

MENU DE LUXE

Programme MENU 1117 pas

Lbl A: 'General
" - MENU GENERAL -"
"
" 1 - Jeux."
" 2 - Maths."
" 3 - Divers."
" 0 - Terminer."
"Choix "?→A
A=0⇒Goto Z
A=1⇒Goto B
A=2⇒Goto C
A=3⇒Goto D
Goto A
Lbl B: 'Jeux
"
" - MENU Jeux -"
"
" 1 - Mastermind."
" 2 + LabyMaster."
" 3 - Cheval."
" 4 - Puissance 4" Disp
" 5 - Demineur."
" 6 - Badket."
" 7 x Solitaire."
" 8 - Poker."
" 9 - Batons."
" 0 - Menu General."
"Choix "?→A
A=0⇒Goto A
A=1⇒Prog 0 Disp
A=2⇒Prog 4 Disp
A=3⇒Prog A Disp
A=4⇒Prog J Disp
A=5⇒Prog Q Disp
A=6⇒Prog G Disp
A=7⇒Prog V Disp
A=8⇒Prog U Disp
A=9⇒Prog "BATONS"
Goto B
Lbl C: 'Maths
" - MENU Maths -"
" 1 - Decompose."
" 2 - PGDC."
" 3 - Trinome."
" 4 - Gauss."
" 5 - Fonction."
" 6 - Dicotomie."
" 7 - Fraction."
" 0 - Menu General"
"Choix "?→A
A=0⇒Goto A
A=1⇒Prog "DECOMPOSE" Disp
A=2⇒Prog "PGDC" Disp

A=3⇒Prog "TRINOME" Disp
A=4⇒Prog Z Disp
A=5⇒Prog "FONCTION" Disp
A=6⇒Prog "DICHOTOMIE" Disp
A=7⇒Prog "FRACTION" Disp
Goto C
Lbl D: 'Divers
"
" - MENU Divers -"
"
" 1 - Personnel."
" 2 - Tests."
" 0 - MENU General"
"
"Choix "?→A
A=0⇒Goto A
A=1⇒Goto E
A=2⇒Prog "TESTS"
Goto D
Lbl E: 'Personnel
"
" PROTECTION"
"Entrez code d'accès."
Prog 7
?→A
A=115520⇒Goto 0
"Code non valide."
Goto D
Lbl 0
"
" -- MENU Personnel --"
"
" 1 - Idées."
" 0 - Menu Divers."
"
"Choix "?→B
115520→A
B=0⇒Goto D
B=1⇒Prog "IDEE"
0→A
Goto 0
Lbl Z
"Ok"
' Lbl Suiv. G 1

Programme IDEES
A≠115520⇒Goto Y
0→A
"----- Idées-----" ...
"Capacité : Affichage 126 x 64
Nb Chif 12 externes (14)
40^2 (0-39)
33^2 (0-33)Bin
Goto Z

Lbl Y:"Bien tente ..."

Lbl Z

"Ok"

Programme MATRICE

-Table des Matrices-

Matermind : Mat Z : 03 x 35

LabyMaster : Mat Y : 18 x 22

20 →(3,1)(5,1) et 15→(4,1)(6,1)

Chevak : Mat X : 10 x 11

10 →(4,1) et 10 →(5,1)

Puissance 4 : Mat W : 1 * 9

Demineur : Mat V : 14 * 9

14 →(3,1)(5,1) et 08→(4,1)(6,1)

Programme TESTS

"TEST de Casio 9900"

" "

Lbl 0

" - TESTS - "

" "

" 1 - Ecran."

" 2 - Calculs."

" 0 - Menu Divers."

" "

"Choix "?→A

A=0⇒Goto Z

A=1⇒Goto B

A=2⇒Goto C

Goto 0

Lbl B

"-:" -:" -:" -:" -:" -:" -:" -"....etc

Goto B

Goto 0

Lbl C

"Boucle de 500" Disp

500→M

Lbl 1

Dsz M

Goto 1

"Stop"

Goto 0

Lbl Z