

# Lord DefCo' Guide to programming in QBASIC

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THANK-YOU,  
Lord DefCo

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## *Prelude*

Welcome to issue 5. This issue has been delayed due to some projects that have come up. I know you are anxious to start but many things have changed, we now have a new web page, our old host had problems keeping the page maintained so I moved it temporarily. To [www.geocities.com/lorddefco](http://www.geocities.com/lorddefco). See it. My email is [defco@www.c4.com](mailto:defco@www.c4.com).

## Sounds:

Some readers requested that I take some time off to work on sounds and music. We'll start off simple this week and in a later series, I will show you how to use the soundcard. It is very complicated. Trust me. The device we will use is called the PC speaker. Every computer (that I have ever seen) has one of these. They are generally mounted on the motherboard and are not visible externally. To access them you use the SOUND command. Followed by the frequency in HZ, the duration in ticks. Take for example:

*SOUND 300,1.*

That will produce a low deep sound. Play around with it, there is nothing else to it. Somewhere on the Internet, there is a routine that will play the theme to Star wars. If you run across it in your travels, send it, along with your email and I will send you a free copy of any of my games I have written. PLAY is the next command. It is a little more demanding to use than SOUND. The format is PLAY "string" where string consists of normal music notes a-g. To play scales, use this string "abcdefg fedcab". This implies middle c. I don't know much about pianos, but the commands >< lower and raise the

octave of play respectively. Look in Qbasic help if you want to learn more. I really don't understand musical terms. If you need help email me and I will try to help you out.

**Arrays:**

Remember that a variable is just a box in memory. An array is simply many boxes in memory that can be called by the same name. The variable  $x = 0$  for example = [ 0 ]; A 2d array is dimensioned like this DIM <array name> (number of [ ]'s) So DIM x(3) would look like this  $x(1) = [ 0 ]$ ,  $x(2) = [ 0 ]$ ,  $x(3) = [ 0 ]$  the number in ()'s is referred to as the subscript. It actually refers to the individual block under the name of that array.