Discover Your VIC-20

A Beginner's Guide to
Real Programming

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to Real Programming

Donald Kahn Jr.
and
Nevin B. Scrimshaw

A B C D E F G H I J

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Preface

This book is a basic BASIC programming text. Intended primarily for beginners, experienced programmers also will find a few things of interest. The VIC-20 is a simple and easy to use computer that may be coupled with this book to provide perhaps the most user-friendly and least intimidating introduction to programming possible.

This book is designed to complement, not replace, the USER'S GUIDE that is included in the VIC-20 package. The USER'S GUIDE is primarily an introduction to the VIC-20 while this book is primarily an introduction to programming.

Many of the available computer manuals include dozens of long programs for the reader to type in and use, but those programs don't necessarily further one's understanding of programming. Although most of the programs in this book are short (to save unnecessary typing on your part), they are the foundation for a complete understanding of BASIC programming that will enable you to build long programs designed to do exactly what you want them to do.

This book is structured like a tree. The trunk encompasses Chapters 1-4, which introduce the reader to the BASIC language and the VIC-20 keyboard. The branches are comprised of Chapters 5-16, which may be studied randomly although we think you'll get the most out of the book by reading the chapters in their given order. Specifically, Chapters 5, 6, 13, and 15 are concerned with screen control and animation; Chapters 7, 9, and 14 explore some of the mathematical functions the VIC-20 can perform; and Chapters 8 and 10 explore the user-interactive musical capabilities of the VIC-20. In addition, we will cover the elements of gamemaking and show how to design the shapes you want to use in your games.

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