数式でつくるかたち

Basicプログラムの実行例

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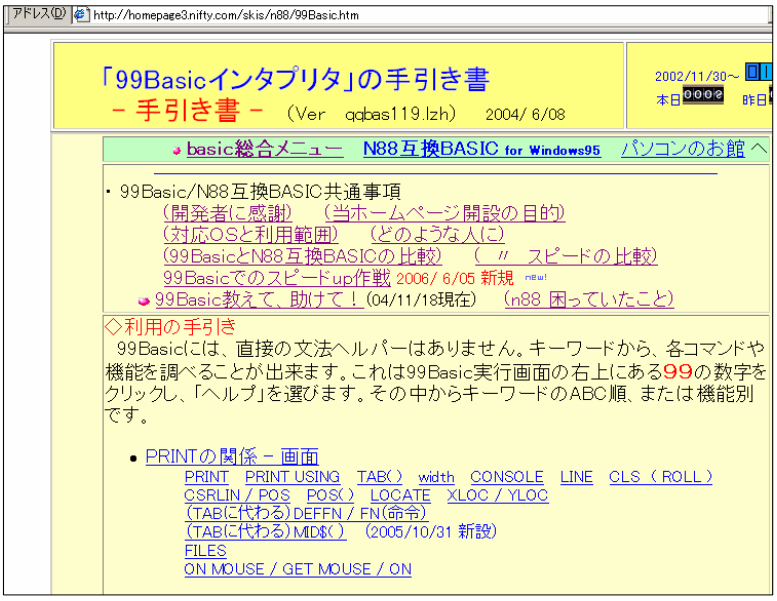
「99Basicインタプリタ」の手引き書

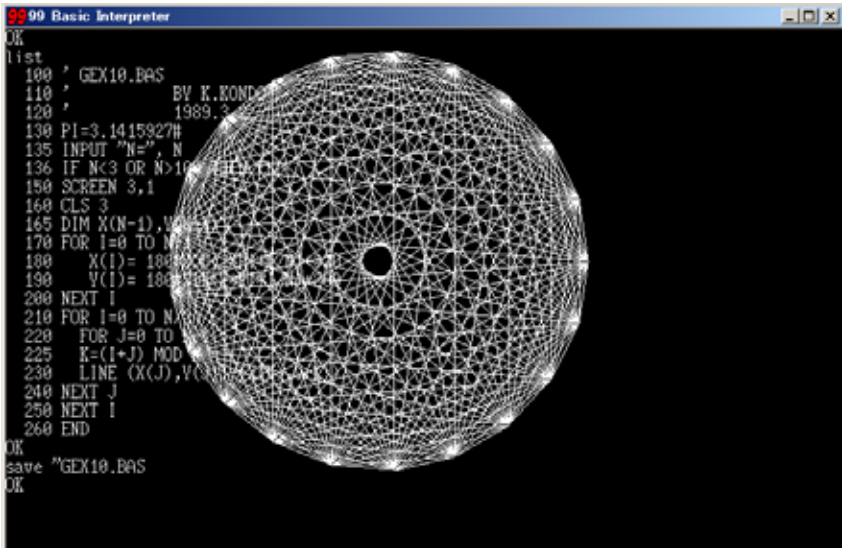
- http://homepage3.nifty.com/skis/n88/99Basic.htm

  XPのためのn88basicインタプリタをダウンロードして実行

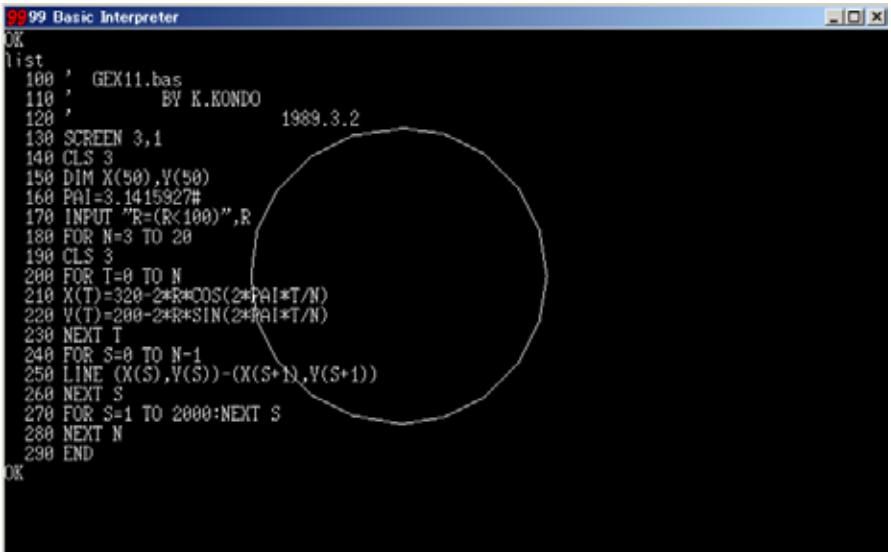
  オリジナルプログラムがすべて正しく動作しない場合もあるので、実行例は参考としてみること。


アドレス(D) http://homepage3.nifty.com/skis/n88/99Basic.htm
「99Basicインタプリタ」の手引き書
－手引き書－ (Ver qqbas119.lzh) 2004/ 6/08
2002/11/30～
本日 0002 昨日
basic総合メニュー N88互換BASIC for Windows95 パソコンのお館 へ
・99Basic/N88互換BASIC共通事項
(開発者に感謝) (当ホームページ開設の目的)
(対応OSと利用範囲) (どのような人に)
(99BasicとN88互換BASICの比較) (〃 スピードの比較)
99Basicでのスピードup作戦 2006/ 6/05 新規 new!
99Basic教えて、助けて！(04/11/18現在) (n88 困っていたこと)
◇利用の手引き
99Basicには、直接の文法ヘルパーはありません。キーワードから、各コマンドや機能を調べることが出来ます。これは99Basic実行画面の右上にある99の数字をクリックし、「ヘルプ」を選びます。その中からキーワードのABC順、または機能別です。
• PRINTの関係－画面
PRINT PRINT USING TAB( ) width CONSOLE LINE CLS (ROLL)
CSRLIN / POS POS( ) LOCATE XLOC / YLOC
(TABに代わる)DEFFN / FN(命令)
(TABに代わる)MID$( ) (2005/10/31 新設)
FILES
ON MOUSE / GET MOUSE / ON

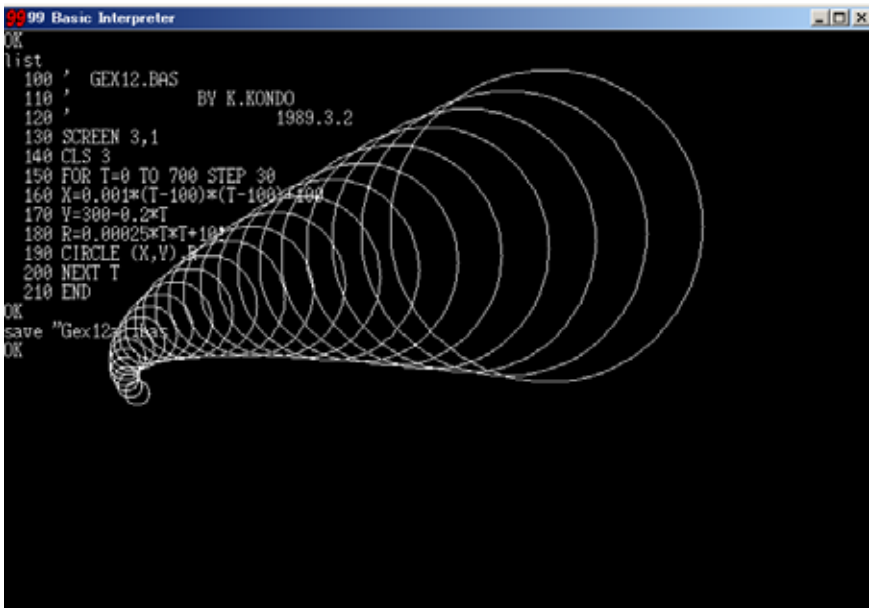
GEX10


99 Basic Interpreter
OK
list
100 ' GEX10.BAS
110 '
120 '
130 PI=3.1415927#
135 INPUT "N=", N
150 SCREEN 3,1
160 CLS 3
165 DIM X(N-1),
170 FOR I=0 TO N
180 X(I)=
190 Y(I)=
200 NEXT I
210 FOR I=0 TO N
220 FOR J=0 TO
225 K=(I+J) MOD
230 LINE (X(J),
240 NEXT J
250 NEXT I
260 END
OK
save "GEX10.BAS
OK

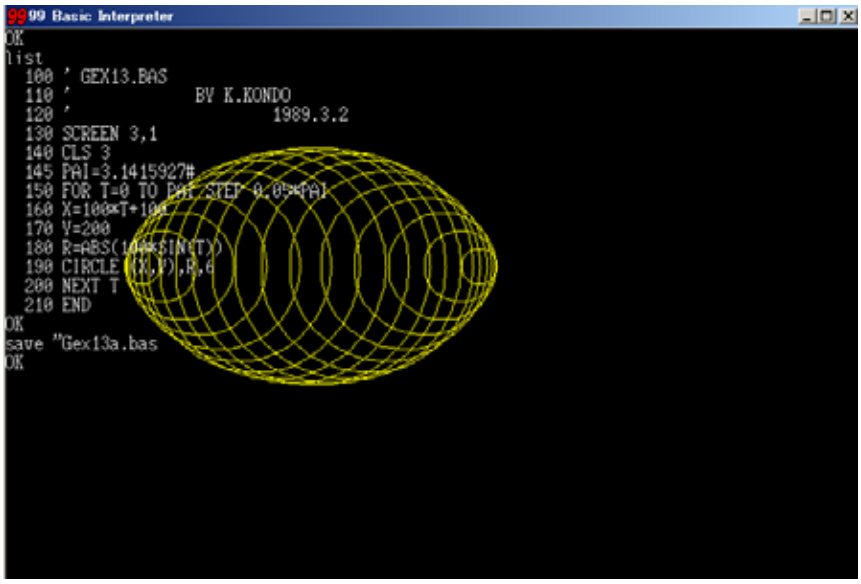
GEX11


99 Basic Interpreter
OK
list
100 ' GEX11.bas
110 ' BY K.KONDO
120 ' 1989.3.2
130 SCREEN 3,1
140 CLS 3
150 DIM X(50),Y(50)
160 PAI=3.1415927#
170 INPUT "R=(R<100)",R
180 FOR N=3 TO 20
190 CLS 3
200 FOR T=0 TO N
210 X(T)=320-2*R*COS(2*PAI*T/N)
220 Y(T)=200-2*R*SIN(2*PAI*T/N)
230 NEXT T
240 FOR S=0 TO N-1
250 LINE (X(S),Y(S))-(X(S+1),Y(S+1))
260 NEXT S
270 FOR S=1 TO 2000:NEXT S
280 NEXT N
290 END
OK

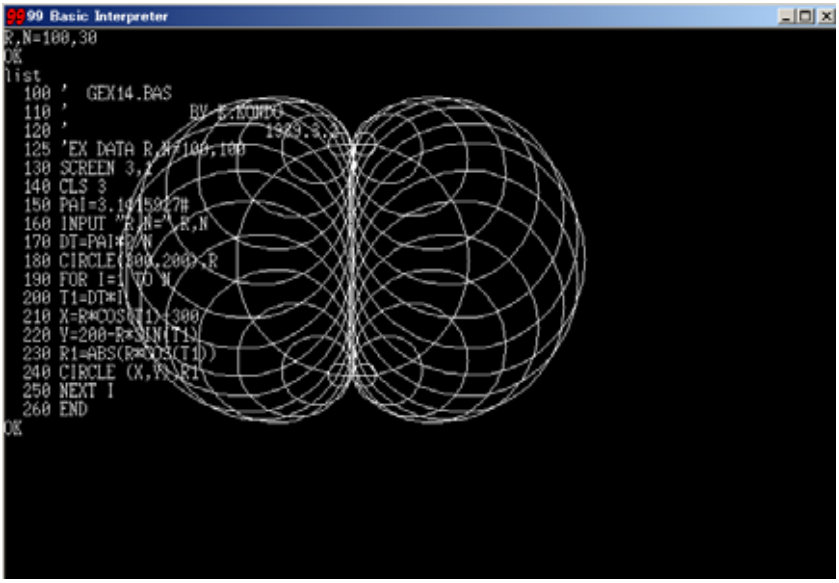
GEX12


99 Basic Interpreter
OK
list
100 ' GEX12.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
130 SCREEN 3,1
140 CLS 3
150 FOR T=0 TO 700 STEP 30
160 X=0.001*(T-100)*(T-100)+100
170 Y=300-0.2*T
180 R=0.00025*T*T+10
190 CIRCLE (X,Y),R
200 NEXT T
210 END
OK
save "Gex12.bas"
OK

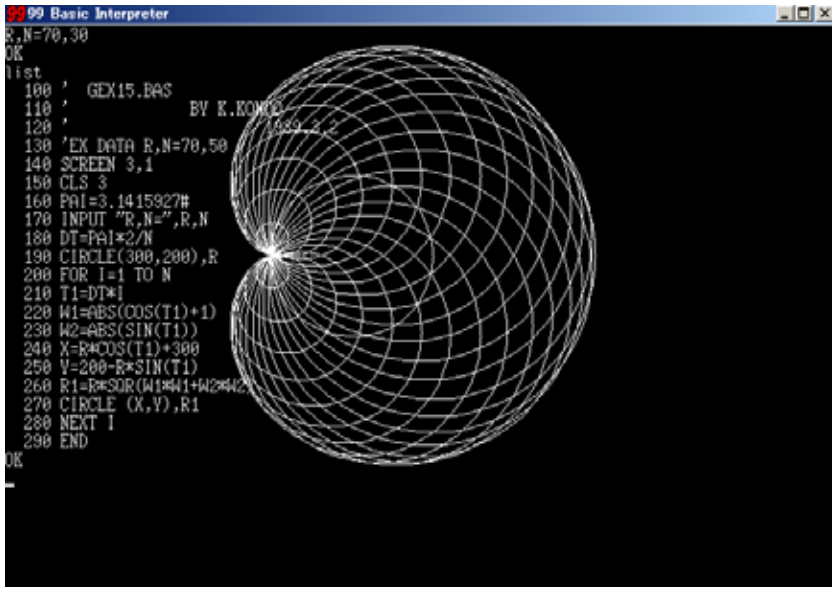
GEX13


99 Basic Interpreter
OK
list
100 ' GEX13.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
130 SCREEN 3,1
140 CLS 3
145 PAI=3.1415927#
150 FOR T=0 TO PAI STEP 0.05*PAI
160 X=100*T+100
170 Y=200
180 R=ABS(100*SIN(T))
190 CIRCLE (X,Y),R,6
200 NEXT T
210 END
OK
save "Gex13a.bas
OK

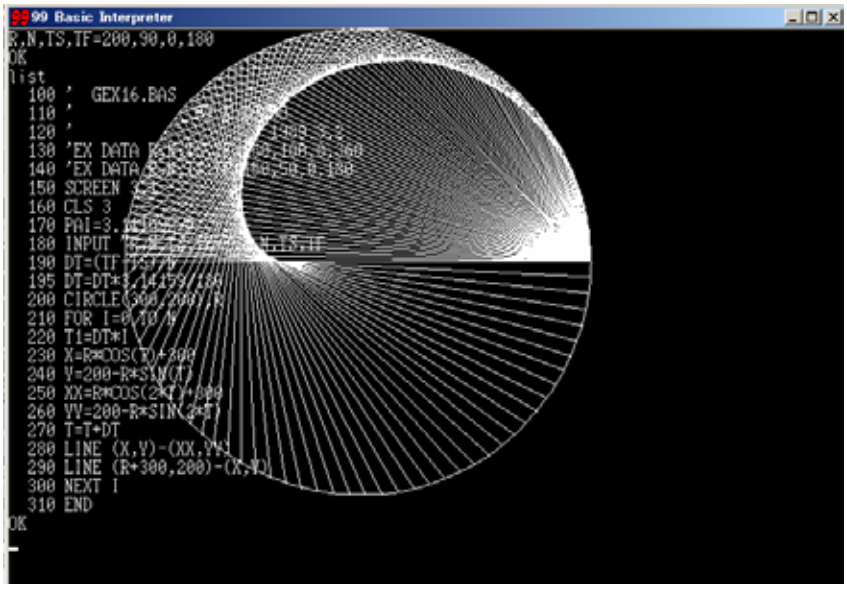
GEX14


99 Basic Interpreter
R,N=100,30
OK
list
100 ' GEX14.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
125 'EX DATA R,N=100,100
130 SCREEN 3,1
140 CLS 3
150 PAI=3.1415927#
160 INPUT "R,N=";R,N
170 DT=PAI*2/N
180 CIRCLE(300,200),R
190 FOR I=1 TO N
200 T1=DT*I
210 X=R*COS(T1)+300
220 Y=200-R*SIN(T1)
230 R1=ABS(R*SIN(T1))
240 CIRCLE (X,Y),R1
250 NEXT I
260 END
OK

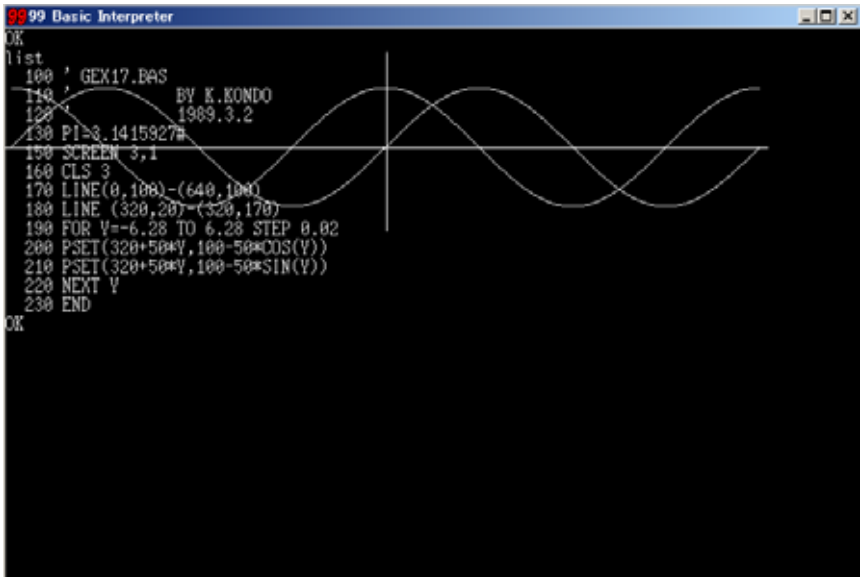
GEX15


99 Basic Interpreter
R,N=70,30
OK
list
100 ' GEX15.BAS
110 '
120 '
130 'EX DATA R,N=70,50
140 SCREEN 3,1
150 CLS 3
160 PAI=3.1415927#
170 INPUT "R,N=",R,N
180 DT=PAI*2/N
190 CIRCLE(300,200),R
200 FOR I=1 TO N
210 T1=DT*I
220 W1=ABS(COS(T1)+1)
230 W2=ABS(SIN(T1))
240 X=R*COS(T1)+300
250 Y=200-R*SIN(T1)
260 R1=R*SQR(W1*W1+W2*W2)
270 CIRCLE (X,Y),R1
280 NEXT I
290 END
OK

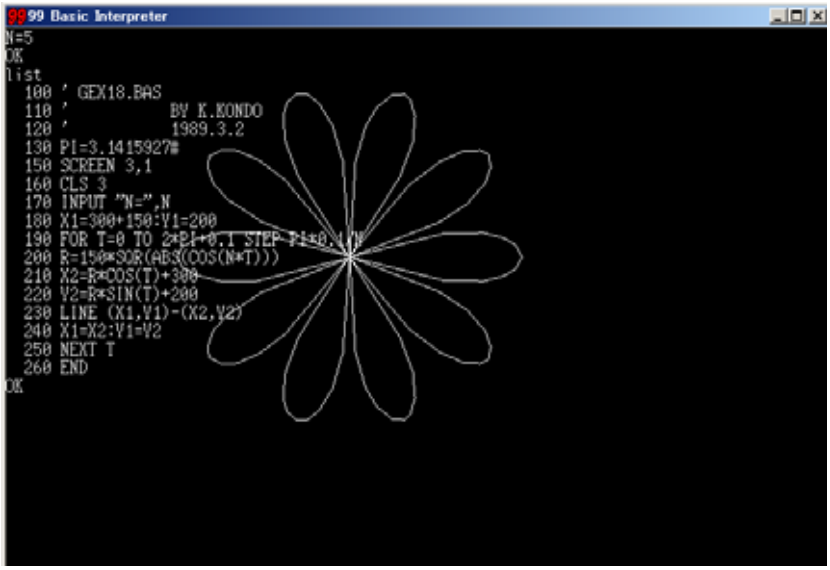
GEX16


99 Basic Interpreter
R,N,TS,TF=200,90,0,180
OK
list
100 ' GEX16.BAS
110 '
120 '
OK

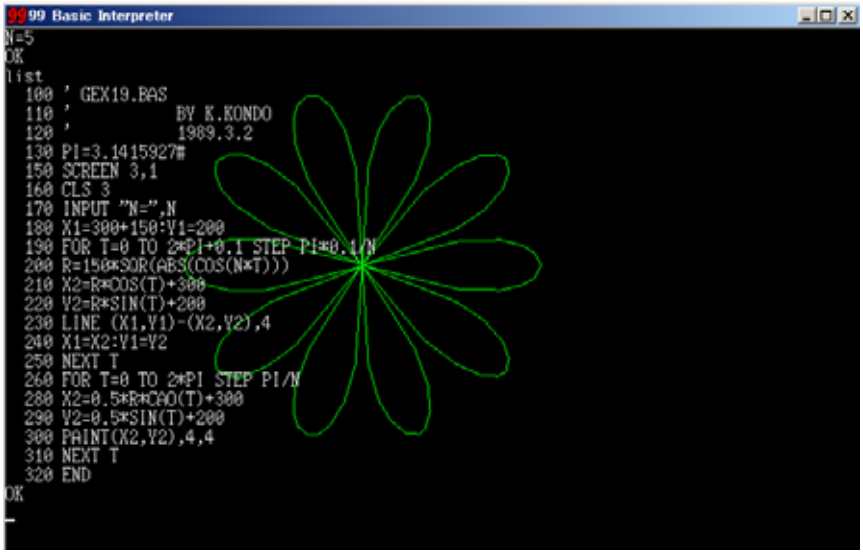
GEX17


9999 Basic Interpreter
OK
list
100 ' GEX17.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
130 PI=3.1415927#
150 SCREEN 3,1
160 CLS 3
170 LINE(0,100)-(640,100)
180 LINE (320,20)-(320,170)
190 FOR Y=-6.28 TO 6.28 STEP 0.02
200 PSET(320+50*Y,100-50*COS(Y))
210 PSET(320+50*Y,100-50*SIN(Y))
220 NEXT Y
230 END
OK

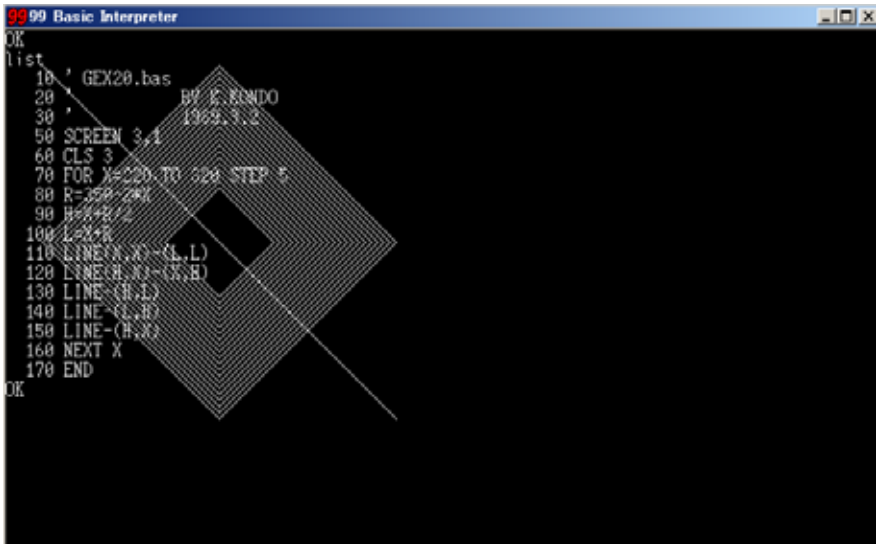
GEX18


9999 Basic Interpreter
N=5
OK
list
100 ' GEX18.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
130 PI=3.1415927#
150 SCREEN 3,1
160 CLS 3
170 INPUT "N=",N
180 X1=300+150:Y1=200
190 FOR T=0 TO 2*PI+0.1 STEP PI+0.1/N
200 R=150*SQR(ABS(COS(N*T)))
210 X2=R*COS(T)+300
220 Y2=R*SIN(T)+200
230 LINE (X1,Y1)-(X2,Y2)
240 X1=X2:Y1=Y2
250 NEXT T
260 END
OK

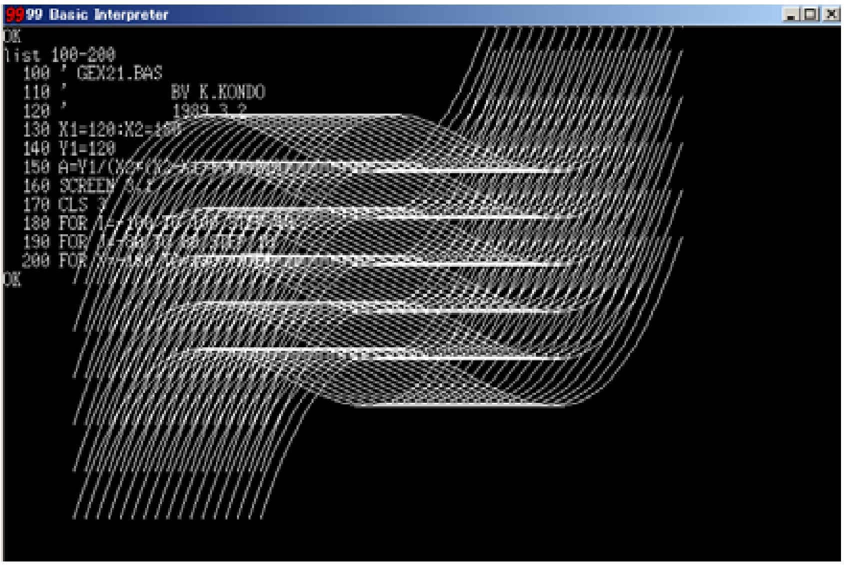
GEX19


99 Basic Interpreter
N=5
OK
list
100 ' GEX19.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
130 PI=3.1415927#
150 SCREEN 3,1
160 CLS 3
170 INPUT "N=",N
180 X1=300+150:Y1=200
190 FOR T=0 TO 2*PI+0.1 STEP PI*0.1/N
200 R=150*SQR(ABS(COS(N*T)))
210 X2=R*COS(T)+300
220 Y2=R*SIN(T)+200
230 LINE (X1,Y1)-(X2,Y2),4
240 X1=X2:Y1=Y2
250 NEXT T
260 FOR T=0 TO 2*PI STEP PI/N
280 X2=0.5*R*CAO(T)+300
290 Y2=0.5*SIN(T)+200
300 PAINT(X2,Y2),4,4
310 NEXT T
320 END
OK

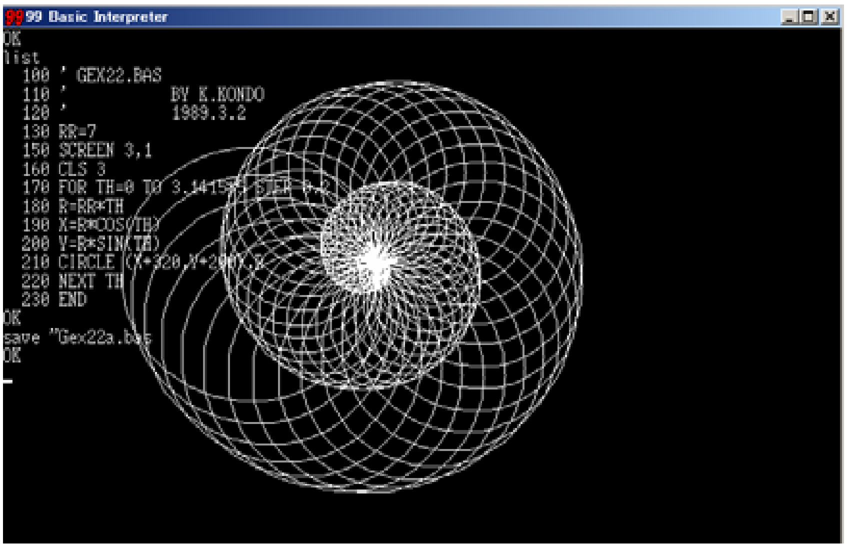
GEX20


99 Basic Interpreter
OK
list
10 ' GEX20.bas
20 ' BY K.KONDO
30 ' 1989.3.2
50 SCREEN 3,1
60 CLS 3
70 FOR X=220 TO 320 STEP 5
80 R=350-2*X
90 H=X+R/2
100 L=X-R
110 LINE(X,X)-(L,L)
120 LINE(H,X)-(X,H)
130 LINE -(H,L)
140 LINE -(L,H)
150 LINE -(H,X)
160 NEXT X
170 END
OK

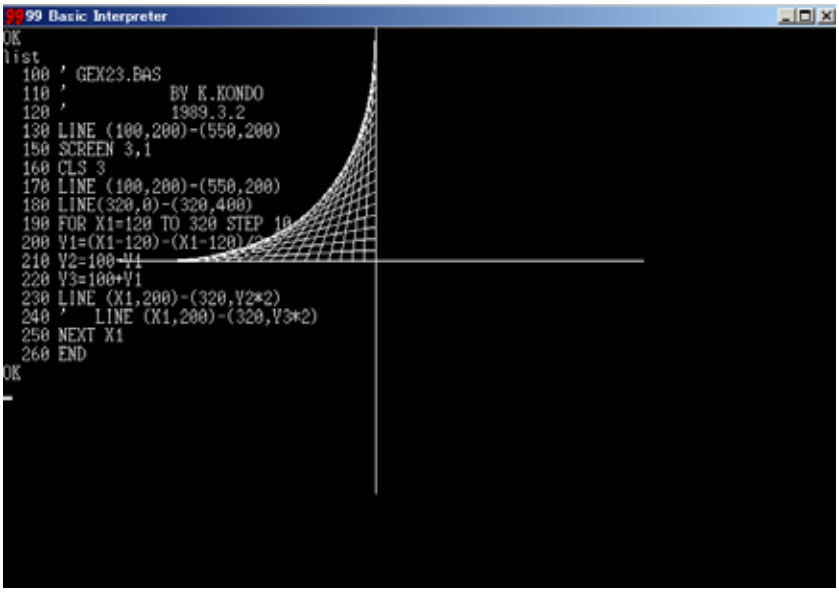
GEX21


99 Basic Interpreter
OK
list 100-200
100 ' GEX21.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
130 X1=120:X2=
140 Y1=120
150 A=Y1/(X2*(X
160 SCREEN
170 CLS 3
180 FOR
190 FOR
200 FOR
OK

GEX22


99 Basic Interpreter
OK
list
100 ' GEX22.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
130 RR=7
150 SCREEN 3,1
160 CLS 3
170 FOR TH=0 TO 3.14159
180 R=RR*TH
190 X=R*COS(TH)
200 Y=R*SIN(TH)
210 CIRCLE (X+320,Y+200),R
220 NEXT TH
230 END
OK
save "Gex22a.bas
OK

GEX23


99 Basic Interpreter
OK
list
100 ' GEX23.BAS
110 ' BY K.KONDO
120 ' 1989.3.2
130 LINE (100,200)-(550,200)
150 SCREEN 3,1
160 CLS 3
170 LINE (100,200)-(550,200)
180 LINE(320,0)-(320,400)
190 FOR X1=120 TO 320 STEP 10
200 Y1=(X1-120)-(X1-120)/2
210 Y2=100-Y1
220 Y3=100+Y1
230 LINE (X1,200)-(320,Y2*2)
240 ' LINE (X1,200)-(320,Y3*2)
250 NEXT X1
260 END
OK