

The Commodore Puzzle Book: BASIC Brainteasers

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Birkhauser

Boston • Basel • Stuttgart

Library of Congress Cataloging in Publication Data

Lee, Gordon.

The Commodore puzzle book.

**1. Commodore 64 (Computer)—Programming. 2. VIC 20 (Computer)—Programming
3. Basic (Computer program language) 4. Mathematical recreations—Computer
programs. 5. Puzzles—Computer programs. I. Scrimshaw, Nevin, 1950- . II. Title.
QA76.8.C64L43 1983b 793.73 83-19686
ISBN-13: 978-0-8176-3167-3 e-ISBN-13: 978-1-4684-6738-3
DOI: 10.1007/978-1-4684-6738-3**

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ISBN-13: 978-0-8176-3167-3

CONTENTS

Preface	vii
Puzzles	1
1 Hymn Numbers	3
2 Extra Homework	4
3 Crossnumber 1	5
4 Phone Number	6
5 Maximum Capacity	7
6 The Gilberts and the Sullivans	8
7 Stamps	8
8 Perfect Squares	9
9 Dance Tickets	10
10 The Cube of the Aztecs	11
11 Sarah's Number	12
12 Encyclopedia	13
13 Jim and Joe	14
14 Count Your Change	15
15 A Collection of Primes	15
16 Lucky Seven	16
17 Tables	17
18 The Professor's Railway Ticket	18
19 Raise the Flag!	19
20 Diggett and Trowell	19
21 Jumbles	20
22 Keeping Up With the Joneses	21
23 Piggy Banks	22
24 Perfect Numbers	23

25	A Tale of Scheherezade	24
26	Memorial Day Picnic	25
27	Professor Hex in Los Angeles	26
28	Fudge	27
29	Crossnumber 2	28
30	Round Trip	29
31	Jamie and His Calculator	29
32	Salaries	30
33	The Spy's the Limit	31
34	An Odd Game	32
35	More Stamps	34
36	Marbles	35
37	Square Inches	35
38	Flight of the Bumblebee	36
39	Another Discovery	36
40	Mrs. Hex Goes to Market	37
41	The Monkey and the Coconuts	38
42	Two Families	39
43	Friendly Numbers	39
44	The Hexes Tour England	40
45	Lead Soldiers	41
46	Computer	41
47	Chuck-a-Luck	42
48	More Marbles	42
49	Cannon-Balls	43
50	Farmer Watkins and the Devil	43
	Programming Tips	45
	Programs	49
	Solutions	115

Preface

The majority of computer books currently available fall into two main categories — either programming manuals or, alternatively, games handbooks with pre-worked listings.

This book is designed to bridge the gap by presenting a variety of brainteasers to stimulate the imagination and give an opportunity to devise original programs which put the computer through its paces.

The book is in three main sections.

PUZZLES

No attempt has been made to place the puzzles in any order of difficulty — either mathematically or programwise. None of the problems require any advanced knowledge of mathematics, and they are all well within the power of your Commodore.

PROGRAMS

This section contains an explanation of the puzzles, together with suggested program listings. No answers are given here, as this section is mainly intended to steer you in the right direction should you get stuck.

Provided that you have adopted the right method, many of the problems take a short time for the computer to solve, or at least produce some indication that things are proceeding along the right track. So if something positive hasn't happened in the time that it takes to make a pot of tea, it might well be that you have a bug in your program, or have chosen the wrong approach.

All the programs listed are in BASIC, with no machine code, so the programs will be easy to understand and run on your Commodore.

It should be stated at the outset that the programs listed are only suggestions. There may well be other means of approach and you should feel free to experiment, especially in the use of color, sound, and high-resolution graphics.

SOLUTIONS

We hope you will need to refer to this section only to confirm that you have arrived at the correct solution!

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