Lord DefCo' Guide to programming in QBASIC

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Lecture: Variable Management

Variable management is useful when creating large programs. Variable management will allow you to better control your program and keep dumb "loose" variables to a minimum. To implement Variable management in a program, you need to use the DIM command then the variable name you want to use. This allows you to edit variables easily and later make arrays. Good luck!!!

Command Summary:

Print – Will display text enclosed in "" 's on the screen, also displays the value of numeric and string variables.

Rem – Makes any statement after the command appear as a comment (not executed) use comments to remind you of what a variable holds, why a loop is used ect.

Cls - Statement that clears the screen of all text, graphics and other things.

End – Statement that brings the execution of a program to a stop

Let – Assigns a value to a variable

For – Prototype FOR <variable> = <Low number usually 1> to <High range number> This command will execute the commands from it to the NEXT statement as many times as <High range number>-<Low range number> An optional tag is step <value by which to progress> STEP 2 means count by two and so on. By default this loop will count by one.

Next – Tells the compiler where the for loop ends, usually you would put the variable used in the loop after the next i.e. For x = 1 to 10

            Next x

If <condition> [=,<,>,<=,>=] then <action> is the most basic form of the If statement. The then statement must be on the same line as the If.

Input "Prompt"; or, <variable>

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Lesson: String Input

Okay, now a few weeks ago, I told you about variables that ended with $. Have you noticed that you can not enter text in the variables that we have been using. Well, there must be some other way to get words, text, or commands into your program. Here is the answer. Just add a $ to the end if the variable name. Note, you can still input numbers, they will no longer represent numbers, simply text. Thus, adding "1" to "3" will not give you "4" or 4, it will produce "13". If the user enters a , in his/her input, then the compiler may think that the user is trying to input to a different variable. This can be solved by the use of the Line Input command. It takes the same form as Input, but it will only allow you to input 1 variable and does not print that (stupid) ? after the question. Later on, we will work more intensely on strings and numbers.

If's Then's and Else's
Oh my!!

Hello again, now we will try to make these stupid machines get closer to being as intelligent as you. To do this, the computer must be able to make simple decisions. For this we use IF. What does IF do? I'll tell you IF you listen. The way to use If is just like the last statement……..

IF <condition> [<,>,=,<=,>=] Then <Statement>

This is the most simple form of If and all that I will tell you about this week.

Sample code

```
REM This program will demonstrate the principals of program control
CLS
PRINT "WELCOME TO COUNT4U"
INPUT "TO WHAT NUMBER DO YOU WANT ME TO COUNT (Positive integer only please)";num
IF x< 1 then END ' There is a better way to do this I will show you in a later issue
FOR x = 1 to num step 1
  PRINT x :REM the loop actually leaves the value in the variable during the iteration of the loop
NEXT x
```

Advanced project:

Write a program that will ask for input of a name two times. If the second time does not equal the first, then print "INVALID ANSWER" Otherwise, print "YO, that's cool", then the name. Hint use a comma in the print statement to display the name.

Contact Information
NOTE!!!!! I have a new Email address!!!!!!

As always, if you need help, please contact me at the email address below. Please send copies to your friends, post it on your BBS or place it (gently) on your web site. If you put it on a web site, please tell me. How, you ask? Well I am about to tell you.

To contact the DefCo press, email:

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