LABYMASTER

Programme LABYCREATION Alias Prog 1

```
LABYCREATION
"CREATION DE LABY"
"                    PAR REMI P" Disp
0→A~Z
Mat Y[1,5]+2→A
Lbl 3
Mat Y[1,6]+2→B
9111→Mat Y[B+1,A]
Dsz B
Goto 4
Dsz A
Goto 3
0→A~B
Mat Y[1,5]→A
Mat Y[1,6]→B
"NOMBRE DE COLONNES:"
A Disp
"NOMBRE DE LIGNES :"
B Disp
B→C
Lbl 1
A→D
Lbl 2
11→Mat Y[C+2,D+1]
Dsz D
Goto 2
Dsz C
Goto 1
111→Mat Y[B+2,A+1]
B→V
Lbl A
V+1→D
A→U
Lbl B
U+1→C
Mat Y[D+1,C]>99⇒Goto C
C→E:D→F:0→W
Lbl 6
0→M~T
-1→N:1→O:1→R:-1→S
Int (Ran#*4)→K
K→L
Lbl D
-1→N:1→O
Mat Y[F+M[K*2+1]+1,E+M[K*2]]→G
W=1⇒G>99⇒Goto O
W=0⇒G<99⇒Goto O
W=0⇒G>199⇒Goto O
0→M~P
F+M[K*2+1]→J
E+M[K*2]→I
Mat Y[J+1,I]→G
Frac (K/2) <>0⇒Int (G/10)-Int (G/100)*10=0⇒Goto O
Frac (K/2)=0⇒Int (G/10)-Int (G/100)*10=0⇒Goto O
Goto E
Lbl O
K+1→K
K>3⇒0→K
K=L⇒Goto C
Goto D
Lbl E
Frac (K/2)<>0⇒(Frac(G/10)+Int(G/100)*10)*10→G
Frac (K/2)=0⇒Int (G/10)*10→G
G→Mat Y[J+1,I]
-1→N
1→O
W=1⇒F+M[K*2+1]→F
W=1⇒E+M[K*2]→E
Mat Y[F+1,E]+100→Mat Y[F+1,E]
1→W
Goto G
Lbl  C
Dsz U
Goto B
Dsz V
Goto A
Int (Mat Y[3,2]/10)*10→Mat Y[3,2]
Int (Mat Y[3,A+1]/10)*10→Mat Y[3,A+1]
1→Mat Y[1,1]
0→Mat Y[1,2]
A→Mat Y[1,3]
B→Mat Y[1,4]
"OK"
```

Programme LABYMASTER Alias Prog 2

```
LABYMASTER
"LABYRINTHE MASTER"
"                    PAR REMI P" Disp
Mat Y[1,1]→A
Mat Y[1,2]→B
Lbl A
Mat Y[B+2,A+1]→C
Int (C/10)- int (C/100)*10→D
C-Int (C/10)*10→C
Mat  Y[B+3,A+1]→E
E-Int (E/10)*10→E
Met Y[B+2,A]→F
Int (F/10)-Int (F/100)*10→F
Lbl  B
T=1⇒Goto X
" "
"QUELLE DIRECTION:"
C=0⇒" 8 - NORD"
E=0⇒" 2 - SUD"
F=0⇒" 4 - OUEST"
D=0⇒" 6 - EST"
?→G
V→R:W→S
Goto V
Lbl X:V→R:W→S
Prog 5
Lbl V
G=-1⇒Goto 5
T=1⇒Goto 5
Plot V,W Disp
Plot V,W : Line Disp
Lbl 55
```

```
Goto W
Plot V,W
Lbl U
Plot V,W Disp
Abs (X/(126/A))+Abs (Y/(64/B))=1⇒Goto C
G=0⇒Goto Z
G=8⇒C=0⇒Goto C
G=2⇒E=0⇒Goto C
G=4⇒F=0⇒Goto C
G=6⇒D=0⇒Goto C
"DIRECTION IMPOSSIBLE" Disp
Goto B
Lbl C
G=8⇒B-1→B
G=2⇒B+1→B
G=4⇒A-1→A
G=6⇒A+1→A
A→Mat Y[1,1]
B→Mat Y[1,2]
B <>0⇒Goto D
A=1⇒Goto D
"BRAVO VOUS ETES SORTI DU LABYRINTHE" Disp
"UN AUTRE ?"
Goto Z
Lbl D
Goto A
Lbl Z
"OK"
```

Programme LABYAFFICHE Alias Prog 3

```
LABYAFFIC"HE
Range 0,126,0,0,62,0
Cls
Plot 0,0
Plot 126,0:Line
Plot 126,62:Line
Plot 0,62:Line
Plot 0,0:Line
Mat Y[1,3]→A
Mat Y[1,4]→B
124/A→C
60/B→D
A→E:Lbl 1
B→F:Lbl 2
Mat Y[F+2,E+1]→G
G-Int (G/10)*10=0⇒Goto 4
Plot  (E-1)*C+1,62-((F-1)*D+1)
Plot (E*C+1),62-((F-1)*D+1):Line
Lbl 4
Int (G/10)-Int (G/100)*10=0⇒Goto 5
Plot  E*C+1,62-((F-1)*D+1)
Plot E*C+1,62-(F*D+1):Line
Lbl 5
Dsz F:Goto 2
Dsz E:Goto 1
```

Programme LABYRINTHE Alias Prog 4

```
LABYRINTHE
"LABYRINTHE"
"            PAR REMI P" Disp
Lbl A
" "
" 0 - TERMINER"
" 1 - CREER LE LABY"
" 2 - CONTINUER"
" 3 - RECOMMENCER"
" 4 - VOIR LE LABY"
" 5 - DIMENSIONNER"
?→A
A>5⇒Goto A

A=0⇒Goto Z
A=1⇒Goto B
A=2⇒Goto C
A=3⇒Goto D
A=4⇒Goto E
A=5⇒Goto F
Goto A
Lbl  B
Prog 1
Goto A
Lbl C
Prog 2
Goto A
Lbl D
1→Mat Y[1,1]
0→Mat Y[1,2]
Prog 2
Goto A
Lbl E
Prog 3 Disp
Goto A
Lbl F
" "
"NOMBRE DE COLONNES : "
?→E
"NOMBRE DE LIGNES : "
?→F
E>20⇒Goto F
F>15⇒Goto F
F→Mat Y[1,6]
E→Mat Y[1,5]
Goto A
Lbl Z
"OK"
```

Programme LABYMODULE Alias Prog 5

```
Lbl 1
W>61⇒61→W
Plot V,W Disp
Int (X/(126/Mat Y[1,5]))+1→Z
Y>60⇒64→Y
Int ((63-Y)/63/Mat Y[1,6])+1→U
Abs (A-Z)+Abs (B-U) = 1⇒Goto 5
Goto 1
Lbl 5
A-Z=0⇒B-U=1⇒8→G
A-Z=0⇒B-U=-1⇒2→G
B-U=0⇒A-Z=1⇒4→G
B-U=0⇒A-Z=-1⇒6→G
```

*Il faut absolument créer une matrice de 22*18*

Attention : Ecrire ce programme en Mode Wrt / Matrix !!!!

Pour executer le Porgramme lancer Prog 3