RUNTIMES

Programme PRINT *Alias Prog r :* 231 pas

```
PRINT
 ' ENTREE
 '   W =  CARACTERE
 '    X = ABSCISSE
 '    Y =  ORDONNEE
0→R~V
0→Z
W=0⇒432534→Z
W=1⇒935012→Z
W=2⇒929422→Z
W=3⇒427654→Z
W=4⇒324900→Z
W=5⇒953902→Z
W=6⇒431908→Z
W=7⇒148622→Z
W=8⇒431766→Z
W=9⇒151190→Z
W=10→458592→Z
5→W:4→V:Z≠0⇒Prog θ
```

Programme GRAPH-PUT *Alias Prog θ :*208 pas

```
GRAPH-PUT
 ' ENTREE
 '   V   =  LARGEUR
 '   W   =  HAUTEUR
 '   X   =  ABSCISSE
 '   Y   =  ORDONNEE
 '   Z   =  DESSIN CODE
0→P~U
W-1→U : Y→S:X→R:(V)*(W)-1→P:Lbl 0
V-1→T : Lbl 1
2^P→Q
Z-Q<0⇒Goto 2
Z-Q→Z
Plot R+T, S-U
Lbl 2
P-1→P
T-1→T:T≥0⇒Goto 1
U-1→U:U≥0⇒Goto 0
Plot X,Y : Line
```

Programme DIGITS *Alias Prog V : 333 pas*

```
DIGITS
' ENTREE
'  X - ABSCISSE
'  Y - ORDONNEE
'  Z - CARACTERE
0→V~W
X→V:Y→W
Z<64⇒Goto 1:Z-64→Z:
Plot V+0, W-4:Plot V+2,W-4:Line
Lbl 1:Z<32⇒Goto 2:Z-32→Z
Plot V+2, W-4:Plot V+2,  W-2: Line
Lbl 2:Z<16⇒Goto 3:Z-16→Z
Plot V+0, W-4: Plot V+0, W-2: Line
Lbl 3:Z<8⇒Goto 4: Z-8→Z
Plot V+0, W-2:Plot V+2,W-2:Line
Lbl 4:Z<4⇒Goto 5:Z-4→Z
Plot V+2, W-2:Plot V+2, W-0:Line
Lbl 5:Z<2⇒Goto 6:Z-2→Z
Plot V+0, W-2:Plot V+0,W+0:Line
Lbl 6:Z<1⇒Goto 7: Z-1→Z
Plot V,W-0:Plot V+2,W-0:Line
Lbl 7
```

Programme NUMERIX *Alias Prog W :*107 pas

```
NUMERIX
W=1⇒36→Z
W=2⇒93→Z
W=3⇒109→Z
W=4⇒46→Z
W=5⇒107→Z
W=6⇒123→Z
W=7⇒37→Z
W=8⇒127→Z
W=9⇒111→Z
W=0⇒119→Z
Prog V
```

Programme EXTEND : *Alias Prog H* : 160 pas

```
'---- En WRT/COMP !!!!----
EXTEND
'APPEL
'  A - FONCTION
'  X - VARIABLE X
'  Y - PARAMETRE 2
'RETOUR
' Ans RESULTAT
A=1⇒Goto A:'f1
A=2⇒Goto B:'d/dx(f1
A=3⇒Goto C:'d/dx(,Y
Goto Z
Lbl A:f1:Goto Z
Lbl B:d/dx(f1,X:Goto Z
Lbl C:d/dx(f1,X,Y:Goto Z
Lbl Z
```

Programme LETTRES *Alias Prog 7 :* 34 pas

```
LETTRES
26→A
Lbl 1
A→A[A-1]
Dsz A
Goto 1
1→A
```