

Lord DefCo' Guide to programming in QBASIC

By: The DefCo Press
2000

Vol. 1

Issue 2

***** Disclaimer *****

This document is herein presented without warranty of any sort, any damage done to you or your system whether intentional or consequential from the use of this information is your responsibility. The DefCo press will not be held responsible. Further reading of this disclaimer establishes that you have read it and that you will abide by it. This document is the sole property of the DefCo press, however, you may distribute it as long as it is left intact, complete and unchanged; and that this disclaimer is left unaltered. If you want to use this document for a different purpose than self-education, please contact the DefCo press for information on our releases.

THANK-YOU,
Lord DefCo

Systematic versus spaghetti

Now, you may or may not have been introduced to these terms before, but anyway, you must learn to format your code now, so you don't have to struggle to learn it later. It may seem like a waste of time, but believe me, I have lost many a good program to spaghetti code. What is spaghetti code? Spaghetti code is code that is not formatted in the accepted manner. Right now you just need to indent all your code 2 spaces from the margin. Comments stay on the margin. HINT if you indent one line, then press enter at the end of that line, it will automatically indent the next line. Press backspace to return to the margin. Here is an example:

Spaghetti code

```
REM This is a bad programming practice
PRINT "Yes it is"
PRINT "Oh yes it is"
END
```

Systematic code

```
REM This is formatted code
PRINT "SEE the difference"
PRINT "I BET YOU DO!!"
END
```

Since this was designed in word, the spaces do not show as well, but if you try it in the QBASIC editor, you will see it.

Lecture: Variables

So far, all of our programs, are static, it only will do what you specifically tell it to do. Also, if you want to change a word or fact, you have to go to every place where it appears in the code and change it. Well, no more. Now you will learn how to use variables. Just like in algebra, a variable is something that represents something else. In this case, letters that represent a number. I assume you have taken at least Algebra I when I write this, but if you need in depth help, just email me and I will try to help you.

To assign a number to a variable, you can just use the = sign. Or, a better practice is to use the LET command. They both have the same effect, however, LET will let you know in a hurry that you are giving a variable a value.

EXAMPLE:

```
REM We will give the variable named a the value of 4, print it then change it to 6 and print it
CLS
LET a = 4
PRINT a
LET a = 6
PRINT a
END
```

Notice that you didn't have to declare the variable to use it. You can just use a variable whenever, but it is good practice to use comments at the beginning of a program to remind you of what each variable is supposed to hold. Well, that's about all folks.

Commands:

Print –

Contact Information

Well, you are well on your way, I hope that you found this educational, it took me a long time to type all this stuff. 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:

ATTN: Lord DefCo press

Innsoft@yahoo.com

Page 3