RETURN
3290 IF J$(U) <> CHR$ 13 AND J$(U)
<> CHR$ 14 THEN LET U=U+1: GO TO
3290
3291 IF J$(U)=CHR$ 13 THEN LET J
2=U-1: LET U=K-1: GO TO 3293
3292 LET ERRORE=1: RETURN
3293 IF J$(U) <> CHR$ 14 THEN LET
U=U-1: GO TO 3293
3294 LET J1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3295 IF J$(U) <> CHR$ 13 THEN LET
U=U-1: GO TO 3295
3296 LET O$=J$(U TO U2): LET LJ=
LEN O$: RETURN
3300 IF K$(U) <> CHR$ 13 AND K$(U)
<> CHR$ 14 THEN LET U=U+1: GO TO
3300
3301 IF K$(U)=CHR$ 13 THEN LET K
2=U-1: LET U=K-1: GO TO 3303
3302 LET ERRORE=1: RETURN
3303 IF K$(U) <> CHR$ 14 THEN LET
U=U-1: GO TO 3303
3304 LET K1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3305 IF K$(U) <> CHR$ 13 THEN LET
U=U-1: GO TO 3305
3306 LET O$=K$(U TO U2): LET LK=
LEN O$: RETURN
3310 IF L$(U) <> CHR$ 13 AND L$(U)
<> CHR$ 14 THEN LET U=U+1: GO TO
3310
3311 IF L$(U)=CHR$ 13 THEN LET L
2=U-1: LET U=K-1: GO TO 3313
3312 LET ERRORE=1: RETURN
3313 IF L$(U) <> CHR$ 14 THEN LET
U=U-1: GO TO 3313
3314 LET L1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3315 IF L$(U) <> CHR$ 13 THEN LET
U=U-1: GO TO 3315
3316 LET O$=L$(U TO U2): LET LL=
LEN O$: RETURN
3320 IF M$(U) <> CHR$ 13 AND M$(U)
<> CHR$ 14 THEN LET U=U+1: GO TO
3320
3321 IF M$(U)=CHR$ 13 THEN LET M
2=U-1: LET U=K-1: GO TO 3323
3322 LET ERRORE=1: RETURN
3323 IF M$(U) <> CHR$ 14 THEN LET
U=U-1: GO TO 3323
3324 LET M1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3325 IF M$(U) <> CHR$ 13 THEN LET
U=U-1: GO TO 3325
3326 LET O$=M$(U TO U2): LET LM=
LEN O$: RETURN
3330 IF N$(U) <> CHR$ 13 AND N$(U)
<> CHR$ 14 THEN LET U=U+1: GO TO
3330
3331 IF N$(U)=CHR$ 13 THEN LET N
2=U-1: LET U=K-1: GO TO 3333
3332 LET ERRORE=1: RETURN
3333 IF N$(U) <> CHR$ 14 THEN LET
U=U-1: GO TO 3333
3334 LET N1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3335 IF N$(U) <> CHR$ 13 THEN LET
U=U-1: GO TO 3335
3336 LET O$=N$(U TO U2): LET LN=
LEN O$: RETURN
3340 IF O$(U) <> CHR$ 13 AND O$(U)
<> CHR$ 14 THEN LET U=U+1: GO TO
3340
3341 IF O$(U)=CHR$ 13 THEN LET O
2=U-1: LET U=K-1: GO TO 3343
3342 LET ERRORE=1: RETURN
3343 IF O$(U) <> CHR$ 14 THEN LET
U=U-1: GO TO 3343
3344 LET O1=U+1: LET INI=U: LET
U2=U: LET U=U-2
3345 IF O$(U) <> CHR$ 13 THEN LET
U=U-1: GO TO 3345
3346 LET O$=O$(U TO U2): LET LO=
LEN O$: RETURN
3500 LET K=FN I(A$,O$,F): RETURN
3510 LET K=FN I(B$,O$,F): RETURN

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3520 LET K=FN I(C$,O$,F): RETURN
3530 LET K=FN I(D$,O$,F): RETURN
3540 LET K=FN I(E$,O$,F): RETURN
3550 LET K=FN I(F$,O$,F): RETURN
3560 LET K=FN I(G$,O$,F): RETURN
3570 LET K=FN I(H$,O$,F): RETURN
3580 LET K=FN I(I$,O$,F): RETURN
3590 LET K=FN I(J$,O$,F): RETURN
3600 LET K=FN I(K$,O$,F): RETURN
3610 LET K=FN I(L$,O$,F): RETURN
3620 LET K=FN I(M$,O$,F): RETURN
3630 LET K=FN I(N$,O$,F): RETURN
3640 LET K=FN I(O$,O$,F): RETURN

3800 IF E THEN RETURN
3805 GO SUB 9990: PRINT AT 1,12:
: LET X$="RICERCA RECORDS": GO 5
UB 9999
3810 PRINT AT 7,2: LET X$="IN M
EMORIA NON E' PRESENTE NESSUN RE
CORD CON IL CAMPO": GO SUB 9999:
PRINT AT 9,2: LET X$=P$(N): GO
SUB 9999: PRINT AT 11,2: LET X
$="CONTENENTE "+O$: GO SUB 9999
3820 PRINT AT 21,9: LET X$="PRE
MI UN TASTO PER CONTINUARE": GO
SUB 9999: PAUSE 1: PAUSE 0: RETU
RN
3900 GO SUB 9990: PRINT AT 1,11:
: LET X$=R$: GO SUB 9999
3915 FOR C=1 TO A
3916 PRINT AT 3+C,0: LET X$=STR
$(C+1)+"P$(C)+": IF C<10 THEN
LET X$=" "+X$
3917 GO SUB 9999
3918 GO SUB 3970+C: GO SUB 9999:
NEXT C: PRINT AT 21,5:"0": LET
X$=" PER USCIRE ENTER PE
R CONTINUARE": GO SUB 9999
3920 LET Y$=INKEY$: IF Y$="" THE
N GO TO 3920
3921 IF Y$="0" OR Y$="o" THEN RE
TURN
3922 IF Y$ <> CHR$ 13 THEN GO TO 3
920
3923 PRINT AT 21,3:
3924 IF ELIN THEN GO SUB 5010
3925 IF CORR THEN GO SUB 4010
3930 LET F=POINTER+1: LET O$=U$:
GO TO 3140
3971 LET X$=A$(A1 TO A2): RETURN
3972 LET X$=B$(B1 TO B2): RETURN
3973 LET X$=C$(C1 TO C2): RETURN
3974 LET X$=D$(D1 TO D2): RETURN
3975 LET X$=E$(E1 TO E2): RETURN
3976 LET X$=F$(F1 TO F2): RETURN
3977 LET X$=G$(G1 TO G2): RETURN
3978 LET X$=H$(H1 TO H2): RETURN
3979 LET X$=I$(I1 TO I2): RETURN
3980 LET X$=J$(J1 TO J2): RETURN
3981 LET X$=K$(K1 TO K2): RETURN
3982 LET X$=L$(L1 TO L2): RETURN
3983 LET X$=M$(M1 TO M2): RETURN
3984 LET X$=N$(N1 TO N2): RETURN
3985 LET X$=O$(O1 TO O2): RETURN

4000 REM CORREZIONE
4002 LET CORR=1: LET R$=" CORREZ
IONE RECORD": GO SUB 3010
4003 LET CORR=0: RETURN
4010 PRINT AT 21,4: LET X$="
DEVI CORREGGERE QUALCHE CAMPO ?
(S / N)": GO SUB 9999
4020 BEEP .1,40: INPUT LINE Y$
4030 IF Y$="N" OR Y$="n" THEN PR
INT AT 21,5:
: RETURN
4040 IF Y$ <> "S" AND Y$ <> "s" THEN
GO TO 4020
4050 PRINT AT 21,4: LET X$="IND
ICAZIONE DEL CAMPO CHE DEVI
CORREGGERE": GO SUB 9999
4060 BEEP .1,40: INPUT R: IF R<1

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OR R>A THEN GO TO 4060
4065 PRINT AT 3+R,12:
4070 BEEP .1,40: INPUT "NUOVO CO
NTENUTO" LINE S$
4080 IF LEN S$>40 THEN GO TO 407
0
4085 IF S$="" THEN LET S$=" "
4090 PRINT AT 3+R,12: LET X$=S$
: GO SUB 9999
4100 GO SUB 5500+R
4105 LET F=1: GO SUB 3490+R+10:
LET K=K+LEN O$: LET U=K: GO SUB
3190+R+10
4110 GO TO 4010
5000 REM ELIMINAZIONE
5002 LET ELIM=1: LET R$="ELIMINA
ZIONE RECORD": GO SUB 3010
5003 LET ELIM=0
5004 RETURN
5010 PRINT AT 21,6: LET X$="UO
I ELIMINARE IL RECORD ? ( S / N
)": GO SUB 9999
5011 BEEP .1,40: INPUT LINE Y$
5012 IF Y$="N" OR Y$="n" THEN PR
INT AT 21,6:
: RETURN
5013 IF Y$ <> "S" AND Y$ <> "s" THEN
GO TO 5011
5014 LET S$="": FOR C=1 TO A
5015 GO SUB 5500+C
5016 NEXT C: LET POINTER=INIZIO-
LEN O$: RETURN
5501 LET A$=A$( TO A1-1-(ELIM=1)
+L1)+S$+A$(A2+1 TO ): RETURN
5502 LET B$=B$( TO B1-1-(ELIM=1)
+L1)+S$+B$(B2+1 TO ): RETURN
5503 LET C$=C$( TO C1-1-(ELIM=1)
+L1)+S$+C$(C2+1 TO ): RETURN
5504 LET D$=D$( TO D1-1-(ELIM=1)
+L1)+S$+D$(D2+1 TO ): RETURN
5505 LET E$=E$( TO E1-1-(ELIM=1)
+L1)+S$+E$(E2+1 TO ): RETURN
5506 LET F$=F$( TO F1-1-(ELIM=1)
+L1)+S$+F$(F2+1 TO ): RETURN
5507 LET G$=G$( TO G1-1-(ELIM=1)
+L1)+S$+G$(G2+1 TO ): RETURN
5508 LET H$=H$( TO H1-1-(ELIM=1)
+L1)+S$+H$(H2+1 TO ): RETURN
5509 LET I$=I$( TO I1-1-(ELIM=1)
+L1)+S$+I$(I2+1 TO ): RETURN
5510 LET J$=J$( TO J1-1-(ELIM=1)
+L1)+S$+J$(J2+1 TO ): RETURN
5511 LET K$=K$( TO K1-1-(ELIM=1)
+L1)+S$+K$(K2+1 TO ): RETURN
5512 LET L$=L$( TO L1-1-(ELIM=1)
+L1)+S$+L$(L2+1 TO ): RETURN
5513 LET M$=M$( TO M1-1-(ELIM=1)
+L1)+S$+M$(M2+1 TO ): RETURN
5514 LET N$=N$( TO N1-1-(ELIM=1)
+L1)+S$+N$(N2+1 TO ): RETURN
5515 LET O$=O$( TO O1-1-(ELIM=1)
+L1)+S$+O$(O2+1 TO ): RETURN
6000 REM FIN

6010 GO SUB 9990: PRINT AT 1,14:
: LET X$="F I N E": GO SUB 9999:
PRINT AT 7,7: LET X$="UOUI SAL
VARE IL DATA-BASE ? ( S / N)":
GO SUB 9999
6020 LET Y$=INKEY$: IF Y$="" THE
N GO TO 6020
6030 IF Y$="N" OR Y$="n" THEN RE
TURN
6031 IF Y$="S" OR Y$="s" THEN PR
INT AT 9,3: LET X$=" SU NASTRO
O SU MICRODRIVE ?": GO SUB 9999:
PRINT AT 10,11: [OK] [M]
6032 LET Y$=INKEY$: IF Y$="" THE
N GO TO 6032
6040 IF Y$="N" OR Y$="n" THEN PR
INT AT 12,6: LET X$="PREPARA IL
NASTRO E INVERTI I CAVETTI": GO
SUB 9999: PRINT AT 13,2: LET X
$="PREMI UN TASTO OGNI VOLTA CHE
COMPARE SOTTO LA SCRITTA": GO 5
UB 9999: PRINT AT 15,8: LET X$=
"START TAPE, THEN PRESS ANY KEY.
": GO SUB 9999: PRINT AT 17,8:
LET X$="RAVVIOLGI POI PER LA UER
IFICA": GO SUB 9999: SAVE "data-
base" CODE 63670,1699: SAVE "DATA
-BASE" LINE 1: VERIFY "CODE": U
ERIFY "": RETURN
6045 REM IF Y$="M" OR Y$="m" THE
N ERASE "M":1:"DATA-BASE": SAVE
+"M":1:"DATA-BASE" LINE 1: VERIF
Y+"M":1:"DATA-BASE": RETURN
6050 GO TO 6020
9990 CLS: PLOT 83,169: DRAW 85,
0: DRAW 0,-11: DRAW -85,0: DRAW
0,11: RETURN
9999 LET OU=LEN X$: LET X$=X$+"(
" AND (INT (OU/2)+2(<OU)): FOR
X=1 TO OU STEP 2: POKE 23606,89:
POKE 23607,248: PRINT X$(X):CHR
$(8): POKE 23607,251: PRINT OVE
R 1:X$(X+1): NEXT X: POKE 23606,
0: POKE 23607,60: RETURN

```

MC



## Elenco del software disponibile su cassetta o minifloppy

Per ovviare alle difficoltà incontrate da molti lettori nella digitazione dei listati pubblicati nelle varie rubriche di software sulla rivista, MCmicrocomputer mette a disposizione i programmi più significativi direttamente su supporto magnetico. Riepiloghiamo qui sotto i programmi disponibili per le varie macchine, ricordando che i titoli non sono previsti per computer diversi da quelli indicati. Il numero della rivista su cui viene descritto ciascun programma è riportato nell'apposita colonna; consigliamo gli interessati di procurarsi i relativi numeri arretrati, eventualmente rivolgendosi al nostro Servizio Arretrati utilizzando il tagliando pubblicato in fondo alla rivista.

Per l'ordinazione inviare l'importo (a mezzo assegno, c/c o vaglia postale) alla Technimedia srl, Via Carlo Perrier 9, 00157 Roma.

Codice Titolo programma NC n. Prezzo : Note

### APPLE II

DA2/00	Shape Tablet	22	15000	:
DA2/01	Motomuro	26	15000	:
DA2/02	DEBUG	28	15000	:
DA2/03	EDIT + INPUT	29	15000	:
DA2/04	Basic modulare	34	15000	:
DA2/05	ANNA Animation Lang.	35/37	15000	:
DA2/06	Miniset + Leva-DOS	37	15000	:
DA2/07	27 programmi grafici	38	30000	:
DA2/08	Adventure Editor	38	15000	:
DA2/09	Animazione funzioni	42	15000	:
DA2/10	IL mondo di VA-TOR	43	15000	:
DA2/11	Contest LOG	43	15000	:
DA2/12	Rout.grafiche estese	44	15000	:
DA2/13	Scroll 300 righe	46	15000	:
DA2/14	Assembler in Basic	50	15000	:

### COMMODORE 64

C64/01	Briscola	25	17000	:
C64/02	Serpentone	29	17000	:
C64/03	Othello	29	17000	:
C64/04	Chase	33	17000	:
C64/05	Spreadsheet	34	30000	:
C64/06	Bilancio familiare	35	17000	:
C64/07	The dark wood	36	17000	:
C64/08	Totocalcio: sis.rid.	37	17000	:
C64/09	Orchetes	37	17000	:
C64/10	Vordprocessor	38	17000	:
C64/11	Helicopt	38	17000	:
C64/12	Finestra grafica	39	17000	:
C64/13	Paroliamo	39	17000	:
C64/14	Scarabeo	40	17000	:
C64/15	Magazzino	41	17000	:
C64/16	Rubrica	44	17000	:
C64/17	World	45	17000	:
C64/18	P.J.T. Basic	46	17000	:
C64/19	Sistema Enalotto	47	17000	:
C64/20	Simulat.reti logiche	48	17000	:
C64/21	RTTY	48	17000	:
C64/22	Mescola	49	17000	:

D64/01	Spreadsheet	34	15000	:
D64/02	ADP Basic	da 35 a 39	15000	:
D64/03	Vordprocessor	38	15000	:
D64/04	Paroliamo	39	15000	:
D64/05	Data base Galileo	40/41	15000	:
D64/06	Magazzino	41	15000	:
D64/07	Gestione biblioteca	46	15000	:
D64/08	P.J.T. Basic	46	15000	:
D64/09	Simulat.reti logiche	48	15000	:
D64/10	Archiprogram	50	15000	:

### COMMODORE VIC-20

CVC/01	VIC-Maze	19	17000	: Config. base
CVC/02	Pic-Man	23	17000	: Config. base
CVC/03	Briscola	25	17000	: Config. base
CVC/04	Grand Prix	28	17000	: Config. base
CVC/05	Frogger	26	17000	: RAM: almeno + 3 K
CVC/06	Invaders	29	23000	: RAM: + 16 K
CVC/07	Othello	29	17000	: RAM: + 16 K
CVC/08	SKI	31	17000	: Config. base
CVC/09	VIC-quiz	32	17000	: RAM: almeno + 8 K
CVC/10	Zigurat	33	17000	: Config. base
CVC/11	Extended Basic	36	17000	: RAM: + 16 K
CVC/12	Fireman	36	17000	: Config. base
CVC/13	Accordi per chitarra	39	17000	: RAM: almeno + 8 K
CVC/14	Piramide di Iunnuh	39	17000	: RAM: almeno + 8 K

Codice Titolo programma NC n. Prezzo : Note

CVC/15	Il castello	40	17000	: RAM: + 16 K
CVC/16	Tool grafico	43	17000	: RAM: + 16 K
CVC/17	Adventure detective	46	17000	: RAM: + 16 K
CVC/18	Graphic-Sheet	47	17000	: RAM: + 16 K
CVC/19	Cascade	47	17000	: Config. base
CVC/20	La casa	50	17000	: RAM: + 16 K

DVC/01	EXMA	27/28	15000	: RAM: + 16 K
DVC/02	Miniarchivio disco	49	15000	: RAM: + 16 K

### MSX

CMX/01	Sound editor	42	17000	:
CMX/02	WP Reporter	43	30000	:
CMX/03	Foresta maledetta	44	17000	:
CMX/04	Monitor disassembler	45	17000	:
CMX/05	Video Art	46	17000	:
CMX/06	Othello	47	17000	:
CMX/07	Joe's Chicken	48	17000	:
CMX/08	Planet Hunter	49	17000	:
CMX/09	Dune	50	17000	:

### SINCLAIR SPECTRUM

CSS/01	TRILAB	28	17000	:
CSS/02	SET di caratteri	27/29	17000	:
CSS/03	Grafica TREDIM	29	17000	:
CSS/04	Ippica	30	17000	:
CSS/05	Graphic-Comp	32	17000	: 48 K RAM
CSS/06	Macchina del tempo	34	17000	: 48 K RAM
CSS/07	Piramide di Iunnuh	35	17000	: 48 K RAM
CSS/08	Over Basic	37	17000	: 48 K RAM
CSS/09	Prospettiva	38	17000	: 48 K RAM
CSS/10	Motomuro	39	17000	: 48 K RAM
CSS/11	Othello	40	17000	:
CSS/12	The dark wood	40	17000	: 48 K RAM
CSS/13	Musica	41	17000	: 48 K RAM
CSS/14	Calcolo matriciale	42	17000	: 48 K RAM
CSS/15	Database	42	17000	:
CSS/16	Snake	43	17000	:
CSS/17	Life	44	17000	:
CSS/18	Horses	45	17000	: 48 K RAM
CSS/19	42 colonne	46	17000	:
CSS/20	3D Pacman	46	17000	: 48 K RAM
CSS/21	Forza 4	47	17000	: 48 K RAM
CSS/22	ZI Editor	47	17000	: 48 K RAM
CSS/23	Va-Tor	48	17000	: 48 K RAM
CSS/24	Meta	49	17000	:
CSS/25	Graphic Macro Lang.	49	17000	:
CSS/26	Super Monitor	50	17000	: 48 K RAM
CSS/27	Database 64 colonne	50	17000	: 48 K RAM

### TEXAS TI-99/4A

CT9/01	Macchina del tempo	27	17000	:
CT9/02	Simon	29	17000	:
CT9/03	Babilonia	30	17000	:
CT9/04	Labirinto 3D	31	17000	:
CT9/05	Piramide di Iunnuh	33	17000	: Extended Basic
CT9/06	Scrabble	34	17000	:
CT9/07	Morphy	35	17000	:
CT9/08	Equo canone	37	17000	:
CT9/09	Scopa	39	17000	:
CT9/10	Montecarlo	39	17000	: Extended Basic
CT9/11	Totocalcio	41	30000	:

Nota:  
l'iniziale del codice e' C per le cassette, D per i minifloppy