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## ON THE COVER

This month's cover theme is "Computers in the Laboratory." Personal computers can be employed as a tool of analysis and control in scientific applications. We celebrate this theme with a fantasy suggestive of one area of scientific application: an advanced color-graphics-oriented personal computer is shown over a Bunsen burner on a beaker stand. On the terminal is a high-resolution image of some liquid boiling. This computer, without floppy-disk drives, certainly suggests a future direction: built-in, permanent mass storage with sufficient capacity to eliminate any need for removable media. We might even conjecture that a pattern is shown here being "boiled" into a bubble memory.

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Editopial

# Hunting the Computerized Eclipse 

by Carl Helmers

As noted last month, the subject of this editorial is completing some technical details of a project that has consumed all my spare time during the closing months of 1979. This project is the practical execution of what was really a pipe dream last March when the July 1979 editorial ("Computers and Eclipses") was written. The July editorial was inspired by my travels the previous February to see my first total solar eclipse from a roadside near Roundup, Montana. During that event, which took place in cold wintry weather, all my pictures were taken manually using the telephoto lens on my Nikon F2A camera. I knew there had to be a better way of controlling my camera during an eclipse event, and set about concocting a suitable first approximation of a computer-control method.

As a result of writing about the problem, I received a letter from and eventually met one of our readers, Norm Whyte, of Monte Rio, California. In the course of the ensuing correspondence and telephone calls, we developed a degree of friendship based on mutual interests in matters scientific and technological. The result was that since there were a couple of berths left in the travel plans for Norm's eclipse trip to Kenya during February 1980, I was able to become more serious about making a real version of the fantasy sketch outlined in last July's editorial.

With the decision to go made, the next decision was how to implement the system. The number one step, of course, was to order a motor drive and a magazine back for the Nikon camera. I quickly came to the conclusion that if I were going to travel all the way to Kenya to watch 4 minutes of celestial follies, more than thirty-six exposures would be appropriate. The Peterborough Camera Shop did their job, so by September I had the motor drive, and I had the magazine-back and bulk-loading accessories by mid-October. The camera system and methods of developing a 250 -frame roll in a small batch tank were debugged at the camera store in November, through the efforts of its owner Wayne Esty and lab technician Skip DeLiquori.

At about this time, I began testing my refined concept of electrical control for the motor-drive/shutter mechanism. It took about 15 minutes to verify what I wanted to know: applying an ohmmeter and a miniature Phillips screwdriver to the detachable control head of the motor drive, I was able to determine the proper wiring of the four-wire MC-1 remote-control cable I had purchased. In the normal use of a Nikon motor drive, this cable serves as the electrical equivalent of a mechanical cable release.
In my application, I simply cut off and set aside the extension socket for the control head. In its place I wired an electronic simulation of the control head. This electronic simulation is the circuit of figure 1 (see page 10), which acts like the push-button switch of the motor drive head. One silicon diode is required in the logic which distinguishes between single shot and continuous firing of the motor drive.

The relatively machine-independent, Pascal language interface to the machine-dependent absolute addresses of the annunciator output ANO is provided through a variant record technique. This technique works in UCSD Pascal implementations such as Apple Pascal, but may not work in all implementations since it definitely "bends" the formal definition of the language.

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Photo 1: The Camera. The camera equipment has slightly expanded since originally conceived. The method of interfacing has also been greatly simplified. The camera now has a 250-exposure magazine back, which will be loaded with ASA 64 Kodak Ektachrome slide film. It turns out that the Nikon MD-2 motor drive allows direct computer control of camera operation, through a single bit interface (see figure 1). When the shutter speed control is in the "bulb" position, this single bit out of the computer controls exposure time and motor drive action.

A transition from 0 to 1 opens the camera shutter after flipping the reflex mirror out of the way; a transition from 1 to 0 closes the shutter and causes the motor drive to advance the film to the next frame. The optically isolated two-transistor interface is wired to the four conductors in the Nikon MC-1 remote shutter extension cable. Readers should refer back to the July 1979 BYTE editorial for a much more elaborate and probably unworkable mechanical kludge suggestion.

All one needs to do is reference the appropriate address. One address, if referenced, sets the ANO output line; the second address, if referenced, resets the ANO line. I could have used the Apple-dependent, machine-language routine called TTLOUT, but decided instead to use the variant record escape of setting a pointer to an integer address value. The test program of listing 4 was used to verify the operation of the circuit in figure 1.

At the stage of this editoral's writing during December 1979, I had created a Pascal program shown in listing 1 (with execution shown in listings 2 and 3 photographed from my terminal). This program represents the most difficult part of the model, allocating the detail exposure times for all the shots of the eclipse.

The advantages of using this high-level language become obvious whenever such an elaborate program is even contemplated. I started out with a first version of the program that defined the application-specific data types of "seconds," "milliseconds," "absolute-time," "exposures," and "an-exposure-detail." The records "absolute-time" and "an-exposure-detail" give examples of how Pascal may be used to create conceptually oriented data types for specific purposes.

In this real-time simulation, I chose to use the millisecond as the basic unit of time, with actual time values on the order of seconds expressed as a two-part record with an integer value 0 thru 999 of milliseconds and an integer value of 0 thru 32,767 of seconds. I chose to express time in this manner as a part of my original intention to use a small, single-board computer programmed in


Photo 2: Field computer equipment. My original plan was to take a small, single board computer for use in the field. However, as the winter solstice of 1979 was fast approaching, it became obvious that it would be far easier to simply take along the Apple II Pascal machine which has the complete simulation of the event written in a high-level form. Thus, I went hunting at a local computer store, where I came upon a truly elegant Apple II traveling case. (Contact Bob McGuffie, Computerland of Nashua, New Hampshire, if you want one. I paid $\$ 108$ for this product.) The case will accept two floppy-disk drives, the Apple, and the Sanyo miniature television which will be used as my field display. (At the eclipse field site, we will have 110 V AC power provided by a small gasoline generator.)
assembly language. Such an expression of the data would have made it easy to translate the high-level language simulation into a hand-crafted small program.
(After time started growing short and I had not yet received the small computer I had intended to use, I started asking skeptical questions like: "Why should I flagellate myself with a macroassembly language expression of a perfectly good program written in Pascal?" After all, this "big machine" with its new suitcase is certainly portable and has the single-bit output needed.)

The variables needed by the program are declared with long, explanatory names immediately following the TYPE declarations. Thus, whenever I need a variable which is intended to be an "absolute-time" value, I declare it using the application-specific type of that name.

Text continued on page 12

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flip state. But at random times when operating the motor drive, the ANO output bit would refuse to stay in the state defined by my program. So, I then tried eliminating the relay entirely and using both output transistors of the 75450 in parallel.
The random state changes remained. The lack of a 100 MHz storage scope prevented me from seeing what had to be there: short (order of magnitude: nanoseconds) high voltage, inductive transients occurring during the time when the LS Schottky TTL latch in the Apple was having its state redefined by the program. After a trip to a Radio Shack store to buy two transistors and two packages of random assorted opto-isolators, the present circuit resulted.
The opto-isolator darlington phototransistor and transistor Q1 provide drive to an output transistor Q2. If all of the transistor collectors are wired to a common supply provided by the "black" lead of the MC-1 cable, then the circuit will latch into the shutter open" state with transistor Q2 conducting between emitter and collector. Thus a separate power supply provided by a 9 V transistor radio battery is required for the opto-isolator's phototransistor and Q1. The 10 K ohm resistor limits current from the battery.

Figure 1: The schematic of the Apple II/Nikon interface. The two transistors (Q1 and Q2) and diode D1 simulate a switch and a diode found inside the original Nikon MD-2 motor drive shutter-control head. The colors noted at the right in this figure correspond to the colors found in the four-wire cable of the Nikon MC-1 remote shutter extension cable. An opto-isolator with Darlington phototransistor was required in order to isolate the Apple II from the noisy transients of the motor drive.

Before this final optically isolated version was devised after much frustration (and productive suggestions from Steve Ciarcia and Chris Bancroft), three different versions were tried in which switching transients propagated back to the Apple II via a common ground. The first unsuccessful version simply had a 7404 gate driving a reed relay. Then a 75450 peripheral driver was tried because the surplus relay proved to require a higher voltage ( 12 V ) than the 5 V available from TTL. The peripheral driver made the relay

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Photo 3: The Apple II/Nikon interface. The interface of figure 1 was wired on a framework of " $P$ " pattern Vector perforated board. Vector terminal pins were used to provide anchorage for the Apple II cable (left edge), the cable from the Nikon MC-1 shutter extension (right edge), the connector for a 9 V transistor radio battery (bottom edge), and mountings for the two NPN transistors. Wiring was done using number 20 guage copper wire for most connections; wire-wrap connections were used for one or two signal buses.

Text continued from page 8:
The model I am using for exposure control is a tabledriven one, with two tables of the data type "an-exposure-detail." The table "ten-shot-grouping" is initialized (in procedure "initialize," naturally) with a set of ten exposures bracketing a range from 2 milliseconds to about 4 seconds. The second table "transient-shots" is used to specify the exposures that will be taken during the transient diamond ring events at the beginning and the end of the eclipse.

The exposure control details are provided by two numbers in my model: the number of milliseconds devoted to the open camera shutter state, and the number of milliseconds of waiting time which will be used to separate the shot from the next shot. This waiting time is initialized to an "overhead-duration" figure set by a Pascal constant of that name. The present value of "overhead-duration" is set at 200 milliseconds, corresponding to the motor drive's maximum speed of 5 frames per second. This initial value of the time required for each frame is used for the first pass through the procedure "sum-up-eclipse" in order to calculate the minimum time needed for all the exposures in the total phase.

The procedure "normalize-timing" is the main portion of the simulation program as it stands in listing 1. After some initialization dialog in listing 2, the procedure "alloc-exposures" is used to assign an equal number of exposures to each diamond ring sequence (second contact and third contact) given the number of exposures during totality and the total number of exposures available in the bulk film cassette.

Then the procedure "preliminary-allocation" is used to total up the time requirements of the diamond ring exposures, totality exposures, and an arbitrary amount of slack time entered to allow a hand-coordinated cuing of the third contact diamond ring sequence. The margin

Listing 1: A Pascal eclipse interval-allocation program. This listing contains the first cut at a Pascal camera-control program for the 1980 solar eclipse. The program's name is "eclipse-monitor-simulation" in order to emphasize that the entire process is a conceptual simulation of an actual detailed sequence of events. At this stage in the design, most of the model details have been selected in order to produce a detailed time line specified by tables. The input parameters to the program are the number of exposures, the number of exposures during totality, the time expected for totality at the site of observation, and the time to be reserved at the end of totality for manual cuing of the second diamond ring/Baily's beads (so-called third contact) exposure sequence. Listings 2 and 3 were made photographically from the terminal during a run of the program. The program as shown here has the time allocation portion completed, with the details of the actual time line simulation represented by dummy procedures, which were written in late December 1979.
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Text continued on page 102

## MORE CAPABILIIES THAN ANY OTHER PERSONAL COMPUTER UNDER \$1,000*

Compare the built-in features of the ATAR1" $800^{\text {" }}$ with other leading personal computers. Whether you program it yourself or use pre-programmed cartridges or cassettes, the ATARI 800 gives you more for your money.

Run your own programs? Easy. Just plug in the 8K BASIC or optional Assembler language cartridge, and go. They're ROM based. That means more RAM for your programs.
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Your way or our way.you'll find that the ATARI 800 is probably the most powerful computer that \$999.99* can buy.
And with that power, you get dependability. Dependability built into Atari's custom designed and fully-tested LSI circuitry and lower component count, (less components, less chance for failure).
But if anything ever does go wrong, you'll find a complete network of computer-connected Afari service facilities waiting for you throughout the country.
Make your own comparison. Hands on. Anywhere computers are sold. Or,
send for a free chart that compares the features of the ATARI 800 to other leading fully-programmable computers.
-Suggested relail price $\$ 999.99$, includes computer console, program recoraer and BASIC language cartridge.

$x$


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PERSONAL COMPUTER SYSTEMS

# Agrowing 

 Letiers
## Needed: Software and/or Computers in Rhodesia

In the Faculty of Engineering at the University of Rhodesia, we have a critical shortage of computing facilities, and we do not have the foreign currency or the monies to purchase even simple systems like the Apple II or Cromemco. We are therefore obliged to build our own microcomputer systems. Unfortunately, we do not have the necessary expertise at the University or in the country to write the necessary BASIC interpreters, assemblers, and editors to make our systems useful or suitable for teaching purposes. I would appreciate it if one of your readers could put me on to someone who could possible supply the BASIC interpreter and/or compiler; assembler, with loader if required; and a text editor for the Intel 8080 or 8085 microprocessors.

I have been through BYTE magazine, but no one seems to offer the above software in the form which we could adapt for our own homebrew computers, and, therefore, we would appreciate it if one of your readers could advise us of anyone who may be able to sell or donate such software to enable us to offer a more effective computer teaching facility.

## W B Green

Projects Engineer
POB M P 167
Mount Pleasant
Salisbury
RHODESIA

## The Bare Necessities

I enjoyed the article "Budget Building on a Bare Board" by Dan S Parker (October 1979 BYTE, page 206). As he points out, there are large savings in building up only the parts of a circuit board that are needed. For instance, I have built only one serial input/output (I/O) port (for my Teletype) from the two serial and four parallel ports available on the SSM IO-4 circuit board. I have also applied this technique to a Z80 processor board, an 8 K-byte memory board, an erasable program-mable-read-only memory board, and a cassette interface board.

Mr Parker's article did not go on to
describe what you can do using these partially built-up boards. I am using the Integrand Research mainframe box, the SSM Monitor VI. 0 (in the erasable programmable-read-only memory), and Palo Alto Tiny BASIC (Extended), which I typed into my system from the May 1976 and February 1977 issues of Dr Dobb's Journal of Computer Calisthenics and Orthodontia. This BASIC interpreter fits in only 2 K bytes of memory and is amazingly powerful.

I am writing a program to store a mailing list of 1000 names and addresses in main memory. The program should be able to add, delete, alphabetize, sort by ZIP code, and compress the list to free space from deleted entries. Just how far can one go without a floppy disk drive?

Readers of BYTE can obtain copies of the software I have written from me for either a small copying charge or in exchange for other software. I use the Intel hexadecimal checksum format on either paper tape or Kansas City cassette tape.
I have found that the Jade Serial/ Parallel/Cassette I/O board is not software-compatible with the SSM monitor, but it can be made so through a process that involves cutting conductor etches on the board. You must reverse the port address bits 0 and 7 , invert the transmitter-buffer-empty signal, invert the read-data-available signal and move to bit 7, and cut the control bits for the universal asynchronous receiver/ transmitter (UART) from the data bus. Following this, you rewire these in the desired format.

## Ralph Johnston

35 Groveland St
Newton MA 02166

## Biological Rhythms and Biased Data

Regarding the editorial ". . . Pseudoscience Done . . ." (November 1979 BYTE, page 6): I totally agree with Carl Helmers' comments on the "science of biorhythms." At many times I have also been curious about the apparent cyclical nature of my physical and mental processes - such as, a few occasional nights of especially weird dreams; or several days of running slower and more painfully than usual (I run for exercise); days of great mental energy filled with

Ttme events in fur operating modes - continuous, single shot, frequency comparison, and pulse width comparison. Includes three 16 -bit interval timers, plus flexible patch area for external interface. Programmable interrupts, on-board ROM, and much more.

7720a Poratiel inferfoce. Two bi-directional 8-bit VO ports will connect your Apple to a variety of parallel devices, including printers, paper tape equipment, current relays, external on/off devices. Full featured, programmable interrupts, supports DMA daisy chaining.

78118 Armmetic Processor. Interfaces with Applesoft, so you just plug in and run. Based on the AM 9511 device, provides full $16 / 32$-bit arithmetic, floating point, trigonometric, logarithmic, exponential functions. Programmed $/ \mathbf{O}$ data transfer, much, much more. (Not currently compatible with Apple II Plus-check with your dealer.)
7710a Asynctronous Serital Intertoce. Conforming to RS-232-C A thru E 1978 standard, this card will drive a variety of serial devices such as CRT terminals, printers, paper tape devices, or communicate with any standard RS-232 device, including other computers. Full hand-shaking, and fully compatible with Apple PASCAL!

7470A 3\% BCD ND Comertor. Converts a DC voltage to a $B C D$ number for computerized monitoring and analysis. Typical inputs include DC inputs from temperature or pressure transducers. Single channel $\mathrm{A} / \mathrm{D}, 400 \mathrm{~ms}$ per conversion.

7400A GPIB IEEE 488 interfoce. A true implementation of the IEEE 488 standard-the standard protocol for instrumentation and test devices. Control and monitor test instruments such as digital voltmeters, plotters, function generators, or any other device using the IEEE 488.

714A PROM Module. Permits the addition to or replacement of Apple II firmware without removing the Apple II ROMs. Available with on-board enable/disable toggle switch.
7500 a Wire Wrop.coord. For prototyping your own designs.

## 75104 Sotder Board.

7500A Edender Board.
7016A 1ex Dmamic Memory Add-On.
Watch this space for new CCS products for the Apple. We've got some real surprises in the works. To find out more about the CCS product line, visit your local computer retailer. The CCS product line is available at over 250 locations nationally, including most that carry the Apple. Or circle the reader service number on this ad.

Apple II. Apple II Plus, and A pplesott are trademarks of the Apple Corporation.

CCS makes the difference.


## We see it as a good way to get things done.

Apple has built a great computer. We at CCS have built a great line of peripherals and components to expand the Apple. To do almost anything you want to get done with a computer.

If you want to do business with an Apple, we've got tools to connect the Apple to standard business printers and terminals. Or to modems, for communications over telephone lines, with other computers, even with other Apples.

If you want to apply your Apple to engineering, scientific, or graphic projects, we've got tools for high-powered,
high-speed math functions, and fast, high resolution graphics. And tools to connect the Apple to lab test equipment like function generators or plotters.

And we have tools to connect the Apple to the outside world, including $A / D$ converters and interval timers with external interface.

We make components for the S-100 bus, the PET, and the TRS-80, too. We built our products to deliver hardnosed value to the OEM, and to the inventor who knows the best, at prices that are unbeaten.

To find out how much computer your Apple II can be, see things our way. Because for serious users with serious uses for the Apple, we've got the tools.



Konan's 8mC-100 Is vorsatlle, fast, cost offlclont. It's the dlsk controller that brings 8-100 bus micro computers together with lerge capaclty hard disk drives.

## Vorsat/le

Interfaces S-100 bus micro computerswith all fixed or removable media disk drives with storage module (SMD) interfaces. Each Konan SMC• 100 will control up to 4 drives ranging from 8 to 600 megabytes per drive, including most "Winchester" type drives. Up to 2400 megabytes of hard disk per controller! And you can take your pick of hard disk drives: Kennedy, Control Data, Fujitsu, Calcomp, Microdata, Memorex, and Ampex, for example.

## Fast

SMC-100 transfers data at fast, 6 to 10 megahertz rates, with full onboard sector buffering and sector interleaving, and a DMA that's faster than other popular S-100 DMA controllers.

## Cost afflclent

SMC- 100 is priced right to keep your micro computer system micro-priced. It takes advantage of low-cost-permegabyte disk drive technology to make the typical cost less than $\$ 80$ per megabyte.
The OEM/Dealer single quantity price is only $\$ 1650$, with driver ROM option. Excellent quantity discounts are available.

## 8MC. 100 avallablilty:

Off the shelf to 30 days in small quantities. (Complete subsystems are on hand for immediated delivery.)

Konan has the answers. Talk to them today. Call direct on Konan's order number: 602-269-2649. Or write to Konan Corporation, 1448 N. 27th Avenue, Phoenix, Arizona 85009.


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great plans, etc. . . . But each time I think about "taking data" on these phenomena, I realize the strong possibility that such data would be biased by my expecting that cycles do exist. We know how powerful our subconcious minds are. I feel my subconcious mind is easily capable of keeping track of days and thus creating (or at least influencing) the very cyclical data I am searching for.

If this is the case, perhaps the data gathering would only be valid for someone who had never heard of biorhythms. Or, maybe the human-behavior guys can figure a way around the bias.

Anyway, thanks for a good magazine.

## Sid G Knox

4621 South G St
Oxnard CA 93030

Correspondence Regarding "Curve Fitting with Your Microcomputer"'
"Curve Fitting with Your Microcom-
puter" (October 1979 BYTE, page 150)
has resulted in interesting mail correspondence, some of which has enough general value to merit discussion in BYTE.

Several readers have requested information on reference books which relate to least-squares curve fitting in more than one dimension. I have yet to find a book which has a good, balanced discussion on this subject. Perhaps a reader has. One useful book is Applied Regression Analysis, by Norman Draper and Harry Smith (John Wiley and Sons, 1966). Another more detailed and complicated discussion appears in Computational Geometry for Design and Manufacture, by I D Faux and M J Pratt (John Wiley and Sons, 1979).

Dr Titus (of Tychon) has informed me of a convolution technique for leastsquares smoothing of equally spaced data. The mechanics of the method are very similar to those involved in nonrecursive digital filters, and reminiscent of Akima's approximation to the cubic spline fit. The reference Dr Titus supplied was "Smoothing and Differentiation of Data by Simplified Least-Squares Procedures," by A Savitsky and M J E Golay (Analytical Chemistry, volume 36, number 8, July 1964).

As a final note, it has been noted that program line 800 in listing 1 has an error in it. The correct statement is $S=$ $\mathrm{S} /(\mathrm{I}-3)$, instead of $\mathrm{S}=\mathrm{S} /(\mathrm{I}-1)$. This does not affect the curve fit or relative comparisons, but influences the printed value of the standard deviation by several percent.

## F R Ruckdeschel

Xerox Corp
Xerox Square
Rochester NY $14644 \square^{\square}$


# Apple lets you get personal with Pascal. 

There's only one logical way to find out what a person wants in a personal computer.

Ask the person who'll be using one.
At Apple, we've been very successful at identifying just what people look for in computers. And then providing them with it.

In spades.
For serious enthusiasts, this means making available sophisticated innovations that are often conspicuously absent from other personal computers.

Like Pascal.
Apple II is one of the few personal computers that has it. And when you turn this page and feast your eyes on the many advantages this
high level, general-purpose language has to offer, you'll see why that's very good news indeed.


## When you've got it, flaunt it.

If you'd like to let the world know who speaks Pascal, here's how: Follow the dotted line and cut out the transfer image above.
Preheat iron (dry-wool setting) for 3 minutes. Slip garment on ironing board over scrap material. Remove wrinkles. Position transfer face down and pin edges to ironing board cover. Iron transfer slowly for one minute. If paper browns, iron is too hot. Let transfer cool for one minute, then unpin and slowly pull transfer straight up. Results are best when $t$-shirt is at least $50 \%$ polyester.

## Pascal by the package.

Our high-level, full feature Language System consists of a plug-in 16K RAM language card, five diskettes containing Pascal as well as Integer BASIC and Applesoft extended BASIC, plus seven manuals documenting the three languages.

The beauty of this Language System is that it speeds up execution and helps cut unwieldy software development jobs down to size. Also, because the languages are on diskette, loaded into RAM, you can quickly and economically take advantage of upgrades and new languages as they're introduced.

Apple's Pascal language takes full advantage of Apple high resolution and color graphics, analog input and sound generation capabilities. It turns the Apple into the lowest priced, highest powered Pascal system on the market. With Pascal, programs can be written, debugged and executed in just one-third the time required for equivalent BASIC programs. With just one-third the memory.

On top of that, Pascal is easy to understand, elegant and able to handle advanced applications. It allows one programmer to pick up where another left off with minimal chance of foul up.

Because Apple uses UCSD Pascal, ${ }^{\text {TM }}$ you get a complete software system: Editor, Assembler, Compiler, and File Handler. And because we adhere to the standard, your programs run on any UCSD Pascal system with minimum conversion. Which is really something an enthusiast can get enthusiastic about.

## To be more specific.

The Apple II's specs are tempting enough without the Language System and Pascal. With them, they're downright irresistible.

The text screen, a $24 \times 40$-line window, can display an entire 80 -column Pascal line, thanks to Apple's unique horizontal scrolling feature.

Characters are normal, inverse or flashing, $5 \times 7$, upper case. Full cursor control is standard.
Since Pascal runs on an Apple computer with 48 K bytes of on-board RAM, the additional 16 K bytes on the language card bring the total to a full 64 K bytes.
And, Pascal runs on the new Apple II Plus. It features an Auto-Start ROM that boots the Disk II at power-on for turn-key operation. Applesoft extended BASIC is resident in ROM.

Standard color graphics (in the BASIC environment) offer $40 \mathrm{~h} \times 48 \mathrm{v}$ resolution, or 40 h x 40 v with 4 lines text, in fifteen colors.

Black/white high resolution, bit-mapped graphics display 8 K bytes of memory as a $280 \mathrm{~h} x 192 \mathrm{v}$ image ( $140 \mathrm{~h} x 192 \mathrm{v}$ in six colors).
 Fully buffered peripheral connectors provide access to all system buses, for complete interface freedom. And finally, since it weighs a mere 11 lbs. and has its own travel case, as an option, not only is it easy to get carried away with an Apple, it's easy to carry one away.

## We've got your numbers.

800-538-9696. (In California, 800-662-9238.) Or write us at 10260 Bandley Drive, Cupertino, California 95014. When you contact us, we'll give you the name, address and telephone number of the Apple computer dealer nearest you.

If you'd like more information on the advantages of owning an Apple personal computer, he can fill you in. Personally.

# Ease into 16-Bit Computing: Get 16-Bit Performance from an 8-Bit Computer 

Steve Ciarcia<br>POB 582<br>Glastonbury CT 06033

Stopping for coffee at the local doughnut shop has become a morning ritual. I am quite capable of making coffee at home, but I am not what you would call a "morning person." Even though I have culinary talents that include the preparation of eggs Benedict and strawberry crepes, it had better be evening when you request them around our house.

This morning started out like any other. I pulled my car into the doughnut shop's parking lot only after carefully examining all the potential hazards. I carefully avoided the broken glass, the beat-up 1962 Chevy and the large black van with a "Tax the Rich!" bumper sticker.

After entering the shop, I sat down and spread my reading material, the latest issue of BYTE, on the counter. As my coffee and bran muffin were delivered, I could not help but overhear the conversation of two other people at the counter.
"Dave, have you been reading any of the magazines lately? It looks like everyone is going 16-bit crazy."
"I've read a lot of descriptive articles, but I suppose it'll take a while before we see any real hardware."
"Actually, I'm a little hesitant to just jump on the bandwagon. My 8085 works just fine."
"I know what you mean, Ed. The Z80 system I built from scratch is still
cranking along. I'd like to do something with the 16-bit chips, but I sure don't want to throw out my 8-bit system."
"What about building a small system to experiment with? Didn't I see an article a few months ago on a single-board 80867"
'Yeah, I remember. It was in BYTE. Wasn't it written by that guy who lives around here someplace, in his cellar or something?"
Upon hearing that last statement, I nearly choked on my muffin. I thought it would be prudent to remain anonymous until I learned whether or not they enjoyed the article. I carefully closed the magazine and placed it face down on the counter.

One way to ease yourself into the world of 16-bit computers is with the Intel 8088. This microprocessor is an 8086 on the inside with an 8 -bit data bus on the outside.

'Maybe, but anyway, the article wasn't too bad," said Ed. I'm sure they didn't hear the sign of relief from across the counter. Then he continued, "But it just seemed like a
larger computer than I have time to build. It's obviously oriented toward guys who don't have any other development system. I'd prefer a minimal hardware configuration to start with. If I want large programs, I'll run a macroassembler on my 8085 system, write the object code into an EPROM, and then plug it into the test board."
'Eliminating all the keys and displays will help, but how small a computer can we end up with and still be 16 -bit? You'll need 16 -bit address and data buses, and what's 1 K words of memory-four chips? All the EPROMs I know are 8-bit output. That means at least two of them."
'Wait a minute," said Ed. "I didn't say I had all the answers. The minimal configuration may be twenty chips, but isn't this closer to something we could afford to experiment with?"

This was the perfect opportunity to express my point of view concerning the things that I write and consult about. "Excuse me," I said. "I couldn't help but overhear your conversation. Had you considered using an $80887^{\prime \prime}$
The two young men looked up at me, paused, and harmonized, "An 80 what?"
"I know a little about microprocessors. Have you considered using an Intel 80887"
"Is it 16-bit7" asked Dave.
"Well, yes and no," I replied. "It uses an 8 -bit data bus, but, internally it's an 8086. Essentially it's an 8 -bit chip that's completely 8086 -softwarecompatible."

Should they listen to this doughnut and coffee philosopher? "That sounds tremendous, but won't it still require quite a few chips to make an operational computer?"

I sensed that this was a good time for my exit. Staying any longer would involve my designing a computer for them on the back of a napkin. Ordinarily I probably would have stayed, but I had just completed a similar task in my latest article, so I decided to let them wait a few more weeks. I rose to leave, carefully rolling up the copy of BYTE, cover page inside, and stopped behind them on my way out. 'My recollection is that while four chips is a possibility, a five-chip computer is quite a reality. I've even seen how a BASIC interpreter could be written to run on it. In case you're interested, the next issue of BYTE has an article all about it."
I excused myself to attend an
important meeting. As I opened the door I heard, "Thanks, I'll look forward to reading it." They watched me intently as I drove out. I could only speculate on their final conversation.

## The 16-Bit Generation

The exciting items in microcomputing these days are the 16 -bit microprocessors made by companies such as Intel (the 8086), Zilog (the Z8000) and Motorola (the M68000). All of these devices, although they differ in internal architectures, commonly claim to have compressed the power of a minicomputer within a single chip of silicon. Most notably are the 16-bit data bus and increased addressing space. A 20 -bit address can directly address a megabyte of memory.

There seems to be little doubt in the minds of microcomputer-system designers that the 16-bit processors are the wave of the future. Already some major manufacturers are designing the new processors into intelligent terminals, word-processing systems, and other equipment. The day when this revolution within a

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revolution will affect the personal and small-business computer marketplace is not too far away.

But if it is obvious that the 16-bit machines will be the trend of future product technology, it is equally obvious that it is relatively difficult for the designer to make a leap from the 8 -bit world of the 8080, Z80, 6800 and 6502 to the emerging 16-bit world. The 16 -bit instruction sets are more complex. The 8086, for instance, has a repertoire of some 133 instructions, as compared to seventyeight for the 8080 . Simply because of the larger range of memory that can be addressed and because of address segmentation, addressing of memory is more advanced. Also, the register set is more complicated, and the types of operands with which the processor can work are more extensive.

As complex as the 8086 or any other 16 -bit microprocessor is from a software viewpoint, it is in the design of hardware circuits to work with the 16-bit processors where the real complexities arise. Peripheral interfaces and existing hardware systems are generally based on an 8 -bit data bus. When your whole design is built to make efficient use of an 8-bit data bus, converting to a 16 -bit architecture is not a simple matter of replacing the processor. This incompatibility dictates substantial design changes to take advantage of the new 16 -bit microprocessor.

## A Gradual Approach to 16-Bit Computing

There is an alternative to converting abruptly to 16 -bit architecture. Look at photo 1 and observe the Intel 8088 microprocessor. This device uses an 8-bit data bus, so all of your present hardware system components will work with it from the standpoint of getting information between the processor and the peripheral-support devices or memory, but the 8088 features a common internal architecture and complete software compatibility with the 16-bit 8086 processor.

As a result, the 8088 provides an excellent way for designers, engineers, hobbyists, and students to ease into the world of 16 -bit computing. Its 8 -bit-compatible bus structure makes it the logical choice for upgrading 6800, 6502, Z80 and 8080 designs to 16 -bit capability without

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Photo 1: An exhibit of advancing microprocessor technology. Here are four integrated circuits produced by Intel Corporation. From bottom to top, we have the 8008, the first 8-bit general-purpose microprocessor; the 8080 A , one of the breed of 8 -bit devices that helped ignite the microcomputing boom; the 8086, the advanced 16-bit processor; and the 8088 , the subject of this article-a component that contains 16 -bit computing capability in a package that can communicate with the outside world through an 8-bit data bus.
alteration of existing 8-bit hardware.
The 8088 can be used in projects such as a low-cost system that employs multiplexed peripherals such as the $8155,8755 \mathrm{~A}$ and 8185 . Or, fully expanded, it forms a system that allows a full megabyte of address space and compatibility with the 8086 family of coprocessors and multiprocessors.

This two-part article is designed to give you a glimpse of the 8088 . This month in Part 1, I shall attempt to familiarize you with the instruction set of the 8088 and the hardware of a microcomputer that is made from an 8088 and only four other integrated circuits. The power of this five-chip circuit will be emphasized by illustrating, among other examples, how it can be configured to support a multi-user Tiny BASIC.

## Architecture of the 8088

Anyone comparing the internal architectures of the 8088 and the 8086 processors will realize that they are


Photo 2: An exhibit of advancing memory technology. The single black integrated circuit at the center can replace the entire board of components. The center component is the Intel 81851 K-byte static programmable memory. The board is a 1 K -byte memory board from a Scelbi $8 B$ microcomputer system, which used the 8008 microprocessor (circa 1975).


Photo 3: Using the 8088 and other components of kindred technology, it is possible to build a functional microcomputer system with only five integrated circuits. Part 2 of this article (in the April 1980 BYTE) will present more detailed information about this system.
identical. Even though I have previously discussed the 8086 , a brief explanation of this architecture is necessary since the capabilities of our five-chip computer depend directly upon it. However, if you wish to read a more detailed description, you should refer to a previous Circuit

Cellar article, "The Intel 8086" (November 1979 BYTE, page 14).

A diagram of the internal structure of the 8088 is shown in figure 1. The 8088 contains two logical "units", the bus-interface unit (BIU) and the execution unit (EU), and a 4-byte instruction queue.

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Figure 1: Diagram showing internal operational principles of the 8088 microprocessor. The 8088 (and the 8086) use a pipelined architecture that increases performance by overlapping instruction execution with memory-fetch operations. The 8088 can directly execute any 8086 software.

8088 REGISTER MODEL: ( 8080 REGISTERS SHADED)


Figure 2: The 8088 contains fourteen 16 -bit registers. The shaded registers are those common to the 8088 and the 8080 :

The execution unit is where the actual processing of data takes place inside the 8088. It is here that the familiar arithmetic logic unit (ALU) is located, along with the registers used to manipulate data, store intermediate results, and keep track of the stack. The execution unit accepts instructions that have been fetched by the bus-interface unit, processes the instructions, and returns operand addresses to the bus-interface unit. The EU also receives memory operands through the bus-interface unit, processes the operands, and then passes them back to the bus-interface unit for storage in memory.

The role of the bus-interface unit is to maximize bus-bandwidth utilization, (that is, to speed things up by making sure that the bus is used to its full capacity). The bus-interface unit carries out this assignment in two basic ways:

- by fetching instructions before they are needed by the execution unit, storing them in the instruction queue
- by taking care of all operand fetch and store operations, address relocation, and bus control (These actions of the bus-interface unit leave the execution unit free to concentrate on processing data and carrying out instructions.)

Figure 2 summarizes the 8088 register set. The shaded registers are the 8080 register subset, that is, the registers that are common to the 8088 and its 8 -bit predecessors.
The general registers, also called the HL group because they can be subdivided into High and Low bytes, include the accumulator (AX), base (BX), count (CX) and data (DX) registers. The AX register may be addressed as a 16 -bit register, AX , or the high-order byte can be addressed as the register AH and the low-order byte as AL. The same holds true of the other three general registers ( BX , $C X$, and $D X$ ).
Another group of registers is the pointer and index (or P and I) group. This set contains the stack pointer (SP), base pointer (BP), source index (SI), and destination index (DI)


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Figure 3: Memory organization. The 8088 uses a memory-segmentation technique to address up to $1,048,576$ bytes ( 1 M byte) of memory. The user can use attributes of the memory-addressing system to dynamically relocate a program anywhere within the entire address space.
registers. Generally speaking, these registers hold offset addresses used for addressing within a segment of memory. They can also participate, along with the general register group, in arithmetic and logical operations of the 8088 .

The 8088 uses memory segmentation to address this large memory space efficiently. At any one time, the 8088 can deal with memory as a set of four 64 K -byte segments. The total memory is organized as a linear array of $1,048,576$ bytes, addressed as hexadecimal 00000 to hexadecimal FFFFF. The 8088 creates a 20-bit address by combining a 16 -bit offset and a segment boundary value stored in one of the segment registers. Figure 3 demonstrates how this works.

Each of the 16-bit-segment registers, the code segment (CS) register, the stack segment (SS) register, the data segment (DS) register, and the extra data segment (ES) register, contains a value that is added to a 16 -bit
offset address, forming a 20-bit address. The memory is thus divided into a maximum of four 64 K -byte segments that are active at any single time. The code segment of memory is where instructions are stored, the stack segment of memory is where the pushdown stack is located, the data segment is where data to be operated on is found in memory, and the extra segment is an additional 64 K -byte data area.

When fetching an instruction from memory, the location accessed is given by a 20-bit address that is the sum of two numbers. The first number is the value of the 16 -bit instruction pointer. The second number is a 20 -bit value that is the 16-bit code-segment register with four low-order zero bits appended. This forms the 20-bit address required to specify any location in the megabytesized address space.

In the case of a memory-reference operation for a transfer of data, the
absolute memory address referenced by a given memory-access instruction is calculated by adding the given 16-bit address to the base address. The base address is given by the contents of the data-segment or extrasegment register and is followed by four low-order zero bits.

In the case of a stack operation, the memory location referenced is similarly offset from the value contained in the stack-segment register.

The 8088 has both relative and absolute branch instructions. When all branch instructions within a given segment of memory are specified in relation to the instruction pointer and the program segment does not modify the value of the code-segment register, the program segment can be relocated dynamically anywhere within the megabyte address space. A program is relocated in the 8088 simply by moving the code, updating the value of the code-segment register, and resuming execution.

## Small System Applications

The 8088 can be used in a broad range of applications, from systems requiring use of a minimum number of components to systems requiring maximum performance. The compo-nent-count-sensitive applications include point-of-sale terminals and simple controllers, which require that system cost be kept low, but need substantial processing power. A big reason for this design flexibility is the ability of the 8088 to operate in a minimum-hardware mode.

The minimum-mode, multiplexed configuration, as shown in figure 4, is an effective way of building a powerful system around the 8088, while using the smallest number of parts. The processor is connected in the minimum mode by wiring its $\mathrm{Mn} / \overline{\mathrm{Mx}}$ pin in the high-logic state (at $\mathrm{V}_{c c}$ potential). The multiplexed bus is directly compatible with the Intel 8085A-family peripheral components (8155, 8355, 8755A, and the new 8185).

A four-chip system can be designed using the following components: an 8088 microprocessor; an 8284 clock generator; an 8155 memory, input/ output (I/O), and timer device; and an 8755A EPROM and I/O device. A fifth component, the 8185 , is a simple


Figure 4: When used in the minimum mode (MN/ $\overline{M X}$ line held high), the 8088 interfaces directly with the multiplexed address and data components in the 8085A-support family to form a functional microcomputer system using only five integrated circuits. Detailed information concerning this circuit will be given in Part 2.
addition to the system and provides an extra 1 K bytes of user memory.

In the minimum-mode configuration, the 8088 provides all necessary bus-control signals, including RD, WR, $10 / \bar{M}$ and ALE. It further provides HOLD and HLDA (holdacknowledge) signals to allow direct-memory-access (DMA) data transfer, INT and INTA to interface the 8259A interrupt controller, and $\overline{\mathrm{DEN}}$ and DT/R to control transceivers on the data bus.

The power of the 8088 can be extended in large-system applications by wiring it into the maximum-mode configuration. However, a discussion
of maximum-mode features is beyond the scope of this article.

## The 8088 Instruction Set

A complete discussion of the 8088's instruction set is also beyond the scope of this article. Rather than attempt it, I shall concentrate on some specific features of the 8088 instruction set that facilitate the specific application discussed next month in Part 2 of this article. These features include extended arithmetic instructions, direct use of ASCIIencoded data, multiprocessing features, string-manipulation instructions, and table-translating aids. The

8088 instruction set includes singleinstruction multiplication and division instructions, along with five different types of addition and seven types of subtraction operations.

These multiply and divide instructions greatly facilitate "number crunching." This numerical ability saves much time in such applications as data sampling, signal processing, and scientific calculation. Not only are fewer machine instructions needed to perform a given task, with corresponding savings in memory usage and execution time, but the versatility of the instructions and the Text continued on page 30

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Listing 1: An example of the efficiency of the 8088 and 8086 instruction set. This short routine accepts input of five values from an input port, and then calculates and sends a running-average value to an output port. Compare this listing with listing 2.

|  | $\begin{aligned} & \mathrm{XOR} \\ & \mathrm{MOV} \end{aligned}$ | $\begin{aligned} & \mathrm{BX}, \mathrm{BX} \\ & \mathrm{CX}, 5 \end{aligned}$ | ;CLR BX <br> ; Set loop counter |
| :---: | :---: | :---: | :---: |
| Average | INC | BL | ;Increment data counter |
|  | IN | AL, Port \# | ;Input data |
|  | ADD | BH, AL | ;Update running total |
|  | MOV | AL, BH |  |
|  | DIV | BL | ;Divide running total by ;data counter. |
|  | OUT | Port \#, AL | ;Output running average. |
|  | LOOP | Average | ;Return unless fifth pass ;is completed. |

Listing 2: A routine that performs the same task as the routine given in listing 1. This code, however, was written for the older 8080 processor. As you can see, it is longer and more tedious to write.

|  | $\begin{aligned} & \text { MVI } \\ & \text { MVI } \end{aligned}$ | $\begin{aligned} & \mathrm{H}, 00 \\ & \mathrm{E}, 00 \end{aligned}$ | ;Clear H register <br> ;Clear E register |
| :---: | :---: | :---: | :---: |
| Average | INR | E | ;Increment data counter |
|  | MOV | C. H |  |
|  | IN | A, Port \# | ;Input data |
|  | ADD | H | ;Add data to running total |
| Divide | XRA | A | ;Clear accumulator |
|  | MOV | B, A | ;Clear B register |
|  | MOV | L, A | ;Clear L register |
|  | MVI | C. 80 | ;Initialize bit counter |
| Loop | MOV | A, C | ;Shift B and C as |
|  | RAL |  | ;a 16-bit unit- |
|  | MOV | C, A | ;one bit left |
|  | MOV | A, B |  |
|  | RAL |  |  |
|  | MOV | B, A |  |
|  | CMP | E | ;Compare data |
|  | JC | Next | ;counter (divisor) with |
|  |  |  | ;dividend; if divisor is larger, |
|  | SUB | E | ;Divisor is smaller; subtract. |
|  | MOV | B, A |  |
|  | MOV | A, D | ;Set current bit of |
|  | ORA | L | ;L to 1 |
|  | MOV | L, A |  |
| Next | MOV | A, D | ;Shift D right and check carry |
|  | RRC |  |  |
|  | JNC | Loop | ;If no carry, return for next bit. |
|  | MOV | A, L | ;Outport running average |
|  | OUT | Output \# |  |
|  | MVI | A, 05 | ;Return unless fifth pass is |
|  | CMP |  | ;completed. |
|  | JNZ | Average |  |

HLT

Text continued from page 26
ability of the 8088 to deal with several types of data remove the usual necessity of handling messy conversions from one type of data representation to another and back again.

Two program listings demonstrate the saving of effort. Listing 1 gives the 8088 code for the skeleton of a subroutine that accepts data from a specified input port and calculates a running average of the values entered. The same subroutine section coded for the older 8080 microprocessor is shown in listing 2.

## Direct Use of ASCII and Decimal Data

The direct use of unpacked binarycoded decimal (BCD) or ASCIIencoded data in a microcomputer has a number of obvious advantages. Since many I/O devices present data to the processor in American Standard Code for Information Interchange (ASCII) format and expect responses in the same format, microcomputer-system designers have for years faced the necessity of putting their input and output through a translation process (usually involving a table look-up operation) before processing the input or responding with output.

With the 8088's instruction set, such manipulation is no longer necessary. All four mathematical instruction types (add, subtract, multiply, and divide) provide for ASCII adjustment of the accumulator contents by a single instruction. This feature is obviously of great use in everyday microprocessor applications. Equally interesting (and useful) are the two instructions that adjust the results of addition and subtraction to packed decimal form.

## Table-Translating Aid

Despite the availability of single instructions to convert accumulator contents from one type of data representation to another, it may still be necessary from time to time to translate data by means of the traditional look-up table. This might, for example, be necessary if the data is being received or transmitted in EBCDIC (Extended Binary-CodedDecimal Interchange Code) rather than in ASCII form.

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Listing 3: A segment of 8088 code that translates characters from Extended Binary-Coded-Decimal Interchange Code (EBCDIC) to American Standard Code for Information Interchange (ASCII) form. The 8088 instructions for manipulating and translating strings of characters are put to good use.

|  | MOV | SI, FFFE | ; Source index register contains start of EBCDIC Buffer |
| :--- | :--- | :--- | :--- |
|  | MOV | BX, 100 | ; B register points to translate table |
|  | MOV | DI, ASCBUF | ; Destination index points to ASCCII buffer |
|  | MOV | CX, 528 | ; C register contains length of buffer |
|  | CLD |  |  |
| NEXT: | JCXZ | EMPTY | ; Skip if input buffer empty |
|  | LODS | EBOBUF | ; Get next EBCDIC character |
|  | XLAT | TABLE | ; Translate to ASCII |
|  | STOS | ASCBUF | ; Transfer ASCII character to buffer |
|  | CMP | AL, EOT | ; Test for EOT character |
|  | LOOPNE | NEXT | ; Continue if no EOT received (CX decrements first) |

EMPTY: (Program continues)

The XLAT (ie: translate) instruction allows the user to define a 256-byte table of correspondence and then to reference any point in the table very easily. The base address of the table is placed in the $B X$ register and the index (ie: table position) is stored in the accumulator. Then the single instruction code XLAT is used to refer to the proper point in the table, pick out the translation, and store the result in the accumulator.

This is useful particularly when data that has been entered from a port comes into the accumulator for disposition or transfer. If you are dealing with a stream of incoming characters in EBCDIC format, for example, the translation proceeds thusly. You begin by storing the beginning memory address of your 256-byte translation table in the BX register. If you set up the table so that the base address of the table corresponds to an incoming EBCDIC value of 00 , the next address to an incoming value of 01 , etc, all you must do is simply accept a byte of data and execute the XLAT instruction.

This simple procedure lets us obtain the correct translation of that byte into the proper format for handling by the 8088 or some other processor. A MOV instruction will then store the result of translation until it is needed; the translation process can then be repeated with the next incoming byte. Setting up the necessary instruction sequence requires one instruction: a MOV to the $B X$ register of the base address of the table. The loop for handling the translation requires only three basic instructions:
the input instruction, XLAT, and MOV .

## String-Manipulation Instructions

Since typical computer applications often deal with strings of characters consisting of letters, numbers, and special symbols, easy-to-use string-manipulation instructions are a welcome enhancement to 8 -bit processors. The 8088 addresses this need by providing five powerful primitive string operators that may be preceded by a single-byte repetition prefix.

For a byte-for-byte or word-forword comparison of two data strings (as you might use in verifying the accuracy of data loaded into memory from a mass-storage device, for example), the 8088 offers the CMPS instruction. This also allows termination of a program segment upon occurrence of a predetermined equality or inequality condition, as well as automatic incrementing or decrementing.

You can scan through a string of data for an occurrence or for an absence of occurrence of a specific string or character by using the SCAS instruction. This operation subtracts the byte or word operand in memory (or elsewhere) from the accumulator and changes the logic state of the flags; it does not, however, return a result. Again, decrementing or incrementing is automatic.

The STOS instruction allows you to fill a string of arbitrary length with a single value (eg: a string of zeros or nulls for a floppy disk initialization routine), once more with automatic
incrementing or decrementing of a predetermined count.

## Putting Some Things Together

Let's take a quick look at a small but powerful example that employs both the string manipulation and the XLAT instructions to solve a very practical problem.

You are designing an input routine that must translate a buffer filled with EBCDIC characters into ASCII form, continuing the transfer until one of several possible EBCDIC characters is received. The transferred ASCII string should be terminated with an EOT (end-of-transmission, hexadecimal value 04) character. Assume that the buffer starts at hexadecimal memory location FFFE, the table to translate the EBCDIC form to ASCII begins at hexadecimal location 0100 and the CX register is to contain a value giving the length of the buffer containing EBCDIC characters. The buffer may, of course, be empty.

The small 8088 program segment shown in listing 3 accomplishes this task in a small number of instructions and handles a great deal of overhead work with little effort or concern on the part of the system designer and programmer.

By now you should have an understanding of the power of the 8088 microprocessor. Even in a minimalmode, five-component circuit, our little computer will have the following attributes:

- 5 MHz 8088 8-bit processor (completely 8086 software-compatible)
- 1280 bytes of static user memory
- 2048 bytes of erasable, programmable read-only memory (EPROM)
- 38 parallel I/O lines
- a 14 -bit counter/timer
- power-on reset and nonmaskable interrupt.

Next month, in Part 2, we will deal with some key features of the 8088 which make it particularly suited to multiprocessing situations. We will investigate the operating system of a multi-user, Tiny BASIC language system on our minimal-configuration computer.

These figures are provided through the courtesy of Intel Corporation.

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# Electron Behavior in a Chemical Bond 

Michael Liebl, OSB<br>Mount Michael High School<br>Elkhorn NB 68022

Years spent subconsciously gathering and sifting data in our daily lives gives each of us a common sense intuition for the laws of nature. But our intuitive understanding of how nature works often fails when we explore worlds beyond the realm of common experience. In the submicroscopic world of atoms and molecules, matter exhibits unexpected behavior attributable to its dual nature as particle and wave. Scientists interpret this world with the aid of quantum mechanics, a discipline that more often than not involves long and complicated mathematical operations.
The computer, by virtue of the ease and speed with which it handles such operations, has become an invaluable tool in the quantum-mechanical study of atoms and molecules. This article describes a program written in BASIC which allows anyone with an elementary understanding of quantum mechanics to investigate the behavior of an electron in the bond formed between two atoms in a diatomic molecule.

## Electronic Potential Well

A chemical bond is the result of attractive, electric interaction between the atoms' electrons which are negatively charged and the nuclei which are positively charged. Opposite charges attract; like charges repel. In the vicinity of the nucleus of an atom, an electron feels an attractive force. The environment in which the electron is subject to this force is
described as a potential. A rectangular potential well, as shown in figure 1, is an approximate model of the relation between an electron and its nucleus. The depth of this rectangular well determines the extent to which the electron is confined to the region about the nucleus. If the well is deep, it is difficult for the electron to cross the boundaries of the high walls. If, on the other hand, the well is shallow, then it is relatively easy for the electron to escape the nucleus.

A molecular bond can form when two atoms exchange or share an electron. For example, table salt is composed of two elements, sodium, an alkali metal, and chlorine, a halogen. Sodium, like all alkalis, can arrive at a stable electronic configuration by giving away one of its electrons to form a positively charged sodium ion. This element has a shallow


Figure 1: Rectangular potential well model that approximates the relation of an electron to the nucleus of an atom. The depth of the well indicates the extent to which the electron is confined to the region about the nucleus.
potential well. Chlorine, like all halogens, can arrive at a stable electronic configuration by accepting an extra electron to form a negatively charged chloride ion. Chlorine has a deep potential well.

A bond can form between a sodium atom and a chlorine atom, and between any alkali and any halogen, when the former donates an electron to the latter. The result is a molecule, the positively charged sodium ion bound to the negatively charged chloride ion. We will use the potential well model to study different elements and the bonds that they make.

No two elements are exactly alike either in their ability to receive or in their ability to donate an electron. Thus the behavior of the electron in a chemical bond depends upon certain properties of the two elements involved. To determine the depth of the rectangular potential well for a given element, we will refer to two characteristic properties of the elements: ionization potential and electron affinity.

Ionization potential is a measure of the amount of energy required to remove an electron from a neutral atom of some element $X: X \rightarrow X^{+}+e^{-}$. For alkalis this number is small, for halogens large. Electron affinity is a measure of the amount of energy released when a neutral atom acquires an extra electron: $X+e^{-}-X^{-}$. For alkalis this number is 0 , for halogens the number is large. (For values of ionization potentials and


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electron affinities see the Handbook of Chemistry and Physics published by the Chemical Rubber Company.) The depth of the potential well of any element, that is, its ability to hold on to an electron, can be estimated by averaging the element's ionization potential and electron affinity.

## Composite Potential Model

When two atoms form a diatomic molecule, each of the atoms brings its potential well to the bond. The electron exchanged or shared by the two atoms can be pictured as being confined to a composite rectangular well that consists of the two potential wells placed side by side, as shown in figure 2. Unless the two atoms are of the same element, one side of the composite well will be deeper than the other. The difference in height between the two levels of the well is the essential feature of the bond which determines how much time the electron spends in the vicinity of one atom's nucleus as compared to the other.
Because the difference in height is the crucial factor, the lower level of the potential well can always be
assigned as the origin on the potential axis of a Cartesian coordinate system. The upper level of the well is located at the point that represents the difference between the averages of the ionization energies and electron affinities of the two elements. Finally, it is also convenient to assume that the walls of the potential well at the endpoints of the bond are infinitely high. Given this assumption, it is impossible for the electron to escape the confines of the molecule. This potential model of the bond in a diatomic molecule simplifies the equations that describe the behavior of the electron in the bond.

## Schrödinger Wave Equation

In 1926, Erwin Schrödinger formulated a differential equation to describe the behavior of a submicroscopic particle such as an electron. This equation incorporates both the particle and wave nature of the electron. Fundamentally, Schrödinger's equation is a restatement of the basic energy relation; the kinetic energy, $p^{2} / 2 m$ (derived from momentum and mass), plus the potential energy, $V$, yields the total energy, $E$,
of any particle:

$$
p^{2 / 2 m}+V=E
$$

Schrödinger's equation takes the form:

$$
\frac{-\hbar^{2}}{2 m} \frac{d^{2} \psi}{d x^{2}}+V \psi=E \psi
$$

for a single-dimension model.
In the equation, $\hbar$ is read as " $h$-bar," and stands for a value equal to Planck's constant divided by $2 \pi$. Planck's constant, $h$, is an empirically determined value equal to $6.6256 \times$ $10^{-34}$ Joule-seconds. The mass of the particle is shown as $m$. The Greek psi $(\psi)$ is the notation for the wave function. In Schrödinger's formulation, the energy equation has been multiplied by a wave function, $\psi$, to account for the wave-like behavior of submicroscopic particles, and the square of the momentum has been replaced by the differential operator, $-\hbar^{2} d^{2 / d} d x^{2}$.
When the Schrödinger equation is solved for a particular set of circumstances, called boundary conditions, it yields as a solution the form of $\psi$, the wave equation. $\psi^{2}$ gives the relative probability, for the conditions assumed, of finding the particle it describes at some point in space. It is known as the probability distribution function.
In our model, the depth of the rectangular potential well is a measure of the magnitude of the potential energy, $V$, which acts on the electron and affects its location. In a split-level well the deeper side exerts a greater force on the electron. Therefore we


Figure 2: When a diatomic molecule is formed, the relationship between the two atoms may be considered as a combination of two potential wells.
$m$ mass of an electron; $9.109 \times 10^{-31}$ kilograms
$q \quad$ charge on an electron; $1.602 \times 10^{-19}$ Coulombs
$\hbar \quad$ Planck's constant divided by $2 \pi$; $0.658 \times 10^{-15}$ electron-volt-seconds
$\rho$ momentum of the electron
a length of chemical bond
$V_{0} \quad$ potential difference between elements
$E \quad$ total energy of the electron
A coefficient of the wave equation, $\psi_{L}$,
for the left side of the potential well
B coefficient of the wave equation, $\psi_{R, i}$ for the right side of the potential weil when $E>V_{0}$
$C, D$ coefficients of the wave equation, $\psi_{R, u}$, for the right side of the potential well when $E<V_{0}$

Table 1: Symbols and constants that are used throughout this article.
would expect the probability distribution function, $\psi^{2}$, to be skewed toward the deeper side of the well.

## Two-Part Equation Solution

For the potential well pictured in figure 2, the Schrödinger equation is solved in two parts, corresponding to the lower or left side and to the upper or right side of the well. The potential in the left side of the well is equal to zero. The potential in the right side of the well is equal to the difference between the potentials of the two elements, $V_{0}$.

The wave-equation solution, $\psi$, must meet four requirements:

- At the left boundary of the well, the potential wall is infinitely high. There is no possibility for the electron to pass beyond this point. Therefore at $x=-a$, the value of the function $\psi_{L}$ must be zero.
- Similarly, the wall at the right boundary is infinitely high. There is no possibility for the electron to pass beyond this point. Consequently at $x=+a, \psi_{R}$ must also be equal to zero.
- We are studying a single electron. Although we attack the solution in two parts that correspond to the two sides of the potential well, a

Text continued on page 44

Listing 1: BASIC program that solves the Schrödinger equation to simulate the behavior of an electron in a diatomic chemical bond. The program finds $\alpha a, \beta a$, and $\gamma a$ in terms of $V_{0}$.

The correspondence of variables in the program to terms in the equations is as follows: A1 stands for $\alpha a ; B 1$ stands for $\beta a ; G 1$ stands for $\gamma a ;$ Vo stands for $V_{0}$.

```
1O FEM FFOGFIIE GF O EHEMIGAL EGNLIN IN AIATOMJE: MOLEGULE
ZO FEM WFITYEN EY MICHAEL LIESL
GO REM GALIILATION OF N ANLIVO
40 REM FROGRIMM LINES 10-1000
EiO FRJNT : FFINT : FFKlNT
G0 [INM S里(10),F(10),[F(10),EA(10)
7O PRINT TAE(2O);"-FRONIIE OF A IHEMICAL EONUD--"
80 FRINT
GO FRJNT" THE ELEGTFON LIENSJTY IN THE EHEMIEAL BONLIGF A LIATGMJG MOYECILLE"
10O FRINT"DEFENDG LIFGN THE FOTENTIAL LIIFFERENHE (YO) [GETWEEN THE TUGOELEMENTS"
110 FRINT"WHILH ARE EOUNLITOETHER ANLI LFON THE LENGTH GF THE BOND (A). THE"
120 FRINT"AVERAGE OF THE IGNIZATIGN ENERGY ANLITHE ELEGTRON AFFINITY OF AN"
130 PFINT"ELEMENT GFFEF% \cap MEAELIEE OI'THIE FOTENTIAL OF THE ELEMENT."
140 FRRINT
1SO HKINT" THIG PKTHFAM EALGUHATES A FFOHILE GIF A GHEMIGAL EUNG BAEEL"
1GO PRINT"LIPON THIS INFOIZMATLON. FFIOM THE LIST GF ELEMENTS EELOW, SELEGT THO"
170 FFINT"WHIEH WILL MAEE QF* THE MOLEGULE. ENTEF THE SYMEOLS FIGF THEEE"
18O FRINT"ELLEMENTS AT THE FEDUE!S DF THE FFOORAM."
19G FRIINT : FFFINT
195 F=0
2OO FRINT TAES(10)"HYDRGIEN - H"
210 FRINT TAH(10)"LITHIUM - Li";TAB(40)"FLOURINE - F"
220 PRINT TAE(10)"GGIIIMM - Na";TAE(4O)"EHLNFIINE - Cl"
230 FRONT TAB(10)"PGTASEIUM - K";TAB(4O)"ERGNTNE - Br"
240 F'RINT TAE(10)"FOLBILIUM - FE";TAB(4O)"IGLINE - I"
2SO FRINT TAE(10)"EESILIM - CS"
2G FFIINT
270 FRINT
2OO INFIUT"ENTEF ELEMENT NIMMEEF GNNE -. ";A$
#O FOF I=1 FOG 10
300 KEAL !=(1),F゙(1),JF(1),EA(1)
@0 I:- G%(I) -Aक HIEN NEXT I
20 IF 1<>11 THEN SEO
30 BOLOLE &OO
340 BOTO 2EO
350 RESTDRE
3EO INF'ITT"ENTEFR ELEIMENT NLIMEEFR TING - ";A$
370 FOR .I=1 TO 10
EOG FEALI S$(,1),F(,1),IF`(,1),EA(,1)
300 IF Sक(.1)<A$ THEN MEXT .I
400 IF .1-11 THEN 430
```

Listing 1 continued:
410 BOSLIR EOO
420 [iOTO 360
430 RESTORE
440 FRRINT : FRINT : FFIJNT
450 M=7.10%E--31
460 6%=1. ヒ02F-19
470 H=0.65BE-15
4E0 A=(F'(I)+F(,_l))*1E-10
490 V1=(IF'(I)+EA(I))/2
500 V2=(IP(.1)+EA(, 1))/2
510 VO=V2-V1
520 IF VO<O THEN VO=-VO
5:0 N=S0R(2\&M*VO/Q9)*A/I
540 N2=N-N2
S5O PRTNT"VO = ";
SGO FRINT ISGINE"\#\#\#,\#\#\#\#";VO
570 PRINT" N = ";
ESO PRINT IISJNG"\#\#\#\#\#\#\#";N
GO PRINT : FRENT ; FRINT
GOO INF|IT"INHEN REALIY TG GINTINLE TYFE A GAREJAGE FEETLNEN. ";A⿻
610 GHTG 1010
EOO REM EYMEOL ENTTIY FERFIOR
:10 PRFINT

```

```

BSO FRINT"THE LIET GIHLI TRY ALIAIN."
:40 FRTINT
EGO RESTORE
E:60 REETLIFN
9OO REM DATA FILE
%10 LATA H, 1.54, 13.5%,0.80
920 LATA Li, 0.68, 5. 39,0
FO LIATA Na, 0.\sigma%, E. 13:0,0
940 LIATA K゙, 1.3S, 4.3%, 0
%GO IATA RE, 1.4%, 4.1.7E, 0
\#O LIATA E`, 1.67, 3.89%,0
G7O LATA F, 1.33, 17.41E, 3.44E
BOOLIATA C.l, 1.81, 13.01, 3.61:3
G%O DATA Er, 1.9E, 11.8M, 3. \#6%
1000 [1ATA I, 2,20, 10. 454, 3.063
1010 REM GALGULNTIGNGFA1 ANLI B1 OF G1, LINES 1010-17BO
1020 FRTNT
1030 FFKJNT"GFIAPHIEAL GOLLITJGN OF"
1040 PRINT"TRANSGENLIENTAL EQLINTION"
105O FKINT
10E0 F゙R゙1NT TAE(B):"-30";7AB(\#心);"0";TAE(EA);"+30"
10%0 FOR A=1 TO 6O
10GO PR\&INT TAB(AHE);"--";
1090 NEXT A
1100 f゙FINT
1110 PRINT " -A1-";TAE(3E);"!"
1120 FOR A1=. 1 TO 3.2 STEF . }
1130 PKIN" UEJNG " \#. \#\#";A1;
1140 F'R[NT"..!";
1150 A2=A1^2
1160 GOSUE 1530
1170 1F INT(Y1)=1NT(YZ) 7HEN GOTG 1290
1180 IF Y2<Y1 THEN IGTO 1240
1190 IF AES(Y1)<=30 THEN FRINT TAE(36+Y1);"+";
1200 IF AES(Y2)<=30 THEN PRINT 「AR(36+Y2):"\#" ELSE GOTO 1220
1210 GOTCI 1300
1220 PRINT""
1230 10TO 1300
1240 IF ABS(YZ)C=SO TIIEN FRRINT TAB(\XiG+Y2);"\#";
12UO [F AHS(Y1)<=30 THEN PRINT TAB(36+Y1):"+" ELSE GOTO 1270

```
1200 G1O 1300


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Listing 1 continued:
12%O FRINT"."
12BO MTTU 1300
12?0 FR゙INT TAB(3E+Y1);"x"
13OO NEX7 A1
1310 F゙OK゙ A=1 「O 60
130 FFINT TAE(\&+A);"一";
1350 NEXT ^
1340 FON A=1 TO S
13E0 FRINT
1:GO NEXT
1370 FRINT"AT WHAT VALUE OF A1 [IO THE LINEE SEEM †G JNTEFEEOT?"
1380 FR[NT"A!=";
13OO INFITT A1
1400 1F N=0 THEN \cap1=1.S7079
1410 13%=1000
1420 A1=A1+.000A
14%0 AO=A1%2
1440 GOENH 1530
14EO IF :GG% THEN G%=E LLEE GOTG 14:OO
14EO IF A1-3.141G FIMEN FRINT"LILN NOT FINIM FOINT GF INTEFEEGTION"
1470 307O 1420
1450 FRONT
14%O FRINT"THE FOINT OF INTEFEECTIGN IS:"
1SOO PKINT"AI= ";
1S1O FRINT UEINNG "\#\#.\#\#\#";(A1-.0004)
1520 gura 1\&70
15GO REM GUBFOUTINE FOR TFANGLENLENTAL ESUATION
1540 [F N>A1 THEN GGTG 15GO ELSF BGTO 1\&1O
15O REM FAJF OF EDLATIGNE FOF N\&AJ
1SGO D1=GLR(NZ-AE)
1570 Y1=[1*SIN(A1)/(A1*(OS(A1))
15BO Y2=-(EXF(G1)-EXF(-01))/(EXF(D1)+EXF(-D1))
15%OS=(Y1-YZ)`2
1EOO RETIINN
1\&10 K゙EM F'AJF GF EOUATIONG FOR NKA1
16O O2-GR(AO-NZ)
16\Xi0 Y1-102\#SN(A1)/(A1\#GOE(A1))
1640 Y2=-3IN(O2)/CO!(O2)
1600 S=(Y1-YZ)*2
16EO RETIIFN
1670 FEM ENI SEAFECH
16EO AZ=A!%2
16OO IF NOAJ THEN GONZ-AZ ELSE BQ=AZ-NZ
1%00 G1=EDF(G2)
1710 E1-EDR(E2)
1720 IF N\&AI THEN GOHOL 1760
17%0 FFINT"Gi= ";
1740 FRRNT UGINIG "\#\#.\#\#\#";GI
1750 GOTG 17E0
17\&O FFINT"BI= ";
1770 FFINNT IGING "\#\#.\#\#\#";E:1
1700 FRFINT
ZOOO FEM EALCHLATION IGF FEI
2O10 FRTNT"-GALEILATION OF F:SI-'
202O FFIINT
2030 FEM EHNIEE OF OHITFIT

```

```

2OOO FHEDN"ENIER त 1 EHE"
2OGO 1NPIIT Z%
2070 ]F ZO-1 THEN BOTGO 2050
2OGO IF ZO=2 THEN LIOTG 2S10 ELSE GOTO 20SO
2O%O FEM TABLE OF VALIIE:
2100 FRINT TAB(\vartheta);"TABLE DF VALIIES"
2110 F'RINT TAB(E);"------m..--...--------------
2120 FRINT


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Listing 1 continued：
2130 FFINT TAB（4）；＂A＂；TAE（17）；＂FGJ＂；TAB（2G）；＂（FBI）～2＂ 2140 FOR $F=-16$ 「O
2150 GiOSIE 2610
2160 GUGLB 28：0
2170 NEXT F
2180 FOR F＇＝1 TO 16
2190 GOELE 2EBO
2200 GOLIB 2330
2210 NEXT F
2220 FRENT
22 O IF $F=1$ THEN 3000
2240 FRINT＂WOULD YOUI LIEE $1 G$ EEF THE GRAFHIIAL FGFM：＂
2250 FRINT＂ENTEF A YES UR NU＂
$220 \mathrm{~F}=1$
2270 1NFIIT A
290 JF Aक－＂YES＂THEN GIDTO 2310
2290 IF A\＄＝＂NO＂THEN 3000
2300 KOTO 2200
2310 FEM GFAFHIGAL FORM
220 FFIIN1
ZGOO FFINT TAE（G）；＂GKAFHJEAL FGFM＂

236 FRINT
2360 FFINT TAE（10）；＂（FU1）2＂
2370 FRINT
$2 \mathrm{FOF} A=1$ TG 50
2300 FRINT TAE（12＋A）：＂＿＂；
2． 400 NEXT A
2110 FiPlNT
240 FGF F－ 16 TO 0
2490 GOGUE 2610
2440 GOGUE 2OOO
2450 NEXT F
$\because 4 \approx 0$ FOF $F=1$ 7゙O 16
2470 DOGUE 2600
$2 n E 0$ FIEUE 200
240 NEXT P
2 EOO JF $F=1$ THEN OOOO
2510 FRINI
2S2O FFINT＂WGULD YGH LIEE TG SEE TIAE TAELE GF VALIEEO＂
2EGO PRINT＂ENTER A YES GR NO＂
$2540 \mathrm{~F}=1$
2550 INFIIT $A$ 多
2560 JF $A \$=" Y E S "$ THEN GOTO $20 \%$
2570 IF $A \pm=" N O 1$ THEN 3000
25きO GOTE 2600
$25: 90$ PFENT
2600 GiVTO 2000
2610 FEM ELBFILII 1NE FRK F：SI FFIDM－ 16 TE O
2に20 W－F／16
$2630 \quad X=W \# A$
$2640 \quad A 9=1$
$2650 \mathrm{~F} 1=A * \operatorname{IN}(A 1 *(X+A) / A)$
2660 P2＝F1～2
2G70 RETUFN
28EO REM SUBROUTINE FGF FEI FROM O TO 16
$26.9 \mathrm{~W}=\mathrm{F} / 1 \mathrm{G}$
$2700 \quad X=W \neq A$
2710 IF N 3 A1 THEN GITG 2720 ELSE GITG 2790
$2720\left[1=A \overline{7}+5 \mathrm{IN}\left(\mathrm{A}_{1}\right)\right.$
2730 E $=-\left[1 *\left(E X P(G 1)+E X F \cdot\left(-r_{1}\right)\right) /(E X F(G 1)-E X F(-G 1))\right.$
2740 ES＝EXF（G1＊X／A）
2750 E $=E \times P(-61 * X / A)$
$2760 \mathrm{P} 1=\mathrm{C} \#(E 5-E 6) / 2+1 *(E 5+E 6) / 2$
$2770-\operatorname{H2}=\mathrm{F} 1 \stackrel{2}{2}$
Listing 1 continued on page 44

Listing 1 continued：
2780 BGTO 2820
$2790 \mathrm{~B}=\mathrm{A} \% * \operatorname{SIN}(\mathrm{~A} 1) / \Xi \operatorname{IN}(\mathrm{B} 1)$
$2800 \mathrm{Fi}=\mathrm{EH} \mathrm{SIN}(E 1 *(A-X) / A)$
2 G10 F2 $2=F 1$ 2
2020 RETIRN
2gGO FEM SUBFIOITINE FGR TAELE OF VALIES
2g40 FRINT ISING＂\＃\＃．\＃\＃\＃＂；
2GO FFINT TAB（14）；
2EGO FRECNT IGING＂\＃．\＃\＃\＃＂；Fi；
玉G7O FFINT TAB（こも）；
2GBO PRRNT IGING＂H．\＃\＃\＃＂；Fこ
2\％O FETIIFN
ZOO FEM EUBFIDITINE FOR GFAFHIEAL FDFM

2GO FRINT TAB（5）
20GOFRINT UEING＂\＃\＃．\＃\＃\＃＂；W；
2G40 FK゙JNT＂1＂；
2\％SO FOR F\％TO F\％

2970 NEXT FO
25 EO FRINI
2900 FETUKN
EOOO FEM OINTINUE BF FINJEH
3010 FFINT ：FRIN＇
OOZO FKJNT＂HOHLI YBUI LIKE TG STIUY ANGTHEF FAJF GF ELEMENTS？＂
BOSO PRINT＂ENTER A YES OR MO＂
GOMO INFITT A\＄
OOGO IF As－＂YES＂THEN 190
3060 IF $A \$$＂NO＂THEN SOOO
3070 ENII

Text continued from page 37：
single function，$\psi$ ，must describe a single particle．Thus at the junction of the two sides of the well，the solution for the left side must take on the same value as the solution for the right side：

$$
\psi_{L}=\psi_{R} \text { at } x=0
$$

－In addition，the solutions for the left and the right sides must fit together smoothly at the junction of the two sides．

Mathematically，this fourth re－ quirement is met if the first derivatives of the solutions for the left and the right sides of the well take on the same value at the junction：

$$
\frac{d \psi_{L}}{d x}=\frac{d \psi_{R}}{d x}
$$

at $x=0$ ．
There is a further complication in the solution for the right side of the potential well．Two cases must be distinguished．The total energy of the
electron，$E$ ，may be greater than the potential difference between the elements，$V_{0}$ ，or $E$ may be less than $V_{0}$ ．According to classical theory，if $E$ were less than $V_{0}$ ，the electron would never be able to pass into the region of the bond that is represented by the upper level of the potential well．But such is not the case in quantum mechanics．

Because of the wave－like nature ex－ hibited by submicroscopic particles， it is possible for an electron to enter an area where its total energy is less than the potential of that area．If $E>$ $V_{0}, \psi_{R}$ is a sine function designated $\psi_{R, i}$ similar in form to the solution for the left side of the potential well．But if $E<V_{0}$ ，then $\psi_{R}$ is a linear combina－ tion of hyperbolic functions designated $\psi_{R_{i} i i}$ ．The Schrödinger equation and these boundary condi－ tions lead to the equations listed in table 2 ．The program in listing 1 por－ trays electron behavior in a chemical bond based on these equations．

## Algorithm for Simulation

To simulate the behavior of the
electron in a chemical bond，the pro－ gram executes the following steps：

1．determine the potential difference， $V_{0}$ ，between the two elements that make up the molecule
2．determine the bond length，$a$
3．determine the parameter，$n$ ，which is a function of $V_{0}$ and $a$
4．determine $\alpha a$（where $\alpha$ is equal to the momentum of the particle divided by $\hbar$ when the particle is in the left，low side of the well）by solving the appropriate transcen－ dental equation depending upon whether $E>V_{0}$ or $E<V_{0}$
5．determine $\beta a$ or $\gamma a$（where $\beta$ and $\gamma$ correspond to $\alpha$ ，but for the right， high side of the well）depending upon whether $E>V_{0}$ or $E<V_{0}$
6．determine the coefficients $B$ or $C$ and $D$ in terms of $A$ depending upon whether $E>V_{0}$ or $E<V_{0}$
7．evaluate $\psi_{L}$ and，depending upon whether $E>V_{0}$ or $E<V_{0}$ ， evaluate either $\psi_{R, i}$ or $\psi_{R, i}$
8．list the values of $\psi$ and $\psi^{2}$ in tabular form or display $\psi^{2}$ in graphical form

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Table 2: Equations and definitions for solving Schrödinger's equation. The author is indebted to Lars Melander for the potential-well model described in this article and the equations listed in this table. For a complete description of the problem and its solution see Melander's article "Rectangular Box Model of the Polar Bond" in the Journal of Chemical Education, October 1972, pages 686 thru 688. Melander's article was the inspiration for the program of listing 1.
$A \frac{d^{2} \psi}{d x^{2}}=\frac{-2 m E \psi}{\hbar^{2}}=-\alpha^{2} \psi ; \psi_{L}=A \sin (\alpha(x+a))$
The Schrödinger equation and its solution for the left side of the potential well. The solution can be verified by differentiating $\psi_{L}$ twice.

B i) $\frac{d^{2} \psi}{d x^{2}}=\frac{-2 m\left(E-V_{0}\right) \psi}{\hbar^{2}}=-\beta^{2} \psi ; \psi_{R, 4}=B \sin (\beta(a-x))$ for $E>V_{0}$
ii) $\frac{d^{2} \psi}{d x^{2}}=\frac{2 m\left(V_{0}-E\right) \psi}{\hbar^{2}}=\gamma^{2} \psi ; \psi_{R, i i}=C \underset{\text { for } E<V_{0}}{\sinh (\gamma x)}+D \cosh (\gamma x)$

The Schrödinger equations and their solutions for the right side of the potential well. There are two possible solutions depending upon whether $E$ is greater than or less than $V_{0}$. The solutions can be verified by differentiating $\psi_{R}$ twice.
$C n^{2}=\frac{2 m V_{0} a^{2}}{\hbar^{2}}$
Definition of $n$, a parameter which is a function of $V_{0}$ and $a$. It is introduced for reasons of convenience.

D i) $\beta^{2} a^{2}=\alpha^{2} a^{2}-n^{2}$ for $E>V_{0}$
ii) $\gamma^{2} a^{2}=n^{2}-\alpha^{2} a^{2}$ for $E<V_{0}$

Identities that can be verified by combining the appropriate definitions from $A, B$ and $C$.

E i) $\left.\begin{array}{rl}\frac{\sqrt{\alpha^{2} a^{2}-n^{2}}}{\alpha \hat{a}} \\ \operatorname{tin}(\alpha a) & =-\tan \left(\sqrt{\alpha^{2} a^{2}-n^{2}}\right) \text { for } E>V_{0} \\ \frac{\sqrt{n^{2}-\alpha^{2} a^{2}}}{\alpha a} & \tan (\alpha a)\end{array}\right)=-\tanh \left(\sqrt{n^{2}-\alpha^{2} a^{2}}\right)$ for $E<V_{0}$
Pair of transcendental equations that derive from the boundary conditions. They determine the value of $\alpha a$ given $n$. The equation used depends upon whether $E$ is greater than or less than $V_{0}$.
$F$ i) $B=A \sin (\alpha a) / \sin (\beta a)$ for $E>V_{0}$
ii) $\begin{aligned} C & =-D / \tanh (\gamma a) \quad \text { for } E<V_{0} \\ D & =A \sin (\alpha a)\end{aligned}$

Equations which define the coefficients of the solutions for the right side of the potential well in terms of the coefficient (amplitude), $A$, of the solution for the left side of the potential well. These equations also derive from the boundary conditions.

A small data file is created. The file contains a list of elements capable of forming a diatomic molecule by exchanging or sharing a single electron with another element. The file contains the following information: the chemical symbol of the element, its ionic radius, ionization potential, and electron affinity. [Note: The ionic radius of an element depends upon whether the molecule is a single unit, as in the gas phase, or whether it belongs to a larger group as in the crystalline or solid phase. The crystalline ionic radii used in this program may be found in the Handbook of Chemistry and Physics, Chemical Rubber Company, 18901 Cranwood Parkway, Cleveland OH 44128.]

The program lists the elements by
name and symbol after a short introduction. The operator enters the symbols for the two elements to be involved in the bond. The program determines potential energy, $V_{0}$, and the bond length, $a$, then solves for and prints out the parameter, $n$. Then the product of the momentum and the bond length, $\alpha a$, must be determined. If the diatomic molecule is in a state of lowest energy, the ground state, then $\alpha a$ must lie in the interval between 0 and $\pi$.

Theoretically, the best method of solving the appropriate transcendental equation for $\alpha a$ would be to evaluate each side of the equation separately for all values of $\alpha a$ between 0 and $\pi$, and find the point at which the two sides of the equation
are equivalent. It is possible for a computer to find the correct value of $\alpha a$ by stepping $\alpha a$ from 0 to $\pi$ in very small increments. In practice, this is far too time-consuming, especially on a small computer.

The program of listing 1 determines the value of $\alpha a$ in two stages. In the first stage, $\alpha a$ is increased from 0 to $\pi$ by steps of 0.1. A graph of each side of the transcendental equation is plotted on the same axis. The point where the two lines generated by the two halves of the equation intersect gives a rough approximation to the proper value of $\alpha a$. The operator then enters the value of $\alpha a$ immediately before the point of intersection. The program begins with this value of $\alpha a$ and increments it in steps of 0.0004 . When


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the difference between the two sides of the transcendental equation (squared so that negative numbers are inconsequential) is a minimum, the program prints out the value of $\alpha a$. Depending upon the relative size of $\alpha a$ and $n$, the program then evaluates and prints out either $\beta a$ or $\gamma a$.

Next the coefficients of the equations for the right side of the potential well are determined in terms of $A$, the amplitude of the wave equation for the left side of the potential well. The value of the coefficient $A$ could be determined by normalization, making the probability that the electron is at some point between $-a$ and $+a$ equal to 1 . In this program, the wave equation is left unnormalized.

The equations defining the relationship among these coefficients are
the result of application of the boundary conditions. Finally, numerical values of $\psi$ and $\psi^{2}$ can be determined. The program evaluates $\psi$ for each side of the potential well at fractional intervals along the bond length according to the appropriate equation. The data is available to the operator either in tabular or in graphical form. As might be expected, the graphical form gives a better impression of how the electron behaves in the bond.

## Characteristics of the Program

The program of listing 1 was written in AlphaBASIC to run on an AlphaMicro Systems AM-100 computer. The hyperbolic trigonometric functions, $\sinh (x)$ and $\cosh (x)$, do not appear in AlphaBASIC. But these functions can be defined in terms of
the natural exponential function, which appears in most versions of BASIC:

$$
\begin{aligned}
& \sinh (x)=\frac{e^{x}-\mathrm{e}^{-x}}{2} \\
& \cosh (x)=\frac{\mathrm{e}^{x}+\mathrm{e}^{-x}}{2}
\end{aligned}
$$

In these equations, $e$ is the base of the Napierian natural logarithm and has a value of approximately 2.71828 . Otherwise there are no unusual statements or functions in the program. The processing of mathematical variables is carried out in floating-point notation with elevendigit accuracy.

The formatted output rounds off all results at the third decimal place.

Text continued on page 56

Listing 2: A sample execution of the program of listing 1.

```
RIMM CHHENG
```


## - FFOFILE BF A OHEMICAL BONLI-

THE ELEGTRON LEMEITY IN THE DHEMIGAL BOMLI GF A LIATGMGC NGLEGILE

 AVEFAIGF: OF THE IONIZATIDN ENERGY AND THE ELEGTKON AFFINJTY OF AN ELEMENT OFFEFS A MEASLBE OF THE FOTENTIAL OF THE ELEMENT.

```
    THIE PRONFAM IGLEULATEG A FROFlLE OF A EHEMJGAL BGNN HAGEEI
UFON THIS INFORMATION. FROM THE L.IST IF ELEMENTS BELDW, SEIEET TWG
WHJEH WIILL MAKE IIF THHE MOLEEGILE. ENTEF THE SYMEOLE FON THESE
ELEMENTE AT THE FEOSEST DF THE FROURGMM.
```

| HYLIROLIEN | H |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| LITHJIM | - Lj | FLOURINE | -- | F |
| EOLIIM | Na | GHLORINE | - | $\underline{C 1}$ |
| FGTnseIUM | \& | EFiOMINE | - | Er |
| RTIE ILIJM | - Rt. | IGLINE | - | I |
| GEGIUM | - Es |  |  |  |

ENTEF ELEMENT NLIMHER GINE - Na
ENTEF ELEMENT NIMMEF TWÏ - CI

```
VO = 5.743
    N = 3 . 4 1 4
```

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Listing 2 continued:


AT NHAT VALIE OF A1 DO THE LINEG SEEM TI INTEFEEET?
$A 1=? 2.3$
HIE POINT OF INTEFGEGTIGN IS:
$A 1=2.375$
G1 $=2.44 \%$

- EALELLATIGN GF FEI

LUG YDU WNNT DUTFUT AG TAELE GF VALIES (1) GF IN BFAFHIGAL FGNM (Z)? ENTEF A 1 OR 2 $亏 \cdot 1$
$A$
-1.000
-0.980
-0.875
-0.818
-0.750
-0.068
-0.65
-0.563
-0.500
581
0.000
0.148
0.268
0.431
0.560
0.677
0.776
0.863
0.626
$(1.81) 2$
0.000
0.022
0.086
0.186
0.311
0.156
0.606
0.744
0.861

Listing 2 continued on page 52

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- Resolution of both 0.01 and 0.005

In, $(0.1 \mathrm{~mm}$ and 0.2 mm$)$,

- Baup rate and step slaer easily
aperiged
- oomplataly assambled arúg ready
tp us?


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Listing 2 continued:

| -0.489 | 0.673 | 0.947 |
| :---: | :---: | :---: |
| -0.375 | 0.9 家 | 0.993 |
| -0.313 | 0.95 | 0.69 |
| -0.250 | 0.977 | 0.95 |
| -0.153 | 0.65 |  |
| -0.125 | 0.872 | 0.761 |
| -0.063 | $0.7 \% 0$ | 0.625 |
| 0.000 | 0.691 | $0.47 \%$ |
| 0.063 | 0.591 | 0.350 |
| 0.125 | 0.506 | 0.26 |
| 0.180 | 0.432 | 0.186 |
| 0.250 | 0.368 | 0. 135 |
| 0.313 | 0.813 | 0.008 |
| 0.375 | 0.265 | 0.070 |
| 0.430 | 0.22 O | 0.050 |
| 0.500 | 0.187 | 0.035 |
| 0.65 | 0.15 | 0.024 |
| 0.625 | 0.127 | 0.016 |
| 0.685 | 0.101 | 0.010 |
| 0.750 | 0.078 | 0.006 |
| 6. 813 | 0.057 | 0.003 |
| 0.875 | 0.037 | 0.001 |
| 0.950 | 0.018 | 0.000 |
| 1.000 | 0.000 | 0.000 |

WOULII YOUI LIEE TG GEE THE GRAFHILAL FORM? ENTER A YES OR NO ? YES

## BRAFHIEAL FOFM

(FEl)
$-1.0001$
$-0.991=$
$-0.8751==-$
$-0.9131-\cdots=0=$
$-0.7501==-=-=-\cdots-\cdots=-=-=$













0.1251 $==-=-=-=-==$
0. $1 \mathrm{EQ} 1 \quad====-====$
0. $2 \mathrm{6O1}==-=\div=$
0.3131 ==-
$0.3751==$
$0.4361=$
$0, \cos =$
U. 느이 =
0.6251
0.6881
0.7501
0.8131
0. 87
0.0351
1.0001

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WOULLI YOIU LJEE TIG ETULIY ANITHEF FAIF GF ELEMENTS?
ENTER ○ YES LIR NI
Ү YES

| ITEN | H |
| :---: | :---: |
| I. 1 THIDM | l - |
| EDLItM | Na |
| FQTngEllM | K |
| RUEILITIM | FLI |
| EEEIIM | C |


| FLOURINE | $-F$ |
| :--- | :--- |
| CHLORINE | -EI |
| EROMINE | -Br |
| IOEINE | -1 |

ENTEF ELEMENT NLIMEEF GNE - H FHTER ELEMENT NUMEEER TINO - I
$\begin{aligned} & V=0.439 \\ & N=1.270\end{aligned}$

WHEN REALIY TG COITTJNIIE TYFE A EAFRIAGE RETIHN.

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```
AT WHAT YALUE OF AI [MG THE LINES EEEM TG INTERGECT?
A1 = ? 1.70
THE FOINT GIF INTEREEGTJUN JS:
A1 = 1.7%1
B1 = 1.264
-CALELILATION OF F:GI-
[IG YOII WANT OUTFIIT AS TABLE GF VALIES (1) ING IN GFINHIJEAL FGFM (2)?
ENTER A 1 OR 2
? 1
```

TABLE IIF VALIEE

| A | FS1 | (FSI) ${ }^{\text {a }}$ |
| :---: | :---: | :---: |
| -1.000 | 0.000 | 0.000 |
| -0.938 | 0.112 | 0.012 |
| -0.875 | 0.222 | 0.049 |
| -0.813 | 0.330 | $0.10 \%$ |
| -0.750 | 0.433 | 0.183 |
| -0.68e | 0.531 | 0.282 |
| -0.625 | 0.622 | 0.397 |
| $-0.56 .3$ | 0.706 | 0.498 |
| -0.500 | 0.781 | 0.610 |
| -0.438 | 0.846 | 0.715 |
| -0.375 | 0.900 | 0.310 |
| 0.313 | 0.943 | 0.885 |
| -0. 250 | 0.974 | 0.949 |
| -0.188 | 0.95 | 0.937 |
| -0.125 | 1.000 | 1.000 |
| -0.06.3 | 0.9\%4 | 0.998 |
| 0.000 | 0.976 | 0.952 |
| 0.083 | 0.943 | 0.099 |
| 0.125 | 0.915 | 0.837 |
| 0.185 | 0.676 | 0.76 .7 |
| 0.250 | 0.631 | 0.691 |
| 0.313 | 0.782 | 0.611 |
| 0.375 | 0.727 | 0.529 |
| 0.438 | 0.668 | 0.446 |
| 0.500 | 0.605 | 0.366 |
| 0.563 | 0.553 | 0.289 |
| 0.625 | 0.467 | 0.218 |
| 0.688 | 0.394 | 0.155 |
| 0.750 | 0.313 | 0.101 |
| 0.813 | 0.240 | 0.058 |
| 0.375 | 0.161 | 0.026 |
| 0.938 | 0.081 | 0.607 |
| 1.000 | 0.000 | 0.000 |

```
INOULLI YOUI LIKE TOG SEE THE GKAFHIIGAL FOINM?
ENTER A YES OR NO
? YES
```

Text continued from page 48 :
The format (PRINT USING) statements are somewhat rare and may have to be modified according to the particular version of BASIC with which you happen to be working. The program requires no special graphics systems. All graphic features are generated by using terminal keyboard symbols (such as the asterisk).

## Uses of the Program

The program can be easily adapted for further study of chemical bonds in diatomic molecules. You can study the electron distribution for different bond lengths at a constant potential difference. Alternately, you could study the electron distribution for varying potential differences at a constant bond length.

It is also possible to estimate the ionic character of the bond. If the potential difference between two elements was infinitely large, the electron would be confined indefinitely to the lower side of the potential well. The most probable electron location in a symmetrical well would be at the center of the well, in this case at $x=-0.5 a$. Since one nucleus would


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Listing 2 continued:
(FB) 2
$-1.0001$
$-0.9561$
$-0.6751=$
$-0.8131:=$
$-0.7501-\pi=-\pi=-=$




















$0.561==-=-=-=-=-$
O. $6251===-=====$
0.6E日1 $=======$
$0.7501=-==$
0. $3131=$
$0.0751=$
0. 961
1.0001

HOULD YOUI LTKE TO ETULYY ANGTHEF: FAIF: OF ELEMENTS? ENTEF A YES UF NO ? NG
have exclusive possession of the electron, such a bond would be $100 \%$ ionic.

If there was no potential difference between the two elements, the most probable location in the symmetrical well would again be the center of the well, but this time at $x=0$. The bond has $0 \%$ ionic character.
All real molecular bonds lie between these two extremes. To estimate the ionic character of a bond, search for the fractional value of the bond length at which the probability distribution curve has maximum amplitude. Multiply this number by two, make it positive, and convert it to a percentage form. The result is a model estimate of the ionic
character of the bond.
This program represents a mere peek at the quantum mechanical world of atoms and molecules. Much has been discovered and much remains to be discovered. The computer facilitates investigation of this world. Moreover, the computer can be a spur to our imagination beckoning us to new vistas in the microscopic world and beyond.

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# Hewlett-Packard's New Personal Computer The HP-85 

Christopher P Morgan<br>Editor-in-Chief

Photos by Ed Crabtree

A question often heard in personal computer circles is, "When is Hewlett-Packard going to bring out a personal computer?" The question has been answered, and the new HP-85 computer is quite a system.
Hewlett-Packard (HP) has long been a respected manufacturer of minicomputers, desktop calculators, and handheld calculators; the high quality of their electronic test equipment is well known to the engineering
community. Hewlett-Packard also has the reputation for being a careful, conservative company, and the HP-85 is, not surprisingly, a logical outgrowth of their desktop and handheld calculators.

We recently had the opportunity to audition the HP-85. Our preliminary findings are listed below.

## System Features

The basic HP-85, shown in photo

1, costs $\$ 3250$ and consists of a microcomputer with a custom 8 -bit processor and several other custom integrated circuits, data cartridge drive for DC-100 tape cartridges, a highresolution video display with a 5 -inch screen (measured diagonally) with resolution of 256 by 192 dots (individually addressable) for graphics, 16 lines by 32 characters of text, keyboard, and thermal printer. The unit comes with 16 K bytes of program-


Photo 1: Hewlett-Packard's new entry into the personal computer market: the HP-85. The $\$ 3250$ unit features a 5 -inch video display, data cartridge drive, keyboard with user-programmable keys, and thermal printer. The HP-85 also offers interesting graphics capabilities. Every point on the 256 by 192 dot array can be individually addressed by the programmer. The built-in thermal printer can make a copy of any graphic design on the screen or any alphanumeric data. Sophisticated features included in this unit are a hardware and software self-test key; four levels of security protection for files on data cartridges; plug-in memory expansion to the basic package of 16 K bytes of programmable memory and 32 K bytes of read-only memory; ANSI standard Enhanced BASIC with the ability to chain programs together; and line editing.


## The Honor Graduate

There's been a lot of talk lately about intelligent terminals with small systems capability. And, it's always the same. The systems which make the grade in performance usually flunk the test in price. At least that was the case until the SuperBrain graduated with the highest PPR (Price/Performance Ratio) in the history of the industry.

For less than $\$ 3,000^{*}$, SuperBrain users get exceptional performance for just a fraction of what they'd expect to pay. Standard features include: two dual-density mini-floppies with 320 K bytes of disk storage, up to 64 K of RAM to handle even the most sophisticated programs, a CP/M Disk Operating System with a high-powered text editor, as-
sembler and debugger. And, with SuperBrain's S-100 bus adapter, you can even add a 10 megabyte disk!

More than an intelligent terminal, the SuperBrain outperforms many other systems costing three to five times as much. Endowed with a hefty amount of available software (BASIC, FORTRAN, COBOL), the SuperBrain is ready to take on your toughest assignment. You name it! General Ledger, Accounts Receivable, Payroll, Inventory or Word Processing . . . the SuperBrain handles all of them with ease.

Your operators will praise the SuperBrain's good looks. A full ASCII keyboard with a numeric keypad and function keys. A non-glare, dynamically focused, twelve inch screen. All in an attractive desktop unit weighing less than a standard
office typewriter. Sophisticated users will acclaim SuperBrain's twin Z-80 processors which transfer data to the screen at 38 kilobaud! Interfacing a printer or modem is no problem using SuperBrain's RS232C communications port. But best of all, you won't need a PhD in computer repair to maintain the SuperBrain. Its single board design makes servicing a snap!

So don't be fooled by all the freshman students in the small systems business. Insist on this year's honor graduate . . . the SuperBrain.


2300 Broad River Road, Columbia, SC 29210 (803) 798-9100 TWX: 810-666-2115
mable memory ( 14,500 of which are available to the user) expandable to 32 K bytes, and 32 K bytes of readonly memory. The latter contains the operating system and the Enhanced BASIC package.

## Data Cartridges

One of the main differences between the HP-85 and most other small systems on the market is its use of data cartridges for reading and writing programs and data. This is not surprising, since the company expects to sell the unit in large quantities to professionals, and the data cartridge is one of the most reliable forms of mass storage available today. The cartridge-drive slot is located on the front of the machine (see photo 1).
Each cartridge can hold 780 program records consisting of 192 K bytes each, or 850 data records of 210 K bytes. There can be a maximum of forty-two named files per cartridge.

Cartridge rewind time is 29
seconds; search speed is 152 cm ( 60 inches) per second; data transfer speed is 25.4 cm ( 10 inches) per second; and tape length is 43 meters ( 141 feet). With the data cartridge system the user can create data files, input arrays into the computer with a single program statement, store an "autostart" program that is automatically loaded and executed at power-on, and secure programs from unauthorized access.

## Keyboard

The keyboard is divided by function: the typewriter keyboard for entering alphanumeric data, the numeric pad for entering numeric information, and eight user-definable keys. (These keys are located directly under the video screen. Labels for the keys can be entered by the user and will appear at the bottom of the screen). Display, editing, and systemcontrol keys permit the user to control the video display. The keyboard is hinged and can be easily swung out
of the way after the cover is removed to service the processor board (see photo 3).

## Video Display

One of the HP-85's strong points is its graphics and alphanumeric display capability. Sixteen lines of text can be displayed at a time on the screen, but a buffer holds up to sixty-four lines, so the user can back up and see a part of a listing that has scrolled off the screen- a decided convenience in writing or debugging programs. If you come to the end of the sixty-fourline section in the buffer, the display wraps around to the beginning again. Characters are formed in a 5 by 7 dot matrix.

In the graphics mode, the display consists of a 256 (wide) by 192 (high) dot field, giving a total of 49,152 individual dots available for high-resolution plotting. The HP-85 also stores the last alphanumeric display and the last graphics display in separate buffers so the user can switch more freely


Photo 2: Inside the HP-85, showing the 5-inch video display cathode-ray tube, thermal printer, and data cartridge drive. The processor board is located under the keyboard (see photo 4). Note the set of user-definable keys at upper left of the keyboard. Labels for these keys are displayed at the bottom of the video screen.

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". . . but the really impressive stuff is in the back room."
from one mode to the other without losing data.

Readers familiar with the company's desktop calculators will be immediately at home with the HP-85's graphics-handling routines. There are sixteen graphics commands for setting up graphs, locating the origin, and scaling and labeling the axes quickly.

Anything that appears on the screen can be printed on the thermal printer by simply pressing the GRAPH and COPY keys in that order. You may also enter commands from the keyboard while in graphics mode. Inverse video is also available, as well as a BPLOT routine for userdefined graphics.

The alphanumeric characters are on the small side compared to the average personal computer display because of the screen size. However, they are quite readable - not unlike the IBM 5100 display. Screen editing is convenient. There are five cursor-
control keys, plus keys for clearing the screen, a line, or a single character. The ability to edit within a program line is a great time saver.

## Security

The HP-85 offers unprecedented versatility when it comes to securing data and programs. The SECURE command is used to prevent specific program files from being listed, edited, or stored; to prevent any file's name from appearing in the directory listing; and to protect the user from writing over a file. The UNSECURE command removes security on secured programs or data files. The file name to be secured must already appear in the directory (ie: it must already exist on tape).

The file name may be any string of characters except the null string. The system takes the first two characters of the string and stores them as the security code. There are four levels of security.

At level 0 , the program may not be listed or edited. Level 1 further prevents the program from being duplicated. At level 2, the program may also not be overwritten. Level 3 removes the name of the file from the catalog and replaces it with blank.

## Printer

The thermal printer operates in both alphanumeric and graphics modes. In the alphanumeric mode, it can print the full 128 -character ASCII character set, which includes uppercase and lowercase letters, numerals, and special symbols. The full character set can be underlined. Printer speed is 2 lines per second.

## Enhanced BASIC

The HP-85's Enhanced BASIC interpreter meets and exceeds the most recent ANSI standard. Its features include: 12-digit accuracy and exponents up to $\pm 499$ for calculations; extremely versatile


Photo 3: Internal view of the HP-85, showing the processor board under the hinged keyboard. The 8-bit processor is a custom Hewlett-Packard design, as are most of the integrated circuits in the computer.


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[^1]string-handling capability (a string in HP-85 Enhanced BASIC can theoretically be up to 32 K bytes long) compatible with string handling on other HP computers; 42 predefined functions; formatted output; the ability to chain BASIC programs together; multistatement lines; a programmable sound generator that can play single-voice lines of melody through the built-in speaker or make audible beeps at predetermined times during the execution of a program; and calculator capability. For debugging, the user can single-step through BASIC programs, branch ON ERROR, or have the program provide a default value with DEFAULT ON to enable a program to continue executing. In particular, the formatted-output capability is useful for generating headings, columns, and spaces for program output.

## Self-Test

A unique feature of the HP-85 is the built-in self-test routine. When the TEST key is pressed, the computer runs through an electronic check of all internal components - a
feature common to many HewlettPackard electronic instruments. If everything checks out correctly, a particular set of characters is displayed on the screen. (The graphics display will be cleared, but programs and variables in memory will remain intact.) If the system is not operating correctly, the system displays "Error 23 SELF TEST."

## Input/Output

Photo 4 shows the back of the HP-85 and the four input/output (I/O) ports. Additional memory can be added via the ports. The company will be introducing a variety of peripherals for the unit, including dual 5 -inch floppy-disk drives, external printers, plotters, and so on. An extra 16 K bytes of memory costs $\$ 395$.

## Software

Software currently available on data cartridges for the HP-85 includes BASIC training, general statistics, mathematics, electrical engineering, finance, linear programming, and regression analysis. Each package costs $\$ 95$. More packages are under
development. BASIC program developed for Hewlett-Packard's desktop computers can be adapted for use on the HP-85, as can most programs written in ANSI BASIC. The unit also comes with a well-written, 350 -page owner's manual and a standard application software package. HewlettPackard is quoting immediate delivery on the HP-85.

## Evaluation

We were impressed with the performance of the HP-85 computer. The graphics alone make this an attractive, albelt not inexpensive, alternate to existing small systems on the market. And many of its features are unique. Although Hewlett-Packard is pinning its hopes on heavy sales to the professional marketplace, it is our guess that many personal computer experimenters and hackers will want this machine.

In future issues of BYTE we will evaluate the HP-85 in greater depth.

For further information about the HP-85, contact: Inquiries Manager, Hewlett-Packard Co, 1507 Page Mill Rd, Palo Alto CA 94303 .


Photo 4: Rear view, showing the four I/O ports and their removable covers.


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## Progromaning Ovickies

# Gear-Ratio Calculation for Bicycle Derailleurs 

John A Lehman, 716 Hutchins, Apt 2, Ann Arbor MI 48103

KERCHUNKI "Hey, what gear is next on this thing?" asked my wife, Lisa. Since my old, reliable three-speed bicycle suffered a close encounter of the worst kind with a car impatient to turn right on a red light, we had both decided to buy used ten-speed bikes. Unfortunately, that meant having to worry about seven more "speeds."
"Why don't you use your computer to figure out what order to do things in ${ }^{\prime \prime}$ she asked. This was a good suggestion, especially since one of our neighbors had been wanting me to figure out whether it would be worthwhile for him to change from a five-speed to a ten-speed shift mechanism. The result is this Programming Quickie which describes a program that helps answer these and other questions.

The most popular gear shift mechanism on bicycles these days is the derailleur. This mechanism uses one, two, or three front gear sprockets (ie: chain wheels) and either five or six rear gear sprockets. This means that one can have a five-, six-, ten-, twelve-, fifteen-, or eighteenspeed shift mechanism. The derailleur device moves the chain between the different gear sprockets, as shown in figure 1 on page 70. This means that, unlike two- and three-speed bikes, the shift mechanism cannot go directly from low to high gear. Rather, there are as many separate sequences of gear combinations as there are front chain wheels; the rider has to combine these different sequences into one overall shift pattern.

To make things more complicated, there are fairly wide variations in the number of gear teeth on the front and rear sprockets. Differently configured gear-tooth combinations are used for different riding conditions. For example, racers who ride mostly on level ground have a narrower gear-ratio range than bike tourists who have to manage both long, level stretches and steep hills. It would be nice to be able to tell what difference it would make riding up that long hill if you changed to a given front and rear sprocket combination.

The program given in listing 1 addresses both of these problems. It will analyze any combination of between five and eighteen speeds; it will produce a shift chart to indicate the order in which to use different combinations of front and rear gear sprockets and a chart of gear range so that comparisons can be made between different combinations of sprockets with variations in the number of gear teeth.

The unit of measure used here for gear range is the traditional one of wheel size. This is the size of the front wheel that would be necessary to produce the same drive
ratio on one of the old high-wheel (ie: penny-farthing) bikes of the nineteenth century. The program is written in TDL 12 K BASIC, but should run unaltered on any computer that uses Microsoft or a similar BASIC system such as the TRS-80, PET, Apple II, or Ohio Scientific. Happy cycling, and wear a helmet!

Listing 1: A program written in TDL 12 K BASIC that calculates the gear ratios available from combinations of front and rear gear sprockets with varying numbers of teeth.

Special language features are as follows. A PRINT USING statement provides formatted output. A simple PRINT will work, but will be slightly less neat. If your BASIC does not have the EXCHANGE statement used in lines 310 thru 314, you can substitute a simple swap routine such as:
$T 1=P(J+1,1): P(J+1,1)=P(J, 1): P(J, 1)=T 1$
to perform the exchange. A question mark is an abbreviation for PRINT.
'PROGRAM TO CALCULATE 10 SPEED OR 15 SPEED GEAR RATIOS
$20 \operatorname{DIM} W(16), P(16,3)$
30 INPUT "NUMBER OF FRONT GEARS";F1
40 INPUT ' $N$ UUMBER OF GEARS ON REAR
FREEWHEEL'; R1
$50 \quad$ IF F1 $=0$ THEN F1 $=2$
60 IF R1 $=0$ THEN R1 $=5$
$70 \quad \mathrm{~N}=\mathrm{R} 1 * \mathrm{~F} 1$
80 INPUT "REAR WHEEL DIAMETER";W1
90 IF F1 $=3$ THEN 120
100
110
120
130
140
150
160
170
180
190
200
210
220
225
230
235
240
250
260
270
280
290
300
310
312
314
320
330
340
350
360
370
375
380
390
$F \$(1)=$ 'INNER ${ }^{\prime \prime}: F \$(2)=$ ' ${ }^{\prime}$ OUTER ${ }^{\prime \prime}$
GO TO 130
F\$(1) = "INNER "': $\$(2)=$ '"MIDDLE $": F \$(3)=$ '"OUTER "
FORI = 1 TO F1
PRINT "NUMBER OF TEETH ON '";F\$(I); "GEAR'";
INPUT T(1)
NEXT I
FOR I = 1 TO R1
PRINT "NUMBER OF TEETH ON "; $1 ;$ " REAR GEAR";
INPUT S(I)
NEXT I
FOR I= 1 TO F1
FOR $J=1$ TO R1
$X=(I-1)_{\star} R 1+J$
$W(X)=T(1) / S(J)_{\star} W 1$
$P(X, 1)=X: P(X, 2)=I: P(X, 3)=J$
NEXT J
NEXT I
FOR I $=1$ TO N:P(I,1) = I:NEXT I
'START SORT
FOR I = 1 TO N
FOR $J=1$ TO $N-1$
IF $W(P(J, 1))<W(P(J+1,1))$ THEN 320
EXCHANGE P(J,1),P(J+1,1)
EXCHANGE P(J,2),P(J+1,2)
EXCHANGE P(J,3),P(J + 1,3)
NEXT J
NEXT I
?:???
?"WHEEL";TAB(10);"FRONT";TAB(20);"REAR"'
FORI = 1 TO N
PRINT USING "\#\#\#.\#\#"'; W(P(1,1));
PRINT TAB(10); $\mathrm{F} \$(P(1,2)) ; \operatorname{TAB}(20) ; \mathrm{P}(1,3)$
NEXT
END

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## Notes on Gear Ratios

Contrary to popular belief, on most ten-speed bicycles the first five gear ratios are not all produced using the small front sprocket, with the top five gear ratios correspondingly produced using the large front sprocket. The actual case is more complicated, as can be seen from listing 2 .
On many bikes, the setup is as follows. The first and

Listing 2: Sample execution of the program of listing 1. The gear ratios are measured in terms of the equivalent size of the front wheel of a high-wheel (ie: penny-farthing) bicycle needed to produce the same final drive ratio.

## RUN

NUMBER OF FRONT GEARS? 2
NUMBER OF GEARS ON REAR FREEWHEEL? 5 REAR WHEEL DIAMETER? 27 NUMBER OF TEETH ON INNER GEAR? 44 NUMBER OF TEETH ON OUTER GEAR? 52 NUMBER OF TEETH ON 1 REAR GEAR? 14 NUMBER OF TEETH ON 2 REAR GEAR? 16 NUMBER OF TEETH ON 3 REAR GEAR? 18 NUMBER OF TEETH ON 4 REAR GEAR? 20 NUMBER OF TEETH ON 5 REAR GEAR? 22

| WHEEL | FRONT | REAR |
| ---: | :---: | :---: |
| 54.00 | INNER | 5 |
| 59.40 | INNER | 4 |
| 63.82 | OUTER | 5 |
| 66.00 | INNER | 3 |
| 70.20 | OUTER | 4 |
| 74.25 | INNER | 2 |
| 78.00 | OUTER | 3 |
| 84.86 | INNER | 1 |
| 87.75 | OUTER | 2 |
| 100.29 | OUTER | 1 |

READY:
lowest gear ratio is produced using the small front sprocket and the largest rear sprocket. The second gear ratio is produced using the small front sprocket and the next-to-largest rear sprocket.
Now for the anomaly. The third gear ratio is produced using the large front sprocket and the largest rear sprocket. The fourth gear ratio is obtained using the small front sprocket and the third-largest rear sprocket. For the fifth gear ratio, we move the chain back onto the large front sprocket and onto the second-largest rear sprocket.
At this point, we may become perplexed. Is there not one pattern in the sprocket use that we can remember? Well, there is some regularity. Using the small front sprocket and all the rear sprockets in order from largest to smallest, we obtain gear numbers 1, 2, 4, 6, and 8. Using the large front sprocket and all the rear sprockets in order from largest to smallest, we obtain gear numbers 3, 5, 7, 9, and 10. So really, only the very top and bottom gears fall out of the easily remembered even/odd sequence.
Now you may object, "How am I supposed to follow such a complex shifting sequence while I am dodging traffic, pot holes, and vicious dogs?" Well, you don't have to follow the sequence strictly.
Most bike riders, in fact, rarely use gears three and eight. These are the extreme combinations of large front sprocket with largest rear sprocket, and of small front sprocket with smallest rear sprocket. Since the chain has to bend rather sharply when it is set up in these combinations, mechanical stress and wear are increased.
In my own riding around hilly Peterborough, New Hampshire, I typically leave the chain on the large front sprocket and shift up and down through the range made available by moving the chain to the various rear sprockets. I move the chain to the small front sprocket when I need the bottom two gears, such as when I ride up the steep hill that leads to my home. . . . RSS■


Figure 1: Diagram of the drive mechanism of a ten-speed, derailleur-equipped bicycle. The pedal cranks (not shown) are attached to the front gear sprockets (ie: chain wheels) through the crank axle. The front derailleur device can shift the chain between the large front sprocket and the small front sprocket.
The rear gear sprockets are attached to the rear axle by means of a freewheel hub that allows the rider to stop pedaling while the bicycle remains in motion. The rear derailleur device can shift the chain between any of the five rear gear sprockets. Different front and rear sprocket combinations produce the ten gear ratios.

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# Solving Problems Involving Variable Terrain 

# Part 2: Special Cases, Including Hexagonal Grids 

Scott T Jones<br>271 NW 28th St<br>Boca Raton FL 33431

In part 1 some general terrain problems were defined. These were problems that could be expressed in terms of movement on a map, with terrain defined as any map feature affecting movement. By superimposing a rectangular grid and coordinate system on these maps, we were then able to represent the terrain with a set of boolean arrays or terrain masks. Movement, distance, and the concept of movement cost for different types of terrain were also defined. A scatter function was then defined to generate scatter maps representing all possible movement within the limits imposed by the terrain.
Finally, we demonstrated the use of these scatter maps to solve such problems as the feasibility of road construction within cost restraints and the determination of an optimal path between two points on a map, across variable terrain.
Part 2 is concerned with the application of these techniques to the problems encountered in conflict simulations.

## Conflict Simulations and the Hexagonal Grid

The most common type of conflict simulation is the war game. In a war game, playing pieces that represent military units are moved on a terrain map to simulate a battle. The map has been overlaid with a grid; each unit has an inherent movement factor; and each type of terrain has a movement cost. The ideas presented in this article were developed when I was trying to solve the problems of writing programs to play conflict simulations.
The most common grid used today is the hexagonal grid. Instead of an array of squares, the map is divided into hexagons or "hexes" to form a honeycomb pattern. Each hexagon has six adjacent hexagons. We can easily define the distance between a hexagon and any adjacent hexagon to be equal to 1 without worrying about the am-
biguous, diagonally adjacent squares that we encountered with rectangular grids. The problem is in defining a coordinate system and a distance function or metric.

Most games use an offset coordinate system. The hexagonal grid is treated as a rectangular grid in which every even-numbered column is offset by one-half the size of the squares. (See figure 9.) The trouble with this system is that there is no uniform relationship between these coordinates and a metric. Note the relationships of the coordinates of those hexagons adjacent to $(2,2)$ as opposed to $(3,2)$. Separate metrics must be used for the even and odd values of the first coordinate. Clearly, another system is required.

The solution is the slant coordinate system $(X, Y)$ where the second coordinate is constant along a slanting, diagonal line from upper right to lower left, or viceversa. (See figure 10.) The relationships of the coordinates are now consistent throughout the array.

By defining a third, dependent coordinate Z to be $X-Y+C$, where $C$ is any integer constant, our slant metric (ie: distance function) is simply the maximum of the absolute values of the differences of the three coordinates. That is, for ( $a, b, c$ ) and ( $d, e, f$ ), the distance is defined as:

$$
\max (|a-d|,|b-e|,|c-f|)
$$

The Z coordinate is constant along the other slanting line from upper left to lower right. It will be left for the reader to prove both of these statements by working examples with figure 10.

Using these slant coordinates, we can now assign any hexagon to a square in a standard, rectangular scatter

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Figure 9: When working with a hexagonal grid, a set of coordinates different from those used for a square grid must be developed. One such coordinate system, shown here, is the offset coordinate system. This system produces difficulties when the distance between two coordinates must be determined. (Numbering of figures is continued from Part 1.)
mapping. Each hexagon $(X, Y)$ is assigned to the square or element in row $X$ and column $Y$ of the two-dimensional matrix. The hexagonal scatter function HSC will assign to each element in array $B$ the value:

$$
\begin{aligned}
& \mathrm{B}(I, J)= \\
& \operatorname{HSC}(\mathrm{A}(I, J))=\mathrm{A}(\mathrm{I}, \mathrm{~J}) \text { OR } \mathrm{A}(I-1, J-1) \text { OR } \mathrm{A}(I-1, J) \\
& \text { OR A(I,J-1) OR A(IIJ+1) } \\
& \text { OR A(I+1,J) OR A(I+1,J+1) }
\end{aligned}
$$

Figure 11 demonstrates the scatter mappings that are generated from the same initial position used with the square and city scatter functions in a previous example. (See part 1, figure 4.)

If we are working with a map that already has offset coordinates printed on it, in a case where we would prefer to use slant coordinates, the following relations allow an easy transformation from one system to the other:

$$
X(\text { slant })=X(\text { offset })
$$

and

$$
Y(\text { slant })=Y(\text { offset })+I N T(X / 2)
$$

where INT is the greatest-integer function.

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Figure 10: A coordinate system that solves the distance problems found in the offset coordinate system is the slant coordinate system. In this system, one of the coordinates is constant along a diagonal (ie: slanted) axis.

## Specific Game Applications

It should now be obvious how to determine movement in a game environment when fixed terrain is the only constraint. However, in many war games, the concept of a zone of control introduces a new type of terrain. The unit may enter this zone at the normal movement cost but may not leave until the opposing unit that imposed the zone of control is removed, usually by combat of some form.

A unit's zone of control is usually defined as all positions (ie: squares or hexagons) that are adjacent to the unit's own position. In other words, a unit's zone of control is simply the first scatter mapping of its position. Thus, when moving with the constraints of zones of control, a new terrain map $Z$ must be defined where $Z(I, J)$ is 0 if $(I, J)$ is 1 in the first scatter mapping of any opposing unit, and $Z(I, \eta)=1$, otherwise.
This terrain map is then used to mask out starting positions that will be used on the next scatter. This gives us the relation:

$$
\begin{array}{r}
M n=M n-1 \text { OR (T1 AND XSC(Z AND } M n-1)) \\
\text { OR (T2 AND XSC(Z AND } M n-2))
\end{array}
$$

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Figure 11: An example of the hexagonal scatter-function mappings that develop from a central starting point, assuming that the movement cost of all terrain is equal.

This relation now shows how we can "premask" our scatter mappings to include the effects of zones of control or other types of no-exit terrain found on our terrain map
while we postmask to include the effects of movement costs.

This relation is the basis for our movement algorithm in most conflict simulations. With it, we can easily determine not only if a unit can reach a position, but also if the unit is inhibited by opposing units or if it is surrounded. By operating with sets of these scatter mappings, we can even coordinate the moves of a group of units. Scatter mappings can be weighted by the relative combat strengths of the corresponding units so that sums of these weighted mappings represent the total strength that can be applied to any position on the map.

The metrics (ie: distance functions) work well as range functions for game features that are unaffected by ter- rain, such as determining the range to
 a target in the simulation of naval battles. Line-of-sight rules that govern the use of projectile weapons in land-battle simulations pose new problems which we will not attempt to resolve at this time.

## Directional Terrain Features

In a game environment, concessions are often made to the scale of the terrain map. This means that prohibited terrain, like rivers, or ideal terrain, such as roads, must be represented in a nonstandard way. In situations where you are not fixed by the terrain map provided with the game, you may either increase the scale so that terrain types can be easily isolated, or reduce the scale so that single locations contain many types of terrain, but the effects are dominated by only one type.

With a fixed scale, however, our algorithm must be modified. For example, when we have roads that lower the movement cost for units following the road, we must first adjust our cost scale so that this cheaper, road-movement cost is our unit cost.

Next we must define a set of directional terrain masks which function like the zone-of-control masks to premask invalid starting positions for the direction being considered. In the mask for a given direction, the locations contain values of 1 if movement is allowed from the current position in that given direction. Otherwise, the locations contain 0 .
The number of directional terrain masks required equals the number of possible movement direction

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multiplied by the number of different movement costs of directional terrain. For example, if trails reduce the movement cost to one-half, and roads reduce the movement cost to one-third, on a map using the city metric scatter function, eight directional terrain masks would be required and the unit movement cost would have to be reduced to one-sixth of its original value. This reduced value must be divisible by the least-common multiple of the reduction factors.

Prohibited terrain, such as a river that occupies only the edges of a position and can be crossed only via a bridge, poses yet another problem. A bridge is an example of directional terrain that does not affect the movement cost. To include the effects of bridges, you must define a set of directional terrain premasks to be used in conjunction with all other terrain masks. To represent the effects of directional terrain that adds a constant factor to the movement costs, yet another set of premasks must be defined.

The most effective way to use these directional terrain masks is by modification of the basic scatter function. Consider a game situation where we have clear terrain (one movement factor), rough terrain (two movement factors), roads (one-half movement factor in the direction that the road travels), and bridges over rivers (restricted movement that does not alter movement cost). Let us also use the city metric.

First, we must scale all of our movement costs to reflect the lower cost for the ideal terrain. Thus, we have roads

(1), clear (2) and rough (4). Note that bridges are unaffected. Let T2 and T4 be the terrain masks for clear and rough terrain as described in part 1 of this article. Let $\mathrm{I} d$ be the terrain mask for the ideal terrain in the $d$ direction and let Pd be the terrain mask for the prohibitive terrain (eg: rivers without bridges) in the $d$ direction, where $d=1,2,3,4$. Both $\mathrm{I} d$ and Pd will be 1 only if movement is allowed from that location in direction $d$ for each position on the map. Note that $\operatorname{Id}(I, J)=\operatorname{Id}(I, J)$ AND $\operatorname{Pd}(I, J)$ for all $I$ and $J$.
Let us now define our modified scatter functions CSC' $^{\prime}$ and CSC" as follows:

$$
\begin{array}{r}
\operatorname{CSC}^{\prime}(\mathrm{A}(I, I))=\mathrm{A}(I, I) \text { OR }(I 1(I, J+1) \text { AND A }(I, J+1)) \\
\text { OR }(I 2(I, J-1) \text { AND A }(I, J-1)) \\
\text { OR }(I 3(I+1, J) \text { AND A }(I+1, J)) \\
\text { OR }(I 4(I-1, J) \text { AND A }(I-1, I))
\end{array}
$$

Similarly:

$$
\begin{array}{r}
\operatorname{CSC}^{\prime \prime}(\mathrm{A}(I, J))=(I, I) \text { OR }(\mathrm{P} 1(I, I+1) \text { AND A }(I, J+1)) \\
\text { OR }(\operatorname{P2}(I, J-1) \text { AND A }(I, I-1)) \\
\text { OR }(\operatorname{P3}(I+1, J) \text { AND A }(I+1, J)) \\
\text { OR }(\operatorname{P4}(I-1, J) \text { AND A }(I-1, J))
\end{array}
$$

Finally, by replacing CSC in the mapping relation developed in part 1 with $\operatorname{CSC}^{\prime}$ and $\operatorname{CSC}^{\prime \prime}$ we get:

$$
\begin{aligned}
& \mathrm{M} n=\mathrm{M} n-1 \operatorname{OR} \operatorname{CSC}^{\prime}(\mathrm{M} n-1) \\
& \text { OR (T2 AND CSC } \\
& \text { OR (T4 AND CSC" }(\mathrm{M} n-2)) \\
& \text { On-4)) }
\end{aligned}
$$

## Summary

We have seen that many problems involving variable terrain may be solved through the use of scatter mappings, scatter sums, premasking, and postmasking. Fixed, prohibited, and ideal terrain, as well as no-exit conditions, have been discussed in reference to our general algorithm of successive scatter mappings. Three different scatter functions and distance-function metrics have been demonstrated for use with two different grids. Two different coordinate systems have also been presented for hexagonal-grid problems.
Since you will most likely want to code it in your favorite language, I have not tried to write this algorithm as a program. I will, however, make a few suggestions. Perform logical functions on groups of elements simultaneously. The rows and columns of the arrays used in the island problem lend themselves nicely to implementation as 8 -bit bytes of data. By using a little judicious shifting of these bytes, entire arrays can be scattered with only a few operations.
Do not be afraid to waste a few bits of storage or perform a few unnecessary logical operations to gain a more general representation of your map. It is easier to employ a buffer of unused elements around your arrays than to check for array subscripts that are out of range. Notice how the water terrain provided just such a buffer in the island problem.
In conclusion, this graphical approach to terrain problems provides a viable solution for a wide range of applications, not the least of which is conflict simulation.


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# TRS-80 Performance Evaluation by Program Timing 

James R Lewis 4051 Mountain Dr San Bernardino CA 92407

I have been asked to evaluate the performance characteristics of numerous hardware and software computer products in my capacity as a systems programmer. In late 1978 I acquired a Radio Shack TRS-80 personal computer system with Level I BASIC and 4 K bytes of memory. I did not consider a performance evaluation; after all, this was my own toy. I did not have to respond to any requests for performance improvements or evaluations. Only my personal satisfaction was important.
As it turned out, I was satisfied, but my friends and colleagues were not. They were continually asking,

Listing 1: Prime-number generator written in Level I BASIC for the TRS-80. No attempt was made here to optimize the speed of execution.

| 30 | PRINT " LIST OF PRIME NUMBERS" |
| :--- | :--- |
| 40 | PRINT |
| 50 | PRINT $1 ; 2 ; 3 ;$ |
| 55 | $\mathrm{C}=0$ |
| 70 | $\mathrm{M}=3$ |
| 80 | $\mathrm{M}=\mathrm{M}+2$ |
| 90 | FOR $\mathrm{K}=3 \mathrm{TO} \mathrm{M/2} \mathrm{STEP} \mathrm{K}-1$ |
| 100 | IF INT(M/K)*K $-\mathrm{M}=0$ THEN 190 |
| 110 | NEXT K |
| 121 | PRINT M; |
| 122 | $\mathrm{C}=\mathrm{C}+1$ |
| 190 | IF M $<10000$ THEN 80 |
| 195 | PRINT "C $=" ; \mathrm{C}$ |
| 200 | END |

Listing 2: Level I BASIC version of the prime-number generator in which abbreviations were used and explanatory material omitted to increase speed. Such practices are termed "optimization.

| 80 | F.M $=5$ TOl0000S. 2 |
| :--- | :--- |
| 90 | F.K $=3$ TOM/2S.2 |
| 100 | IFI. $(M / K) * K=$ MT.N.M |
| 110 | N.K |
| 120 | P.M; |
| 190 | N.M |

"How fast does your toy run?" or "What new tricks have you taught it now?" It seemed that a comprehensive performance testing and evaluation plan was called for. I decided to compare my TRS-80 personal computer with one of the IBM computers (a System/370-148) at work. Since I was also in the process of converting from Level I to Level II BASIC and acquiring more hardware, I wanted to see if I could verify the performance improvements claimed by Radio Shack.

## Test Problem

The test problem to be solved was one familiar to computer science students: calculation of primenumber integers from 5 to 10,000 . This problem was chosen for several reasons. First, it is a problem that many computer programmers can relate to; second, it uses two program loops; and third, it requires calculations more complex than simple addition. The number of microseconds or nanoseconds required to perform a single function like addition does not adequately describe the performance characteristics of an individual computer, nor does comparison of timing determine the difference between two machines. What is needed is a comparison of a group of instructions or the use of a program representative of those which will be used extensively on that computer as the comparison base. The problem used here performs loops, does moderately complex arithmetic calculations, and performs some input/output (I/O) operations.

## Test Problem and the TRS-80 Level I

Listing 1 gives the BASIC statements from my first coding of
the test problem. Note that each keyword of the program was completely entered and spelled out in full, without regard to the abbreviations allowed in Level I. This code took 8 hours and 12 minutes to run to completion (see table 1 for a complete comparison of the results). By simply using the keyword abbreviations (ie: $F$. instead of FOR and $N$. instead of NEXT, shown in listing 2), the run time was cut to 7 hours and 12 minutes. The extra N.M (NEXT M) statement was used to speed up the loops, but at the completion of the problem run, a FOR-NEXT error results. This is okay because the problem has been completed.

Listing 3: Level II BASIC version of test program. Keywords must be spelled out in Level II, but the use of integer variables makes it faster than the optimized Level I program. Level II BASIC is also an interpretive system.

| 10 | DEFINTM,K |
| :--- | :--- |
| 80 | FORM $=5$ TO10000STEP2 |
| 90 | FORK $=3$ TOM/2STEP2 |
| 100 | IFINT(M/K)*M $=$ MTHENNEXTM |
| 110 | NEXK |
| 120 | PRINTM; |
| 190 | NEXTM |

The first performance conclusion has been reached; abbreviated syntax cut an 8 -hour program by 1 hour. This gave me a $12 \%$ improvement in throughput, the magic measure of system performance. Now the problem solution can be accelerated with faster software. For $\$ 99$ you can go back to fully spelled out keywords and still gain speed. |Although Level II BASIC requires that keywords be entered in the fully spelled out form, and displays them in that way, the keywords are stored in memory in the who KNOW Computers and offer EVERYTHING you need in Small Computer Systems


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730

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 PECIAL MATCHED PAIR!form of single-byte codes. A translation routine is used to spell out the meaning of these codes when the LIST command is given.... RSS]

## Test Problem and Level II BASIC

I sent back my TRS-80 Level I 4 K computer. A short time later it came back with Level II BASIC and an expanded 16 K bytes user memory. The original test problem now ran in 6 hours and 31 minutes. This improvement was approximately $9 \%$; there was an $\$ 11$ investment for each percent of performance gained.

| Test | Listing | hours | Run Time minutes | seconds | Description |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | , | 7 | 12 | 13 | TRS-80 Level I Nonoptimized BASIC |
| 2 | 2 | 7 | 12 | 27 | TRS-80 Level I Optimized BASIC |
| 3 | 3 | 6 | 31 | 10 | TRS-80 Level II BASIC |
| 4 |  |  | 21 | 55 | 280 Assembler Language |
| 5 | 4 |  | 22 | 50 | Z80 Assembler Language under TRSDOS Disk Operating System |
| 6 | 5 |  | 1 | 19 | PL/I for IBM 370.148 using Optimizing Compiler |
| 7 | 6 |  |  | 56 | 370.148 Assembly Language IBM 370-148 Assembly Language |

Table 1: Summary of tests in our performance evaluation. In each case the program found integer prime numbers from 5 to 10,000 .

## Test Problem and Z80 Assembly Language

Several years ago I became proficient in Datapoint 2200 assembly language, which is very similar to Z80 assembly language. I thought that several hours of coding and testing would be required to implement the test problem in Z80 assembly instructions. After several days of relearning the microinstruction format and developing the conversion and division subroutines, I finally ran my assembly test. To my surprise, it now ran in just under 22 minutes, an improvement of over 6

## Description

TRS-80 Level I Nonoptimized BASIC
IR 80 Level I Optimized BASIC
RS-80 Level II BASIC
280 Assembler Language under TRSDOS Disk operating System
PL/I for IBM 370.148 using Optimizing

IBM 370-148 Assembly Language
hours. Note that in the assemblylanguage program multiplication was not required, because all that is needed for prime number detection is division and determination of the remainder. The quotient proved useful in controlling the inner loop.

My next expansion of the system added a floppy-disk drive and more memory to a 32 K bytes total. There was an apparent five-second reduction in run time when the prime number output conversion was eliminated. However, I observed no noticeable performance change when the program ran in either the first 16 K bytes of memory or in the second 16 K bytes. Now that I had a disk and the TRSDOS disk operating system, I thought of the real-time CLOCK function now activated and wondered about its effect on performance.

## Test Problem and the TRSDOS Disk Operating System

I relocated my assembly-language program to hexadecimal location

Text continued on page 92

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Listing 4: Prime-number generator coded in Z80 assembler for the TRS-80. The Radio Shack Editor and Assembler package was used. The efficiency of assembler coding is clearly shown in the greatly reduced execution time. No interpretation is required; we are speaking in the "native language" of the machine.


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Listing 4 continued:


Listing 5: Test program coded in the PL/I language for the IBM System/370-148. An optimizing compiler was used to run this version. Compilation is more efficient than interpretation in reducing execution time. This program also finds prime numbers.

PRIME: PROC OPTIONS(MAIN) REORDER;
DECLARE (C, D, M) FIXED BINARY(3I) INIT(0); DO M $=3$ to 10000 BY 2;

DO D $=3$ TO M/2 BY 2;
IF $\operatorname{MOD}(\mathrm{M}, \mathrm{D})=0$ THEN GOTO NOT_PRIME;
END;
$C=C+1 ;$
PUT LIST(M);
NOT_PRIME:
END;
PUT SKIP DATA(C);
END PRIME:

Text continued:
7000 and constructed a disk operating system command (CMD) file. When run under the disk operating system, the test problem execution time was extended by 55 seconds. I attributed this delay to the 25 ms interrupt from the expansion interface and the processing required to service the interrupt and update the clock. This
amounted to about 4 to $5 \%$ overhead. Using the disk operating system BASIC, the $T$ command to turn off the interrupt will speed up the execution of programs not requiring clock functions. Listing 4 represents the $\mathbf{Z 8 0}$ assembly-language version of the prime number finding program.


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Listing 6: Test program coded in assembler language for the IBM 370. Writing in the native language of this very fast machine, we obtain the shortest time for finding prime numbers from 5 to 10,000.

|  | LA | R2,5 |
| :---: | :---: | :---: |
|  | SR | R10,R10 |
|  | LA | R6,2 |
|  | LR | R8,R6 |
|  | LH | R9, $=\mathrm{H}^{\prime} 10000^{\prime}$ |
| OLOOP | LA | R3,3 |
|  | LR | R7,R2 |
|  | SRL | R7,1 |
| ILOOP | SR | R4,R4 |
|  | LR | R5,R2 |
|  | DR | R4,R3 |
|  | LTR | R4,R4 |
|  | BZ | NEXTO |
|  | BXLE | R3,R6,ILOOP |
|  | CVD | R2,WORK |
|  | UNPK | DATA(7), WORK + 4(4) |
|  | OI | DATA $+6, \mathrm{X}^{\prime} \mathrm{FO}^{\prime}$ |
|  | PUT | SYSPRINT, DATA |
|  | LA | R10,1(,R10) |
| NEXTO | BXLE | R2,R8, OLOOP |
|  | CVD | R10,WORK |
|  | UNPK | DATA (7), WORK + 4(4) |
|  | OI | DATA $+6 . \mathrm{X}^{\prime} \mathrm{FO}{ }^{\prime}$ |
|  | PUT | SYSPRINT, DATA |

STARTING VALUE FOR TEST
COUNT OF PRIME NUMBERS
LOOP INCREMENT - INNER LOOP
LOOP INCREMENT - OUTER LOOP
UPPER LIMIT FOR OUTER LOOP
STARTING VALUE FOR TESTING NUMBER
COMPUTE INNER LOOP LIMIT
DIVIDE BY TWO
ZERO EVEN DIVIDEND PAIR
LOAD ODD DIVIDEND VALUE
R3 IS DIVISOR
CHECK REMAINDER
ZERO IS NOT PRIME
INNER LOOP
CONVERT PRIME NUMBER TO DECIMAL MAKE EBCDIC
SET SIGN CORRECT
OUTPUT PRIME NUMBER
INCREMENT PRIME NUMBER COUNT
OUTER LOOP
CONVERT COUNT TO DECIMAL
AND TO EBCDIC
SET SIGN CORRECT
OUPUT COUNT

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## Test Problem and the Large System

At the completion of the TRS-80 testing phase, I coded two versions of the test problem to be run on the IBM 370-148. Listings 5 and 6 show PL/I language and 370 assembler language codings of the prime-number generator. The execution times showed little difference. The PL/I version (compiled, rather than interpreted) ran in 1 minute and 19 seconds of processor time. The test run in assembler language used 56 seconds of processor time.

The best comparison between the two machine's capabilities is arranged by counting the number of instructions needed to perform division; twelve for the TRS-80 (ten of which are looped sixteen times) and one for the 370. Performance difference is also indicated by the average execution time of $1108 \mu \mathrm{~s}$ for the Z 80 division subroutine versus $30.7 \mu \mathrm{~s}$ for the DR (divide register into register) instruction of the $370-148$. This is a time ratio of 36 to 1 . If you compare a less complex function, such as 16 -bit storage-to-register load, the TRS-80 performs closer to the 370 capability; the Z80 LD HL,( $n$ ) instruction takes 16 cycles or $9.008 \mu \mathrm{~s}$, and the 370 load halfword takes $1.958 \mu \mathrm{~s}$. The 16-bit load operation compares as a 4.6 performance ratio. Thus, it is shown that a single instruction comparison does not always represent the required work performance ratio.

## Conclusions

The test program I chose can be run with the same results on both the TRS-80 and the IBM 370-148. There is a difference in system throughput and cost. An analysis of the TRS-80 performance indicates that the advertised improvements of Level I keyword abbreviations and Level II BASIC are present. The analysis of the TRS-80 BASIC versus $Z 80$ assembler language shows a significant improvement in assembler language, if you care to code the program that way or if you need the speed. I now have an answer for my friends at work when they ask about the speed differences between my personal computer system and the impersonal IBM 370-148.


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pEZ5ONNL
SOFNNAE

Editorial Listing 1 continued from page 12:


PROCEDURE new_mage
UAR
tupp : STRING[24]i
cleat-screen : CHAR
BECIN
stupp: $=$.
clear-scre日n : $=$ CHR(24);
HRITELN(clear-screenistuff);
HRITELN(,
WRITELNS, ;
WRITELN(s)
END (new_page);
PROCEDURE set arameter(UAR time : absolute_time);
vak
a.string : STRING[120];

1 : INTEGER;
Period : BOOLEAN;
decimal_count : INTEGER;
factor, result : INTEGER
PROCEDURE add_a-disil(position : INTEGER); var
disit : INTEGER;
digit : = (ORD(a_glring[position])-ORD( $\left.0^{\prime}\right)$ )
IF opriod THEN
BEGIN
decinal_count : = decimal_count $+1-i$
decimal_eount < 4 THEN
BEGIN
tine. thousandlhs : $=$ time.thousandths $+((1000$ digit) DIU factor): factor : = 10 factor
END

## END

## ELiSE (before period)

WDine.units $:=$ (lime.units * factor) + digil

BEGIN (set_earaneter)
PAGE OUTPUT):
time, units : $=0$
WHILE ( (time, units=0) AND (time, thousandths=0)) DD BEGIN

Pactor : $=10$
decinal_count $:=01$
period : = FALSE;
WRITELN( 5 ):
READLN(a-strins):
FOR i $:=1$ TO LENGTH(a-string) DO
BEGIN
CASE a-string[i] of add_a_disiti(i)! period := TRUE
END
END
END (LHHILE)
END ©set-parameter );
PROCEDURE initialize;
UAR

- 1 : INTEGER;

BEGIN (inilialize)
current-time, units $\quad:=0$
current-tine, thousandths :=0i
current-shot : $=0$;
ten_shot.grouping[0]. duration
ten-shol-grouping[1].duration
ten_shot_srouping[ 2 ]. duration
en -shot_gr ouping[ 3 j. duration
ten-shot-grouping[ 4].duration
len-shot-aroupins[5]. duration
ten-shot-sroupingt 7 j.duration
en-shol-aroupinst $\theta$ j durabion
en-shot-groupingtej. duration
ten_shat_graupins[iJ.wait_after := overhead_duration
transient-shots[0].duration $\quad i=4 ;$
transient-shots[t]. duration
FOR $i \quad:=0$ TO 1 do

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interest rates climb another two points?
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we could increase our market share by $7 \%$ by hiring three more salesmen?

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WHAT IF
passenger seat sales increase $1 / 2 \%$ per month for the next 24 months?

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allows the business manager to build a model of any corporate activities. You provide the assumptions and MINIMODEL responds with a projection of how those assumptions will affect your sales volume, revenues, costs, profitability, cash flow or any factors you specify.

## minimodel

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Listing 1 continued:
transient_shots[i].wail_after $:=$ overnead_duration;
$s:=$ 'Frelaminary data initialization';
new-Fase;
WKITELNS
":"totality" is defined as lime from second to third contacts")
s : = Enter number of exposures";
nearimumat $i=$ sunimy.units;
5 := Enter number of exposures during totality';
REPEAT
SEL_Farameter(dummu):
total_eclifse $:=$ dummy units
END
UNTIL
(total-eclifse $>$ ANS)
(tolal-ectifse < maximum):
$5:=$ Enter time of totality in "seconds. thousandths";
set $\Rightarrow$ ar meter (time-Lotality):
$s:=$ Enter slack lime margin (in seconds)
set_raraneter(slack_in_totality):
crash-ahead $:=$ TRUE
EN[1 (initialize);
FROCELIURE error_abor t ;
BEGIN
mas:inumi $:=250$;
tolal_eclifse $:=200 ;$
WNTTELNK'Unrecover
Crash ahead $:=$ false le error in data );
ENL:

REGIN
c. thousandths $:=$ a. thousandths - b. thousandths;
sigma $:=0$;
IF c.thousandths < O THEN
BEGIN
c. thousandths $:=\mathbf{c}$. thousandths +1000 ;

Inti;
E.units $:=$ aunts, - bunts + sigma

FROCEEUEE divide_limel
VAR a : absolute_ lime:
b : absolute_time;
Integer
Ga
ERIN: INTEGER[16];
a. thousandths $:=0$
a.unils := 0 i
a := b.units;
a $:=a * 1000$;
a $:=a+b . t h o u s a n d t h s ;$
a :=a IIV ni
F : = a DIU 1000;
IF F < 3276 B THEN
a.unlls $:=$ TRUNC(f)

3. thousandths

END. 3 . Lhausandtins $:=$ TRUNC(F)

PROCEDURE add_tine ${ }^{2}$ ab : absolule-time; VAR $c$ : absolule_line ); BEGIN
sigma $:=$ a.thousanaths +b .thousandths;
c. thousandths $:=$ sigma mOll 1000 ;
c.units $:=$ a.units + b.units $+(5 i g m a \operatorname{lot} 1000)$

Ni I
FROCE[URE FRint-tame (a : absolute-tame);
${ }^{\text {VAR }}=1000,=100:$ STRING[ $1 \mathrm{~J} ;$
BEGIN
 IF a.thousandths < 10 THEN $=100:=$ ' $0^{\prime}$ ELSE $=100:=\cdots ;$

EN II:
FROCELUKE NORMalize-Limins;
UAR
FROCEIURE SUM_UP-rins(ring: INTEGER; VAF rins_total : absolute-time): UAR

Indent, i : INTEGER
this_ring : absolute-line;
BEGIN
$\begin{array}{ll}\text { ring total. units } & :=0 ; \\ \text { ring-tolal.thousandens }:=0 ;\end{array}$
FOR $\mathrm{i}:=1$ TO rins_frames DO
BEGIN
this-rins.units $:=0$,
this-rins. thousand ins : = transuent-shots[rins].wait-after;
add-time this ringerins_total,ring-total);
this-ring. thousandths $i=$ transient-shots[ring j. duration:

END:
PROCEDURE SUft_UF_eClifsel VAR eclifse_tolal : absolute_limel; UAR
this-shot : absolute-tine;
inder̈rirj : [NTEGERi
BEGIN
ecjorse-Lotal.units $:=0$ o
FOR
REGIN 1 TO Lolal-eclifse 00 REGIN

Listing 1 continued on page 100

## THE DATA BASE SPECIALIST

HDBS - HIERARCHICAL DATA BASE MANAGEMENT SYSTEM WDBS - OUR FULL NETWORK DATA BASE MANAGEMENT SYSTEM

| HDBS FEATURES | ADDITIONAL FEATURES IN MDBS |  |
| :---: | :---: | :---: |
| - hIERARCHICAL DATA STRUCTURES <br> - FIXED LENGTH RECORDS <br> - READ/WRITE PROTECTION AT FILE LEVEL <br> - ONE-TOMANY SET RELATIONSHIPS ALLOWED | - hierarchical and full ne twork data strucTURES (CODASYL ORIENTED) <br> - FIXED AND VARIABLE LENGTH RECORDS <br> - multiple levels of readNrite protection AT ITEM, RECORD, SET ANO FILE LEVELS | - EXPLICIT REPRESENTATION OF ONE-TO-ONE, ONE. TO-MANY, MANY-TO-ONE AND MANY-TO-MANY SETS <br> - RECORO TYPES MAY OWN OTHER OCCURRENCES of the same record type <br> - a Single set may have multiple owner and MEMBER RECORD TYPES |

## FEATURES COMMON TO HDBS and MDBS

STRAIGHT FORWARD USE OF ISAM-LIKE STRUCTURES
SORTED, FIFO, LIFO, NEXT AND PRIOR SET ORDERING PROVIDED
COMMANDS TO ADD, DELETE, UPDATE, SEARCH AND TRAVERSE THE DATA BASE
NAMES OF DATA ITEMS, RECORDS, SETS AND FILES ARE WHOLLY USER DEFINABLE
RECORDS CAN BE MAINTAINED IN A NUMBER OF SORTED ORDERS
ROUTINES ARE CALLABLE FROM BASIC, PASCAL, FORTRAN, COBOL OR MACHINE LANGUAGE
WRITTEN IN MACHINE LANGUAGE FOR MAXIMAL EXECUTION EFFICIENCY AND MINIMAL MEMORY USAGE
SUPPORTS DATA BASE SPREAD OVER SEVERAL DISK DRIVES (MAX. 8) DISKS MAY BE MINI OR FULL SIZED FLOPPIES OR HARD DISKS

> UP TO 254 RECORD-TYPES MAY BE DEFINED IN THE DATA BASE
> EACH RECORD-TYPE MAY CONTAIN UP TO 255 ITEM-TYPES
> EACH ITEM-TYPE MAY BE UP TO 9,999 BYTES IN LENGTH

## REQUIREMENTS

- Z. 80 APPROXIMATELY 16K MEMORY -
- 8080 APPROXIMATELY 20K MEMORY -
- In addition to the operating system, host language, USER'S PROGRAM AND SOME BUFFER AREA
- 6502 APPROXIMATELY 26K MEMORY


## HDBS and MDBS PACKAGES INCLUDE

DDL DATA DEFINITION LANGUAGE ANALYZER/EDITOR. The user specifies dsta structuras to be used in a Concise Deta Dofinition Lenguage (DDL). The Data Definition Lanquage Analyzer/Editor allows the user to interactively create and edit DDL Specifications and to initialize the data beef for use besed on these specifications.

260 PAGE USERS MANUAI with extersive documentation of the Date Bese Mansoment Syatem,

DMS DATA MANAGEMENT ROUTINES. Thewe are the routines callable from the hoot languape (BASIC, PASCAL, otc.) which perform the date bese operations of finding, adding, and deleting records; fetching and storing date items; and traversing the (pomibly complex) deta structure.

SAMPLE APPLICATIÓN PROGRAM AND DDL FILES

## RELOCATOR TO RE-ORG ALL ROUTINES

SYSTEM SPECIFIC MANUAL to show how to bring up our software on your computer

| $\begin{aligned} & \text { HDBS - } 280 \text { VERSION } \\ & 8080 \text { and } 6502 \text { VERSIONS } \end{aligned}$ | $\begin{aligned} & \$ 250 \\ & \$ 325 \end{aligned}$ |  |
| :---: | :---: | :---: |
| MANUAL ONLY | \$ 35 |  |
| UPGRADE TO MDBS | \$550 |  |
| $\begin{aligned} & \text { MDES - } 280 \text { Version } \\ & 8080 \text { and } 6602 \text { VERSIONS } \end{aligned}$ | $\begin{aligned} & \$ 750 \\ & \$ 825 \end{aligned}$ | FOR FREE PRIMER |
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## MDBS-DRS FEATURES

ALLOWS ITEM, RECORD AND/OR SET TYPES TO BE ADDED TO DR DELETED FRDM AN EXISTING MDBS DATA BASE. THIS ALLOWS THE USER TO RE-DESIGN A DATA BASE AFTER IT IS ALREADY ON-LINE.

THIS FEATURE CAN ONLY BE ADDED TO THE MDBS SYSTEM.

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Listing 1 continued:
this_shot, units $:=0$;
Chis_shot. thousandths := ten_shot_groufing[index].wait_after;
add_time (this_shotectifse_total, ectifse_total)
this-shot. thousandths $:=$ ten_shot-sroupinglindey 3. duration;
ENII
ENII:
FROCEDURE freliminary_allocation;
BEGIN
$5:=$ 'Allocation of Eclifse Times...'
new_fase;
$5:=$ Tolal time for eclifse $=$.
Frint-timertime_totality);
WRITELNS
which_ring := second;
sum_ur_rins( ORD( which_ring), secons_contact_rins):
$5:=$ 'Tine reauired for second contact transient
print_tine(second_conlaci_rins):
which-ring $:=$ third;
sum_UF-ring( OFIN which_ring), third_contact_ring);
$s:=$ 'Time reauired for third contact transient
print_time (third_contact_ring);
add_tame(secons_contact_rins, thirs_contact_rins,rins_time);
$\mathrm{s}:=$ - Total time devoled to diamond ring seauences $=$ ?
print_time(rins_time);
divide_tinel (auar ter_time,second_contacl_ring,2);
$5:=$ Anticipalion lime for first diamond ring
print-lime( auarter_lime);


print-time (tot-time)i
$5:=$ slack time marsin at ens of totality
print-limes slack_intotality);
print-lime(slack_in_totality);
divide-time half-tinepring_time, 2);
$5:=$ Es:tra slack due to diamond ring overlafs
frint_lime(half-tine);
add_tine(tol_limerslack_in_totality,total-duration);
add-tine(tolal_duration,half-time, tolal_dur ation);
print-lime (total duration):
WFITELNG.
subtract-timedtime_totality, total_duration marsin_time );
5 : = Difference is time margin for allocation $=$;
Frint-time marsin_time)
END (prelifinary_allocation 3;
Procellure marsin_disfersal;
VAK
marsin-Fer-frane : absolute_lime
I : 【NTEGER;
REGIN
fivide_timetmarsin_eer_framegmarsin-time, total_ectifse)
FOF 1 : = 0 T0 9 10
Len_shot-stoufinat 1 J.wait_after $:=$
(1000 argin-fer-frame.units) +
margin_fer - frane. thousandthsi
s := Marsin fer totality frame
Norinl_lime(marsin_fer_frame)
PFOCE
gecin final_allocation:
EEC IN
$5:=$, , ecimpse(tal_time );
print Adauster tifie devoted to total phase
add_time (tol_tame,5lack_in_totality,total_duration);
add_time total-dur ation,half_time, tolal_furation);
sernt connoitle
WRITELNE.
subtract-tine(tine_totality, lotal_duration, marsin_time);
$5:=$ Marsin tine after allocation to totality-tine) ;
print-tine (marsin_tines)
ENI (final-allocation);
PROCEDURE alloc_e:\%Fosures;
BEGIN
rins-frames:
(manimut - Lotal_eclifse) DIU 2;
IF ring-frames < 2 THEN error-abor $L$;
sisma i= maxinulin - (total-eclifse + (2 *rins_frames) );
total-eclifse $:=$ Cotal_eclipse + sigma;
WRITELN( );
WRITELN 'E:FFosures maF:' ';
WFITELN(, First diamond ring =, ring-frames);
WRITELN( Second diamond rins =, 'tolal-eclifise);
WFITELN( Second diamiondrins = pring-franes
WRITELNK TOTAL $=$, tha: mimil;
WKITELNT: ')
WKITELN(..);
WkITELN 'fress return to continue');
READLN(5)
ENL (alloc-earosures);

WEGIN (normalize_timins)
alloc-exfosures;
freliminary allocation:


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ordening is sorted, FIFO. LIFO. next or prior. One io many sct relalionstup supportod Rand Write Protec-
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 functions for portorming Ifo. sitring manipulation and
siorage allocalion. Linkable to Microsopl AEL files. sterage allocalion. Linkable to Microsoll REL files.
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ding diroct disk address CPU $_{\text {Cling }}$ drect disk adaress .............. R189/s20 (1) 280 DEVELOPMENT PACKAGE-COnsisis of (t) disk monics. condilional sissembly and cross velerance
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$\mathrm{CP}, \mathrm{M}, 2$ full suze disk drives. $24 \times 80 \mathrm{CRT}$ and 132

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opment Packege. DISTEL - Disk based disassembler to Intel 8000 or ence hlles. Intel or TDL/xitan pseuda ops optionam.
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## HEAD CLEANING DISKETTE-Clans the drive Read/ WThe huad in 30 seconds Dishotele absorbs loose

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Listing 1 continued:

```
    final_allocalion
    ENII (nornalize_taming);
PFOCEIUURE awail_cup
    BEGIN (await_start)
    ENII (await_start);
FFOCEDURE diamond_rins_burst;
    BEGIN (siamond_ring_burst)
    ENII (slamond_rins_burst);
PEOCEIURE Lotalaly:
    BEGIN (totality)
    ENH (Cotality);
PFORETUURE summarize;
    GEGIN (summarize)
        WRITELNE'Fress return to end prostam');
        READLN(5)
    ENTI\summarlze`;
REGIN (eclifsemmonitor -sinulation)
    nitlal1ze;
    normalize_timing;
    *wall_cue;
    diamond_rins_burst;
    tatalij.yi
    awall-cuei
    diamond_ring_burst;
ENII. {erlifsemmonitor_simulation)
```

Listing 2: Preliminary allocation steps. The first stage of the execution of the program is this listing of an interactive sequence to determine the independent variables of the simulation.

```
    Prelininery data initialization
    "totality' is defined as time from second to third contacts
        Enter mwerer of exposures
    253
        Enter mumer of expegires driny totolity
        20
            Enter time of totality in "reconds.thousondits"
        240
            Enter sleck limemergin (in seconts)
    6
    Exposures ce:
        First dicond ring = 25
        Totality
        =200
        Second diemond riny=25
            TOTAL =258
Press return to continue
```


## Editorial text continued from page 12:

time is calculated as the difference between all the time commitments and the total time available during totality. (Half the time required for the diamond ring effects is assumed to take place during actual totality, so that the transient effects will be bracketed in time.) The margin time must be equally divided among the individual shots during totality. The procedure "margin-dispersal" is used to divide the margin by the number of totality exposures, then add this amount to the "wait-after" field of each of the ten unique totality exposure specifications in the array "ten-shot-grouping."

Finally, the procedure "final-allocation" reports on the actual allocation achieved by recalculating the margin time. This second margin time calculation reflects the allocation's effect. In photo 3 , the value of 0.17 seconds is well within the limits of human hand/eye coordination by yours truly. (Hand/eye coordination will be used to

Listing 3: Final computation. Using a brute force technique of adding up various time intervals, the program arrives at this calculated model of the parameters. It first sums up the required time budget for all the events that must happen. The difference between this value and the time of totality is a margin value. This value is then evenly allocated to the timing of exposures during the main part of the eclipse. In the example, I have assumed 250 exposures total, 200 of which occur in the main portion of a 240.0 second eclipse event with a 6.0 second margin for manual timing at the end of the main sequence of totality.

```
Allocation of Eclipse Tines.
                    Total tine for eclipse = 240.000
Tice required for second contect transient = 5.180
Tine required for third contect tronsient = 5.868
Total tice devoted to dimond ring sequences= 10.9e0
    fmlicipation tive for first dicond ring = 2.550
                    Time devote: to totolity }=202.98
        sleck tice ergin at ond of totality = 6,000
Extra sleck de to diciond riny overleps = 5.450
Total tice comitted before crgin alloc. = 214.430
    Difference is tive mergin for allocation = 25.570
        horgin per totality free = 6.127
    Adjusted lice devoled to total phase =228.380
    Adjusted total tice comitted = 239.830
        Margin tive after allocation to tolality = 0.170
Press return to end progran
```

observe the digital wristwatch set to Universal Coordinated Time and pick the precise time to start the realtime sequence of the program by hitting any key on the Apple keyboard. Later in the eclipse, the second diamond ring event (third contact) will be initiated by a similar procedure while watching the eclipsed sun.)

As it stands in listing 1, the program still must be filled out with the actual details of procedures "await-cue," "diamond-ring-burst," "totality," and "summarize." These are all relatively straightforward procedures, which will execute the real-time process of the eclipse observation. Other details to be verified include the actual model of the bulb-release exposure event (ie: what fixed overhead time is associated with the mirror flip/shutter opening action of the mechanism), calibration of a Pascal "do nothing" timing loop running with the Apple II's crystal clock so that the entire program executes all exposures within the time set by the model, and so forth. I will have more details on this in a forthcoming editorial, as I complete the model and finish verifying the system concept.

The most important concept here is the very real machine-independent viability of a high-level language, such as Pascal, in designing and then communicating the idea of a program. The functional simulation stage of my eclipse control program is now complete in concept and awaits some final details to be added over the next week or so. When it is done, going from the functional simulation to the actual eclipse control program I bring with me to Africa will be achieved by the simple act of reconfiguring the textual displays for a more limited 40 -column output display and making multiple, redundant copies of the software on floppy disks for my travels.

# ThePascal Software Tool OMSI PASCAL V1.2 ${ }^{\text { }}$ 

We at Oregon Software are pleased to announce that V1.2, our improved version of Pascal-1, is now available. The value of Pascal in computer software design is becoming widely recognized, and our V1.2 version contains significant enhancements in ease of operation and reliability.


Oregon Software guarantees the performance of Pascal V1.2. We also include in the purchase price our technical support during the first year of operation.
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Listing 4: A camera interface test program. This Pascal test program exercises the camera shutter control interface of figure 1 by alternating the state of Apple II Game I/O annunciator output ANO.

```
Motblian test-interiace;
    Whis froaram, uritten luecember 25, 1979 is designed to test out
        the interiace to the Mikon Mli-2 motar drive by alternately
        seltins the stale of outrut transistor 02 in response co carriage
        returll characlers. A Gelay count set by a null FOF statement
        outrut state changes. A variant record techmave is used in the
        Fascal sortware of the procedure mref-memory" in order to set and
        resel. the outsut olt at absolute addresses Cose and coss heradecimal.
    3
    LUN3!
        mreth-sinuler_adiress = -16295 (sets ANO output to "1");
```



```
    Var
        reaterataons : INIEGER;
        J+h,& : INTEGER;
        5 : LHAR:
    fRLLELULKE ref_mpmory( ajimpess : (NTEGER );
        this frocedure uses the variant record techniaue to
        TNTERAnce an address eassed to it as a 16 bit sisned
        INTEGER. The AFPle-Il harraware uill set or reset the
        arnuncidolor outpuls of the Game l/o connector if the 
        ;
        pI,r = PCHAR;
        momory_arcess = (sointer,number)
            Lit: is a dummy statement reauired by the syntave of
                Fisscal dariant recoros such as "memory" beiou. The
                vaplant record "trick" is not the most elegant way
                *)
                variant recoris, ie: that a 16 bit sisnerl two's complement
                INTEGEF type maps bit for bil into the 16 bil positive
                inteser value of an address stored in a Fascal pointer
                Hata type.
            #
        mmorn=
            RECORD
                CASE memory_access Of
                panter : (a_pointer : ptr);
            number : {amumber : INTEGER)
        anybyle : memoryi
        anychar : CHAR;
    HEGIN
        anybyte.a-number := addressi
        anychar :z anybyte.a_pointert
    EN[t (ref-memory);
        PFOCEDUFE ent-e%fosure;
            HEGIN
                MRITELNC'Motor drive now fires... and shutter cocks';;
                    ret_memoryl close_shutter -address)
            ENH (end_exposure);
        PROCELHINE start_exposure;
            HEGIN
                WRITELN('Shutter ofens with * "click");
                    ref-memorw(ofen-shutter-address)
            Enth (start-esimosure3:
        FbintELUJFE Chanse-relteratuons;
            HFG.IN
            WR1TELNK'Enter inteser time delay coun(');
                    WR[TELNU' (old count was = 'reiterations,')')'
                    kEABLN(reiteratzons);
                    IF reiterations 1 IHEN reileralions : = 1;
                    IF reiterations : 2500 THEN reiterations := 2500
            FNli (change_reiterations):
        HEGIN
```



```
            HCgin
                FOF }\lrcorner:=1\mathrm{ To reiterations b0;
```



```
                    READLMM!:;
                    IF ST =!: THEN
                    ELSE IF s= 'N' THEN change-reiterations
                        ELSE IF 5 = E' THEN i := 1000;
                Start-ekFosure;
```



```
                    REAlLLN(S)!
                    IF sm:, THEN
                    ELSE IF s = THEN chanse-reileralions
                        ELSE IF s = 'E' THEN i : = 1000;
                end-e:;*osure
    ENH:
```


## Bar Codes and Home Brewing . . . Progress Reports

As of early December 1979, we received some exciting word about the state of manufacturing of bar-code-reader wands. This word comes from John Sien of Hewlett-Packard's Optoelectronics Division in Palo Alto, California. Hewlett-Packard has just completed the formal announcement of a truly inexpensive optical bar-code reader, which will be available from stocking distributors of their component lines, possibly by the time you are reading this issue of BYTE.

The bar-code reader interfaces to transistor-transistor logic (TTL) or complementary metal-oxide semiconductor (CMOS) logic with three wires: signal, ground and power. It enables an individual with a personal computer to read Universal Product Codes (as on grocery items) or PAPERBYTES bar codes, or a host of other possible machine-readable printed formats. This reader costs a mere $\$ 99.50$ in single quantities from a distributor and much lower in manufacturing quantities.

John reports that there is a great deal of interest from one or more microwave-oven manufacturers in using bar codes and this reader to transfer individual cooking programs from food-packets or recipe books into the oven's control circuitry.

This product is the same bar-code reader used with the Hewlett-Packard HP-41C calculator for the distribution of miscellaneous user-submitted programs. In short, now that the single enabling piece of hardware is widely available in an inexpensive form, bar codes have arrived.

Returning to the subject of my homebrew 6809 project, I have put off further work until return from the eclipse trip early this month. In a personal analogy to concepts held dear by many of our readers, I have pushed the homebrew 6809 down on my internal procedure stack, in order to execute a higher priority procedure that has a definite, celestial time deadline. The stack will be popped up upon return from my trip, so the next installment of the 6809 homebrew project can occur no sooner than the issues of BYTE published early next summer.

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COMPUTER SYSTEMS

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Yesterday, microcomputer meant micro performance. Once you outgrew it, you had to step up to a mini. Which meant a big step up in price.

Today, there's the new Altos ACS8000-6 singleboard microcomputer system.

It's the first system for the OEM, small businessman and personal user, that offers minicomputer performance and minicomputer storage capacitiesat a microcomputer price.

MULTI-USER, WINCHESTER STORAGE, FLOPPY BACK UP: $\$ 14,260$.
The new Altos ACS8000-6 is a highly advanced Z80* based microcomputer system with high-speed RAM, floppy disk and Winchester harddisk controllers, DMA, six serial and two parallel I/O ports and the AMD 9511 floating point processor all on a single board. A typical four-user system configuration with two megabytes of Shugart floppy and 29.0 megabytes of Shugart Winchester storage, including CPU and 208K bytes of RAM. costs only $\$ 14,260$ - compared to $\$ 30,000$ or more for a similar minicomputer system. And that adds up to mini performance at less than half the cost!

MULTI-USER EXECUTIVE SUPPORTS FOUR INDEPENDENT USERS RUNNING CP/M**
languages: BASIC, FORTRAN, COBOL, PASCAL, APL, C, and a large assortment of additional business application packages. AMEX is compatible with both the 1.4 and 2.0 versions of Digital Research's CP/M, which means programs based on either version can run under AMEX without modification.

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 formance of a minicomputer. SINGLE-USER, HARD-DISK SYSTEMS START AT $\$ 9450$.

The Altos ACS8000-6 series. It's a barrier breaker in every sense. Our entrylevel, single-user, hard-disc system with floppy back up is priced under $\$ 10,000$ and even our 4 -user $\mathrm{CP} / \mathrm{M}$ model is available for under $\$ 12,000$. And all configurations are easily upgraded. For specific details about pricing or performance, call or write: Altos Computer Systems, 2360 Bering Drive, San Jose, CA (408) 946-6700. TELEX 171562 ALTOS SNA.

## COMPATIBLE PROGRAMS.

This revolutionary new microcomputer system features an Altos-developed Multi-User Executive (AMEX) software program that's unique in two ways. It includes a multi-user CP/M capability and the ability to handle Winchester-type hard disks. This advanced Z80 operating program supports four independent CP/M compatible programs in any of six popular

COMPUTER SYSTEMS

FRANCE TO INTRODUCE HOME TERMINALS: The French Postal and Telecommunications agency is undertaking a project to put a computer terminal in every home. According to a report that appeared in Business Week magazine, the government agency intends to give all telephone customers a free two-way video display terminal, in lieu of printed directories. A similar machine that can send and receive a full page of text in two minutes will also be offered for under $\$ 500$. Over 1000 terminals will be installed early next year. Each terminal is expected to cost the agency less than $\$ 100$.

IBM MOVES TO ASCII: Until now you either did it the ASCII way or the IBM way. In other words, all IBM communication was done in Extended Binary-Coded-Decimal Interchange Code (EBCDIC), while all other computer manufacturers used the American Standard Code for Information Interchange (ASCII). Anyone who has tried to interface an IBM terminal to a non-IBM system has encountered the problem.

Now IBM has introduced their first product that uses ASCII, the model 3101 video terminal. Depending on options, prices range from $\$ 1300$ to $\$ 1520$. These units can be ordered over the telephone, and IBM installation is not required, as is the case with all other IBM products. The unit, largely made in Japan, qualifies for discounts up to $20 \%$-a new departure for IBM.

IBM has apparently been forced to compete with other computer component makers on their level. This may be the forerunner of a new IBM marketing philosophy for small-computer systems.

Rumor has it that IBM will become more aggressive in the small-computer market with enhancements to its 5110 tabletop computers. Look for IBM to increase the number of "retail stores" for small-business computer systems to 200 by the end of 1980. Most of these stores will be in branch offices of the General Systems Division.

TANDY, APPLE RND ATARI ASK FCC FOR DELAY: Atari asked the Federal Communications Commission (FCC) to delay the effective date of the waiver of rules for Texas Instruments (as previously reported in the January 1980 BYTE News) until a rulemaking proceeding on television-interface devices is completed. Atari cited allegedly illegal action by the FCC in granting the waiver and noted the potential increased radio and television interference. After two weeks consideration, the FCC rejected Atari's request.

Tandy Corporation and Apple Computer Company asked the FCC to delay the deadline for compliance with the FCC's new radio frequency interference (RFI) standard, which is due to go into effect on July 1, 1980. Both firms have claimed that this is too short a time to change manufacturing processes and order the necessary components.

LATEST RUMORS: Designers of Radio Shack's successor to the TRS-80 Model I have changed their minds and will employ Microsoft for writing the BASIC interpreter and operating system. Motorola also made a bid to do this software development; however, Microsoft ended up with the contract. Radio Shack had been planning to call the unit the "TRS-90," but the firm is now leaning toward "TRS-80/COLOR." . . . It is rumored that Sony and Texas Instruments have reached an agreement whereby Sony will sell Texas Instruments' personal-computer systems in the United States under the Sony name, with a Sony Trinitron color video monitor, instead of the Zenith monitor Texas Instruments is currently using. . . .Microtype Corporation will soon introduce a $\$ 250$ electronic typewriter with RS-232 input/output (I/O). It will use a daisy-wheel-like printing method, and it will print 15 characters per second. Look for it by the end of 1980. . . .

RANDOM NEWS BITS: Burroughs has introduced a 6 megabyte floppy-disk drive. It holds two disks on a common spindle and uses four data-transfer heads on a common assembly. Cost is only $\$ 1950$ in original equipment manufacturers quantities. . . .GR Electronics Ltd of Santa Monica, California, has introduced a pocket ASCII terminal in a case the size of a standard pocket calculator. It has forty keys and transmits the 128 ASCII character codes. It has an light-emitting diode display and stores thirty received characters. It has an RS-232C interface ( 110 or 300 bits per second), requires 5 V at 400 mA for power, and sells for $\$ 395 \ldots$....Hewlett-Packard (HP) has introduced its personalcomputer system. The system costs $\$ 3250$ and is being manufactured at HP's Corvallis, Oregon, calculator division. See page 60 in this issue for a report....Godbout Electronics, Oakland Airport, California, plans to introduce an S-100 processor circuit card that contains both 8088 and 8085 microprocessors on the same card. The 8088 is a 16 -bit processor with 8 -bit I/O (it executes 8086 ob-

## marosort: NOBODY DOES IT BATIER.

In 1975, Microsoft wrote the first BASIC interpreter for the 8080. Today, hundreds of thousands of microcomputers run with Microsoft software. And tomorrow-a full line of system software for the 8086 and Z8000. With microcomputer software, nobody does it better.

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BASIC Interpreters for 8080, $\mathbf{Z 8 0}$, 8086, 6800,6809 Language features above and beyond any other BASIC have made Microsoft's BASIC the world's most popular interpreter. And now three new versions are available for the 8086,6800 , and 6809. The latest releases of BASIC-80 and BASIC-86 support the new WHILE conditional, plus CHAINing of programs with COMMON variables, dynamic string space allocation and variable length records in random files. All versions have double precision arithmetic, full PRINT USING, tracing, renumbering, edit mode, and many other features. BASIC-80 for CP/M, ISIS-II,
TEKDOS: $\$ 350$. BASIC-86 standalone on SBC 86/12: $\$ 600$. BASIC-68 for FLEX: \$200. BASIC-69 for FLEX: $\$ 250$.
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## NEW muSIMP/muMATH-79

At last, a sophisticated math package for microcomputers. muMATH performs mathematical operations efficiently and accurately. Use it to solve equations and simplify formulas; or perform exact arithmetic, symbolic integration and differentiation, infinite precision integer arithmetic and symbolic matrix inversion. muMATH is an invaluable tool for engineering and scientific applications involving lengthy, analytical computations. It is also an ingenious teaching method for all levels of math from arithmetic to calculus. muMATH is implemented in muSIMP, a highly structured language for complex symbolic manipulations. muSIMP/ muMATH Package, CP/M versions: $\$ 250$.

## NEW muLISP-79 LISP-the

 lingua franca of the artificial intelligence worid- is now available in this efficient, lowcost version for microcomputers. Features include dynamic allocation of storage resources; program control structures such as an extended COND and a multiple exit LOOP; user functions defined as CALL by Value or CALL by Name; and 83 LISP functions. muLISP-79, CP/M version: $\$ 200$.
## NEW XMACRO-86 Forthe

 development of 8086 programs, our new XMACRO-86 cross assembler has just been released. It supports the same features as our MACRO-80 assembler. Develop 8086 programs now on your current CP/M, ISIS-II, or TEKDOS system. $\$ 300$.NEW Micro-SEED DBMS Ifyou are developing applications software inhouse or bundling hardware and software for resale, a database manager could be the software tool you've been looking for. MicroSEED is the first CODASYL compatible database management system to run with CP/M; and Microsoft's FORTRAN-80 has been implemented as the host language. When an application becomes limited by traditional floppy disk file handling, but remains overpowered by the cost and maintenance of a minicomputer, the solution is Micro-SEED. $\$ 900$.

## FORTRAN-80 Compiler Micro-

 soft FORTRAN-80 is the most complete microcomputer FORTRAN available. It has all of ANSI-66 FORTRAN (except COMPLEX data), plus unique enhancements for use in the microcomputer environment. An extensive library of single and doubleprecision scientific functions, too. Comes with macro assembler and loader. Versions for CP/M, ISIS-II, TEKDOS. $\$ 500$.

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 powerful microcomputer assembler on the market today is Microsoft's MACRO-80. It is fast, and it supports Intel-standard macros, relocation pseudo-ops, conditionals and listing controls. MACRO-80 comes with a relocatable linking loader and runs with CP/M, ISIS-II, and TEKDOS. $\$ 200$.EDIT-80 Text Editor Random access to floppy disk files makes EDIT-80 the fastest microcomputer text editor. It's the essential tool for creating and maintaining all files. EDIT-80 includes FILCOM, a file compare utility. EDIT-80, CP/M version: $\$ 120$.

Prices quoted are USA domestic only. OEMs should contact Microsoft for prices.

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| :---: | :---: | :---: | :---: | :---: | :---: |
| BASIC-80 <br> INTERPRETER | - | - |  |  | - |
| $\begin{array}{\|l} \hline \text { BASIC } \\ \text { COMPILER } \end{array}$ | - | - |  | - |  |
| $\begin{aligned} & \text { FORTRAN- } 80 \\ & \text { COMPILER } \end{aligned}$ | - | - |  |  | - |
| $\begin{aligned} & \mathrm{COBOL}-80 \\ & \text { COMPILER } \end{aligned}$ | - | - |  | - |  |
| muMATH/muSIMP muLISP | - |  | - |  |  |
| MICROSEED DBMS | - |  |  |  |  |
| $\begin{array}{\|l\|} \hline \text { EDIT-80 } \\ \text { TEXTEDITOR } \end{array}$ | - |  |  |  |  |
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ject code). A user can run the standard CP/M operating system on the 8085 to handle all I/O devices, and use the 8088 to run software such as a multi-user BASIC system. The processor card will drive 24 address lines ( 16 megabytes of memory space), and has a direct-memory-access (DMA) peripheral controller. . . .Heath Company has decided to resume production of the H 88080 -based microcomputer system. Surprisingly, the sales of the H8 have increased, despite the introduction of the Heath/Zenith H89 integrated Z80-based system. Apparently, with its plug-in bus construction, the H8 is more to the liking of hobbyists who prefer to configure their own systems. Also, Zenith is now producing the assembled Heath H19 video terminals on one of its television set production lines. . . Mattel Electronics and General Instrument are about to start testing a television attachment that can receive a variety of video games sent over cable television. . . .McGraw-Hill, The New York Times, Times-Mirror, and Time Magazine are considering setting up systems which would allow personal-computer users to access their data bases.

HIGH-DENSITY 5-INCH DISK DRIVES: Micropolis Corporation and several other floppy-disk drive makers have announced 5 -inch floppy-disk drives with a density of 96 tracks per inch (tpi). Fortyeight tracks per inch has been standard, while some firms have sold 77 tpi drives.

The Micropolis disk system will read older 48 tpi disks by skipping every other track under software control. The new drives will range in capacity from 436 K to 1064 K unformatted bytes and will cost between $\$ 450$ to $\$ 570$ each.

PERSONAL COMPUTER SYSTEM DELIVERIES DELAYED: Texas Instruments (TI), Mattel Electronics, and Atari have all experienced delayed deliveries of their personal computer systems in the past few months. Delays were due to a shortage of parts, which restricted production of these new systems. Atari did not start shipping units until October 1979, and TI did not start until November. Quantities were severely limited during the Christmas season. Mattel did not even start shipping until after Christmas. In all cases, the companies claimed that "silicon shortages" caused the delays. TI and Atari had promised to start deliveries in August. This problem is common throughout the computer industry, due to an unexpectedly high demand for integrated circuits.

DATA-STORAGE ADVANCES PREDICTED: A San Jose, California, market research firm has released an interesting report on the future of microcomputer storage systems. Creative Strategies International predicts that during the next two years we will see the introduction of new, low-cost 5 -inch and 8 -inch Winchester-technology disks, new sizes ( 4 -inch and 6 -inch) of Winchester drives, "backend" processors (disk controller and data base manager), and on-line archives in both video-disk and cartridge-tape form.

Low-cost, 5 -inch floppy-disk drives and digital cassettes are expected from Japan. They will be mass-produced for intelligent-typewriter and home-computer applications. Prices of floppy-disk and Winchester disk drives are expected to drop to less than one-third of current prices.

The new small Winchester disk drives, or micro-Winchesters, will have storage capacities starting at 1 megabytes and removable disk modules about the size of an 8 -track audio tape cartridge. The back-end processors will be available by the mid-1980s. They will combine Winchester-diskcontroller and data-base-management functions in large-scale integrated circuits, with fast parallel architecture, content-addressed memory, charge-coupled memory systems or bubble memory. On the other hand, 8 -inch floppy disks should reach the 5 megabyte capacity by the mid-1980s.

BUBBLE MEMORY STATUS REPORT: Bubble memory has developed considerably during the past year. Device size has jumped from 64 K bit, serial shift-register architectures to 1 megabit major/minor-loop, block-replicate architecture. Four megabit devices, organized as 4 - and 8 -bit words, are expected next year. Access times have dropped from hundreds of milliseconds; under 10 milliseconds is expected by the end of 1980. Five companies, Fujitsu, Intel, Plessey, Rockwell and Texas Instruments, are now competing for a share of the developing bubble memory business. Three more companies, Hitachi, Motorola, and Siemens, are expected to enter the market this year.

SPEECH-SYNTHESIS TECHNOLOGY IMPROVING: A year and a half ago when Texas Instruments introduced its Speak \& Spell toy with voice output, the experts were amazed at is voice quality and low cost. Now single-board synthesizers, which can be easily interfaced to computers, are available from Texas Instruments, the Votrax Division of Federal Screw Works in Troy, Michigan, and Telesensory Systems Inc (TSI) of Palo Alto, California (TSI specializes in products for aiding the blind). Even IBM has added voice output to a typewriter. Further, Texas Instruments has now made available a low-cost voice synthesizer chip set for use by game and appliance manufacturers.

The Texas Instrument synthesizer stores words in its memory and thus is limited to 180 standard words, plus up to 180 words stored in external read-only memory. On the other hand, the Votrax unit is programmed with 62 phonemes (sound units) and can form an unlimited number of words.

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The voice quality of present units is acceptable but still leaves much to be desired. Most listeners agree that the Texas Instruments' unit produces better quality voices. There is no doubt that next year we will see a larger number of devices and appliances with voice output on the market, some possibly with voice input.

ANALOG MEMORY DEVELOPED: Sanyo Electric Company of Tokyo, Japan, recently reported at a Institute of Electrical and Electronics Engineers conference that it has developed a nonvolatile analog memory. The memory permits the direct storage of analog signals, eliminating the current technique of digitizing the analog signal and storing it in binary form. Analog memory could greatly simplify the circuitry used in voice and music synthesizer equipment, as well as in such applications as television tuning.

TANDY TO ENTER DISK DRIVE BUSINESS: Tandy Corporation has agreed to form a joint floppydisk manufacturing venture with Datapoint Corporation. Final approval is still pending from the boards of directors of both companies. Tandy currently buys floppy-disk drives for its Radio Shack computers from Shugart Associates, Control Data, and Tandon Magnetics. Datapoint makes their own units under a license from Shugart. Last year, Tandy attempted to purchase Perkins Elmer's Orbis floppy-disk operation for $\$ 2.2$ million, but was outbid ( $\$ 2.5$ million) by Siemens.

DUAL-SIDED FLOPPY-DISK AVAILABILITY IMPROVES: In 1977, floppy-disk manufacturers started showing prototypes of their dual-sided floppy-disk drives. Shipments started in early 1979, but the firms soon ran into production problems. The double-sided drives caused excessive wear on disks and had other reliability problems. Manufacturers now have apparently learned how to manufacture these drives reliably and are finally getting into quantity production.

Last year a total of nearly 250,0008 -inch drives and 500,0005 -inch drives were made. It is expected that well over 1 million 5 -inch drives will be made this year, and that nearly $30 \%$ will be double-sided.

RADIO SHACK TAKES ACTION TO PROTECT TRS-80 TRADEMARK: At the opening of a recent microcomputer show in Boston, federal court injunctions were served to three exhibitors, ordering them to immediately stop selling or distributing anything with the characters "TRS-80" written on it, and to hand over all such items and literature to Tandy-Radio Shack for disposal. Further, Radio Shack demanded $\$ 10,000$ for damage done to Radio Shack by each of the three companies.

Radio Shack claimed the companies were using the TRS-80 trademark illegally and in such a manner that people would think they were buying Radio Shack products. Further, Radio Shack claimed that business was being stolen from them ${ }_{6}$ and that should the products prove defective, Radio Shack's reputation would be damaged.

The exhibitors had no prior warning of the injunction. Two of the exhibitors immediately appealed the injunction, pointing out that Radio Shack was clearly credited as the trademark owner in all advertising; the injunction was rescinded. The third exhibitor, who failed to take immediate legal action, was prevented from selling his regular merchandise at the show; instead he substituted a line of goods contained in packages not bearing the legend "TRS-80."

16-BIT MICROPROCESSOR STATUS REPORT: Intel has been producing its 8086 16-bit processor in volume since the spring of 1979. The 8086 has been successful but it is generally considered to be a less powerful device than either the Zilog Z 8000 or Motorola 68000 . While Zilog has been providing samples of the Z 8000 for over six months, the firm is only now begining volume production. Reportedly the samples did not execute all instructions correctly. Motorola has been sampling the 68000 for several months, and production quantities are expected soon. Recipients of sample devices from Motorola have reported that some instructions do not execute correctly and that the device will not operate at maximum rated speed. The companies are aware of these problems, and actual production units are expected to operate properly.

Other problems slowing the adoption of the Zilog and Motorola processors are lack of availability of peripheral devices (such as the Zilog memory-management integrated circuit), lack of software, and the fact that second-source suppliers are still far from production.

MAIL. NOTE: I receive a lot of mail each month, as a result of this column. If you write to me and wish a response, enclose a self-addressed, stamped envelope.

## Sol Libes

Amateur Computer Group of New Jersey
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## SCIENTIFIC AMERICAN



We are accustomed to seeing divers and gymnasts begin to twist and somersault long after they have left the springboard or the floor. Indeed, in order to win gold medals divers need to perform such complex feats in midair as the forward two-and-a-half somersault with two twists. But, you may ask, doesn't this violate the law of conservation of angular momentum? It postulates: In the absence of torques, or rotational forces, the angular momentum of a body is conserved. In the March SCIENTIFIC AMERICAN you will see how this paradox is resolved. You may be relieved to learn that divers andgymnasts (and free-falling cats, too) perform their midair rotations without violating any laws of physics. Moreover, the underlying

# Do divers and gymnasts violate the law? 

physics is the same for the astronauts in space who need to control their body orientation in a weightless environment.
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# Electronic Planimetry 

Peter A Santi John Fryhofer Gregory Hansen Medical Research East University of Minnesota 2630 University Ave SE Minneapolis MN 55414

A planimeter is an instrument (formerly mechanical) for measuring the area of a two-dimensional figure by tracing its perimeter. Area measurements obtained from planimeters are useful for a variety of applications, such as cartography, geology, metallurgy and biology. Our biomedical application requires area and length measurements of irregularly shaped two-dimensional figures. To this end an electronic planimeter has been designed consisting of a Summagraphcs Bit Pad and a Terak microcomputer programmed in UCSD Pascal (Version I.5).

In practice, a user specifies a scale factor and then traces the boundary line of a figure using either a stylus or a single-button cursor. To improve the accuracy of the area measurement, the program detects closure (ie: when the end of the tracing meets the beginning) and displays the calculations. You can trace additional figures with the same scale by using only the stylus or cursor switch. Using this electronic planimeter, area and perimeter length measurements are more accurate and can be obtained faster than with a mechanical planimeter.

## The Terak Microcomputer

The Terak 8510 (see photo 1) is a
completely self-contained, 16 -bit microcomputer using a Digital Equipment Corporaiton (DEC) LSI-11 with the hardware floating-point option. The Terak contains 56 K bytes of memory, a single 8 -inch floppy disk drive, 128 -character ASCII keyboard, 12 -inch video monitor with a 320-by-240 graphics dot matrix, a 24-line-by-80-character display, and an RS-232C and 20 mA serial interface. The cabinet also houses an additional serial or 16 -bit parallel interface card. The Terak is supported by the DEC RT-11 operating system and UCSD Pascal.
The Terak is well suited for UCSD Pascal, which can be purchased for a reasonable price. The Terak is a conservative, but well-designed system which performs with a high degree of reliability. It serves as a generalpurpose laboratory computer and in this application as a host computer for the Summagraphics Bit Pad digitizer.

## The Summagraphics Bit Pad

The Bit Pad includes a digitizing surface or data tablet, control unit, power supply, and writing stylus or a single-button cursor. The control unit consists of an 8 -bit microcomputer (Intel 8035), a control program in erasable, programmable read-only
memory, and binary counters. The control unit generates X and Y coordinate points of the location of the stylus or cursor as it travels across the tablet surface. These coordinate points are generated as serial or parallel data and can be used by a host computer for a variety of applications.

## Theory of Operation

The Bit Pad operates on a magnetic principle. Current is pulsed along a send wire that lies perpendicular to a mesh of magnetostrictive wires lying beneath the writing surface of the tablet. The current pulse changes the dimensions of the magnetrostrictive material and a strain wave simultaneously propagates down all the wires in one direction. This propagated strain wave is sensed by a receive coil in the stylus or cursor. The control unit times the delay

[^3]

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Photo 1: The Terak microcomputer with dual floppy-disk drive, video display, and keyboard. The Summagraphics Bit Pad consists of the digitizing tablet and the microcomputer control unit.
required for the strain wave to reach the receive coil, and this delay is used to calculate $X$ and $Y$ coordinate data.

## Digitizing Tablet

The data tablet is a low-profile, plastic pad that has an active surface area of approximately 784 square centimeters. The $X, Y$ origin is located in the lower left corner of the tablet and is not relocatable. The active surface area can be visualized as a square matrix of 2795 by 2795 points with a resolution of 0.1 mm . The Bit Pad can also be configured for English unit measurements.

## Microcomputer Control Unit

The control unit contains six frontpanel, push-button switches (see photo 1 ). One is a reset switch, three switches control the digitizing rate, and two switches control the operating mode. These switches may be overridden by software from the host processor, thus allowing complete
host control.
The three rate switches select 64 , $32,16,8,4,2$, or 1 coordinate pairs to be generated per second. The two mode switches select point, switchstream, or stream operating mode.
A coordinate pair is generated for each depression of the $Z$-axis switch in the stylus or cursor in the point mode. In the switch-stream mode, coordinate pairs are generated continuously as long as the $Z$-axis switch remains depressed. Coordinate points are generated continuously in the stream mode. It should be noted that no points are generated unless the stylus or cursor is within 4 mm of the active surface area of the tablet.

The control unit also contains an 8 -bit input and output ( $\mathrm{I} / \mathrm{O}$ ) port, an interrupt line, a single-bit reset line, and optionally a TTL or RS-232C serial line. The input port (also referred to as the command byte, figure 1) allows for control of both the operating mode and transmission rate of
the Bit Pad by a host processor. Three bits are allocated for the transmission rate, two bits for the operating mode and three bits serve as hand-shaking signals between the host processor and the Bit Pad.

The three handshaking bits are: status valid, which is used by the host computer to signal a change in mode or rate; byte received, which indicates that a byte of data has been read by the host; and next byte, which is used by the host to request the next byte of data from the Bit Pad. An additional single-bit line (in strobe) enables the host to reset the Bit Pad's control unit.

A host processor can receive data from the Bit Pad by polling or handshaking, or the Bit Pad interface can be driven by interrupts. The output port of the Bit Pad provides coordinate points to the host processor in a sequence of five data bytes (see figure 2). A 1 in the most significant bit of the first byte signals the host


Figure 1: The bit format of the input or command byte for the Bit Pad. In addition, a single line is used by the host computer to reset or clear the Bit Pad's electronic circuitry.

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Figure 2: Five bytes of data are transmitted from the Bit Pad's output port for each coordinate pair of points generated. The first byte contains information concerning depression of the $Z$-axis switch. The next four bytes contain a 12-bit representation of the $X$ and $Y$ coordinates. Each byte also contains two control bits, which are used for handshaking purposes.
that the current byte is the first of the five-byte sequence. The next bit (byte available) when set to 1 indicates that a byte of data is available, and the bit labeled F0 corresponds to the status of the Z -axis switch.
An optional four-button cursor may also be used. The four buttons correspond to bits F0 thru F3 in byte 1. The next four bytes in the sequence contain a 12 -bit representation of the $X$ and $Y$ coordinates. This data can also be transmitted in serial format with parity and stop bits, at data transmission rates from 37.5 bps to 28,000 bps.

The control unit does not contain a pilot light; however, it does contain two diagnostic routines that can be used to check its circuits and interface connections to the host processor. The control unit requires power sup-
plies of +5 V and +12 V , and -12 V or, with optional regulators, +8 V , +16 V , and -16 V .

## Pascal Program: PLANIMETER

This program, which appears in listing 1 , receives coordinates points five bytes at a time from the Bit Pad. The line length and area of a closed two-dimensional figure are calculated by integrating the figure with trapezoids. By using Pascal and the Terak, it is possible to receive and process approximately thirty coordinate points per second.
User-defined data types are used to interface the Bit Pad to the Terak minicomputer. LOWBYTE is the image of the output from the Bit Pad. It contains three fields: the data (D), READY (byte available) and the FIRST-byte bits. DEVICE is a data-
type that represents the I/O buffers on the Terak's port which are connected to the Bit Pad.

At the beginning of the main program, the pointer BITPAD is set to the integer value -160 (which is the address of the port) using a variant record type. The pointer BITPAD.P points to the port, and BITPAD.P $\dagger$ contains the Terak I/O buffers for the parallel port.

Each input byte is read as LOOKB $:=$ BITPAD.PIINBUF in the procedure NEXTBYTE using handshaking. The sequence begins by waiting for the next byte to be ready (LOOKB.READY is true). The Terak signals the Bit Pad that it has read the data by sending the command byte OUTRECEIVED. The program increments the counter (BYT), waits for the Bit Pad to clear and then signals

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```
PROGRAM PLANIMEIERO
(* Written by: John Fryhofer
    and modified hy Gres Hansen.
    This frosramreads farallel data from a digitizing tablet and cairulates
        the area and ferimeter of a closed figure traced on it. *;
CONST
    FORTALITR = -160;
    OUTRECEIUEII = 95 (* 01011111 *);
    OUTNFXT = 159(* 10011111 *);
    MINFTS = 13;
TYFE
        (* Outgut fron FIT FAII *)
        LOWHYTE = FACKE[I FECOREI
                        II : 0.0.63 ;
                    KEADY : EOOLEAN;
                    FIFST : HOOLEAN
            ENI!;
    (* this is what the device looks like *)
        HEUICE = FACNEII RECOFI
                        CSK : FACKEIV ARRAY [0.,15] OF FOOLEAN;
                OUTFUF : INTEGEF;
                INBUF : LOWEYTE;
                    ENII;
VAF
        FITPAI : RECORI (* Loads the device address as an inteser and
                        coints to it *)
                CASE BGOLEAN OF
                FALSE : (F : ¢IEUICE );
                TRUE : (I : INTEGER)
            ENII;
        CALCDELTA, CLOSEDELTA, EYT, F' : INTEGEF;
        L.OOKE: LOWFYTE;
        RESFONS: CHAR;
        START, (* Slart new figure *)
        MIIIFFiNT: (* Alreass frinted for bution up *)
            EOOLEAN;
        FIFSTX, FIFSTY, LASTX, LASTY, X, Y,
                            AREA, LEN, CUMAREA, CUMLEN, MAGR: FEAL.
        h: PACKEL ARRAY [0..1] DF CHAR; (* Mummy array: nro.] holois commenci it
    PTR : INTEFACTIUE;
FRGGETULRE NEXTHYTE;
UAF: W: LONIYTE;
GEGIN (* Reads next bste from EIT FAL *)
    EEFEAT
            IF NOT UNITEUSY(2) THEN LUNITREAII (2,K[0],1,,1); (* Look ror romm?ne*)
            LOOKES:= EITFAI,F+. INEUF
    UNTIL LOOK[G.FEAIIY OK (KC(0] = 'Q'); (* Good data *)
    FITFAIIFP'.DUTFUFF:= QUTKECEIVEII;
    IF LOOKB.FIRST THEN EYT := 0;
    GYT := EYT + 1;
    REFEAT
        W := EITPAI,F+.INEUF
    UNTIL NOT W.FEALIY; (* EIT FAII reset *)
    EITFALI.F'.DUTEUF := QUTNEXT; (* BIT FAD sends nest byt.e *;
ENL (* NEXTEYTE *);
FFODCETU|E. LIEEUGO;
                            (* used for debusging only *)
EEGIN
    WFITE(I.OONE.[I);
    IF LOOKE.fEAIIY THEN WFITE(' REALY');
    IF LOOKH.FIFST THEN WFITE(' FIFST');
    WFIITEL.N;
ENII;
FROCELUGE FRINT;
HEGIN (* Frint resulis *)
```




```
    IF (K'[0] = 'F') AN[I (F'0 0) THEN
        WKITE (PTK, '# Points :', P:5,' / Area :', SQR(MAGR)#ABS(CUMAREA):9:O,
ENI; (* FRINT *)
F&OCFIUNE NEWFIGIJRE;
HEGIN (* initialize *)
    STAFT := FALSE;
    FIFSTX:= X;
    FTESTY:= Y;
    I.ASTX := X;
    LASTY := Y;
    F: := 0;
    CUMAREA :=0;
    CUMLEN := 0;
    WFITE ('*LOWN', CHFi(7));

Listing 1: Pascal program that uses input from the Summagraphics Bit Pad and determines the area perimeter of a traced figure.
the Bit Pad with OUTNEXT that the next byte is ready to be received.
The first loop in the main program waits for the depression of the cursor Z-axis switch ('button down" in the listing). The loop also synchronizes the program with the five data bytes from the Bit Pad. Only the first byte of the five-byte sequence contains a 1 in bit 7 (FIRST is TRUE), and a 1 in bit \(2(\mathrm{D}=4)\) when the switch is depressed. Bit 6 is set to 1 (READY is TRUE ) by the Bit Pad when the byte is available. When the switch is released the results are displayed using the procedure PRINT.

The second loop is executed for each point when the switch is depressed and coordinates are being received. Bits 0 thru 5 ( D ) of input bytes 2 and 3 contain the 12 -bit X coordinate and D in bytes 4 and 5 contain the \(Y\) coordinate. After each byte is fetched, the CASE-statement code transfers the data into the integers X and Y by adding up the values. When the final byte is taken, it may then start a new figure if the switch was just pushed, calculate the next point, and/or detect closure and print the results.

The procedure CALC is called after each X,Y coordinate input that is located at a distance at least CALCDELTA away from the last point. \(X\) and \(Y\) are the integer coordinates in units of the Bit Pad's increments, which are 0.1 mm from the tablet's origin (lower left corner). The maximum value possible for \(X\) and \(Y\) is 2795 . The length is calculated with the formula for the distance (d) between two points:
\((d)=\sqrt{(X 1-X 0)^{2}+(Y 1-Y O)^{2}}\)
where X 1 and Y 1 are the current coordinates and \(X 0\) and \(Y 0\) are the last coordinates. Since many points are processed, the length of an irregular line is calculated from a number of short straight lines that yield a good approximation of the true line length.

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\section*{Listing I continued:}
```

PFOCEIIURE CALC;
HEGIN
F:}=F+1
AREA:= (X - LASTX) * (Y + LASTY) / 2 / 100;
LEN:= SOKT(SQK(LASTX-X) + SOK(LASTY-Y)) / 10;
CUMAREA:= CUMAREA + AREA;
CUMLEN: = CUMLEN + LEN;
IF h[o]=' A' THEN (* Frint each foint *)
PRINT;
LASTX:= X; (* Save this foint *)
LASTY:= Y
ENLI* (* CALC *)

```
PROCEDURE ClOSURE;
EEGIN (* back at first faint: finish *)
    CUMAFEA: = CUMAFEA + (FIRSTX - LASTX)*(FIFSTY + LASTY) / \(2 / 100 ;\)
    CUMLEN: = CUMLEN + START(SQR(LASTX-FIFSTX) + SQE(LASTY-FJRETY)); \(10 ;\)
    WRITELN ('*CLOSURE', CHE(7) )
    FRINT;
    IIIDFRINT: = TRUE;
    START := TRUE;
ENII;
EEGIN (* MAIN *)
    REWRITE(PTK,'REMOTE:');
    HITPAII.I := PORTADIF;
    GITFAIIPA. OUTBUF \(:=\) DUTNEXT;
    WRITELN:' LENGTH ANI AREA MEASUREMENTS');
    WRITELN;
    WRITELN('Please leave all the switches out. The frosram sets the BIT PAll to');
    WFITELN(' stream mode and full speed.');
    WRITELN:
    WFITELN' Type a "Q" at any time to chanse masnification or auit,')
    WRITELN
        ' \(A^{\prime \prime}\) to see all the points displayed ( with speed despadation ),'j;
    WFITELN(' 'P', to turn on the printer,' ';
    WRJTELN( and fress a space to turn off the modes.' \()\);
    KEFFEAT
        K[0]: \(=\), ;
        WRITELN;
        WRITE('CALCDEI TA: ' );
        FEAILLN( CALCIELTA);
        WRITE('CLOSEIELTA! , );
        REAIL N CLCESELETA);
        WRITE ('MAGNIFICATION FACTOR? ');
        FEAIIL (MAGE);
        WFITELN ('REAIIY. FACTOR = ', MAGFi:9:7);
        STAFT := TRUE;
        IIIIFRINT \(:=\) TRUE;
        WHILE K[0. \(<>\) ' \(Q\) ' IIO
            EEGIN (* Loof for each foint *)
                REFEAT (* Wait for button down *)
                NEXTEYTE;
                IF (EHYT = 1) ANI (LOQKE.D 》 4) AND NOT MIHPEINT THIN
                EEGIN (* If first foint and button uf *)
                    WRITELN('*UF', CHR(7));
                        PRINT;
                    IIIUFRINT: = TKUE;
                    START:= TRUE
                ENII
                            (* If first foint and bution uF *)
                UNTIL (EYT = 1) ANL (LOOKE.D = 4) OF (KCOJ = ' Q') ;
                (* Button is down *)
                WHILE (EYT < 5) AND (K[0] 》'R') [OO
            GEGIN (* Get whole foint *)
                NEXTEYTE;
                [IIIFRINT:= FALSE;
                CASE EYT OF
                2: X := LOOKR.II;
                3: \(X:=X+64 *\) LOOKR. I. \(;\)
                4: Y:= LOONK.D:
                E: EEGIN

                    IF STAFT THEN
                        NEWFIGUFE
                        ELSE IF (ABS (X - LASTX) > CALCHFITA) ©F
                        (AFS(Y - LASTY) > CALCRELTA) THFN
                        CALC; (* Only take foints far phoush aw? *)
                IF ( ABS(X-FIRSTX) < CIOSELEITA) ANII
                        (AES(Y-FIRSTY) < CLISSELELTA) ANII (F > RIINFTS; THEN
                        CLOSUFE; (* Eack at first foint ti- IITITA *)
                    ENL(*5: *)
                ENII; (*CASE *)
            ENII (* Get whole foint *)
        ENI; (* Next roint *)
    WRITE ('ANOTHER MEASUFEMENT? ');
    REAII FESFGNS ) ;
UNTIL FESFONS = 'N';
ENI.

\section*{Area Calculation}

Area is calculated by integration, by dividing the figure being traced into trapezoids. The trapezoids are calculated with the \(X\) axis as the base and up to the present and last points as the top. This formula is calculated for each new point:

Area \(=[(X 1-X 0) \times(Y 1+Y 0)] / 2\).
When the current point is within a distance equal to CLOSEDELTA of the first point, closure is detected. This is done in order to achieve the lowest possible error by ending the figure where it started (ie: within 0.3 mm of the beginning of the trace). When closure is detected, final calculations are made to close the figure. The results are printed, and START is set so it will clear the variables the next time around for a new figure.

CALCDELTA is used to correct for oscillation of the coordinates due to the analog-to-digital (A/D) conversion, which results in inaccurately measured line lengths. If CALCDELTA is too small, then oscillation between points causes many coordinates to be inappropriately summed resulting in an overestimation of the true length of the traced figure. If CALCDELTA is too large, not enough points will be fitted, resulting in a less accurate approximation. Good results have been obtained with CALCDELTA \(=3\) (that is, 0.3 mm ).

\section*{Conclusion}

This electronic planimeter has been used for thousands of measurements in a laboratory environment. It is faster to use and more accurate than a mechanical planimeter. The relative error between twenty repeated areatracings of several different figures was consistently less than \(0.5 \%\). This electronic planimeter is less expensive and more flexible than commercially available dedicated-microprocessor systems that are specifically designed for planimetry, such as the Leitz Image Analysis System and the Zeiss MOP-3. A microcomputer or minicomputer user whose application involves length and area calculations of irregularly shaped figures will find this system useful and relatively inexpensive to construct.

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\section*{A Power-Line Protection Circuit}

\author{
Neil A Schneider \\ Bror E Erickson 9434 Ironwood Des Plaines IL 60016
}

Several years ago while he was working with color organ circuits, a friend of mine connected a color organ to an All American Five radio receiver. For those of you who are too young to remember, the All American Five was a popular fivetube radio design containing no power transformer. To my friend's surprise, and fortunately not to his harm, the connection of his color
organ to this radio resulted in foothigh flames as the audio output transformer burned.

The radio receiver had a "hot" internal chassis which was isolated from the outside world by its plastic case. The power cord was not polarized to connect the chassis to the low side of the AC power line. As my friend made his connection, he placed the 117 VAC power line current across the 8 ohm impedance audiooutput secondary winding of the transformer, and across the speaker. This resulted in flames and a destroyed radio receiver.

Home computer enthusiasts of


Figure 1: A simple circuit that offers some protection by using a relay to reverse connections to the power line. However, no protection is provided if the earth-ground line is defeated.


Figure 2: A better circuit that uses a double-pole, double-throw switch to present reversible power to the relay. If an attempt is made to defeat the earth ground, the power is cut off.
today face the same problem. While my friend's error only resulted in the loss of a radio (about \(\$ 15\) ), the connection of computer circuits to transformerless hot-chassis television sets can result in the loss of hundreds of dollars in digital circuits.
The obvious solution is to use three-wire power cords on all equipment to insure that the television chassis is at earth ground. This solution works fine as long as no wiring errors have been made in the AC power socket. If you transport your computer to a friend's house, you are again betting the hundreds of dollars, and maybe your life, on the accuracy of his electrical system.
The circuit shown in figure 1 is a better solution. This circuit is less expensive than an isolation transformer, and it can even incorporate a power-line fault indicator. The circuit simply detects ground-fault conditions. The 117 VAC relay connects between the cold-side power and earth-ground lines.
If a wiring error has been made, and the cold terminal is hot with respect to earth ground, the relay closes to reverse the power connection to the television. A neon lamp wired across the relay will provide a line-fault indication. CAUTION! No protection is provided with this circuit if the earth-ground line is defeated.
All that is required to provide full power-line protection is the addition of a double-pole, double-throw on/off switch as shown in figure 2. This switch is used to present reversible power to the relay. When the AC line is switched to the proper connection, the relay activates, and applies power to the load. If any attempt is made to defeat the earth ground, the circuit will not function, and the load will not receive power.
The result is a circuit that is, for most applications, less expensive and physically smaller than an isolation transformer. This relay circuit should fit inside almost any television set that you wish to modify for your video terminal. It may protect you and your equipment from a fatal mistake.

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\title{
Landing Module Simulation with Random Surface
}

\author{
S J Houng \\ E 36 Salmon St \\ Spokane WA 99218
}

This article describes a program that simulates the landing of a jet-propelled craft on a random surface. The surface is generated by a random-number generator. As seen in photo 1 , the craft can be steered vertically or horizontally by the firing of the main jet, the side jets, or


Photo 1: Landing module hovering over the five-segment random surface as it cautiously approaches its landing site.
both of them. During the dynamic simulation, the craft will move vertically along the central vertical line of the oscilloscope. The horizontal movement of the random surface causes the craft to appear to move in the opposite direction.

The sequence of the simulation is as follows:
- The dynamic equations of the craft are solved by Euler's method. The solutions are velocity and displacement.
- The craft is displayed according to the vertical
displacement, and the jets are made visible when they are fired.
- The random surface is displayed relative to the horizontal displacement of the craft. There are 256 segments of random surface which form a continuous terrain. Only five surface segments are shown on the oscilloscope at one time.
- When the craft has touched down on the surface, the vertical and horizontal velocity are compared with the crash velocity. If the craft exceeds the crash velocity, it will disappear from the screen. If it lands safely, it will remain on the surface waiting for liftoff.

The needed hardware is: a Motorola MEK6800 D2 Kit, two 8 -bit digital-to-analog ( \(D / A\) ) converters, and an oscilloscope with DC inputs, as shown in figure 1 . The capacitors at the output of the digital-to-analog converter are used to obtain a straight line display between two points. The keyboard will be used to enter the following commands:

> G - Go to start the simulation
> \(M\) - Main jet firing
> \(R\) - Right jet firing
> P - Left jet firing

After the program has been entered, the microprocessor will be directed to execute the program beginning at hexadecimal address 00F1 (listing 1). The oscilloscope will display a stationary craft and a random surface. Closure of the G key will start the dynamic simulation. Now you may control the firing of jet engines by pressing the M, R, or P keys. The objective of the control is to land safely. If the craft crashes, it will disappear from the screen. By pressing the G key, a new craft for you to command will appear on the screen. A star will be

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Figure 1: A block diagram illustrating the interface connections used to monitor the landing simulation on an oscilloscope.
seen above the craft whenever you make a safe landing. The craft will stay on the surface until you lift it from the surface by pressing the \(G\) and \(M\) keys simultaneously. The degree of control skill required depends on the speed of the simulation. You may change the speed by increasing or decreasing the time delay at hexadecimal address 01BB.

The graphic resolution is 256 by 256 points on the screen for an 8 -bit microprocessor. The contour of the craft and jets is defined by coordinate points, and lines between points. Each point needs 2 bytes of storage. The first byte defines the horizontal coordinate, and the second byte defines the vertical coordinate. If the value of the first byte is 0 , this will signal the end of display. The coordinate points for the top section of the craft begin at hexadecimal address 01F1. This is followed by the left jet, left side, main jet, right side, right jet, and a 5 -point star.

The movement of the craft on the screen is obtained by the translation of points. This is accomplished by adding to or subtracting from the first byte with the amount of horizontal displacement, and the second byte with the amount of vertical displacement. The motion is such that the shape, size, and orientation are not changed. The display program DSPLY begins at hexadecimal address 01 A 3 . You can see here that only the second byte is translated to simulate the vertical motion of the craft. The random surface is displayed by the subroutine SURF (hexadecimal address 01 C 0 ), that simulates the horizontal motion for the craft.

The subroutine RAND (hexadecimal address 0056) can generate a string of 256 random numbers before repeating the numbers. A number is picked as the seed for producing a string of random numbers. Beginning with the seed, the random-surface generator SRFGEN (hexadecimal address 0062) always produces the same string of numbers. The length of the string is determined by the total horizontal displacement of the craft. Only the last five numbers are used to represent the height of five surface segments. The third surface segment is located directly below the craft.

The length of the horizontal display is hexadecimal FF, and each surface segment has a width of hexadecimal 40. The subroutine BXING (hexadecimal address 0085) will
add or subtract a random number from the string whenever the horizontal displacement of the craft is increased or decreased by an amount of hexadecimal 40. This will create a continuous horizontal movement for the craft which appears to be flying over an unknown terrain. The last random number of the string is saved as the seed for the next simulation. Therefore, none of the landing simulations will be the same.

An 8-bit microprocessor represents a numerical range of decimal 0 to 255 , or hexadecimal 0 to FF . It seems that

Text continued on page 139

Listing 1: M6800 assembler listing of the program that controls all movement of the landing module. The speed adjustment can be made by modifying the contents of hexadecimal location \(01 B B\). The subroutine SURF, starting at hexadecimal location 01C0, displays the random surface which simulates the horizontal motion of the craft. The coordinate points for the top section of the craft are stored at hexadecimal location 01F1.
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline 00001 & & \multirow[b]{2}{*}{8004} & & NAM & & L.M & SIMLILATTON \\
\hline 00002 & & & F.IA & EQU & & \$8004 & 2. \\
\hline 00003 & & 8006 & FIE & EQU & & \$8003 & 3. \\
\hline 00004 & & 8005 & CFA & EQU & & \$8005 & 4. \\
\hline 00005 & & 8007 & CFE & EQU & & \$8007 & 5. \\
\hline 00006 & & 8022 & SCNFEG & EQU & & \$8022 & 6. \\
\hline 00007 & & 8020 & HISFEG & EQU & & \$8020 & 7. \\
\hline 00008 & 0000 & & & ORG & & 0 & 8. \\
\hline 00009 & 0000 & 80 & x1 & FCE & & \$80 & 9. \\
\hline 00010 & 0001 & 00 & \(\times 2\) & FC.E & & 0 & 10. \\
\hline 00011 & 0002 & 00 & \(Y 1\) & FCE & & 0 & 11. \\
\hline 00012 & 0003 & 00 & Y2 & FCE & & 0 & 12. \\
\hline 00013 & 0004 & 00 & FNLI & FCE & & \(\dot{0}\) & 13. \\
\hline 00014 & 0005 & 00 & FNLO & FCE & & 0 & 14. \\
\hline 00015 & 0006 & F6 & GO & FCE & & \$F6 & 15. \\
\hline 00016 & 0007 & \(O A\) & G1 & FCE & & \$ \({ }^{\text {a }}\) & 16. \\
\hline 00017 & 0008 & 05 & JL & FCE & & \$5 & 17. \\
\hline 00018 & 0009 & FE & JF: & FCE & & \$FE & 18. \\
\hline 00019 & 000A & 00 & FLAG1 & FCE & & 0 & 19. \\
\hline 00020 & 000E & 00 & FLAG? & FCE & & 0 & 20. \\
\hline 00021 & 000C & 00 & FLAG3 & FCE & & 0 & 21. \\
\hline 00022 & 0001 & 00 & TEMF' & FCE & & 0 & 22. \\
\hline 00023 & 000E & 00 & OTIOM & FCE & & 0 & 23. \\
\hline 00024 & 000F & 00 & FLAG4 & FCE & & \$00 & 24. \\
\hline 00025 & 0010 & 0000 & GETSFF & FLE & & \$0 & 25. \\
\hline 00026 & 0012 & 00 & SUR & FCE & & 0 & 26. \\
\hline 00027 & 0013 & 0000 & & FIE & & 0 & 27. \\
\hline 00028 & 0015 & 00 & H5 & FCE & & 0 & 28. \\
\hline 00029 & 0016 & 9602 & SYS & LIIA & A & \(Y 1\) & 29. \\
\hline 00030 & 0018 & 11603 & & LIA & E & Y2 & 30. \\
\hline 00031 & 001A & 81 31 & & ESE & & EULEF: & 31. \\
\hline 00032 & 001C & 9702 & & STA & A & Y1 & 32. \\
\hline 00033 & OO1E & 9603 & & LIIA & A & Y2 & 33. \\
\hline 00034 & 0020 & I16 OA & & LIIA & E & FLAG. & 34. \\
\hline 00035 & 0022 & 2706 & & EEQ & & NEXT & 35. \\
\hline 00036 & 0024 & 11607 & & LIA & E & G1 & 36. \\
\hline 00037 & 0026 & 8125 & & ESF & & EULEF: & 37. \\
\hline 00038 & 0028 & 2004 & & ERA & & STORE & 38. \\
\hline 00039 & 002A & 11606 & NEXT & LIA & H & G0 & 39. \\
\hline 00040 & 002C & 8I 1F & & ESR & & EULEF & 40. \\
\hline 00041 & 002E & 9703 & STORE & STA & A & Y 2 & 41. \\
\hline 00042 & 0030 & 9600 & & LIIA & A & X 1 & 42. \\
\hline 00043 & 0032 & I6 01 & & LIIA & E & X 2 & 43. \\
\hline 00044 & 0034 & 8 Cl 17 & & ESF & & EULEF & 44. \\
\hline 00045 & 0036 & 9700 & & STA & A & \(\times 1\) & 45. \\
\hline 00046 & 0038 & 9601 & & LIIA & A & \(\times 2\) & 46. \\
\hline 00047 & 003A & D6 Of & & L.LA & E & FLAG2 & 47. \\
\hline 00048 & 003C & 2601 & & ENE & & FIFE & 48. \\
\hline 00049 & 003E & 39 & & RTS & & & 45. \\
\hline 00050 & 003F & 11608 & FIFE. & LIIA & E & JL & 50. \\
\hline 00051 & 0041 & 71 0008 & & TST & & FLAG2 & 51. \\
\hline & & & & & stin & 1 contin & on page 134 \\
\hline
\end{tabular}


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00056 004C 39
0005700411 CE 0002 EULEF 00058005057 EO 00059005109 00060005226 FC 0006100541 F 00062005539
00063005611604
00064005817
00065005958
00066 005A 58
00067 005F 1F
00068 005C 58
\(00069005 \mathrm{H}_{1} 1 \mathrm{~F}\)
00070 005E 4C
00071 005F 9704
00072006139
000730062 D6 OE SFFGEN
000740064 II7 On
\(000750066[1605\)
00076006811704
00077 006A 日I EA NXT
00078 006C 7A 000L \(00079006 \mathrm{~F} 26 \mathrm{F9}\)
000800071 CE 0010
000810074 C6 05
000820076 LI7 OLI
000830078 8II IC NXTS
00084 007A 44
00085007 F 44
00086007 C A7 00
00087 007E 08
00088 007F 7A 00011
00089008226 F4
00090008439
000910085 7F OOOF EXING
0009200889600
00093 008A 84 3F
00094008 C 8130
00095008 E 2A 09
0009600908110
000970092 2F 05
\(00098 \quad 009484 \quad 20\)
0009900969715
00100009839
0010100998420 XING
00102009 F 16
00103009 C 9015
00104 009E 27 OF
00105 OOAO 2F O5
00106 OOA2 7A OOOE
00107 UOAS 2003
00108 OOA7 7C OOOE F'LUS
00109 OOAA 7C OOOF SAUE
OO110 OOAII II7 15
00111 00AF 39
001120080 日U II3 TFFF
00113 OOET IG OF
TERF
00114 OOF4 2702
0011500 H 8I AA
00116 00F8 HII O1CO SIISFLY
00117 OOEF 39
00118 00HC 4F
00120 00EF 97 OF
00121 OOC1 8620
00122 00C3 BII 25
00123 00C5 2F 03
00124 OOC7 7C OOOA
00125 OOCA 8610
00126 OOCC BII 1C
00127 OOCE \(2 \mathrm{~F} ~ 03\)
00128 OOLIO 7C OOOF
0012900113 B6 AO R
00130 00IIS BII 13
00131 0017 2F 03
00132 OOL19 7A OOOF
\begin{tabular}{|c|c|c|c|}
\hline HGT & & LFIFE & 52. \\
\hline LIIA & F & JF' & 53. \\
\hline ESF' & & EULEF & 54 \\
\hline STA & A & X 2 & 55 \\
\hline FTS & & & 56 \\
\hline LIX & & * \(\$ 2\) & 57. \\
\hline ASF & E & & 58 \\
\hline TIEX & & & 59 \\
\hline GNE & & EO & 60 \\
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\hline Firs & & & 62 \\
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\hline TEA & & & 64 \\
\hline ASL & F & & 65 \\
\hline ASL & F & & 66 \\
\hline ABA & & & 67 \\
\hline ASL & B & & 68 \\
\hline AEA & & & 69 \\
\hline INC & A & & 70 \\
\hline STA & A & FNH & 71 \\
\hline FTS & & & 72 \\
\hline LIIA & E & OLIOM & 73 \\
\hline STA & E & TEMF & 74 \\
\hline LIA & E & FiNIIO & 75 \\
\hline STA & F & FNI & 76 \\
\hline ESF' & & FANI & 77 \\
\hline [IEC & & TEMF' & 78 \\
\hline BNE & & NXT & 79 \\
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\hline CLF & & FLAG4 & 91 \\
\hline LIIA & A & \(\times 1\) & 92 \\
\hline ANII & A & + \({ }^{\text {+ }}\) 3F & 93. \\
\hline CMF & A & +\$30 & 94. \\
\hline EFL & & XING & 95 \\
\hline CMF' & A & +\$10 & 96. \\
\hline EMI & & XING & 97 \\
\hline ANII & A & * \(\$ 20\) & 98 \\
\hline STA & A & E5 & 99. \\
\hline RTS & & & 100. \\
\hline ANI & A & * 20 & 101. \\
\hline TAE & & & 102. \\
\hline SUE & A & E5 & 103. \\
\hline EEQ & & OUT & 104. \\
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\hline EFA & & SAVE & 107. \\
\hline INC & & OIIOM & 108. \\
\hline INC & & FLAG4 & 109. \\
\hline STA & H & ES & 110. \\
\hline RTS & & & 111. \\
\hline HSF & & EXING & 112. \\
\hline LIIA & E & FLAG4 & 113. \\
\hline HEO & & SIISFL.Y & 117. \\
\hline HSF & & SEFGEN & 115. \\
\hline JSF & & SURF & 113. \\
\hline FTS & & & 117. \\
\hline CLF & A & & 118. \\
\hline STA & A & FLAG1 & 119. \\
\hline STA & A & FLAG? & 120. \\
\hline LIIA & A & \$ \(\$ 20\) & 121. \\
\hline RSF' & & TKEY & 122. \\
\hline GMI & & L & 123. \\
\hline INC & & FLAG1 & 124. \\
\hline L IIA & A & \$ \(\$ 10\) & 125. \\
\hline HSF & & TKEY & 126. \\
\hline HMI & & F & 127. \\
\hline INC & & FLAG2 & 128. \\
\hline LIIA & A & \$ AO \(^{\text {O }}\) & 129. \\
\hline ESF & & They & 130. \\
\hline FMI & & EXT & 131. \\
\hline
\end{tabular}

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\section*{IDS Announces S-100 Energy Management Module}

The 100-EMM Energy Management Module provides temperature measurement at four separate locations indoors or out; monitors eight (8) doors, windows, or fire sensors; controls six external devices via relay or optoislator; and provides an intrusion alarm with battery backup (alarm operates even during primary power outages). Put the 100-EMM to use in your home or business and claim a 30\% tax credit for the cost of your S-100 computer system including the 100-EMM. (Purchasing the 100-EMM can actually save you several times its cost in tax credits. Full instructions for filing are included in the 100-EMM manual.)


> BUY THIS S-100 BOARD AND GET UP TO A \(30 \%\) TAX CREDIT BASED ON THE COST OF YOUR COMPUTER SYSTEM!

\section*{100-EMM Energy Management Module Assembled and Tested \(\$ 395.00\) \\ Kit \$345.00}

\section*{Options for 100-EMM:}

CP-52 Cable Panel - Terminates two 26-conductor flat cables in 26 screwlugs. Use it for convenient interconnection of the 100-EMM to the "outside world". \(\$ 45.00\)

CABL-26-STD 26-Conductor Flat Ribbon Cable - Four feet in length with connectors for 100-EMM and CP-52 above. \(\$ 35.00\) Other lengths available on special order. Add \(\$ 1.00\) per foot.

OTHER PRODUCTS FROM IDS. The most complete source of S-100 compatible modules for process control, data acquisition, energy management, and data communications.


> 88-MODEM S-100 ORIGINATE/ANSWER MODEM WITH AUTODIALER. Software selectable baudrate provides any baudrate from 66 600 baud. Provides 1.5 stop bits when operated in 5 -bit code mode. Auto-answer programs available for CROMEMCO CDOS, CP/M, North Star Horizon and MDS, and Alpha Micro.

Assembled and Tested \$395.00 Kit \$245.00

\section*{88-UFC UNIVERSAL FREQUENCY COUNTER}

Four software selected inputs. Measure frequency from O-650 MHz and period from .lus to 1 Second. Extensive software included.
Assembled and Tested \(\mathbf{\$ 2 9 9 . 0 0}\) Kit \(\$ 199.00\) Temperature-
Compensated Crystal Oscillator option \(\$ 145.00\)

\section*{88-SAI SYNCHRONOUS/ASYNCHRONOUS INTERFACE}

The most versatile serial interface on the market. Computer access/control of all data and handshake lines and provision for masked interrupts, inversion of any input or output signal, and onboard baudrate generation for 110, 134.5, 150, 300, 600, \(1200,2400,4800,9600\), and many other baud rates. Many more features.
Assembled and Tested \(\$ \mathbf{2 9 9 . 0 0}\) Kit \(\$ 199.00\)

\section*{INTERNATIONAL DATA SYSTEMS, INC.}

Mailing Address:
Post Office Box 17269
Dulles International Airport
Washington, DC 20041
Telephone (703)661-8442

88-SPM TIME OF DAY CLOCK with battery backup. Set the clock with three out instructions: no delays! Programs included in North Star BASIC, CBASIC, and 8080 assembly language.
Assembled and Tested with crystal option \(\$ 199.00\) Kit less crystal option \(\$ 99.00\) Crystal Option Kit \(\$ 25.00\)

\section*{88-RCB RELAY CONTROL BOARD}

16 Relays on one board. Control appliances, production equipment, or even musical instruments (See BYTE Magazine Sept 1977 page 12)
Assembled and Tested \(\mathbf{\$ 2 9 9 . 0 0}\) Kit \(\mathbf{\$ 1 9 9 . 0 0}\)

\section*{CP/n² \\ NOW BETTER THAN EVER}
- Control Program for Microcomputers.
- Includes Editor, Assembler, Debugger, Utilities.
- Supports Floppy Disks and Hard Disks.

For 8080, 8085, Z-80, MDS.
- \$150-Diskette and Documentation
- \$25-Documentation only


\section*{NEW INDUSTRY STANDARD}
- Multi-terminal access.
- Multi-programming.
- CP/M-compatible.
- Real-time features.
- \$300-Diskette and Manual
- \$25-Manual only

\section*{DIGTAL RESEARCM \\ OPTIONAL SOFTWARE PACKAGES}

\section*{MAC' MACRO ASSEMBLER:}
- Compatible with new Intel macro standard.
- Complete guide to macro applications.
- \$90-Diskette and Manual.

SID \({ }^{\text {W }}\) SYMBOLIC DEBUGGER:
- Symbolic memory reference.
- Built-in assembler/diassembler.
- \$75-Diskette and Manual.

TEX'M TEXT FORMATTER:
- Powerful text formatting capabilities
- Text prepared using CP/M Editor.
- \$75-Diskette and Manual.

DESPOOLTM
- Background print utility.
- Use with CP/M
- \$50-Diskette and Manual.

Listing I continued:
\begin{tabular}{|c|c|c|c|c|c|c|c|c|}
\hline 00133 & 00nic: & 39 & & EXT & FTS & & & 133. \\
\hline 00134 & 00nII & 7F & 000C & G0 & CLK゙ & & Flag 3 & 134. \\
\hline 00135 & OOEO & 86 & EO & & LIIA & A & \# \$EO & 135. \\
\hline 00136 & OOE2 & 日I & 06 & & HSK & & TKEY & 13.6 \\
\hline 00137 & OOE4 & 2F & 03 & & HMI & & 0 & 137. \\
\hline 00138 & OOE6 & 7C & 000C & & INC & & FL.AG3 & 138. \\
\hline 00139 & OOE9 & 39 & & 0 & FiTS & & & 137. \\
\hline 00140 & OOEA & E7 & 8022 & TKEY & STA & A & SCNFEG & 140. \\
\hline 00141 & OOEI & 71 & 8020 & & TST & & IISFEG & 141. \\
\hline 00142 & OOFO & 39 & & & RTS & & & 142. \\
\hline 00143 & OOF 1 & 7F & 8005 & HEGIN & CLE & & CFiA & 14.3. \\
\hline 00144 & OOF 4 & 7F & 8007 & & CLF & & Cries & 141. \\
\hline 00145 & 00F7 & 86 & FF & & LIIA & A & - SFF \(^{\text {F }}\) & 14.5 \\
\hline 00146 & 00F9 & H7 & 8004 & & STA & A & Fir & 146. \\
\hline 00147 & OOFC & H7 & 8006 & & STA & A & FIE & 147. \\
\hline 00148 & OOFF & 86 & 25 & & LIMA & A & +\$25 & 148. \\
\hline 00149 & 0101 & H7 & 8005 & & STA & A & CFA & 149. \\
\hline 00150 & 0104 & F) & 8007 & & STA & A & CEK & 150. \\
\hline 00151 & 0107 & 4F & & IN [T & CLF & A & & 151. \\
\hline 00152 & 0108 & 97 & 03 & & STA & A & \(Y 2\) & 152. \\
\hline 00153 & O10A & 86 & OA & & LIIA & A & +\$A & 153. \\
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\hline 00156 & 0110 & 97 & 02 & & STA & A & Y1 & 156. \\
\hline 00157 & 0112 & 86 & 20 & & LIIA & A & \$\$20 & 157. \\
\hline 00158 & 0114 & 97 & OE & & STA & A & OLIOM & 158. \\
\hline 00159 & 0116 & 96 & 04 & & LIIA & A & FNII & 159. \\
\hline 00160 & 0118 & 97 & 05 & & STA & A & FNNIO & 160. \\
\hline 00161 & 011A & 8L1 & 5C & STAFT & ESF: & & LANTIEF & 161. \\
\hline 00162 & 011 C & HII & OOHO & & JSK: & & TEFF: & 162. \\
\hline 00163 & 011 F & 81 & HC & & ESFi & & G0 & 163. \\
\hline 00164 & 0121 & 116 & OC & & LIIA & F & FLAG3 & 164. \\
\hline 00165 & 0123 & 27 & F5 & & EEQ & & STAFT & 165. \\
\hline 00166 & 0125 & 81 & 95 & MOTION & HSF & & KEY & 165. \\
\hline 00167 & 0127 & FII & 0016 & & JSF & & SYS & 167. \\
\hline 00168 & 012A & 811 & 4C & & HSF & & LANIEF & 168. \\
\hline 00169 & 012C & 81 & 4A & & ESF & & LANIEF & 169. \\
\hline 00170 & 012 E & 811 & 48 & & ESFi & & LANIER & 170. \\
\hline 00171 & 0130 & HII & OOHO & & JSF & & TEFF: & 171. \\
\hline 00172 & 0133 & 96 & 02 & & LIIA & A & \(Y 1\) & 172. \\
\hline 00173 & 0135 & 8 E & 80 & & Alli & A & \$ \(\$ 80\) & 173. \\
\hline 00174 & 0137 & 90 & 12 & & SUE & A & SUK: & 174. \\
\hline 00175 & 0139 & 22 & EA & & EHI & & MOTION & 175. \\
\hline 00176 & 013F & 81 & F & & CMF & A & -\$FF & 176. \\
\hline 00177 & 013L & 2F & 10 & & EMI & & CFASH & 177. \\
\hline 00178 & 013 F & 96 & 01 & LANI & LIAA & A & \(\times 2\) & 178. \\
\hline 00179 & 0141 & 81 & 08 & & CMF- & A & +\$8 & 179. \\
\hline 00180 & 0143 & 2 A & OA & & EFL & & CFASH & 180. \\
\hline 00181 & 0145 & 81 & F8 & & CMF & A & \#5F8 & 181. \\
\hline 00182 & 0147 & 2H & 06 & & EMI & & CFASH & 182. \\
\hline 00183 & 0149 & 96 & 03 & & LIIA & A & Y2 & 183. \\
\hline 00184 & 014E & 81 & Fo & & CMF & A & \# \({ }^{\text {F }} 0\) & 184. \\
\hline 00185 & 014[1 & 2 A & OH & & HFFL & & SAFE & 185. \\
\hline 00186 & 014 F & HII & OOFO & CFASH & JSFi & & TEFFi & 186. \\
\hline 00187 & 0152 & 8 I & 89 & & ESF & & GO & 187. \\
\hline 00188 & 0154 & [16 & OC & & LIIA & F & FLAG3 & 188. \\
\hline 00189 & 0156 & 2E & AF & & EGT & & INIT & 189. \\
\hline 00190 & 0158 & 20 & F5 & & EFiA & & CFASSH & 190. \\
\hline 00191 & 015 A & C6 & 04 & SAFE & LIIA & H & \#\$4 & 191. \\
\hline 00192 & 015C & [17 & 03 & & STA & F & Y2 & 192. \\
\hline 00193 & 015 E & \(5 F\) & & & CLF & F & & 193. \\
\hline 00194 & \(015 F\) & 177 & 01 & & STA & F & X 2 & 194. \\
\hline 00195 & 0161 & [17 & OA & & STA & H & FLAG1 & 195. \\
\hline 00196 & 0163 & [17 & OH & & STA & H & FLAG2 & 196. \\
\hline 00197 & 0165 & CE & A04 1 & SF & LIX & & +S & 197. \\
\hline 00198 & 0168 & 81 & 39 & & ESF & & DSFLY & 198. \\
\hline 00199 & 016A & \(8{ }^{1}\) & OC & & HSF & & LANIIEF & 197. \\
\hline 00200 & 016C & HII & OOESO & & JSF & & TEFFi & 200. \\
\hline 00201 & 016 F & Hil & OOKII & & JSK & & G0 & 201. \\
\hline 00202 & 0172 & I16 & OC & & LIIA & H & FLAG3 & 202. \\
\hline 00203 & 0174 & 2E & AF & & HGT & & MOTION & 203. \\
\hline 00204 & 0176 & 20 & EII & & ERA & & SF & 204. \\
\hline 00205 & 0178 & CE & \(01 F 1\) & LANIIEF & LIIX & & tof. & 205. \\
\hline 00206 & 017F & 81 & 26 & & FSF & & OSFLY & 206. \\
\hline 00207 & 0171 & 116 & OF & & LIIA & H & FLAG? & 207. \\
\hline 00208 & \(017 F\) & \(2 F\) & 05 & & HLE & & FJET & 208. \\
\hline 00209 & 0181. & CE & 01FA & & LIIX & & - & 209. \\
\hline 00210 & 0121 & 8II & 1 I & & HSF & & [1SFI. Y & 210. \\
\hline 00211 & 0186 & CE & AO31 & FJET & LIIX & & +LS & 211. \\
\hline 00212 & 0189 & 8 I & 18 & & ESF & & IISFITY & 212. \\
\hline 00213 & O18F & 116 & OA & & LIIA & H & FLAGI & 213. \\
\hline
\end{tabular}

Listing 1 continued on page 138


\section*{PDP-11*}

TCU-100•\$495
- Provides month, day, hour, minute and second.
- Can interrupt on date/time, or periodic intervals.

TCU-150•\$460
- Provides year, month, day, hour, minute and second.
- Automatic leap year.
- Patches for RSX-11M, RT-11 FB/SJ VO2, VO3 and UNIX.

\section*{LSI-11/2*}

TCU-50D •\$325
- Provides month, day, hour, minute and second.
- Dual size board.
- Patches for RT-11 SJ/FB VO2, VO3B.

Lockheed SUE
TCU-200•\$550
- Provides year, month, day, hour, minute, second and milli-second.
- Interval interrupts between 1/1024 seconds and 64 seconds.

\section*{Computer Automation (Naked Mini) \\ TCU-310•\$385}
- Provides year, month, day, hour, minute and second.
*Trademark of Digital Equipment Corporation

\section*{Multi-Bus**}

TCU-410•\$325
- Provides year, month, day, hour, minute and second.
- SBC/BLC compatible.

HP 2100
TCU-2100•\$395
- Correct time restored after power failure.
- Compatible with the HP TBG card.

\section*{Serial Clock (RS 232 or \(\mathbf{2 0 m A}\) )} SLC-1•\$640
- Connects between any terminal and host computer.
- Provides date, time and more!

All Digital Pathways TCUs have on board NICAD batteries to maintain time and date during power down. Timing is provided by a crystal controlled oscillator. Prices are U.S. domestic single piece. Quantity discounts available.

For more information on these products, contact: Digital Pathways Inc. 4151 Middlefield Road
Palo Alto, CA 94306
Phone: (415) 493-5544
DIGTAL PATHWAYS


Netronics consistently offers innovative products at unbeatable prices. And here we go again - with JAWS. the ultrabyte 64K S100 memory board.

\section*{ONE CHIP DOES IT ALL}

JAWS solvas the problems of dynamic RAM with a state-of-the-art chip from Intel that does it all. Intel's single chip 64K dynamic RAM controller eliminates high-current logic pans . . . delay lines . . . massive heat sinks . . . unreliable trick circuits.

\section*{REMARKABLE FEATURES OF JAWS}

Look what JAWS offers you: Hidden refresh . . . fast performance . . . low power consumption . . . latched data outputs . . . 200 NS 4116 RAMs ... on-board crystal . . . 8K bank selectable . . . fully socketed . . solder mask on hoth sides of hoard . . . designed for 8080, 8085, and 280 bus signals . . . works in Explorer, Sol. Horizon, as well as all other well-designed S100 compulers.

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Please send the iterns chacked below:
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- JAWs 32K RAM kit, No. 6432. (reg. price \(\$ 329.95\) ), SPECIAL PAICE \(8299.95 . *\)
- JAWS 32 K RAM fully essembled, tosted. bumed in. No. 6432W. (rag. price S369.95), SPECIAL PRICE 8339.95.*
- Jaws 48k Ram kit, No. 6448, (reg. price Sa59.95). SPECIAL PRICE \(\$ 399.95 . *\)
- Jaws 4 aK fully assembled, tonted. burned in. No. 6448W, (reg. price S509.95). SPECIAL PRICE s449.95.*
D JAWS B4K RAM kit. No. 6464, (reg. price \$589.95). SPECIAL PAICE 4999.95.*
- Jaws gak ram fully asammbled, tested, tumed in, No. 6464W, (reg. price S649.95). SPECIAL PRICE *559.95.*
© Expansion kit. JAWS sak RaM module. 10 expand any of the above in 16 K blocks \(\mu \mathrm{p}\) to 64K, No. 18EXP. \(\$ 129.95\).
*All prices plus \(\$ 2\) postage and handling. Comenecticut residents add sales tax.
Total enclosed: S


Listing 1 continued:


Text continued from page 132:
we do not have much room to move around, but the landing simulation is very realistic. In numerical calculation the 2's complement arithmetic is used. The 2's complement number has a range of decimal -128 to +127 , or hexadecimal 80 to 7 F . Since the number can be positive or negative, the summation will only be sufficient to perform addition and subtraction. The shift instructions ASL and ASR can be used to perform multiplication or division by 2 respectively. By repeating the use of shift operation, it is possible to multiply or divide a number by \(2,4,8\), and so on.

The dynamic equations for the landing craft are given by the following four first-order ordinary differential equations:
\[
\begin{aligned}
& \frac{\mathrm{dX}}{1} \\
& \mathrm{dt}
\end{aligned} \mathrm{X}_{2}, \begin{aligned}
& \mathrm{dX} \\
& \frac{\mathrm{dt}}{\mathrm{dt}}= \pm \mathrm{SJET} \\
& \frac{\mathrm{~d} Y_{1}}{\mathrm{dt}}=\mathrm{Y}_{2} \\
& \frac{\mathrm{~d} Y_{2}}{\mathrm{dt}}=-\mathrm{g}+\mathrm{JET}
\end{aligned}
\]
where:
\[
\left.\begin{array}{ll}
\mathrm{X}_{1}= & \text { horizontal displacement } \\
\mathrm{X}_{2}= & \text { horizontal velocity } \\
\mathrm{SJET}= & \text { side jet thrust; negative for the right-hand } \\
& \text { side jet, positive for the left-hand side jet, } \\
& \text { and } 0 \text { when neither are firing }
\end{array}\right\} \begin{array}{ll}
\mathrm{Y}_{1} \quad= & \text { vertical displacement } \\
\mathrm{Y}_{2}= & \text { vertical velocity } \\
\mathrm{g} & =\text { gravity } \\
\mathrm{JET}= & \text { main jet thrust; } 0 \text { when it is not firing } \\
\mathrm{t} & =\text { time }
\end{array}
\]

According to the Euler's method (see reference on "Applied Numerical Methods"), an equation of the form:
\[
\frac{\mathrm{d} Z}{\mathrm{dt}}=\mathrm{f}(\mathrm{t}, \mathrm{Z})
\]
can be replaced by the following equivalent numerical routine:
\[
\begin{aligned}
& Z_{n+1}=Z_{n}+h f\left(t_{n}, Z_{n}\right) \\
& t_{n+1}=t_{n}+h \\
& n=0,1,2, \ldots
\end{aligned}
\]
where the quantity \(Z_{n+1}\), at the time \(t_{n+1}\), can be calculated by adding the previously calculated value \(Z_{n}\), and the product of the time increment \(h\) and the function \(f\left(t_{n}, Z_{n}\right)\). Starting from the given initial value \(Z_{o}\) at \(t_{o}\), the solution for \(Z_{n}\) at \(t_{n}\) can be obtained by repeating the calculation from the Euler's routine. This concept has been carried
out in the program SYS (address 0016). An assumption is made that the time increment \(h\) is equal to \(1 / 4\) second.

A total of 553 bytes of memory is needed for the program. If you have more memory space available, you may want to add more constraints to your simulation. The limited fuel capacity can be added to the program. The fuel gauge, velocity, altitude, displacement, and elapsed time can also be displayed on the screen. The trace between craft and surface can be blanked by the beam-intensity modulation. The control line on the peripheral interface adapter (PIA), such as CA2 or CB2, can be used for the blanking control.

The microprocessor can be a useful tool in the classroom for the dynamic simulation. An automobile traveling on a random surface can be an interesting subject for studying the suspension system. Even a simple mass, spring, and dashpot system would prove to be an interesting simulation to observe on the osccillosope.

\section*{BIBLIOGRAPHY}
1. Carnahan, B, H A Luther, and J O Wilkes, Applied Numerical Methods, John Wiley and Sons Inc, New York, 1969, chapter 6.
2. Grieser, D."Pseudorandom Number Generator," BYTE, November 1977, page 218.
3. M6800 Microprocessor Programming Manual, Motorola Inc, chapter 4.

\section*{FOR YOU YOUR WIFE YOUR CHILD YOUR HOME YOUR SCHOOL YOUR BUSINESS \\  \\ BYTE SHOP EAST offers a wide selection of hardware to meet} your specific needs; SORCERER, PET, APPLE, NORTH STAR,
IMSAI, DIGITAL, and many, many others. BYTE SHOP EASThas a complete library of books and magazines to meet your needs.

Come in to our computer stores for a FREE demonstration!



This high speed, high density, dot matrix printer (180 CPS) features an \(18 \times 9\) dot matrix and proportional spacing. 132 characters per line. Ideal for word processing and all business uses. Includes connecting cable. List Price \(\$ 3295.00\) HardSide Price \(\$ \mathbf{2 7 9 5 . 0 0}\)

\section*{CENTRONICS 730...}

This is the same printer as the new Radio Shack "Line Printer II". Prints at 100 characters per second, 8 inch lines of 80 characters each. Features upper and lower case letters, with wide letters under software control. Operates as both a friction feed and a pin feed printer. Uses paper up to \(91 / 2\) inches wide. Can also handle a single sheet of paper. Includes connection cable. List Price 999.00 HardSide Price \(\$ 899.00\)


A "mini" line printer priced to fit everyone's budget. Connects directly to the keyboard without an expansion interface. Software selectable for 16 or 32 character lines of both upper and lower case letters. Automatic "wrap-around"so no data is lost.

List Price \(\$ 219.00\) HardSide Price \(\$ 197.00\)

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\hline Percom, dual TFD-100 & & \$795 \\
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\hline Radio Shack, -1, 2, 3 & \$399 & \$459 \\
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\hline COMPUTERS. & \[
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\text { PRICE }
\end{array}
\] & \[
\begin{aligned}
& \text { OUR } \\
& \text { PRICE }
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\] \\
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\title{
The Dirt-Cheap Bootstrap More Notes on Bringing Up a Microcomputer
}

\author{
Albert S Woodhull \\ RFD 2, Enfield Rd \\ Amherst MA 01002
}

How do you take the very first steps into learning about microprocessors? An article by Sol Libes ('Notes on Bringing up a Microcomputer," January 1978 BYTE, page 162) described a procedure for the initial testing of a homebrew microcomputer which uses simple procedures to determine whether or not address and control signals are functioning properly. The procedures described are effective, but in order to use them you need a way to load some programs into memory.

If you are building a kit or following a complete microcomputer design, then the details of input and output interfacing will be provided for - a bootstrap program will either be available in read-only memory or can be easily entered from a front panel. But suppose you are just feeling your way along, as I did. I had obtained an 8080A chip set through Intel's University Program, but I had no intention of building a real computer. I had full access to an Altair and an IMSAI at the college where I teach; I wanted only to learn a little about how the hardware worked. I certainly did not want to spend either
the money or the time to imitate the Altair's front panel. The following is a description of how I solved this problem in an economical way.
To set the stage: I had the 8080A microprocessor interfaced with the 8224 clock generator/driver device and 1 K bytes of programmable memory. I had thirty-two lightemitting diodes (LEDs), driven by simple emitter-follower transistor buffers, which indicated the state of the bidirectional data bus, the address bus, and the decoded status signals. Three problems seemed important:
- I needed to be able to single-step the processor so that the lightemitting diodes would show more than a meaningless blur.
- I needed a way to transfer data from the outside world to memory.
- I needed some kind of keyboard or switch panel for entering data.

\section*{Single-Stepping}

The 8080 A is a dynamic device. This means that you can't slow it down to human speed by slowing its clock signal. The 8080A can, however, be made to enter a wait
state in which it essentially does nothing at high speed. While in the wait state, the processor uses the clock signal to keep its internal registers refreshed, but does not change its state.

To single-step through a program to make the computer perform each operation only at my command, I needed to be able to hold the processor in a wait state. The processor would stay in this wait state until I asked it to take a step; it would then immediately return to the wait state. As shown in the schematic diagram of figure 1, it was very easy to do this with only a single flip-flop.

The output of the flip-flop (half of a 7474 dual D edge-triggered type) was connected to the RDYIN line on the 8224 clock generator and driver. This line initiates a wait state when it is pulled low. Three inputs of the 7474 were used. The D (data) line was connected to ground. The clock input on the 7474 was driven by the SYNC output of the 8080A. Finally, a simple pulse generator drove the SET input to the flip-flop.

The operation of this circuit resembles that of a person whose reflexive response to the sound of an

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Figure 1a: A single-step mode can be implemented on an 8080A processor by using a flip-flop and the 8080A SYNC signal to clock a low-logic level through to the READY line. This puts the 8080A into a wait state. A very brief pulse to the SET input of the flip-flop ends the wait state until the next SYNC signal.


Figure 1b: The very narrow STEP pulse can be generated by a half-monostable circuit, a resistor-capacitor network at the input to a 7400 inverter. The manual switch contact must be debounced by a monostable circuit with a 0.1 to 1 second pulse width, for which a 555 timer is well-suited.
alarm clock is to roll over and turn it off. Normally the processor is in the wait state. A pulse to the SET input of the flip-flop ends the WAIT state, allowing the computer to complete execution of the process that is in suspension. At the very beginning of the processor's next cycle, it will send out a SYNC signal which will again clock the flip-flop output low, and reinitiate the processor wait state.

\section*{Getting the Data In}

There are two ways an 8080A can access the outside world. IN or OUT instructions generate status signals which can be decoded, along with an 8 -bit address, to activate input buffers or output latches. Alternatively, a memory address that is not actually used by memory devices can be decoded, along with read-frommemory or write-to-memory status signals. This can be used to activate a
memory-mapped buffer or latch. If a limited amount of memory and a small number of I/O (input/output) ports are to be addressed, the decoding can be ambiguous-some of the address lines may be ignored.

For bootstrapping purposes I took this to the limit: I arranged a switch to allow all memory-read signals to activate an input buffer, regardless of the state of the address lines. The principle is illustrated in the schematic diagram of figure 2. In the LOAD position of the switch, the real memory is never read, but memorywrite signals are still capable of performing their normal function. When the processor begins an instruction cycle, it reads a byte from "memory" which is interpreted as an instruction. It makes no difference to the processor if the byte actually originates on the front panel.

This arrangement makes it possible

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Figure 2: The LOAD/NORMAL switch routes the \(\overline{M E M R}\) signal to an input buffer instead of to the memory, thus enabling the operator to control the processor by entering instruction codes from the outside. Also shown is another switch which can protect memory from inadvertent writing during debugging.
to move a byte of data from the front panel to the real memory by first setting up the code for a move immediate data to memory instruction (MVI M) on the panel, allowing the processor to execute a single step, and then setting up the value to be loaded on the panel. A second single step will read the data from the panel input,
and a third step will then write that data into a memory location.

The particular memory location must be specified somehow, so several additional bytes of instructions must have been previously entered. A few simple additions to the hardware already described make it necessary to do this only once, even if

many bytes are to be loaded into memory. A look at the computer to human interface should come first, however.

\section*{Cheap Keyboard Substitute}

Figure 3 illustrates the ultimate in low-budget input devices. I took a scrap of copper-clad circuit board, scored it with a hacksaw into two rows of ten copper-bearing squares each, and soldered a length of wire to each square. Eight pairs of wires went to the inputs of simple latch circuits made by cross-connecting 7400 NAND gates; the other four pads on the circuit board were available for other controls. Light-emitting diodes (LEDs) indicated the state of each of the eight bits. A probe made from a defunct ball-point pen could be used to momentarily ground any of the pads.

In this way I could set up any desired combination on the latches; their outputs were in turn connected to the input port of the computer. One of the extra pads was connected to the single-step pulse generator mentioned earlier, via a debouncing circuit, and another was connected to the processor RESET line.

\section*{A Few Extras}

Some additions to the elementary circuits described above were incorporated into the final version. The first of these is a trick I call "double addressing." An input port is physically just a buffer; there is no reason why a single physical port cannot have multiple logical identities.

I set up some logic gates to decode the input status signal and an address, along with an additional gate, to allow either the result of this decoding or a memory-read signal from the LOAD switch to activate the input buffer. The LOAD mode is used to load a simple bootstrap program. The bootstrap routine specifies a starting address for the program to be loaded, gets the data from the input port, moves it to memory, increments the pointer to memory, and then loops back to get another byte from the input. Once this bootstrap program has been loaded, the MEMR signal is switched back to the real programmable memory, but an IN instruction can still read the input port.

Text continued on page 148


Figure 3: A small scrap of printed circuit board, an old ball-point pen, and some latch flip-flop circuits make a very inexpensive input device. With a little practice, an 8-bit number can be set up as easily and quickly as on a row of toggle switches. The surface of the printed circuit board has been scored to create isolated areas of copper for sensing purposes.


Figure 4: The complete control hardware package described in this article. \(\overline{I N O}\) is a control signal produced by getting the IN status signal from the 8080A and the address bus. Its orthodox function is to enable the input buffer; in this circuit the input buffer may also be enabled by a MEMR signal when the LOAD/NORMAL switch is in the LOAD position. INO also causes the 7474 single-step flip-flop to be cleared, thus forcing the processor into a wait state so that a human operator can set up the desired data on the input latch. Note the additional section of the LOAD/NORMAL switch which forces single-step operation in the LOAD mode, when full machine speed would be useless.

\section*{Text continued:}

In the apparatus described so far, it would be necessary to single-step through the bootstrap program loop because at full machine speed the very first byte of data entered would be rapidly written into every possible memory location. Most monitor programs for handling such inputs have some provision for ensuring that they read each keystroke on a terminal only once. This is usually done by using a second input port as a control port which signals when new data is available. The hardware and software required for this would have
been inconveniently complicated for my early breadboard system.

A second unconventional trick avoided the problem. I made wait states programmable by adding a second pulse generator which was driven by the same decoder that activated the input buffer. The output of this pulse generator was fed to the RESET input on the single-step flipflop. Instead of directly grounding the D input on the flip-flop, I put in a RUN/STEP switch which selects either a logic 1 or a logic 0 level for this input.

When the 0 level is selected, opera-
tion in the single-step mode proceeds as previously described. When the 1 level is selected, the processor runs at full speed until the program calls for data to be input. As the input port is selected, a wait state is initiated. At human speed, the required data can be set up on the input latches. A touch on the STEP pad then causes execution to resume. Figure 4 shows the circuit that incorporates all of these features, and example 1 in the text box describes in detail the procedure for loading the bootstrap program.

Text continued on page 152


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\section*{Example 1 Cold Start Bootstrap}

The following sequence of operations is used with the hardware system described in the text to load a program when power is supplied to the computer:

\section*{1. Set \(L O A D / N O R M A L\) switch to} LOAD.
2. Momentarily ground the \(\overline{R E S I N}\) line. This clears the program counter and ensures that the processor will interpret the first byte it reads as an instruction.
3. Set up the input latch with the binary data 00100001 . This is hexadecimal 21, the op code for a load-immediate data into the HL register pair (LXI H) instruction. When ready, ground the STEP line.
4. The processor will now expect a second and third byte for the LXI H instruction. These bytes will be loaded into the \(L\) and \(H\) registers and will act as a pointer to a particular memory address. To start at address 0000, set up all zeros on the input and STEP twice.
5. Set up the op code for the load immediate data into a memory location pointed to by the HL pair (MVI M) instruction, hexadecimal 36, then STEP by grounding the line.
6. The processor will now expect a byte of data. Set up hexadecimal \(D B\) on the latches. This is the code for the IN (receive input) instruction. Then STEP twice, once for the processor to read the data, and once for it to write the data into the memory.
7. Now set up hexadecimal 23 and STEP. This is the op code for the INX \(H\) instruction. This operation increments the address stored in the \(L\) and \(H\) registers and prepares the processor to write a byte to the next address in memory.
Only the last three operations of this sequence must be repeated to load additional bytes of data into the memory. Furthermore, only six more repetitions of steps 5,6 , and

7 are needed to complete the loading of the program given as listing 1 .

After you enter this program, reset the program counter by grounding the RESIN line. Switch the LOAD/NORMAL control to NORMAL. The single-step mode can be used to verify that the program has been loaded properly, and then the full-speed run mode can be entered. Loading additional data into memory requires only that you set up the data on the input device and ground the STEP line. With an almost imperceptible flicker of the light-emitting diodes ( \(L E D\) s), the data is read from the input and written into the memory. The processor again waits for another byte.

\section*{Example 2}

\section*{Examination of a \\ Memory Location}

To examine a particular location follow this procedure:
1. Set the LOAD/NORMAL switch to LOAD.
2. Momentarily ground the \(\overline{\text { RESIN }}\) line.
3. Enter hexadecimal C3, the code for a JMP, then STEP.
4. Enter the low byte of the desired address, then STEP.
5. Enter the high byte of the desired address, then STEP.
6. Setting the LOAD/NORMAL switch back to NORMAL will put the data at the desired location on the data bus, thus displaying it on the data LEDs.

After examining a location, a STEP will start execution from that location. You can then conduct another examine operation to show a new location, or the ex-amine-next procedure of example 3 can show the next location.

\section*{Example 3}

\section*{The Examine-Next Function}

To look at a program or data in memory without executing it, first examine the first byte in the
desired memory segment, then do the following:
1. Set the LOAD/NORMAL switch to LOAD. Do not ground RESIN
2. Set up all zeros on the input latch. This is the code for a no operation (NOP) instruction.
3. STEP, then switch to NORMAL. The next byte in memory will be displayed on the data LEDs.

This procedure can be repeated as desired. Note, however, that strange things can happen if you start execution while examining a byte which is the second or third byte of a multibyte instruction. This error of starting in the wrong place is also possible with most conventional front panels.

\section*{Example 4}

\section*{Temporary Patches}

When a program contains loops that are repeated many times, single-step debugging can be simplified by substituting instructions. For example, a subroutine that generates eight cycles of 2400 Hz audio to record a logic 1 bit on magnetic tape is shown in listing 2.

To verify that this program worked properly, you would not want to single-step through the inner loop 416 times! You might step through it once, but the next time you came to the JNZ instruction, you could use the LOAD function to make the processor see three successive NOPs. Alternately, you might change the cycle counting and timing bytes at locations 0102 and 0104 to the value 01. Since the LOAD substitution does not actually alter memory contents, this procedure can also be used for a program stored in read-only memory. There is no need to go back and undo patches after tracing the program. In these respects the \(L O A D\) function of this simple control system is more versatile than most conventional front panels. If a permanent patch is needed, you can use the LXI \(H\) and MVI M instructions.


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Listing 1: Program instructions which are loaded into the 8080 memory by manual means, and are then used to load further memory locations more quickly.

\section*{Hexadecimal}

Data Loaded
Instruction Mnemonic Explanation
\begin{tabular}{lll} 
DB & IN & \begin{tabular}{l} 
Input \\
00
\end{tabular} \\
77 & MOV M, A & \begin{tabular}{l} 
Input port address (hardware \\
dependent) \\
Copy data from accumulator to \\
memory
\end{tabular} \\
23 & INX H & \begin{tabular}{l} 
Increment HL, the memory pointer
\end{tabular} \\
C3 & JMP & \begin{tabular}{l} 
Jump \\
00
\end{tabular} \\
00 & & \begin{tabular}{l} 
Jump address, low byte \\
Jump address, high byte
\end{tabular}
\end{tabular}

Listing 2: A routine for the 8080 which can record a logic 1 bit on a cassette tape by generating eight cycles of a 2400 Hz audio signal.
\begin{tabular}{|c|c|c|c|}
\hline Address & Labol & Mnemonic & Explanation \\
\hline 0100 & MARK & XRA A & Set accumulator to zero \\
\hline 0101 & & MVI B & Set up a counter \\
\hline 0102 & & 10 & to count 16 half cycles \\
\hline 0103 & HALFCY & MVI C & And another counter \\
\hline 0104 & & 1A & to time 26 loops \\
\hline 0105 & & OUT & Then output to \\
\hline 0106 & & 00 & port 0 \\
\hline 0107 & TIMELOOP & DCR C & Countdown the timer \\
\hline 0108 & & JNZ TIMELOOP & And stay in the loop \\
\hline 0109 & & 07 & until counter is zero \\
\hline 010A & & 01 & \\
\hline 010B & & CMA & Complement the accumulator \\
\hline 010C & & DCR B & Countdown half cycles \\
\hline 010D & & JNZ HALFCY & And send more until \\
\hline O10E & & 0 & cycle counter is zero \\
\hline 010F & & 01 & \\
\hline 0110 & & RET & Then return to main program \\
\hline
\end{tabular}

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Text continued:

\section*{Additional Applications}

The LOAD mode permits direct control of the computer at any time. Most of the functions of the front panel on an IMSAI or Altair can be simulated by causing the processor to execute instructions loaded directly from the crude printed-circuit-pad "front panel." For example, executing a JMP instruction is equivalent to the examine function of the usual front panel. Examine next is implemented by single-stepping a no-operation (NOP) instruction. A program can also be temporarily patched during single-step debugging to break out of a loop, or to try an alternative instruction. Examples 2, 3, and 4 in the text box explain these functions in more detail.

\section*{Evolution of the System}

While developing the circuits I have described, I became hooked on microprocessors. What started out as a breadboard project is now a computer, but I have spent less money along the way than is ordinarily paid for a system of less capability.

To encourage others who might wish to follow a route similar to mine, I want to emphasize that all of the effort and material that went into my first experiments were useful in the larger system that grew from it. The single input port that served my printed circuit board input device was later shared by an ASCII keyboard and a cassette recorder.

The addition of a single output port made possible the use of software timing in a routine to generate audio tones for recording programs on tape. Another bit of the same output port can drive a printer in serial mode; again, software timing can be used.

The first 256 -byte block of readonly memory that I added was adequate to hold all of the programs that I needed to read cassette tapes. During the few weeks it took me to develop those programs, not wishing to lose the programs by removing power from the programmable memory, I connected an old car battery to the memory to keep it alive.

I have now reached the point of connecting commercial S-100 cards to my system. Because 1 have built it and know the function of every wire, it is easy to make minor modifications when a control signal is needed for interfacing a new device.

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\title{
Hydrocarbon Molecule Constructor
}

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Randall S Matthews \\ The Proctor and Gamble Co \\ Miami Valley Laboratory \\ POB 39175 \\ Cincinnati OH 45247
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To an organic chemist learning to program a newly acquired microcomputer (in my case, the 16 K byte Apple II), the challenge of "teaching" chemical principles to the computer naturally arises. For example: can the Apple II learn the rudiments of structural organic chemistry, and use that knowledge to assemble and draw simple molecules? This subject is usually covered early in the first semester of sophomore organic chemistry. I decided to write a BASIC program that would accept a hydrocarbon molecular formula as input, and then randomly construct a molecule fitting that formula and draw its structure using high-resolution graphics as output.

\section*{Initialization}

First, the program must be initialized and the input accepted and analyzed. The user will enter a molecular formula in the form \(\mathrm{C}, \mathrm{H}\) (where C is the number of carbon atoms and H is the number of hydrogen atoms in the molecule).

Clearly, the program must accept only values of C and H that are positive, and less than the maximum numbers allowed by the dimension statement (line 100). However, the dictates of organic chemistry force further restrictions.

In a neutral, ground-state, hydrocarbon molecule, every carbon atom must have exactly four bonds (ie: connections to other atoms), and every hydrogen atom must


Figure 1: In the hydrocarbon 3-methyl-1-butene, each carbon atom has four connections. This is true of any hydrocarbon molecule.
have exactly one bond. In 3-methyl-1-butene, as shown in figure 1, notice that each carbon has four connections.

Carbon atom number 2 ( \(\mathrm{C}-2\) ) has one bond to \(\mathrm{C}-3\), one bond to a hydrogen (H), and two bonds to C-1. Similarly, each H has only one bond. This valence restriction means that, for a given number of carbons C , the maximum number of hydrogens is \(2 \times \mathrm{C}+2\). A little thought will verify that conclusion.

Consider the propane structure, as shown in figure 2, with a formula \(\mathrm{C}_{3} \mathrm{H}_{3}(8=2 \times 3+2)\). No more hydrogens can be added, since each carbon already has its maximum number of connected atoms. Note that if we make a double bond ( \(\mathrm{C}-1\) to \(\mathrm{C}-2\) ) to form 1-propene, two hydrogens must be removed. This observation leads to a second restriction: the total number of hydrogens in a hydrocarbon must always be even. A good exercise is to try to draw a counterexample, remembering the valence restrictions.

\section*{Connection Table}

Having accepted and screened the input, our program must now put together carbon and hydrogen atoms to form a molecular structure that fits the formula input. This process involves the construction of a connection table. To illustrate this concept, consider again the molecule in figure 1. How can the information in that structure be numerically represented? One convenient


Figure 2: Examples of propane and propene. For any given hydrocarbon with \(C\) carbon atoms, the maximum number of possible hydrogen atoms, \(H\), is \(2 \times C+2\).

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\begin{tabular}{|c|c|c|c|c|}
\hline \multirow[t]{2}{*}{} & \multicolumn{4}{|c|}{BOND NUMBER} \\
\hline & 1 & 2 & 3 & 4 \\
\hline Cl & 2 & 2 & 0 & 0 \\
\hline C2 & 1 & 1 & 0 & 3 \\
\hline C3 & 4 & 5 & 2 & 0 \\
\hline C4 & 3 & 0 & 0 & 0 \\
\hline C5 & 3 & 0 & 0 & 0 \\
\hline
\end{tabular}

Figure 3: A possible method of representing a connection table. This connection table represents every bond for every carbon atom. The information is stored by the computer in the form shown in figure 4.


Figure 4: The connection table is stored in array \(C\).
(a)
\begin{tabular}{l|cccc|}
\cline { 2 - 4 } & & & & \\
\cline { 2 - 4 } & 2 & 4 & 0 & 0 \\
\cline { 2 - 4 } & 1 & 3 & 0 & 0 \\
\cline { 2 - 5 } & 1 & 2 & 4 & 0 \\
c4 & 0 \\
\cline { 2 - 5 } & 1 & 3 & 0 & 0 \\
\cline { 2 - 5 } & & & &
\end{tabular}




Figure 5: Using the random method of generating connection tables may result in some difficulties. Two connection tables for \(\mathrm{C}_{4} \mathrm{H}_{8}\) are shown. One possible and acceptable connection table is figure 5a. Figure \(5 b\) is an unacceptable connection table since it results in two separate molecules.
method is shown in figure 3.
This connection table indicates every bond for every carbon atom. For example, in column 2 of row C3 is a 5, indicating that the second bond of C-3 connects to carbon atom number 5 (C-5). An entry of 0 in the table means connection to a hydrogen. Thus, the number of \(0 s\) in the table necessarily equals the number of hydrogens in the molecule. Reading across row C2, we find that carbon \(\mathrm{C}-2\) is connected twice to \(\mathrm{C}-1\), constituting a double bond, once to \(\mathrm{C}-3\), and once to a hydrogen.

In the computer, the information contained in the connection table is stored in array C , as indicated in figure 4. The information for \(\mathrm{C}-1\) is stored in array elements \(\mathrm{C}(0)\) thru \(\mathrm{C}(6)\); the information for \(\mathrm{C}-2\) is stored in elements \(C(7)\) thru \(C(13)\); etc. In every such block of seven elements, the first four elements contain the four numbers from the connection table for that carbon atom. Thus, using the connection table in figure 3 as an example, we have: \(C(0)=2, C(1)=2, C(2)=0, C(3)=0, C(7)=1\), \(C(8)=1, C(9)=0, C(10)=3\), etc. The use of the other elements in the array is explained later.

My first programming impulse was to construct the connection table entirely at random. Unfortunately, this method proved inadequate for several reasons. First, it was very slow. After each attempt at constructing the table, the program would check if the generated numbers were consistent with the input molecular formula. If they were not, as was often the case, the program recycled to try again. This process was very inefficient.

The second problem was that the connection tables generated often did satisfy the formula, but led to disconnected structures. For example, suppose the formula \(\mathrm{C}_{4} \mathrm{H}_{8}(4,8)\) is input. Figure 5 shows two connection tables, along with their corresponding structures, that fit this formula. Clearly, the output in figure 5 b is unacceptable because it is two separate structures, even though its connection table still conforms to the input.

How may these problems be solved?The answer lies in the new algorithm illustrated in figure 6, which again uses the hypothetical input \(\mathrm{C}_{4} \mathrm{H}_{8}\). This method begins by connecting \(\mathrm{C}-1\) to \(\mathrm{C}-2\). A random integer between 0 and 3 is then selected, and C-3 is bound to the carbon atom with


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Figure 6: A more efficient method for connecting the carbon atoms is to first connect C-1 to C-2. A random number between 0 and 3 is then selected and C-3 is bound to that carbon atom ( \(6 a, 6 b\) ). C-4 is then randomly connected to one carbon atom in the range C-1 thru C-3. After all carbon atoms have been connected thus, the table is cleaned up by another routine. Two different carbon atoms are chosen randomly and a bond is formed between them if their valence restrictions allow. (Remember there may be only four bonds to a carbon atom.) In the example the final connection is between C-4 and C-3. All of the available bonds will be filled with hydrogen atoms in the final molecule.
that number as shown in figures \(6 a\) and 6 b. An integer between 0 and 4 is randomly chosen, and C-4 is connected to that atom as shown in figures 6 b and 6 c .

After all of the carbons have been thusly connected, another routine is used to finish the table, wherein more connections are randomly made as follows. Two different carbons in the existing structure are randomly chosen, and, if the valence restriction allows, a bond is made between them.

In our example, the final connection is made between \(\mathrm{C}-4\) and C-3. (See figures 6 c and 6 d .) After connecting all the carbons, the number of such additional bonds that must be made can be calculated beforehand from the molecular formula according to the equation:
\[
\mathrm{EU}=((2 \times \mathrm{C}+2)-\mathrm{H}) / 2
\]
where EU represents the number of additional bonds to be formed, and C and H are the formula input numbers. The origin of this equation is not within the scope of this article, but the enterprising reader might be able to derive it. EU stands for elements of unsaturation. In the example above, \(\mathrm{EU}=1\) (for \(\mathrm{C}_{4} \mathrm{H}_{8}\) ), so only one additional bond
had to be made to complete the connection table. (See figures 6 c and 6 d .)

\section*{Assigning Coordinates}

Having assembled the molecule, coordinates for each carbon must now be assigned before drawing the structure. For the final drawing to be as clear as possible, the assignments need to satisfy at least two requirements. First, no two carbons should have the same coordinates; and second, carbons that are bound to each other should be plotted next to each other whenever possible.
The following algorithm was devised to assign coordinates according to the two criteria. Carbon C-1 is given the coordinates 120,75 in the Apple's 270 by 160 highresolution graphics display. Next, all of the carbons connected to C-1 that do not already have coordinates are assigned coordinates next to \(\mathrm{C}-1\). These coordinates are stored in the sixth and seventh elements of the requisite block in array C as shown in figure 4. After its neighbors have been given coordinates, the flag element in C-1's block of array C is set to 1 . (Again, see figure 4.) If it has already received its coordinates, the same procedure is then followed for C-2 and continued until all of the carbons have been used. This method does not always give the best or even an adequate representation, but it does offer the advantages of simplicity and speed. Also, the confusing drawings that sometimes result are in most cases easily improved.

\section*{Drawing the Structure}

With all the necessary information now contained in array C, the final structure may be drawn. This straightforward process uses Apple's machine-language, high-resolution graphics subroutines (stored in hexadecimal locations COO thru FFF prior to running the program), as well as the several vector tables given in the text box, allowing the atomic symbols to be easily drawn by the shape subroutine. These vector tables must be stored in hexadecimal locations 1000 thru 1129, and are protected by a LOMEM setting that is automatically performed by the BASIC program (line 5).

Text continued on page 166

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Listing 1: An Apple II integer-BASIC program for generating hydrocarbon representations using the available high-resolution graphic routines. The high-resolution routines use the graphics tables in listing 2.

```

    5, 4406%%
    1E GOTG 1GE

```

```

SE FOFE EO1.%2SG: FETIIFN

```

```

106 [IM EC116%
11日 TE%T : CHLL -9SE: UTHE 5: THE S: FFEINT "HFFLE-EHEM II"

```

```

OLEOILGFE FOFr|ILA."

```

```

    HEF:E"
    ```

```

15E INFIIT NE:NH
1F2 PNF=N

```



```

        186
    ```





```

2.E FDF I=3 TIN PN:
2G
2EE IF E\&CN-1)+7+1%\#G THEPN ES

```

```

25E IF [C(X-1)+\vec{7}+2)\#E THEN ZTE

```



```

2GE PNE%T I
Z0% IF E|I=5 THEP\ 41E
1E FOF K=1 TG E|

```


```

Q4E %1=I: GOTO EOE
350 PNENT I F GOTO SO

```




```

4WE PNE%T K

```

```

4EGCI+TY=G: NENT T: NENT I
4EE FOSIE 1EEG: FOUE EWEG
4ZE EHLL -GSE UTHE 22

```


```

45G FFINT "HIT I FOF H NEW ISIMEF: \&FIE FGFMILLHy"
4EG FFINT "HIT "F" FOF A NEM MOLEIULLFE FGFM|LLA"

```

```

4B6 FINE -1ESES, E

```

```

5E1G ENC

```


```

1020 NEXT K゙: GOTO 1EGE

```


```

15E FOE|E: 15N

```



```

1EGK FETIIFN

```


```

1520 TK=T'%+A1:T'T'=T'T'+Rこ

```

```

154G FETLIEN
1EG101 FOF: II=1 TO NS:

```

```

1EGE NENT II: GOTG 1E4E
1-EG FLGM=1
1E4E FETIIFPN

```

```

21EG=SE5:L=STEG:F=STGO: FONE OB, O55

```






```

EGE GOGE SE EHLL F

```




```

OSE IF FLHIG\#2 THEPN 2LEG

```


```

21EG NE%T I NENT I

```




```

22SE FGF T=E TG ?
224E IF G\&I-1)+%+I\=5 THEN FLGG=FLGG+1
2-5G NENT I
2GG IF FLHG\#\# THEN 2%G
2?G %=46GE GOGIEE 4G: GOTG こSSG
2EE IF FLHG\#1 THEN こGE1

```

```

2\OmegaGE1 IF FLHG\#O THEN 2S2G
210 %=41SG:GOEE 4E: GOTO ESS
22eG X=41EE: FOE|E 4E
2SET IHLL S: NENT I FETIIFN

```

Listing 2：The program in listing 1 uses a high－resolution shape（or vector）table which is shown here．It stores shapes for the chemical symbols．The operation of the shape table is defined in the Apple II Programmer＇s Manual and in the documentation for the high－resolution routines．These vector tables are used to draw the different parts of molecules on the video screen．
\begin{tabular}{llllllllllllllllll}
\(1000-\) & 22 & 64 & 2 D & 15 & 96 & F2 & 3 F & 07 & \(1028-\) & 17 & 17 & 36 & 28 & 2 D & D & DB & C 3 \\
\(1008-\) & 20 & 04 & 00 & 24 & 2 D & 2 D & 24 & 34 & \(1030-\) & 18 & 08 & 18 & 24 & 24 & 24 & DF & 33 \\
\(1010-\) & 36 & 36 & FE & 1B & 24 & 24 & 24 & D7 & \(1038-\) & 36 & 36 & 3 E & D & 1 E & 3 F & 07 & 20 \\
\(1018-\) & E & 3 F & 17 & 36 & 36 & 0 E & 2 D & 05 & \(1040-\) & 24 & 64 & 2 D & 15 & 06 & 00 & 2 E & 2 D \\
\(1020-\) & 20 & 00 & 2 D & 2 D & 4 D & 62 & AD & F6 & \(1048-\) & AD & 09 & 0 C & AD & 36 & 3 F & 2 D & 36
\end{tabular}

Listing 2 continued:
\begin{tabular}{lllllllll}
\(1050-\) & \(1 E\) & \(3 F\) & \(E 0\) & D8 & 24 & 24 & 24 & DF \\
\(1058-\) & 33 & 36 & 36 & \(3 E\) & D8 & 1 E & 3 F & 07 \\
\(1060-\) & 20 & 24 & 64 & \(2 D\) & 15 & 06 & 00 & 24 \\
\(1068-\) & 24 & 24 & 24 & \(3 C\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(1070-\) & \(3 F\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) \\
\(1078-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(3 E\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(1080-\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & 37 \\
\(1088-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) \\
\(1090-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(3 E\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(1098-\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & 37 & \(2 D\) \\
\(10 A 0-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) \\
\(10 A 8-\) & \(2 D\) & \(2 D\) & \(3 E\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(10 B 0-\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & 37 & \(2 D\) & \(2 D\) \\
\(10 B 8-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\)
\end{tabular}
\begin{tabular}{lllllllll}
\(10 C 0-\) & \(2 D\) & \(3 E\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(10 C 8-\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & 37 & \(2 D\) & \(2 D\) & \(2 D\) \\
\(10 D 0-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) \\
\(10 D 8-\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(10 E 0-\) & \(3 F\) & \(3 F\) & \(3 F\) & 37 & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) \\
\(10 E 8-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(3 E\) \\
\(10 F 0-\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(10 F 8-\) & \(3 F\) & \(3 F\) & 37 & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) \\
\(1100-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(3 E\) & \(3 F\) \\
\(1108-\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(1110-\) & \(3 F\) & 37 & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) \\
\(1118-\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(2 D\) & \(3 E\) & \(3 F\) & \(3 F\) \\
\(1120-\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) & \(3 F\) \\
\(1128-\) & 07 & 00 & & & & & &
\end{tabular}

Table 1.
\begin{tabular}{|ll|}
\hline Program Lines & Function \\
5 & Set LOMEM:4400 \\
\(30-40\) & Subroutines used for drawings. \\
\(100-170\) & Accept and analyze input. \\
\(180-400\) & Construct connection table. \\
\(435-500\) & Special features. \\
\(1000-1640\) & Subroutine to assign coordinates. \\
\(2000-2330\) & Subroutines to draw molecule. \\
\hline
\end{tabular}

\section*{Program Notes}

Since remark statements were deleted from the final program to increase execution speed, the explanations provided in table 1. should prove useful when reading the program. Table 2 provides a list of all machine language accesses in the Apple II used in this program. These explanations should help implement the chemistry program on a different computer.

Table 2.


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Text continued from page 160 :
Program Description and Instructions
To run the program, load the high-resolution graphics subroutines, the vector tables, and the BASIC program (remembering to set HIMEM;8192) and type RUN. You will be asked to input a molecular formula. To test the program, type 4,8 . In a few seconds, an isomer of butene should appear. At the bottom of the screen, you will note several special features. Pressing the D key will draw a new picture of the same compound; in other words, the same connection table is used, but different coordinates are assigned. This command is very useful, particularly for complicated structures, when the initial drawing is too confusing to understand. You may continue to press the D key until a satisfactory drawing results. Pressing the I key isomerizes the structure (ie: a different compound with the same molecular formula is drawn). Thus, you could investigate some of the many isomers of tetrahedrane \(\left(\mathrm{C}_{4} \mathrm{H}_{4}\right)\). Pressing the F key simply recycles the program to allow new input. Pressing any other key ends the run.
One other very interesting special feature is demonstrated by entering the "formula" -100,0. This input is a signal for the program to begin drawing structures from randomly chosen molecular formulae. It will continue to draw new compounds until interrupted by control-C. This feature makes a fascinating demonstration display for the Apple II.

\section*{Concluding Comments}

Finally in possession of a running program, you may well inquire: what good is it? Certainly, for a practicing organic chemist, the program has little practical value. However, by exposing several of my chemist friends to the program, I have found that they do enjoy playing with it, especially the isomerization feature. It is fun!
For those who are interested in practical applications of microcomputing, I stress that this program has valuable use in chemical education. For beginning organic students, it provides an enjoyable introduction to numerous seminal concepts of structural chemistry (eg: to the ideas of structural isomerism and valence requirements). Moreover, it could be used to test comprehension of nomenclature, particularly for more advanced students. For instance, I have enjoyed entering formulae and challenging others to assign International Union of Pure and Applied Chemistry (IUPAC) names to the resulting structures.

In closing, I must point out that the program described here is only a beginning. Several potential improvements immediately spring to mind. One is the possibility of the Apple drawing three-dimensional representations. Also, anyone with much chemical background will quickly realize that many structures generated by the program are rather unlikely, if not practically impossible. For instance, the Apple does not hesitate to draw cyclopropadiene, an impossibly strained ring. It might be possible to teach the Apple such concepts as ring strain and Bredt's rule; however, I am not sure if that would be desirable. Much of the program's charm derives from its naive approach to molecular assemblage, yielding delightfully unexpected structures. And who knows? Recent experience in organic synthesis has demonstrated that improbable structures are not always impossible.


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Book feviews
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\author{
What Computers \\ Can't Do
}

Hubert L Dreyfus
Harper and Row
New York 1972
hardcover, 259 pages \(\$ 10.95\)

\section*{Brain, Mind and Computers}

\section*{Stanley L Jaki \\ Gateway Editions}

1969
softcover, 267 pages
\(\$ 4.95\)

What Computers Can't Do and Brain, Mind and Computers are two widely available critiques of artificial intelligence. Their authors bring somewhat different credentials to the task. Hubert Dreyfus is a philosopher who has worked in artificial intelligence research for well over a decade, and Dr Jaki is a theologian concerned with the philosophy of science.


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What Computers Can't Do is a follow-up on a RAND Corporation paper which Dreyfus did in the mid-1960s. The question he raises is why, after the rapid advances in artificial intelligence research during the 1950s, was there such a slowdown in results during the 1960s and early 1970s? Many of the results which were forecast for the period 1969 thru 1979 never occurred (such as general-purpose language translation, innovative work in mathematics by computers, etc). Dreyfus believes that there are a number of mistaken assumptions underlying the hopes in artificial intelligence research; assumptions about how we think and about the nature of the world. His conclusion is that more attention must be paid to the ways in which humans think about things and how these differ from the ways in which computers work. He argues that the result of this is a classification of tasks into different groups, some of which are definitely fair game for machines, some of which pose serious problems, and some of which are not likely to yield human-type performance to computers as they are presently designed.

Overall, this book is very interesting reading, and contains well-thought-out discussions of many of the issues in artificial intelligence research.

Brain, Mind and Computers was originally published ten years ago and has since been reissued. It is ostensibly a discussion of artificial intelligence research; it is in fact a refutation of physicalism, which the author maintains is synonymous with determinism. While discussing artificial intelligence at length, Dr Jaki never defines what he means by it; he seems to mean a machine which will be fully equivalent to the human mind in all respects. Given this implicit definition, the task of arguing against the possibility is simplified.

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Support doesn't stop when you buy the package. As a registered user, you receive our bi-monthly newsletter which answers questions. reports upgrades and teaches new applications of the MAGIC WAND.

It's through a lot of hard work that we are able to offer you a product that is "almost perfect," but we aren't about to stop working until we can say that the MAGIC WAND is perfect.
\end{abstract}

Full screen text editing
The MAGIC WAND has probably the most responsive and easy-to-use editor available for either a serial or DMA terminal. It uses only single stroke control keys to give command and takes advantage of the special function keys on your terminal whenever possible. In addition, you can set up library files with coded sections that you can merge by section name.

Full text formatting commands
The MAGIC WAND allows you to set the left, right, top and bottom margins, page length, indentation, paragraph indentation, (incuding "hanging" paragraphs), text left flush, right flush, justified (two ways), literal or centered, variable line and pitch settings, variable spacing (including half lines), bold face, underlining (solid or broken), conditional hyphenation, suband superscripting. You may change any of these commands at run-time without reformatting the file.

\section*{Merging with external data files}

You may access any external data file. with either fixed length or sequential records. The MAGIC WAND converts the record into variables that you define and can use like any other variable. Of course, you may use the data for automatic form letter generation. But you can also use it for report generation.

\section*{Variables}

You may define up to 128 variables with names of up to seven characters. The current value of a variable may be up to 55 characters, and you may print it at any point in the text without affecting the current format. Although the MAGIC WAND stores the variables as strings, you may also treat them as integer numbers or format them with commas and a decimal point. You may increment or decrement numeric variables or use them in formatting commands.

\section*{Conditional commands}

You may give any print command based on a run-time test of a pre-defined condition. The conditional test uses a straightforward IF statement, which allows you to test any logical condition of a variable. You may skip over unneeded portions of the file, select specific records to print, store more than one document in a single file, etc.

\section*{True proportional printing}

The MAGIC WAND supports proportional print elements on NEC. Diablo and Qume printers. Other formatting commands, including justified columns, boldface, underline, etc., are fully functional while using proportional logic.

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Brain, Mind and Computers is an excellent guide to the history of physicalism in scientific thought. The computer is taken as a metaphor for "machine," and artificial intelligence is taken in its strongest sense-a sense that is almost unknown in the current artificial intelligence research literature.

John A Lehman
716 Hutchins \#2
Ann Arbor Ml 48103

\section*{Z80 Software Gourmet Guide and Cookbook}

\section*{Nat Wadsworth}

Scelbi Publications, 1979
softcover, 322 pages \(\$ 14.95\)

The Z80 Software Gourmet Guide and Cookbook is one in a series of such books which Scelbi has published; previous "cookbooks" have appeared for the 8080 and the 6800
processors. The primary theme behind these books is to explain how to perform common assembly-language programming tasks for the various microprocessors, and to provide tested routines for these tasks which can be included as part of larger programs.

The Z 80 volume covers the \(Z 80\) instruction set, utility operations (such as multibyte arithmetic), stack operations, input/output (I/O) processing, charactercode conversion, searching

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and sorting, decimal arithmetic, and floating point arithmetic. These topics were also covered in the 8080 volume. Additional chapters in the Z 80 book include one that presents a simple space-capture game, and one entitled "Creative Programming Concepts," which discusses data structures. Appendices include the Z 80 instruction set character code and numberbase tables, and hexadecimal object code dumps for the major programs in the book.

The first question that comes to mind is, "How does this book differ from the 8080 volume?" Obviously, the sections on the instruction set are changed. Besides having many more instructions to explain, the Z80 book uses Zilog mnemonics. Unfortunately, much of the rest of the book contains the old 8080 code with new mnemonics. Even the discussion of interrupts in the I/O section treats only mode 0 ( 8080 -compatible), which is probably the least useful for anyone not trying to write 8080 -executable code.

Another example of the lack of changes: absolutejump instructions are used throughout the book where almost any Z80 programmer would use relative jumps. The major changes in the book then seem to be the discussion of the instruction set, the two new chapters, and the fact that the floating point routines appear to be shorter. If you have the 8080 volume, do not purchase this volume.
If you do not have the 8080 volume, then that is another story. Whether you want to convert American Standard Code for Information Interchange (ASCII) to Baudot code (or Selectric correspondence code), parse an input string, change number representations, fill memory, write timing loops, or whatever, you will probably find just the subroutine you are looking for. I have been taking subroutines out of the 8080 version of this book for two years now, and have yet to

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\section*{The 8086 Book}

This June, Osborne/McGraw-Hill will release the first of a new serles, The 8086 Book by Russell Rector. A handbook for all 8086 users, this book includes basic 8086 programming instructions, a thorough analysis of the 8086 instruction set, and detailed hardware and interfacing gutdes that reveal the full power of the 8086 multiprocessing capabilities. Check the box in the order form below to be sent The 8086 Book contents and order information.

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have one not work.
In conclusion, if you already have the 8080 Software Gourmet Guide and Cookbook, just buy Scelbi's Z80 Instruction Handbook; the two together will give you almost everything in this volume, and you will save the cost of a floppy disk or two. If you do not have the 8080 volume, then the Z80 Software Gourmet Guide and Cookbook could be a good addition to your
assembler reference library.
John A Lehman
716 Hutchins \#2
Ann Arbor MI 48103

\section*{BASEX}

\author{
Paul Warme \\ BYTE Books \\ Peterborough NH, 1979 softcover, 97 pages \(\$ 8\)
}

BASEX is an interactive compiler written for the \(\varepsilon 080\) family of computers. The book is complete with bar code, source listing and machine code listing.

Many language systems for microprocessors are written as interactive interpreters which do not convert the sentence-like statements of the language into machine code, but simply perform the command in each line of source program as the line is


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scanned. In short, the language system interprets statements and performs tasks via interpretative runtime routines. In contrast, a compiler does not immediately execute statements in source code, but translates the source code into object code which can be directly executed by the machine.
There are advantages to both approaches in implementing a computer language, and I simply will refer the reader to the almost never-ending discourse in any of the computer journals for the facts and opinions. My bias is towards use of compilers.
When you purchase BASEX, you receive a wellwritten document describing an interesting approach to compiler construction. First, you get a complete assembler source listing of all the run-time routines that add, subtract, multiply, and divide; and that perform memory block-move, memory read, memory write, memory compare, accumulator OR operations; plus routines that perform input and output. You also get a listing of the BASEX compiler and a relocating loader, both written in BASEX. What you do not get is floating point math, error messages, error recovery operations, and mass storage operations.

I bought BASEX to see if it could be used in a business environment. It simply is not sophisticated enough for business use, but it is ideal for text editors, disk operating systems, and other applications where high speed, simple math, and well-defined static applications prevail. If serious use of BASEX is contemplated, the following should be developed:
- mass storage capabilities;
- error intercept and recovery routines;
- a trace function for debug purposes;
- a binary look up routine for the symbol table; and
- routines to let the compiler perform memory


At first it appears to be an IBM Selectric'". It is! A standard keyboard, familiar operation that does such a good job on day-to-day typing. Look, closer. There are extra controls: CONTROL ESCAPE DELETE REPEAT ABORT TEST. The full functions of a communications terminal. It is! Connect the cable to your system's RS232C connector and quick as a blink you can communicate. Input and receive? That's right. It's a printer, too. And, what a printer! Sharp, neat, clear impressions. IBM


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\section*{Coming In April-}

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Ruth Ashley
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management for line insert and delete.

\section*{Linking BASEX to CP/M}

BASEX may be run as a command (COM) file under CP/M. First, enter the entire BASEX compiler into your computer. If you do not have a bar-code reader, prepare yourself for a threehour exercise in data entry. Next, move the code residing at hexadecimal locations 0000 thru 0103 to hexadecimal locations 2000 thru 2103. Then place a JMP
instruction at location 0100 which causes a branch to hexadecimal location 2105 (object code C3 05 21). At memory location 2105 assemble the following:
\begin{tabular}{|c|c|c|}
\hline \multirow{5}{*}{MOVIT} & LXI & \(\mathrm{H}, 2000 \mathrm{H}\) \\
\hline & LXI & D, OH \\
\hline & MOV & A, M \\
\hline & STAX & D \\
\hline & INX & D \\
\hline \multirow[t]{7}{*}{MOV} & A, D & \\
\hline & CPI & 01H \\
\hline & JNZ & MOVIT \\
\hline & MOV & \\
\hline & CPI & 03H \\
\hline & JNZ & MOVIT \\
\hline & JMP & OH \\
\hline
\end{tabular}

Follow the instructions in the BASEX book for changing I/O addresses in BASEX. Now save BASEX with CP/M as "BASEX.COM". Now type BASEX. You should be able to start using BASEX, unless you made an error somewhere.

I would be interested in hearing other readers' experiences with the BASEX compiler.

Wayne F Miller
905 Fairmont Jefferson City MO 65101

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Wozniac Receives 1979 ACM Grace Murray Hopper Award
Stephen Wozniac, Vice President of Research and Development for the Apple Computer Co, Cupertino, California, received the Association for Computing Machinery (ACM) Grace Murray Hopper Award for "his many contributions to the rapidly growing field of personal computing and, in particular, to the hardware and software for the Apple Computer." The award acknowledges his work on programmable pocket calculators which he accomplished while employed by HewlettPackard. The annual award is given in recognition of achievements in the computer field made before attaining the age of 30 . The \(\$ 1000\) award is donated by Sperry Univac, a longtime employer of Dr Hopper.

\section*{Real-Time BASIC Available Free}

\section*{If you are doing process} control applications in real time, you should investigate Lawrence Livermore Laboratory's (LLL) version of BASIC. It was developed with public funds, hence copies are available for just the duplication fee. Contact Harry Edwards, National Software Center, 9700 S Cass Ave, Bldg 221, Argonne IL 60439.

LLL BASIC was designed to run on an 8080 -based system. The interpreter can execute BASIC source code contained in a read-only memory. A companion compiler can produce faster and more efficient object code. LLL BASIC has machine control statements and works with the Advanced Micro Devices AMD9511 mathematicalfunction integrated circuit for faster execution time.


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\title{
Alubs and Newsletters
}

\section*{International Computer} Chess Association

The International Computer Chess Association was established at the Second World Computer Chess Championship in Toronto in 1977. It currently has about 200 members, and publishes
the ICCA Newsletter three or four times per year. The cost of membership for a single year is \(\$ 10\) in US funds. Contact Professor Ben Mittman, Vogelback Computer Center, Northwestern University, Evanston IL 60201.

\section*{Lincoln MicroComputer Club}

This club has changed its name from the Lincoln Computer Club to the present name. They meet on the first Wednesday of each month at 7 PM at the State Federal Savings and Loan on

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\section*{Wyoming Valley Computer Club}

The TRS-80 users club in Pennsylvania is seeking new members. The Wyoming Valley Computer Club meets on the second Tuesday of every month at 7:30 PM at the Artco Electronics building in Kingston, Pennsylvania. There is a monthly newsletter for all members. For more information, contact Art Prutzman, Artco Electronics, 302 Wyoming Ave, Kingston PA 18704.

\section*{Apple Educators' Newsletter}

This publication is devoted to educators and researchers using the Apple II system and other compatible systems. Articles concerning educational programs, grants for microcomputers and education, exchanges of ideas using computers in education, and general items are featured. Contact Apple Educators' Newsletter, 9525 Lucerne, Ventura CA 93003.

\section*{Apple Users Group} in Arlington TX

The Fort Worth Apple Users Group (FWAUG) has been created to help users, owners and beginners understand and fully utilize their Apple II systems. The group meets on the third Sunday of each month at 3 PM at the CompuShop Store, 6353 Camp Bowie, Fort Worth TX. The group has a software program exchange and a library for members. The FWAUG


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Newsletter is an eight-page monthly publication, sent to all members. Dues are \(\$ 9\) per year. For more information, contact FWAUG, c/o Lee Meador, 1401 Hillcrest Dr, Arlington TX 76010.

\section*{OSI Superboard Club}

This newsletter contains programs, ideas, technical data, hints and suggestions on the use of Ohio Scientific Challenger IP and Superboards. The newsletter will be published every two months. Send a selfaddressed business envelope and \(\$ 1\) for further information to Superboard Club, POB 55, Agincourt, Ontario MIS 3B4 CANADA.

\section*{Dental Computer Newsletter}

The DCN is a group of dentists, physicians and office management people that have interests in computers. DCN offers members a monthly newsletter, software exchange, advice and experience, and access to members in specific areas. Annual membership dues are \(\$ 12\) per year. Back issues of the Dental Computer Newsletter are \$1 each and \(\$ 10\) per year. Membership and equipment listings are \$5. Commercial software lists and DCN software exchange lists are free with a \(\$ 0.28\) stamped, selfaddressed envelope. Contact Dental Computer Newsletter, E J Neiburger, editor, 1000 North Ave, Waukegan IL 60085 .

\section*{Computer Law Journal}

Each issue of the Computer/Law Journal is devoted to a single topic of computer law, and contains feature articles by experts in the field, a comprehensive bibliography on the featured topic, case digests of all significant court and administrative agency decisions on the topic, and other reference materials. Topics have included patent protection of computer software and computer-assisted legal research. Future issues will

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focus on computer related evidence, electronic funds transfer systems (EFTS), computer crimes and software taxation. The journal is published by the Center for Computer Law, 530 W 6th St, 10th Floor, Los Angeles CA 90014.

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Articles on bus structures, software, conversion circuits and other aspects of microcomputers are covered in this monthly newsletter. The
material comes from members of the group, so ideas and items are constantly needed and welcomed. There are no membership fees. A large supply of self-addressed, stamped envelopes are the only requirements. Write to Scampus, POB 132, Knob Noster MO 65336.

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Madison Public Library in Madison, Wisconsin on the second Tuesday of each month at 7 PM . The group wants to exchange newsletters and software with other groups and receive advice on software. Adam and Eve is a subscriber of The Source, an information network. The dues are \(\$ 1\) per meeting or \(\$ 3\) per year for the Adam \& Eve Newletter. For more information, write to Adam and Eve, Apple II Users Group, 11 S Hancock St, Madison WI 53703.


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\section*{BYTE's Bugs}

\section*{Reversi Bug Makes Computer End Game Too Quickly}

Several readers have pointed out a problem in the program published in "Programming Strategies in the Game of Reversi,"
November 1979 BYTE, page 66. In the program given in listing 1, the published code behaves in the following manner. Either after you have twice forced the computer into a position where it has no legal moves, it concedes the game and resigns; or after the computer has forced you into a moveless position twice, it declares itself to have won the game. Thanks to Darrell Pittman, Jack Guinnip, Delmer Hinrichs, Willy Verwoerd, and Betty Vogel for spotting the error.

Mr Guinnip deserves special praise, not only for spotting the error so quickly, but for doing it while working through the program with pencil and paper. He does not have access to a computer, as an inmate of the Sheridan Correctional Center in Illinois.

A simple patch suggested by Mr Pittman was published in the February 1980 BYTE on page 168 , but readers may instead wish to make the somewhat more complete correction suggested by Mr Hinrichs. This includes a change to line 1382 and insertion of two other lines:

1382IF \(B(K)=\) THEN 1396
1396LET T3 \(=0\)
1398RETURN
To improve the quality of play, Ms Vogel suggests that line 4200 be deleted, and that line 5310 be changed to read:

5310LET E(79) \(=5\)
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\section*{Product Reviews}

\section*{Lucidata P-6800 Pascal}

\author{
Phil Hughes, POB 2847, Olympia WA 98507
}

If you own a Southwest Technical Products Corporation (SwTPC) compatible system that runs Technical Systems Consultants' FLEX 2.0 or mini-FLEX operating system, you too can use Pascal. P-6800 Pascal is a substantial subset of full Pascal, and is designed for a SwTPC with FLEX or mini-FLEX.

I mailed my order for P-6800 Pascal, and thirteen days later the manual and disk arrived. I would consider this excellent delivery if Lucidata were in Kansas, but they are in the Netherlands! Even if it had not worked, I think I would have been amazed.

Two major items missing from this Pascal subset are the REAL and RECORD data types. Also missing are some of the capabilities of other directives. For example, the TYPE directive only supports enumerated types.

Looking at the capabilities in a more positive light, files, procedures, functions, recursion, and multidimensioned arrays are supported. The branching constructs IF . . THEN . . ELSE and CASE . . OF as well as the looping constructs REPEAT . . UNTIL and WHILE . . DO are also supported. Data types that are supported are BOOLEAN, CHAR, ALFA (six-character string), INTEGER, and BYTE as well as scalars which can be made members of sets.
The standard input/output (I/O) procedures (RESET, REWRITE, READLN, WRITELN, READ, WRITE) are defined, as are the standard ordinal and predicate functions ORD, CHR, SUCC, PRED, ODD, EOF and EOLN. Additionally, the procedures HALT and POKE are defined as are the functions PEEK and USER.
The compiler generates pseudocode ( p -code) that is in-
terpreted by the run-time system. The run-time system simulates the Pascal P-machine. For those unfamiliar with Pascal, this is a standard approach. The P-machine is a theoretical, stack-oriented machine designed specifically for execution of Pascal. This makes it possible to transport the compiler to another machine by writing a p-code interpreter for the new machine.

The Lucidata run-time system allows automatic paging of the p-code file. In other words, if all of the p-code for your program does not fit in available memory, the runtime system reads it in pieces from a disk as required. Because of this feature, it is possible to run the compiler in 12 K bytes (plus 4 K or 8 K for mini-FLEX or FLEX).

The manual describes this particular subset of Pascal in detail, then discusses the run-time system. This includes a description of how to use files. The memory requirements are discussed next. This includes how to estimate memory required for p-code, stack, and file buffers, and for the run-time system. The estimation of disk storage requirements is also discussed. The final chapters cover fine tuning of your programs and the run-time system. The customizing of the run-time system includes interfacing your program to assembly language subroutines and support of non-FLEX-compatible peripheral devices.

Five appendices are included. The first is the syntax diagrams for P-6800 Pascal. Next is a list of compiler error messages. Then there is a list of run-time error messages. The fourth appendix consists of sample programs that demonstrate most of the system capabilities. These sample programs are also on the system disk so you can play with them. The last appendix is a bibliography of further reading on Pascal.

What you receive is a P-6800 Pascal compiler and run-time package, a good manual, sample programs, and excellent delivery. If you are running FLEX 2.0 or miniFLEX, the Pascal system can be installed in a few minutes. The P-6800 package costs \(\$ 150.00\) from Lucidata, Oosteinde 223, 2271 EG Voorburg, Netherlands. Their telephone number in the Netherlands is 70-862387.
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\title{
The Direct Impact of the Computer
}

\author{
Richard S Shuford, Editor
}

Some years ago, I was doing volunteer work for a nonprofit organization. Late one evening we were preparing an important newsletter for mailing the next day. We had used a computer at Lenoir-Rhyne College, where I was a student, to prepare our adhesive address labels. We had pasted on all the labels when we found that our rubber stamp that said "ADDRESS CORRECTION REQUESTED" had been lost.

Groaning over our misfortune, we were just about to begin the time-consuming task of writing this message on every envelope by hand, when I had the following thought: the computer printed the address labels for us; why can't it print this simple message?

I began to consider how the job could be handled using the computer facilities available. Adhesive labels were too expensive to print the message on and then affix to the envelopes. But wait, perhaps we do not have to use the labels. Could the computer printer print directly on the envelopes?

A time-honored principle is that if there is a simple test to be made, make it. So I gathered up several newsletter envelopes and hastened to the college's academic computer center to try it.

The particular printing peripheral I had in mind was a Centronics Model 101A, high-speed, serial character impact printer, which we loosely called a "line printer." This Centronics machine prints dot-matrix characters by driving a column of print pins into an inked ribbon held before the paper as the print head moves horizontally, (Many other printers also work in this manner.) The Centronics printer has a paper-thickness adjustment, which soon became important.

The Centronics printer was attached to a minicomputer timesharing system. I logged into the system, and quickly wrote a BASIC program. After a brief period of experimentation, I saved my program, logged out, and dashed back to the other late-night envelope-stuffers to report success.

I led a disbelieving troop of workers carrying stacks of envelopes back to the computer room to see how I was going to save them a lot of work by letting the machine do some. My demonstration worked like this.

I logged in and called up the BASIC program I had written for my experiment. This program is shown in listing 1. I typed "RUN" on my terminal, and with one hand held a newsletter envelope carefully inside the print position of the Centronics printer, just behind the ribbon. As the others crowded around to see what I was doing, I hit the carriage return key on the terminal with my free
hand. The print head buzzed and moved across the envelope. I held up the letter, and all could see that "ADDRESS CORRECTION REQUESTED" was plainly printed on it in dot-matrix characters.

Well, we set up an assembly line to insert envelopes into the printer and then to stack them. We found that using the computer printer actually was faster than using the rubber stamp, but I do not recommend buying a computer if you can get by using a rubber stamp under normal conditions. The computer did allow us to get our mailing out on time. (Later on, of course, it was not so much fun to pay \(\$ 0.25\) for every corrected address that came back, but we got our mailing list updated).

If you want to try to use this rubber-stamp simulator, observe these points. The print head can move very fast, and you can hurt yourself if you are not careful as you hold the paper inside the printer. You have to be sure to hold the paper in the right place. With the Centronics, the right place is approximately 5 cm ( 2 inches) to the right of the print head's rest position, behind the ink ribbon. Timing is not critical with this program. Note that the program requires that you press the return key before it will print anything. There is no rush to insert the paper into the printer, since you just hit the key when you are ready.

Finally, note that the paper-thickness adjustment is fairly critical for printing on an envelope that has a newsletter in it. Adjust carefully, so that the print head neither shreds the envelope, nor fails to print, nor jams and becomes damaged.

The moral of this story is not that rubber stamps are obsolete, Rather this: a general-purpose computer system is exactly that-general purpose. If you buy a computer to assist you in keeping up with your tax records or the like, that is fine. But don't forget that the program determines the function of the computer. The next time you have a problem, whether simple or complex, perhaps the computer can help you with it.

Listing 1: A BASIC program that uses a computer equipped with an impact printer to simulate a rubber stamp in printing a simple message many times.
Line 10 determines what message is printed. Lines 20, 30, and 40 print the message on the terminal for verification. Line 50 is used to give the human operator time to put the paper inside the printer in the correct position. The computer will not output the message to the printer until the operator presses the return key in response to the INPUT statement in line 50. Variable \(B \$\) is merely a dummy variable.

The LPRINT statement in this version of BASIC causes output to the line printer. The \(T A B(10)\) function causes 10 spaces to be printed before the message. Line 70 causes the program to loop indefinitely. Execution must be terminated by some means provided by the system. Such a means could be typing controlC, pressing a Break key, or hitting a Reset switch.

5 REM RUBBER STAMP SIMULATOR
6 REM USE WITH COMPUTER IMPACT PRINTER
10 A \(\$=\) "ADDRESS CORRECTION REQUESTED"
20 PRINT "HIT 'RETURN' KEY TO PRINT"
30 PRINT AS
40 PRINT "WITH PRINTER."
50 INPUT B\$
60 LPRINT TAB(10); A\$
70 GOTO 50
99 END


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\section*{Technicel Fopum}

\title{
Cutting the Gregorian Knot
}

Myron Pulier MD, 101 Cedar Ln, Teaneck NJ 07666
Program development is more an artistic process of playful reshaping than it is an analytic process of systematic logic. This proved true in a search for an efficient way of handling dates in computer programs.

Using dates in Julian day-number form simplifies manipulation of date information. For example, if the Julian date of the calendar date January 1 is 1 , then February 2 would be 33 and December 31 would be 365 , or 366 on leap year. Clearly it is easier to store a single number than to wrestle with a number triplet like 9/8/79. Furthermore, the Julian concept makes finding the number of days between two dates a trivial process.

Calculation of the Julian date is complicated because Roman legislators altered Julius Caesar's orderly scheme by making the months uneven in length. This inspired Richard Grafton's famous table lookup. In the year 1570 he wrote "Thirty days hath November, April, June, and September," etc. While there's no longer much danger of copyright infringement, Grafton's method wastes memory space, rest his soul.

According to Grafton the months with thirty days are the eleventh, fourth, sixth and ninth, which seems difficult to convert into a formula. If only Grafton and his politician forebears had given the second month thirty days as well! We would then be close to the familiar sequence \(2,4,6,8,10\), which can be calculated by the formula \(\mathrm{B}=2 \times \mathrm{A}\). If we plot the numbers \(2,4,6,9,11\) as the first, second, third, fourth, and fifth numbers of a set (as shown in figure 1), all we need is a formula that threads a line slightly above the desired values for B. We can then throw away the fractional parts by truncating the resulting \(B\) value to an integer. In other words, we want a formula of the form:
\[
\begin{equation*}
B=\operatorname{INT}(C 1 \times A+C 2) \tag{1}
\end{equation*}
\]

The determination of suitable values for the constants C 1 and C2 may not be immediately obvious. An empirical method for finding C1 and C2 is trial-and-error substitution using the following BASIC program:
```

110 INPUT C1, C2
120 FOR A = 0 TO 13
130
1 4 0
150
160

```

I suggest you enter the above program on your own computer and try values for C 1 and C 2 .

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Figure 1: Fitting the numbers 2, 4, 6, 9, 11 to the straight-line equation \(B=C 1 \times A+C 2\). Given the sequence \(2,4,6,9,11\), we can represent this in two dimensions by letting the horizontal axis represent the order of the number in the sequence (first, second, etc), and the vertical axis, the value of the number ( 2,4 , etc). Thus, the fourth number in the sequence, 9, gives the point \((4,9)\) to be plotted. These numbers are almost, but not quite, on a straight line. But if we stipulate that the line can go through the unit line segments extending above each point, then the integer values can be obtained by truncating the values obtained with the INT function in BASIC.

Playing around with this program shows that Cl can range between 2 and 2.5 if C 2 is suitably chosen between -0.5 and 1 . For example, setting \(C 1\) to 2.25 and \(C 2\) to 0 gives the desired sequence of \(2,4,6,9,11, \ldots\) for \(\operatorname{INT}(B)\).

Now we can turn our attention to the irregularities in the Gregorian calendar. First, let us temporarily give February thirty days (remember that month 2, February, is included in the above sequence). Next, calculate the Julian values of the last days of each month in this altered year. The numbers are \(31,61,92,122,153,183,214,245\), 275, 306, 336, 367. (The extra two days in February give us a 367 -day year). Can we find a formula that threads its way along the last days of each month?

We have 367 days divided among 12 months. That comes to a new month about every 30.58 days. If we use 30.58 for C 1 in the program we wrote, we find that the output comes close to the sequence we want. A few minutes of tinkering with C 2 shows that 0.5 works nicely . The expression \(\mathrm{M}-1\) gives us the last day of the
preceding month. Substituting the values for C 1 and C 2 , and using ( \(M-1\) ) in place of \(A\) in equation (1) produces the equation:
\[
\begin{equation*}
\mathrm{B}=\operatorname{INT}(30.58 \times \mathrm{M}-30.08) \tag{2}
\end{equation*}
\]

A quick check with our BASIC program shows that we can get away with three bytes less with the following equation:
\[
\begin{equation*}
B=\operatorname{INT}(30.57 \times M-30) \tag{3}
\end{equation*}
\]

If we compensate for leap years and for the 28 -day February, we have the following BASIC subroutine for computing the Julian date, Z , given the month, M, day, \(D\), and year, \(Y\).
\[
\begin{array}{ll}
210 & Z=\operatorname{INT}(30.57 * M-30)+D \\
220 & \text { IF } \mathrm{M}<3 \text { THEN RETURN } \\
230 & \text { IF INT }(Y / 4) * 4=Y \\
& \text { THEN } Z=Z-1: \text { RETURN } \\
240 & Z=Z-2: \text { RETURN }
\end{array}
\]

Using the constant values we found for equation (3), line 210 calculates the Julian date of the end of the month preceding month M . Adding the day of the month to this produces a first estimate of the Julian date of the given calendar date. Line 220 says that if it is before March, we are done. Otherwise, in line 230 we adjust for a 29 -day February if it is leap year (until now we were crediting February with 30 days), or for 28 days if it is not leap year. Let us forget about leap centuries for now.

We can improve on this system. We have been defining the Julian date, \(Z\), as the number of days since the previous December 31. To include information about the year, we can define a new type of Julian date, J, as the number of days elapsed since December 31 of some base year, say 1972. To calculate J, we first find \(Z\), then add the days in each year between the present year and 1972. Years have an average of 365.25 days. If we try 365.25 for C 1 and 0 for C 2 in our original BASIC program tool, we get the Julian dates of the last day of each year. Taking December 31, 1972 as our base and the year, Y, in the form " yy " rather than " 19 yy " we modify equation (3) to:
\[
\begin{align*}
& \mathrm{B}=\operatorname{INT}(30.57 \times \mathrm{M}-30) \\
& +\operatorname{INT}(365.25 \times(\mathrm{Y}-1-72)) \tag{4}
\end{align*}
\]

This may be rearranged to:
\[
\begin{align*}
& B=\operatorname{INT}(30.57 \times M) \\
& + \text { INT }(365.25 \times Y-26693.25) \tag{5}
\end{align*}
\]
bringing us to the new BASIC subroutine:
310
\[
\begin{array}{ll}
310 & \mathrm{~J}=\text { INT }(30.57 * \mathrm{M})+\text { INT }(365.25 \\
& * \mathrm{Y}-26693.25)+\mathrm{D} \\
320 & \text { IF M }<3 \text { THEN RETURN } \\
330 & \text { IF INT }(\mathrm{Y} / 4) * 4=\mathrm{Y} \\
& \text { THEN }=\mathrm{J}-1: \text { RETURN } \\
340 & \mathrm{~J}=\mathrm{J}-2: \text { RETURN }
\end{array}
\]

340
The above will return negative values for dates before December 31, 1972.

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Listing 1: BASIC routines for converting between the Julian date and the calendar (month, day, year) date and for determining the day of the week from the Julian date. In Processor Technology BASIC, the multiple-line user-defined functions (ending with FNEND) are permitted; also, \(\$ \$(A, B)\) is the substring of the unsubscripted string variable 'J\$", from Ath to Bth character.
\begin{tabular}{|c|c|}
\hline 700 &  \\
\hline 710 & REM \\
\hline 720 & REM. Date handling package \\
\hline 730 & REM \\
\hline 740 &  \\
\hline 750 & REM \\
\hline 760 & REM. Calendar to julian conversion \\
\hline 770 & REM \\
\hline 780 & REM.Given day, \(D\), month, \(M\) and year, \(Y\) \\
\hline 790 & REK.returns the number of days elapsed \\
\hline 800 & REM. since December 31, 1900. \\
\hline 810 & REM- \\
\hline 820 & DEF FNJ(D, \(\mathrm{H}, \mathrm{Y}\) ) \\
\hline 830 & LET \(X=I N T(30.57 * M)+1 N T(365.25 * Y-395.25)+D\) \\
\hline 840 & IF M<3 THEN RETURN \(X\) \\
\hline 850 & IF INT(Y/4)*4=Y THEN RETURN \(X-1\) \\
\hline 860 & RETURN \(X-2\) \\
\hline 870 & FNEND \\
\hline 880 & REM \\
\hline 890 & REh \\
\hline 900 & REM. JULIAN to calendar conversion \\
\hline 910 & REM \\
\hline 920 & REH.Given D, nunber of days elapsed since \\
\hline 930 & REM. Decenber 31, 1900, returns day, \(D\), \\
\hline 940 & REM.nonth, M , and year, Y. \\
\hline 950 & REM \\
\hline 960 & LET \(Y=1 \mathrm{INT}(\mathrm{J} / 365.26)+1\) \\
\hline 970 & LET \(D=J+I N T(395.25-365.25 \% Y)\) \\
\hline 980 & LET DI=2: IF INT(Y/4)*4=Y THEN LET Di=1 \\
\hline 990 & IF D>91-D1 THEN LET D=D+D1 \\
\hline 1000 & LET \(\mathrm{H}=\mathrm{IWT}(\mathrm{D} / 30.57), \mathrm{D}=\mathrm{D}-\mathrm{INT}(30.57 * \mathrm{~K}):\) RETURN \\
\hline 1010 & REH. \\
\hline 1020 & REI \\
\hline 1030 & REh. JULIAN COMPACTION \\
\hline 1040 & REH \\
\hline 1050 & REH.Given julian, J, returns 2-byte \\
\hline 1060 & REM.representation of J \\
\hline 1070 & REM \\
\hline 1080 & DEF FNJs(J) \\
\hline 1090 & LET JI=INT(J/256): RETURN CHR(JI) + CHR(J-J1*256) \\
\hline 1100 & FNEND \\
\hline 1110 & REM \\
\hline 1120 & REY \\
\hline 1130 & REH. JULIAN EXPANSION \\
\hline 1140 & REM \\
\hline 1150 & REH.Given js, a 2-byte representation of a \\
\hline 1160 & REH.julian, returns decinal value of iulian \\
\hline 1170 & DEF FNJI (J§) \(=256\) ASC \((\mathrm{J}\) ( 1,1\()\) + \(\operatorname{ASC}(\mathrm{J} \$(2,2)\) ) \\
\hline 1180 & REM \\
\hline 1190 & REH \\
\hline 1200 & REH. DAY OF WEEK CALCULATION \\
\hline 1210 & REM \\
\hline 1220 & REM.Returns day of week (Sunday \(=1\) ) given \\
\hline 1230 & REH.the julian, J \\
\hline 1240 & REH \\
\hline 1250 & DEF FNW(J) \\
\hline 1260 & LET \(\mathrm{H}=(\mathrm{J}+1) / 7\) : RETURN INT( \((\mathrm{W}-\mathrm{INT}(\mathrm{W}) \mathrm{)}\) * \(7+1.1)\) \\
\hline 1270 & FAEND \\
\hline
\end{tabular}

Now that we have a way of abbreviating the calendar date into a Julian date, we need a program for reversing the conversion. This is done by extracting the year, correcting for a 28 - or 29 -day February, then extracting the month to leave the day of the month as the remainder:
\[
\begin{array}{ll}
410 & Y=\text { INT }(J / 365.25+73) \\
420 & Z=J+\text { INT }(26693.25-365.25 * Y) \\
430 & \text { D } 1=2: \text { IF INT }(\mathrm{Y} / 4) * 4=\mathrm{Y} \\
& \text { THEN DI }=1 \\
440 & \text { IF } Z>91-\text { DI THEN } Z=Z+D 1 \\
450 & M=\text { INT }(Z / 30.57) \\
460 & D=Z-\text { INT }(30.57 * M) \\
470 & \text { RETURN }
\end{array}
\]

Line 420 computes the day of the year, \(Z\). Then D1 is set to 1 if the year is a leap year, or 2 otherwise. \(Z\) is adjusted for the proper February length in line 440, if the day is after February. The month is extracted in line 460, leaving \(D\), the day of the month. Unfortunately, the program above is wrong for New Year's Day after a leap year because the value for \(Y\) lags a bit. This can be managed by setting the divisor in line 410 to 365.26 . The resulting inaccuracy will not cause trouble for thousands of years.

You will see that selecting 1900 rather than 1972 as the base year will save two bytes each in lines 310 and 420 and one in line 410. [Note: Astronomers calculate Julian day numbers using the date January 1, 4713 BC as a base; all historical dates become positive numbers. . . .RSS]

If your version of BASIC handles character strings, it can compact each non-negative Julian date into two bytes of storage, which could speed input and output of dates by a factor of four. The following routine in Processor Technology BASIC essentially converts the decimal value of the Julian date to a base-256 number:
\[
\begin{array}{ll}
510 & \mathrm{~J} 1=\operatorname{INT}(\mathrm{J} / 256) \\
520 & \mathrm{~J} \$=\operatorname{CHR}(\mathrm{J} 1)+\operatorname{CHR}(\mathrm{J}-\mathrm{J1} * 256)
\end{array}
\]
where CHR (J1) is the character with the ASCII code J1. Converting the string J\$ back to a decimal value is done as follows:
\[
610 \quad \mathrm{~J}=256 * \operatorname{ASC}(\mathrm{~J} \$(1,1))+\operatorname{ASC}
\]
where \(J \$(n, n)\) is the \(n\)-th character in \(J \$\) and where ASC \((\mathrm{C} \$)\) is the decimal value of the ASCII code for \(\mathrm{C} \$\). The two bytes in J\$ can cover a span of \(256 \times 256 / 365.25\) \(=179\) years.

The day of the week is readily calculated from the modulo 7 value of the Julian date. We can now reshape our programs into a compact and efficient package for handling dates between 1901 and 2080.

As for leap centuries, Pope Gregory luckily decreed the year 2000 a leap year, although 1900 was not. Century years not evenly divisible by 400 are not leap years. Therefore, the routines in listing 1 will be wrong for dates before March 1, 1900, but are useful for most practical applications.

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\title{
Operation Codes of the 8080, 8085, and Z80 Processors
}

\author{
D Martin Harrell \\ 313 Hollyberry Rd
}

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Manual conversion between assembly language mnemonics and hexadecimal object code can be tedious particularly if much code is involved. However, the task does not have to be overwhelming. A conversion table helps immensely and is also a good training aid for novice programmers. It presents the entire instruction set in compact form, revealing useful patterns, and also inconsistencies.

\section*{8080 and 8085 Operation Codes}

Operation codes for the Intel 8080 and 8085 microprocessors are shown in table 1 . The only difference between the instruction sets for this pair is that the 8085 has two additional instructions: the read-interrupt-mask instruction (mnemonic RIM, hexadecimal code 20), and the set-inter-rupt-mask instruction (mnemonic SIM, hexadecimal code 30 ). They allow the user to control interrupts and a serial I/O (input/ output) line, thus making them useful additions.

The position of an \(8080 / 8085\) operation code in the table does not give a reliable clue about the implied addressing mode. Table 1 is generally organized according to the operands involved. Residing in the middle eight columns of the table (columns 4 thru B) for example, are the instructions for single-byte move, arithmetic, and logical operations. (Length attributes in this article refer to data, rather than instruction length, unless other-
wise noted.) Regardless of the column, progression through the eight possible choices for the source (second) operand is always in the same sequence as the user moves down a column: registers B thru L; followed by memory reference; and finally, register A, the accumulator. Then, because each column has sixteen entries, the sequence repeats. If the arithmetic and logical instruction groups do not seem to conform to this rule, note that the first operand (always register A) is implied rather than stated explicitly.
This same sequence is used for advancing through choices for the destination (first) operand. In this case, however, progression is column to column from left to right, with each successive column containing two of the eight possible operands. The double-byte instructions also conform to this first-operand type of arrangement. Most of these appear in the first four columns of the table; however, the stack commands to PUSH and POP double-byte data are located at the far right in the top section.
An apparent inconsistency appears in the middle of the table. Hexadecimal code 76 is the instruction to halt the processor (HLT). Expected there instead is MOV M, M, the op code meaning "move the content of the memory location whose address is in the H and L register pair into that

Text continued on page 197

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& \text { 울 }
\end{aligned}
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\hline \(\checkmark\) & \[
\begin{aligned}
& \text { m } \\
& x_{i}^{4} \\
& \text { 亳 }
\end{aligned}
\] &  & \[
\begin{aligned}
& \text { Q } \\
& \text { x } \\
& \text { 首 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { wa } \\
& \text { x } \\
& \text { 훌 }
\end{aligned}
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\begin{aligned}
& \text { y } \\
& \text { x } \\
& \text { zo } \\
& \text { 2 }
\end{aligned}
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\end{aligned}
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& \text { a } \\
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& \frac{0}{2}
\end{aligned}
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\end{aligned}
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& \text { 항 }
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& \text { 훌 }
\end{aligned}
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\end{tabular} & \[
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& \text { 훌 }
\end{aligned}
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& x \\
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& \text { 훌 }
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& \text { 훌 }
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\] & \[
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& \text { 工 } \\
& \text { in } \\
& \text { 훌 }
\end{aligned}
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& \text { 금 } \\
& \text { 훌 }
\end{aligned}
\] & \[
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\end{aligned}
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& \text { 亮 }
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훌 & \[
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& \text { u } \\
& \text { 훌 }
\end{aligned}
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\begin{aligned}
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& \text { 上 } \\
& \text { z}
\end{aligned}
\] & \[
\begin{aligned}
& \text { way } \\
& \text { wa } \\
& \text { 稁 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 푸 } \\
& \text { ( } \\
& \text { 훌 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { Ha } \\
& \text { 亲 } \\
& \text { 흘 }
\end{aligned}
\] &  & 退 \\
\hline \(\checkmark\) & \[
\begin{aligned}
& m \\
& m_{1}^{2} \\
& \overline{\text { a }}
\end{aligned}
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\begin{aligned}
& 0 \\
& \text { 0 } \\
& \text { 훌 }
\end{aligned}
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& \text { a } \\
& \text { m } \\
& \text { 훌 }
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& \text { a } \\
& \text { 훌 }
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& \text { 훌 }
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\end{aligned}
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\begin{aligned}
& \text { m } \\
& 0 \\
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\end{aligned}
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\begin{aligned}
& 0 \\
& 0 \\
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& \text { 훙 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { a } \\
& 0 \\
& \text { 훌 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { ⿷匚山 } \\
& 0 \\
& 0 \\
& \mathbf{0}
\end{aligned}
\] & \[
\begin{aligned}
& \text { 포 } \\
& 0 \\
& \text { 훚 }
\end{aligned}
\] & \[
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& \text { 금 } \\
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& 0 \\
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\end{aligned}
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훚 \\
\hline m & 点 &  & E & \[
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& \text { 关 }
\end{aligned}
\] &  & \[
\begin{aligned}
& \mathbf{z} \\
& \text { 器 }
\end{aligned}
\] & \[
\begin{aligned}
& \mathbf{2} \\
& 5 \\
& \text { 至 }
\end{aligned}
\] & 号 & & \[
\begin{aligned}
& \text { a } \\
& \text { on } \\
& \text { a }
\end{aligned}
\] & 李 & \[
\begin{aligned}
& \text { 宸 } \\
& \text { 㽞 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 矿 } \\
& \stackrel{y}{\circ}
\end{aligned}
\] & \[
\begin{aligned}
& < \\
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\end{aligned}
\] & \[
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& \text { 全 }
\end{aligned}\right.
\] & 응 \\
\hline ～ & \％ & \[
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& \text { ㅍ } \\
& \text { xy }
\end{aligned}
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\hline \text { 帚 } \\
\text { n }
\end{array}
\] & \[
\begin{aligned}
& \text { ェ } \\
& \text { 宕 }
\end{aligned}
\] & \[
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& \text { ェ } \\
& \text { 落 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { ㅍ } \\
& \text { 웅 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { ㅍ } \\
& \text { 를 }
\end{aligned}
\] & 令 & & \[
\begin{aligned}
& \text { ㅍ } \\
& \text { 名 }
\end{aligned}
\] & 啇 & \[
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& x \\
& \text { x } \\
& \text { x }
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\] & \[
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& \text { न } \\
& \text { 品 }
\end{aligned}
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& \text { 荡 }
\end{aligned}
\] & \[
\begin{array}{|l}
A \\
\stackrel{H}{2}
\end{array}
\] & 盏 \\
\hline 7 & & \[
\begin{aligned}
& a \\
& \text { y }
\end{aligned}
\] & \[
\begin{aligned}
& \text { a } \\
& \text { 若 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { a } \\
& \text { 崌 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { a } \\
& \text { 号 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { A } \\
& \text { ⿸厂犬 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { a } \\
& \text { H }
\end{aligned}
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& \text { a } \\
& \text { a }
\end{aligned}
\] & \[
\begin{aligned}
& \text { a } \\
& \text { g }
\end{aligned}
\] & \[
\begin{aligned}
& \text { A } \\
& \text { ख }
\end{aligned}
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\begin{aligned}
& \text { 回 } \\
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\end{aligned}
\] & \[
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& \text { ㄸas } \\
& \text { H }
\end{aligned}
\] & 筀 \\
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\begin{aligned}
& \text { m } \\
& \text { U }
\end{aligned}
\] &  & \[
\begin{aligned}
& \text { m } \\
& \text { 㐅⿸⿻一丿口子乚㇒ }
\end{aligned}
\] & \[
\begin{aligned}
& \text { m } \\
& \text { 莅 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { m } \\
& \text { 告 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { m } \\
& \hline \text { N }
\end{aligned}
\] & 8 & & \[
\begin{aligned}
& \text { m } \\
& \text { à }
\end{aligned}
\] & ※ & \[
\begin{aligned}
& \text { 毋 } \\
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& 0 \\
& \text { 0 } \\
& \hline
\end{aligned}
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\begin{aligned}
& 0 \\
& \text { 空 }
\end{aligned}
\] & 管 \\
\hline & 0 & － & \(\sim\) & m & \(\neg\) & \(n\) & \(\bigcirc\) & \(\sim\) & \(\infty\) & a & ＜ & 円 & 0 & － & m & \(\infty\) \\
\hline
\end{tabular}

Table 1：Mnemonics of the operation codes of the 8080 and 8085 microprocessors arranged conveniently for conversion to the hexa－
decimal object code．This task is aided by the organizational consistency of the instruction set．The two instructions（RIM and SIM） found only in the 8085 are indicated by shading．
aTqqíN puoves

Text continued from page 194:
same memory location." The expected instruction is effectively just a slow equivalent of the no operation (NOP) located at hexadecimal 00 . Hence, its replacement by the halt command improves, rather than degrades the power of the instruction set. Still, I wonder why an otherwise empty spot in the table was not chosen - as was done for the two additional 8085 instructions.
The right quarter of the table mainly contains program branching and data exchange instructions. Excluding the previously mentioned stack commands, none of these have explicit operands so the previously discussed organization is impossible. The miscellaneous nature of these instructions also tends to prevent predictable order.

Nonetheless, the op codes in this area have a consistent structural style. Most are arranged in complementary order, with mutually exclusive conditions placed in the same column, separated by eight rows. The group of return instructions is typical. The unconditional return from subroutine command is hexadecimal C9. Starting immediately above it and proceeding to the right, four of the eight conditional return instructions are found. The other four (the complements) are eight rows higher.

The order in which these conditions appear is uniform from group to group. To determine that this is so, compare similar elements of the call, jump, and return groups. The unconditional jump (JMP) instruction is a curious exception. Its expected code is CB, but it actually appears eight rows higher in the table. Such exceptions are few enough not to be bothersome.

\section*{Z80 Operation Codes}

The \(Z 80\) is an enhanced version of the 8080 . It runs faster, has twice as many general purpose registers, and has a much larger instruction set. Included as a subset in this instruction is the entire repertoire of the 8080 . (This compatibility exists at the machine language level, but not the assembly language level; standard mnemonics and assembly language formats for the two processors differ considerably.) Thus, in hexadecimal object form, almost any program written for the 8080 will produce identical results when executed by a

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\section*{NEW PETS* - OLD PETS*}

NAIL ' has programs for all of them. Whether your PET' is the original 8K, or the original BK with an expanded memory. or the new 16 K or 32 K tull keyboard machine. NAIL has programs for you. Here are the latest NAIL programs for the new 16 K and 32 K PETS with PET floppy disk units: SYS32000 \({ }^{\text {º }}\) (for new 32K PET) SYS \(16000^{\text {" }}\) ( 10 r new 16K PET). These machine language Systems are available for immediate shipment on disk. tape or PROM. Once loaded from tape or disk. the System remains resident and undisturbed until power is turned oft. Immediately at your command are the following 22 functions:
(1). Load machine language program from disk. (2). Load machine language program from tape. (3). Save machine language program on disk. (4). Save machine language program on tape. (5). Dump BASIC program on tape for later appending. (6). Dump BASIC program on disk for later appending. (7). Append BASIC program from tape. (8). Append BASIC program from disk. (9). Renumber BASIC program with standard beginning line number and increment. (10). Renumber BASIC program with custom beginning line number and increment. (11). Display contents of registers. (12). Display memory. (13). Execute machine language programstarting at address in program counter. (14.). Execute machine language program beginning at address given. (15). Exit to BASIC. (16). Compact BASIC program, removing all unnecessary spaces. (17). Eliminate from BASIC program range of line numbers given. (18). Display directory for disk drive \#0. (19). Display directory for disk drive \#1. (20). Trace execution of BASIC program. (21). Turn off Trace. (22). Help.

\section*{A NEW DIMENSION IN PROGRAMMING STYLE}

By using the above Systems. you will develop a new and powerful programming style. For example. you can build up a library of powertul subroutines from your BASIC programs. Use the Eliminate function to remove all of the BASIC program except the subroutine you wish to tsolate. Then. with the renumber function. you can give this subroutine a distinctive set of line numbers. Now. with the Dump command. you store this subroutine on your disk reserved for your library. Eventually you will have a large selection of subroutines from which to draw. Now, when you write a new BASIC program, you can simply drop in any of the subroutines from your library with the Append command. Use the Directory command to any of the subroutines trom your ibrary with the Appens command. Use librany on disk. Both the System and your BASIC program remain undisturbed as you review review your library on disk. Both the System and your BASIC program remain undisturbed as you review end or any place in between. You do this by renumbering the BASIC program In the machine, and when the subroutine is Appended. it is automaticaily merged with ihe program already in the machine, with all line numbers in proper sequence. Now you can renumber the entire program, then Compact it to save memory, and then turn on Trace to watch it execule line by line with each line number shown on the screen as it executes.
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\section*{S-100 INTELLIGENT COLOR GRAPHICS BOARD CGS-808}


The COS-808 is an intelligent color graphics board for the S-100 bus. The CGS-808 is simple to use, just plug it in and run. It requires no memory space and little software overhead.
Features:
- MC6847 video display generator, on board 8085 microprocessor.
- Eight colors-green, yellow, blue, red, buff, cyan, magenta, orange
- 11 programmable modes ranging from \(64 \times 64\) to \(256 \times 192\) in 4 and 1 colors.
- 1/O mapped for true S-100 compatibility.

Software:
- Firmware Pack l-clear screen, change mode, plot point, draw line, alphanum eric/semigraphic, read/write screen.
- Firmware Pack 11 -relative and absolute modes, ellipses, alphanumerics (two sizes), 3D hidden dot.
- Firmware Pack III-shaped ellipses, shaded polygons, chaín línes, move point, move line, bar graph, expansion port driver.
CGS.808B (Bare "Kit")
\(\$ 125.00\) (Includes PC board. documentation, MC6847, MC1372, 8085 and 2708 with Firmware Pack 1)
CGS.808A (Assembled and Tested) .................................................... . . 5399.00
Firmware Pack II s 60.00
Firmware Pack III \$ 99.00
SubLogic 2D Graphics Driver
\$ 35.00
SubLogic 3D Graphics Driver
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Z80. Because of the 280 's generally higher speed, software timing loops are an exception to this upward compatibility feature. [Editor's note: There is also a slight difference in the operation of the parity flag . . . .RSS]

The similarities of the two instruction sets can be seen by comparing corresponding positions of table 1 and table 2. Table 2 is the basic conversion table for the Z80. For every valid 8080 instruction in table 1, its correspondent in table 2 produces logically equivalent results. The differences between the two instruction sets stem from the twelve positions unused by the 8080 . These, which are clearly indicated in table 2, are used to greatly expand the Z80's capability.

The Zilog Corp used the seven unfilled positions on the left side of table 1 and the uppermost one on the right side to give the Z 80 processor the ability to perform relative branching and to exchange the contents of its two sets of registers. However, the use of hexadecimal codes 20 and 30 for two of the jump relative instructions means that the Z 80 is not as compatible with the 8085 as it is with the 8080 .

The real expansion of the Z80's instruction set over that of the 8080 is the result of the interesting use of the four other empty spaces in table 1. In essence, the Z 80 uses them as pointers to four additional 16 by 16 tables, thus increasing the number of possible op codes by 1532. (The Z80 does not use most of these, but flexibility for future expansion is certainly there.) Had this innovative use of the unimplemented codes not been done, the Z 80 would have been limited to 256 different op codes, which is only twelve more than the 8080 .

There is a penalty for this flexibility: all instructions in these expansion sets must be multibyte. The first byte identifies the appropriate expansion instruction set, after which, the second byte identifies the operation to be performed. Sometimes there is an additional third or fourth byte to provide data or addressing information.

\section*{Shift, Rotate, and Bit Manipulation Instructions}

Consider these pointer instructions one at a time. All of the instructions which begin with hexadecimal CB are contained in table 3. All of the direct-
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|}
\hline L & \[
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& \text { E }
\end{aligned}
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\begin{aligned}
& \text { \& } \\
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\end{aligned}
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& \text { ᄃ } \\
& \text { م } \\
& \text { م }
\end{aligned}
\] & 吕 &  & \[
\begin{aligned}
& \text { 孚 } \\
& \text { 告 } \\
& \dot{B}
\end{aligned}
\] & \[
\begin{aligned}
& 5 \\
& \text { 둥 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 둘 } \\
& \text { B }
\end{aligned}
\] & \[
\begin{aligned}
& x \\
& \underset{y y y y}{\mid c}
\end{aligned}
\] & \[
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& \text { 봊 } \\
& 0 \\
& \text { 㐌 } \\
& \text { 分 }
\end{aligned}
\] &  & 解 &  & \[
x_{0}^{0}
\] & 5 & 㶪 \\
\hline \(\omega\) & \[
\begin{aligned}
& \text { O } \\
& \text { 俗 } \\
& \text { 艮 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 보 } \\
& \text { 品 }
\end{aligned}
\] & \[
\begin{aligned}
& E \\
& \vdots \\
& \dot{L} \\
& \text { 号 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 볻 } \\
& \text { 总 } \\
& \text { 息 }
\end{aligned}
\] &  &  & \[
\begin{aligned}
& 5 \\
& \text { 号 } \\
& \text { 号 }
\end{aligned}
\] & \[
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& \text { 蒿 } \\
& \text { 䍀 }
\end{aligned}
\] &  & \[
\begin{aligned}
& \text { 定 } \\
& \text { 号 }
\end{aligned}
\] & \[
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\text { 号 }
\end{gathered}
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& \text { 淢 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { I⿴囗⿱一兀口 } \\
& \text { O}
\end{aligned}
\] & \[
\begin{aligned}
& \text { g } \\
& \mathbf{z} \\
& \text { a }
\end{aligned}
\] & \[
\begin{aligned}
& 5 \\
& \vdots \\
& \stackrel{y}{E} \\
& \vdots
\end{aligned}
\] & \[
\begin{aligned}
& \text { E } \\
& 0 \\
& 0 \\
& 2 \\
& -7 \\
& 0
\end{aligned}
\] & \[
\begin{aligned}
& \text { 留 } \\
& \text { 咼 }
\end{aligned}
\] &  & \[
\begin{aligned}
& \text { 등 } \\
& \overrightarrow{~ H} \\
& \text { è }
\end{aligned}
\] & \[
\begin{aligned}
& \text { U } \\
& \text { 曷 }
\end{aligned}
\] & 3 & \[
\begin{aligned}
& \text { 5 } \\
& \mathbf{5} \\
& \mathbf{n}_{2}
\end{aligned}
\] &  & \[
\begin{aligned}
& \text { 드́ } \\
& \text { B } \\
& \text {-3 }
\end{aligned}
\] & 丧 & \[
\begin{aligned}
& \text { ㄷ } \\
& \text { a } \\
& \text { y }
\end{aligned}
\] & 号 \\
\hline 0 & \[
\begin{aligned}
& N \\
& \text { N } \\
& \text { 雳 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { प्0 } \\
& \text { 品 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 드́ } \\
& \text { N } \\
& \text { N } \\
& \text { B }
\end{aligned}
\] & \[
\begin{aligned}
& \mathrm{E} \\
& \mathrm{R} \\
& \mathrm{R}
\end{aligned}
\] & \[
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& \text { 듣 } \\
& \text { N } \\
& \text { 깅 }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 只 } \\
& \text { 工 } \\
& \vdots \\
& \hline
\end{aligned}
\] & \[
\begin{aligned}
& \text { s } \\
& \text { a } \\
& \text { 号 }
\end{aligned}
\] &  & \[
\begin{aligned}
& \text { N } \\
& \text { 包 }
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& 9 \\
& \underset{1}{1} \\
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& = \\
& 9
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\begin{aligned}
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& x \\
& 9 \\
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\end{aligned}
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\begin{gathered}
\infty \\
-7 \\
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\end{gathered}
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\begin{aligned}
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& i \\
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& a \\
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& 9
\end{aligned}
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\begin{gathered}
\omega \\
\stackrel{\omega}{7} \\
\hline
\end{gathered}
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\begin{aligned}
& x \\
& 7 \\
& 9
\end{aligned}
\] & \[
\begin{aligned}
& \text { ה- } \\
& 9 \\
& 9
\end{aligned}
\] & \[
\begin{aligned}
& 3 \\
& \underset{\sim}{3} \\
& \text { in } \\
& \text { a }
\end{aligned}
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\(\vdots\)
9 \\
\hline \(\sim\) & \[
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& \stackrel{9}{-1} \\
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\end{aligned}
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& A \\
& a \\
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& \vdots \\
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& -3 \\
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\end{tabular}

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上ncorroration 21.272

mode instructions to shift or rotate (in either direction) any byte in memory or in any of the eight active registers are located here. Table 3 also contains the direct-mode instructions to set, reset, or test any bit in any of these bytes. All of these operations have a length of two bytes. Interestingly, there are more valid instruction combinations derived from the ten basic instructions in this table than there are in the entire 8080 set.

Two features of table 3 are notable. The first is the absence of a "shift left logical" counterpart to the SRL command group. The shift left logical counterpart is not there because it is not needed; the "arithmetic shift left" instructions in column 2 (hexadecimal) accomplish this function. The use of the same general organizational rules indicated earlier for the 8080 is the more important of the two properties of this table. Such uniformity is a good aid in locating instructions in this table.

\section*{Indexed Instructions}

Instructions beginning with hexadecimal DD are in one of two indexed classes of instructions. These use the IX and IY registers respectively in forming a data address. Those related to the former are depicted in table 4 and its associated table 5.

The analogy between tables 2 and 4 and between tables 3 and 5 is striking. The organizational patterns are identical - even to the point of using the same expansion technique. They should be identical. Each of these indexed instructions was formed by replacing the (HL) operand of an equivalent register-indirect instruction with the indexed notation (IX +d ). Thus, every operation that can be performed in the registerindirect mode by the 8080 or \(\mathrm{Z80}\) can also be performed in the indexed mode by the Z 80 .

The resulting positional equivalence between the two sets of tables is most helpful in determining the required hexadecimal code for the indexed instructions. An easy way to do this without having to refer to tables 4 or 5 is to first select from table 2 or 3 (as appropriate) the hexadecimal code for the register-indirect form of the desired operation. Then place a DD prefix in front of this code if the operation was found in table 2 , or a DDCB prefix, if found in table 3.

Text continued on page 207
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|}
\hline \multicolumn{17}{|l|}{First Nybble} \\
\hline & 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & \(\wedge\) & B & c & D & \(E\) & \(F\) \\
\hline 0 & RLL B & RL B & SLA B & & \(3 \mathrm{IT} 0, \mathrm{~B}\) & BIT 2, \({ }^{\text {B }}\) & BIT 4, B & BIT 6, B & RES \(0, \mathrm{~B}\) & Res \(2, \mathrm{~B}\) & Res 4, \({ }^{\text {B }}\) & RES 6, B & SET \(0, \mathrm{~B}\) & SET 2, B & SET 4, B & SET 6, B \\
\hline 1 & RLC C & RL C & Sla C & & BIT 0, 0 & BIT 2, \({ }^{\text {c }}\) & BIT 4, C & BIT 6,C & RES \(0 . \mathrm{C}\) & RES 2,C & Ris \(4, \mathrm{C}\) & Ras 6,C & SET 0,C & SET 2, C & SET 4, 6 & SET 6, 6 \\
\hline 2 & RLC D & RL D & SLA D & & BIT 0, D & BIT \(2, \mathrm{D}\) & BIT 4, D & Bit 6. \({ }^{\text {d }}\) & RES O,D & Res \(2, \mathrm{D}\) & RES 4, D & Ries 6, D & SET 0, D & SET 2, D & SET 4, D & SET 6, D \\
\hline 3 & RLC E & RL E & SLA E & & BIT 0, \({ }^{\text {e }}\) & BIT 2,E & BIT 4, E & Bit \(6 . E\) & RES \(0 . E\) & RES \(2, \mathrm{E}\) & RES 4, E & RES \(6, \mathrm{E}\) & SET \(0, \mathrm{E}\) & SET \(2, E\) & SET \(4, \mathrm{E}\) & SET \(6, \mathrm{E}\) \\
\hline 4 & RLC H & RL H & SLA H & & Bit 0, H & BIT 2, \({ }^{\text {H }}\) & BIT 4, H & BIT 6, H & RES \(0, \mathrm{H}\) & Res 2, \({ }^{\text {H }}\) & Ras 4, H & Res \(6, \mathrm{H}\) & SET O,H & SET 2 , H & SET 4, H & SET \(6, \mathrm{H}\) \\
\hline 5 & RLC L & RL L & SLA L & & BIT 0, L & BIT 2, 1 & BIT 4, 2 & BIT 6, L & RES 0,1 & RES 2, 1 & RES 4, L & Res 6.1 & SET 0, L & SET 2, L & SET 4, L & SET 6, L \\
\hline 6 & RLC ( HL ) & RL (HL) & SIA (HL) & & BIT 0.(HL) & BIT 2, (HL) & BIT 4, (HL) & BIT 6, ( HL ) & RES 0, (HL) & RES 2, (HL) & RES 4, (HL) & RES 6, (HL) & SET \(0,(\mathrm{HL}\) ) & SET 2, (HL) & SET 4, (HL) & SET 6, (HL) \\
\hline \(?\) & RLC A & RLA & SIA A & & BIT \(0, \mathrm{~A}\) & BIT 2, \({ }^{\text {a }}\) & BIT 4, \({ }^{\text {a }}\) & BIT 6,A & RES 0,A & Res \(2, \mathrm{~A}\) & RES 4,A & RES \(6, \mathrm{~A}\) & SET \(0, A\) & SET 2,4 & SET 4,A & SET 6,4 \\
\hline 8 & RRC B & RR B & SRA B & SRL B & BIT 1, B & BIT 3, B & BIT 5, B & BIT 7, \({ }^{\text {B }}\) & RES 1, \({ }^{\text {d }}\) & RES 3, B & RES \(5, \mathrm{~B}\) & RES \(7, \mathrm{~B}\) & SET 1, B & SET 3, B & SET 5, B & SET 7, B \\
\hline 9 & FRC C & RR C & SRA C & SRL C & BIT 1, C & BIT 3,C & BIT 5,C & BIT 7, C & RES 1, 6 & Ras 3,C & Ras \(5, \mathrm{C}\) & RES 7,C & SET 1, C & SET 3, 6 & SET 5, 6 & SET 7, C \\
\hline \(\wedge\) & RRC D & RR D & SRA D & SRL D & BIT 1, D & BIT 3, D & BIT 5, D & BIT \(7 . \mathrm{D}\) & RES 1, D & RES 3, \({ }^{\text {d }}\) & RES 5.0 & RES 7, \({ }^{\text {d }}\) & SET 1, D & SET 3, D & SET 5, D & SET 7, D \\
\hline B & RRC E & RR E & SRA E & SRL E & BIT 1.E & BIT 3, \({ }^{\text {E }}\) & BIT \(5 . \mathrm{E}\) & BIT \(7 . E\) & RAS 1.E & RES \(3, \mathrm{E}\) & RES \(5, \mathrm{E}\) & RES 7, 5 & SET 1, E & SET \(3, \mathrm{E}\) & SET S, E & SET 7, E \\
\hline C & RRC H & RR H & SRA H & SRL H & BIT 1, H & BIT 3, H & BIT 5, H & BIT 7. H & RES 1, H & RES 3, H & RES 5, H & RES 7 , H & SET 1, H & SET 3, H & SET 5, H & SET 7, H \\
\hline D & RRC L & RR L & SRA L & SRL L & BIT 1, L & BIT 3, 1 & BIT 5,1 & BIT 7, & RES 1, 1 & RES 3, 1 & RES 5, L & RES 7, 1 & SET 1, L & SET 3, L & SET 5, L & SET 7,L \\
\hline E & RRC ( HL ) & RR (HL) & SRA (HL) & SRL (HL) & BIT 1, (HL) & BIT 3, (HL) & BIT 5.(HL) & BIT 7, (HL) & RES 1, (HL) & RES 3, (HL) & RES 5. (HL) & RES 7, (HL) & SET 1, (HL) & SET 3, (HL) & SET 5, (HL) & SET 7, (HL) \\
\hline F & RRC 1 & RR \(A\) & SRA 1 & SRL A & BIT 1,A & BIT 3,A & BIT 5,A & BIT 7,A & RES \(1, \mathrm{~A}\) & RES 3,A & RES 5,A & RES 7,A & SET 1,A & SET 3,4 & SET \(5, \mathrm{~A}\) & SET 7,A \\
\hline
\end{tabular}
\({ }^{2}\) โqq^N puooas

Table 3: Enhancement operation codes of the Z80 invoked by the hexadecimal CB instruction prefix. These CB class operations give bit manipulation, data shifting, and enhanced rotation capability to the Z 80 .


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 indirect-mode instructions and employ the IX register.
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|}
\hline & 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & A & B & c & D & E & F \\
\hline 0 & & & & & & & & & & & & & & & & \\
\hline 1 & & & & & & & & & & & & & & & & \\
\hline 2 & 4 & & & & & & & & & & & & & & & \\
\hline 3 & & & & & & & & & & & & & & & & \\
\hline 4 & & & & & & & & & & & & & & & & \\
\hline 5 & & & & & & & & & & & & & & & & \\
\hline 6 & RLC ( \(\mathrm{IX}+\mathrm{d}\) ) & RL ( \(\mathrm{IX} \times \mathrm{d}\) ) & SIA (IX + d) & & BIT 0, (IX C ) & BIT 2, ( \(1 x+d\) ) & BIT 4, ( \(1 \mathrm{x}+\mathrm{d}\) ) & BIT 6. (LX+d) & RES \(0 .(5 x+d)\) & RES 2, (IX d ) & RES 4. (IX Cd ) & RES \(6 .(\) IX +d\()\) & SET \(0,(\mathrm{IX}+\mathrm{d})\) & SET \(2,(\mathrm{LX}+\mathrm{d})\) & SET 4. (IX d ) & SET 6, ( \(1 \mathrm{X}+\mathrm{d}\) ) \\
\hline \(?\) & & & & & & & & & & & & & & & & \\
\hline 8 & & & & & & & & & & & & & & & & \\
\hline 9 & & & & & & & & & & & & & & & & \\
\hline \(\wedge\) & & & & & & & & & & & & & & & & \\
\hline B & & & & & & & & & & & & & & & & \\
\hline c & & & & & & & & & & & & & & & & \\
\hline D & & & & & & & & & & & & & & & & \\
\hline E & RRC ( \(\mathrm{LX}+\mathrm{d}\) ) & RR ( \(\mathrm{IX}+\mathrm{d}\) ) & SRA (IX + ) & SRL (IX d ) & BIT 1, (IX+d) & BIT 3. (IX + d) & BIT 5, (IX+d) & BIT \(7 .(1 x+d)\) & RES 1, (IX d ) & RES 3, (IX+d) & RES \(5,(\mathrm{IX}+\mathrm{d})\) & Res \(7,(1 X+d)\) & SET 1. ( \(\mathrm{X} \times \mathrm{+d}\) ) & SET 3, ( \(\mathrm{X} \mathrm{X}+\mathrm{d}\) ) & SET 5, (IX C ) & SET \(7 .(\mathrm{IX}+\mathrm{d})\) \\
\hline \(F\) & & & & & & & & & & & & & & & & \\
\hline
\end{tabular}

Table 5: These DDCB-class operation codes are an indexed equivalent of the indirect-mode operation codes of the Z80 shown in table 3.

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\hline & 0 & 1 & 2 & 3 & 4 & 5 & 6 & \(?\) & 8 & 9 & A & B & c & D & E & \(F\) \\
\hline 0 & & & & & Di B, (c) & If \(\mathrm{D}_{\text {, }}(\mathrm{C})\) & In \(\mathrm{H}_{1}(\mathrm{C})\) & & & & LDI & LDIR & & & & \\
\hline 1 & & & & & OUT (c), B & OUT (C), D & OUT (C), H & & & & CPI & CPIR & & & & \\
\hline 2 & & & & & SBC HL, BC & SBC HL, DE & SBC KL, HL & SBC HL, SP & & & nis & ENIR & & & & \\
\hline 3 & & & & & LD ( nn ) , BC & LD (nn) , DE & & LD ( \(n\) ) , SP & & & OUTI & OTIR & & & & \\
\hline 4 & & & & & NaC & & & & & & & & & & & \\
\hline 5 & & & & & RETN & & & & & & & & & & & \\
\hline 6 & & & & & DM 0 & IN 1 & & & & & & & & & & \\
\hline 7 & & & & & LD I,A & LD A, I & RRD & & & & & & & & & \\
\hline 8 & & & & & In C, (c) & IN \(\mathrm{E}, \mathrm{C}\) ( C & IN L, (c) & If \(A\), (c) & & & LDD & LDDA & & & & \\
\hline 9 & & & & & OUT (c), c & OUT (C) , E & OUT (C), L & OUT (c), A & & & CPD & CPDR & & & & \\
\hline A & & & & & ADC HL, BC & ADC HL, DE & ADC HL, HL & ADC HL, SP & & & IND & INDR & & & & \\
\hline B & & & & & LD BC, (nn) & LD DE, (nn) & & LD SP, (nn) & & & OUTD & OTDR & & & & \\
\hline c & & & & & & & & & & & & & & & & \\
\hline D & & & & & RETI & & & & & & & & & & & \\
\hline E & & & & & & IM 2 & & & & & & & & & & \\
\hline F & & & & & LD R,A & LD A, R & RLD & & & & & & & & & \\
\hline
\end{tabular}

Table 8: The class of miscellaneous instructions invoked by the ED prefix.

Text contimued from page 200:
Finally, place after this code group a displacement suffix, d .
The Z80 also has a second index register, which is designated the IY register. Op codes which use it for addressing are contained in tables 6 and 7. It takes only a quick glance to notice the strong similarity between tables 4 and 6 and between tables 5 and 7. As might be expected, virtually everything said previously about the IX class of op codes also refers to the IY class. The sole exception to this statement is that the IY-type instructions begin with hexadecimal code FD, instead of DD.

\section*{Miscellaneous Additions}

All fifty-six instructions in the last of the four expansion sets begin with hexadecimal code ED. They are listed in table 8. Though they are quite heterogeneous, they add considerably to the power of the Z80. Among these, for example, are instructions that enhance the 16 -bit arithmetic capability, set interrupt modes, permit complementing the accumulator, and allow a register-indirect type of I/O to be performed. There are instructions also, which allow counting or block processing to be done during loading, comparison, and I/O operations. Even if the other three expansion sets were omitted, the instructions in this set would be highly useful additions to the basic 8080 complement.
With such a hodgepodge of function, it is rather surprising that any order at all can be made of these ED class instructions. Nonetheless, consistency with the other tables is maintained. It is evident from the arithmetic and the leftmost \(1 / \mathrm{O}\) instructions that arrangement by order of first and second operands is used whenever possible. Separation of complementary functions by eight rows in a column is also followed.

There are 696 valid op codes in the seven Z80 tables. Without organizational consistency, conversion of these instructions from mnemonic to hexadecimal form would be extremely difficult and probably ridden with error. Fortunately, these codes are very well arranged, following the pattern established for the 8080. It takes a little practice to become adept at making these transformations, but with the aid of these tables it can be accomplished successfully.


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RSS]
Text continued on page 210


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Table 1: Loading and changing atomic weight information. The first routine allows the user to enter the atomic weight for all elements, starting with element 1 and continuing through element 106. The second routine allows the user to make changes to a group of consecutive elements. Since two atomic weights are stored in a single register, both weights for an odd-even pair must be entered even if only one of the two is to be changed. Pressing the R/S button causes the calculator to request the next odd-even pair of atomic weights. The E' key, used to end this loop, can be pressed only when the atomic number showing in the display is odd.
\begin{tabular}{|c|c|c|c|}
\hline Step & Procedure & Press, & Display \\
\hline 1. & To load atomic weight
Initialize. & E' & does not change \\
\hline 2. & Enter 1. & \(A^{\prime}\) & 1 \\
\hline 3. & Enter atomic weight for atomic number 1. & \(\mathrm{B}^{\prime}\) & 2 \\
\hline 4. & Enter atomic weight for atomic number 2. & R/S & 3 \\
\hline & & ; & . \\
\hline & & . & \\
\hline & Enter atomic weight for atomic number 106 & Ris & 107 \\
\hline 5. & Initialize. & E' & does not change \\
\hline 6. & \begin{tabular}{l}
Load data into banks 2, 3, and 4. (Refer to owner's manual for TI Programmable 58/59.) \\
(The program is now complete. The load subroutines will not be needed unless a change of data is required at a later date.)
\end{tabular} & & \\
\hline 7. & To change atomic weight data Initialize. & \(\mathrm{E}^{\prime}\) & does not change \\
\hline 8. & Enter \(n\), where \(\mathrm{n}=1,3,5, \ldots\) 103, 105. & \(\mathrm{A}^{\prime}\) & \(n\) \\
\hline 9. & & & \(n+1\) \\
\hline 10. & Enter atomic weight for \(n+1\). ( \(n+1\) is even) & R/S & \(\mathrm{n}+2\) \\
\hline & & & : \\
\hline & & , & \\
\hline 11. & If the number displayed is odd, press \(E\) ' to exit the 'change atomic weight data"' routine. & \(\dot{E}^{\prime}\) & does not change \\
\hline 12. & To recall atomic number for the next atomic weight to be entered. (Step 12 is performed when the operator initializes with \(n\), an even integer, thereby initiating an error condition.) & CLR, \(B^{\prime}\) & Atomic number \\
\hline 13. & Repeat steps 9, 10, and 11 to continue. & & \\
\hline
\end{tabular}

Text continued from page 208:
I realized that a programmable calculator could easily be used to store and retrieve data contained in the periodic chart; once this is done, the user can manipulate periodic-chart data with a small chance of error. Using the Texas Instruments TI-59, I developed the program shown in listing 1.

This program, documented in tables 1 and 2 , contains two types of routines, the first for loading atomic weights, and the second for retrieving them. I decided to

Table 2: Retrieval of data from the program. The first routine finds an element's atomic weight, given its atomic number. The second routine calculates the molecular weight of a molecule given a set of quantity/atomic-number pairs that describe the molecule. The quantities marked with asterisks (*) denote numbers that will be printed when a PC-100A or PC-100C printer is attached.
\begin{tabular}{|c|c|c|c|}
\hline Steps & Procedure & Press & Display \\
\hline \multirow[t]{2}{*}{1.} & To find atomic weight Initialize. & E' & does not change \\
\hline & (When program is initialized, the display is preserved.) & & \\
\hline 2. & Enter atomic number. & B,E & value of atomic weight* \\
\hline 3. & Repeat step 2 for new atomic number. & & \\
\hline 4. & To find molecular weight Initialize. & \(\mathrm{E}^{\prime}\) & does not \\
\hline & & & change \\
\hline 5. & Enter atomic number. & B & does not change \\
\hline 6. & Enter how many of that particular element. & A, E & \(A x\) atomic weight* \\
\hline \[
7 .
\] & Repeat steps 5 and 6 for each element. Calculate total weight (sum weight.) & c & \\
\hline & Calculate total weight (sum weight.) & c & weight of mole. cule* \\
\hline 9 9: & \begin{tabular}{l}
(Note: label C is a subtotal.) \\
To find weight of a new formula, go to step 4.
\end{tabular} & & \\
\hline 10. & Recall last A entry (when desired) & CLR, A & Last A \\
\hline 11. & Recall last B entry (when desired) (Steps 10 and 11 are merely for convenience and do not interfere with program flow.) & CLR, B & Last B \\
\hline
\end{tabular}

Table 3: Table showing usage of registers 00 thru 79 in the periodic-table program, listing 1. The atomic weights must be in the form of \(X X X . X X X\); leading and trailing zeros will be automatically inserted.
\begin{tabular}{|l|l|}
\hline \begin{tabular}{l} 
Register \\
Number
\end{tabular} & Use \\
\hline 00 thru 09 & \begin{tabular}{l} 
Used. \\
These registers are left open to allow the operator \\
to store additional data during program use \\
without altering internal program executions.
\end{tabular} \\
20 thru 72 & \begin{tabular}{l} 
Used to store atomic weights. \\
Not used.
\end{tabular} \\
73 thru 79 & \begin{tabular}{l} 
Not
\end{tabular} \\
\hline
\end{tabular}
sacrifice speed of execution for ease of operation and protection of loaded data.

This program will enable you to:
- Display atomic weights by entering the corresponding atomic numbers.
- Calculate molecular weights.
- Calculate any combination of atomic weights.
- Load atomic weights either sequentially or randomly.
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\title{
KIM-1 Multiplication and Division
}

\author{
James C Couchman, General Dynamics Corp, Fort Worth Division, POB 748, Fort Worth TX 76101
}

When I bought a MOS Technology KIM-1 microcomputer to use in a specific control function, it arrived with a set of comprehensive instruction, programming, and hardware books. As soon as I connected a 5 V power supply, I was able to interact with the machine through the hexadecimal keyboard and light-emitting diode (LED) display. It was a bit more difficult to get our Teletype to work with the KIM-1, but with a slight adjustment to the teleprinter timing, the problem was cured.

The KIM-1 is still a real bargain, with features including the 6502 microprocessor, 2 K bytes of read-only memory (containing the Keyboard Input Monitor from which the name is derived), an interval timer, fifteen input and output lines, 1 K bytes of programmable memory (with address logic for 16 K bytes), and probably some features I have not yet discovered.

Since the KIM- 1 is programmed in machine language using a set of fifty-six instructions, I believe that the best way to learn to program it is to not just read about it, but do it. One should just start writing code, and, in time, the power of the basic instruction set will really be understood and appreciated.

Once the user is familiar with the capabilities of the KIM-1, he begins to wish that it could do more. One tool that provides more capability is a set of software routines that perform sixteen-bit multiplication and division on the 6502 processor. After I searched for a suitable set of routines, I concluded that I would have to write my own.

To prevent you from having to "reinvent the wheel," I am presenting these routines here. In developing these routines, I enlisted the invaluable assistance of my associates G R Arnett and JR Williamson. These routines should work without much difficulty on other 6502based computers.

\section*{Sixteen-Bit Routines}

These routines can multiply and divide two 16 -bit signed quantities together and produce a signed 16 -bit result. The routines are written as relocatable subroutines.

In multiplication, the high-order byte of the first multiplicand is loaded into hexadecimal location 0000, and the low-order byte into location 0001. The high-
order byte of the second multiplicand is put into location 0006 , and the low-order byte into location 0007.
In division, the high-order byte of the divisor is loaded into hexadecimal location 0000; the low-order byte into location 0001. The high-order byte of the dividend is placed into location 0006, and the low-order byte is loaded into location 0007. If the value of the divisor is zero, the division routine will return control to the calling program.
For both the multiplication and the division routines, the answer is returned in hexadecimal locations 0002 (high-order) and 0003 (low-order byte). It should not be very hard to change this if need be.
An example of a simple calling routine is shown in listing 1 . The calling sequence is essentially the same for both multiplication and for division; only the value contained in the two bytes that follow the jump-to-subroutine (JSR) instruction must be changed.

Listing 1a: Calling sequence for 16 -bit multiply subroutine.
\begin{tabular}{ll} 
Address & Code \\
0007 & 20 (JSR) \\
0008 & 00 \\
0009 & 01 (multiply) \\
000 A & A9 (LDA) \\
000 B & 00 \\
000 C & FO \\
000 D & FC
\end{tabular}

Listing 1b: Calling sequence for 16 -bit divide subroutine.
\begin{tabular}{ll} 
Address & Code \\
0007 & 20 (JSR) \\
0008 & 30 \\
0009 & 00 (divide) \\
000 A & A9 (LDA) \\
000 B & 00 \\
000 C & F0 \\
000 D & FC
\end{tabular}

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The assembler mnemonics and hexadecimal code for the multiplication subroutine are given in listing 2. The division subroutine is given in similar form in listing 3. The multiplication subroutine is shown in hexadecimal memory-dump form in listing 4; the division code in that form in listing 5.

My collegues and I hope that these programs will help other KIM-1 users. We know that having had them prepared for us would have saved us much time.

Listing 2: Relocatable subroutine to perform multiplication of 16-bit quantities on the 6502 microprocessor as used in the MOS Technology KIM-1. Both assembler mnemonics and hexadecimal code are given. Entry point is hexadecimal location 0100.

Address
\begin{tabular}{|c|c|c|}
\hline 0100 & CLC & 18 \\
\hline 0101 & CLD & D8 \\
\hline 0102 & LDA \#0 & A9 00 \\
\hline 0104 & TAX & AA \\
\hline 0105 & STA 0002 & 8502 \\
\hline 0107 & STA 0003 & 8503 \\
\hline 0109 & LDA 0000 & A5 00 \\
\hline 010B & BNE & D0 11 \\
\hline O10D & LDA 0001 & A5 01 \\
\hline 010F & BEQ & FO OC \\
\hline 0111 & CMP \#1 & C9 01 \\
\hline 0113 & BNE & D0 1D \\
\hline 0115 & LDA 0006 & A5 06 \\
\hline 0117 & STA 0002 & 8502 \\
\hline 0119 & LDA 0007 & A5 07 \\
\hline 011 B & STA 0003 & 8503 \\
\hline 011 D & RTS & 60 \\
\hline 011 E & BPL & 1012 \\
\hline 0120 & INX & E8 \\
\hline 0121 & LDA 0001 & A5 01 \\
\hline 0123 & CLC & 18 \\
\hline 0124 & EOR FF & 49 FF \\
\hline 0126 & ADC \#1 & 6901 \\
\hline 0128 & STA 0001 & 8501 \\
\hline 012A & LDA 0000 & A5 00 \\
\hline 012C & EOR FF & 49 FF \\
\hline 012E & ADC \#0 & 6900 \\
\hline 0130 & STA 0000 & 8500 \\
\hline 0132 & LDA 0006 & A5 06 \\
\hline 0134 & BNE & D0 26 \\
\hline 0136 & LDA 0007 & A5 07 \\
\hline 0138 & BEQ & F0 18 \\
\hline 013A & CMP \#1 & C9 01 \\
\hline 013 C & BNE & D0 32 \\
\hline 013 E & DEX & CA \\
\hline 013 F & BNE & D0 12 \\
\hline 0141 & LDA 0001 & A5 01 \\
\hline 0143 & CLC & 18 \\
\hline 0144 & EOR FF & 49 FF \\
\hline 0146 & ADC \#1 & 6901 \\
\hline 0148 & STA 0003 & 8503 \\
\hline 014A & CDA 0000 & A5 00 \\
\hline 014C & EOR FF & 49 FF \\
\hline 014 E & ADC \#0 & 6900 \\
\hline 0150 & STA 0002 & 8502 \\
\hline 0152 & RTS & 60 \\
\hline 0153 & LDA 0001 & A5 01 \\
\hline 0155 & STA 0003 & 8503 \\
\hline 0157 & LDA 0000 & A5 00 \\
\hline 0159 & STA 0002 & 8502 \\
\hline 015B & RTS & 60 \\
\hline 015C & BPL & 1012 \\
\hline 015E & INX & E8 \\
\hline 015 F & LDA 0007 & A5 07 \\
\hline
\end{tabular}

Listing 2 continued:
\begin{tabular}{|c|c|c|}
\hline 0161 & CLC & 18 \\
\hline 0162 & EOR FF & 49 FF \\
\hline 0164 & ADC \#1 & 6901 \\
\hline 0166 & STA 0007 & 8507 \\
\hline 0168 & LDA 0006 & A5 06 \\
\hline 016A & EOR FF & 49 FF \\
\hline 016 C & ADC \#0 & 6900 \\
\hline 016E & STA 0006 & 8506 \\
\hline 0170 & LDA 0000 & A5 00 \\
\hline 0172 & STA 0004 & 8504 \\
\hline 0174 & LDA 0001 & A5 01 \\
\hline 0176 & STA 0005 & 8505 \\
\hline 0178 & LDA 0003 & A5 03 \\
\hline 017A & CLC & 18 \\
\hline 017B & ADC 0001 & 6501 \\
\hline 017D & STA 0003 & 8503 \\
\hline 017F & LDA 0002 & A5 02 \\
\hline 0181 & ADC 0000 & 6500 \\
\hline 0183 & STA 0002 & 8502 \\
\hline 0185 & SEC & 38 \\
\hline 0186 & LDA 0007 & A5 07 \\
\hline 0188 & SBC \#1 & E9 01 \\
\hline 018A & STA 0007 & 8507 \\
\hline 018C & LDA 0006 & A5 06 \\
\hline 018E & SBC \#0 & E9 00 \\
\hline 0190 & STA 0006 & 8506 \\
\hline 0192 & CMP \#0 & C9 00 \\
\hline 0194 & BNE & DO E2 \\
\hline 0196 & LDA 0007 & A5 07 \\
\hline 0198 & CMP \#0 & C9 00 \\
\hline 019A & BNE & DO DC \\
\hline 019C & DEX & CA \\
\hline 019D & BNE & DO 15 \\
\hline 019F & LDA 0002 & A5 02 \\
\hline 01 Al & EOR FF & 49 FF \\
\hline 01 A3 & STA 0002 & 8502 \\
\hline 01 A5 & LDA 0003 & A5 03 \\
\hline 0147 & EOR FF & 49 FF \\
\hline 01A9 & CLC & 18 \\
\hline 01 AA & ADC \#1 & 6901 \\
\hline 01 AC & STA 0003 & 8503 \\
\hline O1AE & LDA 0002 & A5 02 \\
\hline 0180 & ADC \#0 & 6900 \\
\hline 01 B 2 & STA 0002 & 8502 \\
\hline 0184 & RTS & 60 \\
\hline
\end{tabular}

Listing 3: Relocatable subroutine to perform division of 16-bit quantities on the 6502 microprocessor of the KIM-1, with assembler mnemonics. Entry point is hexadecimal location 0030.

Address
Mnemonic
Hexadecimal Code
\begin{tabular}{lll}
0030 & CLC & 18 \\
0031 & CLD & D8 \\
0032 & LDA \#0 & A9 00 \\
0034 & TAX & AA \\
0035 & STA 02 & 8502 \\
0037 & STA 03 & 8503 \\
0039 & LDA 00 & A5 00 \\
\(003 B\) & BNE & D0 05 \\
\(003 D\) & LDA 01 & A5 01 \\
\(003 F\) & BNE & D0 15 \\
0041 & RTS & 60 \\
0042 & BPL & 1012 \\
0044 & INX & E8 \\
0045 & LDA 01 & A5 01 \\
0047 & CLC & 18 \\
0048 & EOR FF & 49 FF \\
\(004 A\) & ADC \#1 & 6901 \\
\(004 C\) & STA 01 & 8501 \\
\(004 E\) & LDA 00 & A5 00 \\
0050 & EOR FF & 49 FF
\end{tabular}

Listing 3 continued on page 216

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Listing 3 continued:
\begin{tabular}{|c|c|c|}
\hline 0052 & ADC \#0 & 6900 \\
\hline 0054 & STA 00 & 8500 \\
\hline 0056 & LDA 06 & A5 06 \\
\hline 0058 & BNE & D0 26 \\
\hline 005A & LDA 07 & A5 07 \\
\hline 005C & BEQ & FO 18 \\
\hline 005E & CMP \#1 & C9 01 \\
\hline 0060 & BNE & D0 32 \\
\hline 0062 & DEX & CA \\
\hline 0063 & BNE & D0 12 \\
\hline 0065 & LDA 01 & A5 01 \\
\hline 0067 & CLC & 18 \\
\hline 0068 & EOR FF & 49 FF \\
\hline 006A & ADC \#1 & 6901 \\
\hline 006C & STA 03 & 8503 \\
\hline 006E & LDA 00 & A5 00 \\
\hline 0070 & EOR FF & 49 FF \\
\hline 0072 & ADC \#0 & 6900 \\
\hline 0074 & STA 02 & 8502 \\
\hline 0076 & RTS & 60 \\
\hline 0077 & LDA 01 & A5 01 \\
\hline 0079 & STA 03 & 8503 \\
\hline 007B & LDA 00 & A5 00 \\
\hline 007D & STA 02 & 8502 \\
\hline 007F & RTS & 60 \\
\hline 0080 & BPL & 1012 \\
\hline 0082 & INX & E8 \\
\hline 0083 & LDA 07 & A5 07 \\
\hline 0085 & CLC & 18 \\
\hline 0086 & EOR FF & 49 FF \\
\hline 0088 & ADC \#1 & 6901 \\
\hline 008A & STA 07 & 8507 \\
\hline 008C & LDA 06 & A5 06 \\
\hline 008E & EOR FF & 49 FF \\
\hline 0090 & ADC \#0 & 6900 \\
\hline 0092 & STA 06 & 8506 \\
\hline 0094 & LDA 03 & A5 03 \\
\hline 0096 & CLC & 18 \\
\hline 0097 & ADC \#1 & 6901 \\
\hline 0099 & STA 03 & 8503 \\
\hline 009B & LDA 02 & A5 02 \\
\hline 009D & ADC \#0 & 6900 \\
\hline 009F & STA 02 & 8502 \\
\hline 00Al & SEC & 38 \\
\hline 00A. & LDA 01 & A5 01 \\
\hline 00A4 & SBC 07 & E5 07 \\
\hline 00A6 & STA 01 & 8501 \\
\hline 00A8 & LDA 00 & A5 00 \\
\hline 00AA & SBC 06 & E5 06 \\
\hline 00AC & STA 00 & 8500 \\
\hline OOAE & LDA 00 & A5 00 \\
\hline 00B0 & BMI & 3008 \\
\hline 00B2 & BNE & DO EO \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|}
\hline 00B4 & LDA 01 & A5 01 \\
\hline 00B6 & BNE & DO DC \\
\hline 00B8 & BEQ & FO OD \\
\hline OOBA & SEC & 38 \\
\hline 00BB & LDA 03 & A5 03 \\
\hline OOBD & SBC \#1 & E9 01 \\
\hline 00BF & STA 03 & 8503 \\
\hline 00 Cl & LDA 02 & A5 02 \\
\hline 00 C 3 & SBC \#0 & E9 00 \\
\hline 00 C 5 & STA 02 & 8502 \\
\hline 00 C 7 & DEX & CA \\
\hline \(00 \mathrm{C8}\) & BNE & D0 15 \\
\hline 00CA & LDA 02 & A5 02 \\
\hline 00CC & EOR FF & 49 FF \\
\hline OOCE & STA 02 & 8502 \\
\hline OODO & LDA 03 & A5 03 \\
\hline 00D2 & EOR FF & 49 FF \\
\hline 00D4 & CLC & 18 \\
\hline 00D5 & ADC \#1 & 6901 \\
\hline 00D7 & STA 03 & 8503 \\
\hline 00D9 & LDA 02 & A5 02 \\
\hline 00DB & ADC \#0 & 6900 \\
\hline OODD & STA 02 & 8502 \\
\hline OODF & RTS & 60 \\
\hline
\end{tabular}

Listing 4: Multiplication subroutine in hexadecimal memorydump form.
; 18010018 D8A900AA85028503A500DO 11 A501F00CC901 D01 DA 50685097 A ; 18011802A5078503601012E8A5011849FF69018501A50049FF6900081D ; 1801308500 A506D026A507FO18C901DO32CADO 1 2A5011849FF69010AOB ; \(1801488503 A 50049 F F 6900850260\) A5018503A5008502601012EBA508BF ; 1801600718 A9FF69018507A50649FF69008506A5008504A5018505081B ;180178A5031865018503A5026500850238A507E9018507A506E90007CO ;1801908506C900D0E2A507C900DODCCADOISAS0249FF8502A503490BE6 ; 1801 ABFF 1869018503 A5026900850260E9008D0600C900DOD8AC070962 100000800080

Listing 5: Division subroutine in hexadecimal memory-dump form.
; 18003018 D8A900AA85028503A500D005A501 DO 15601012 EBASO 11808 C 7 118004849FF69018501A50049FF69008500A506D026A507F018C9010992 ; 180060 DO 32CADO 12 ASO11849FF69018503A50049FF6900850260A50AOQ ; 180078018503 ASOOB502601012E8ASO71849FF69018507AS0649FFOBAA ; 18009069008506 A5031869018503A5026900850238A501E50785010735 ; 1800ABA500E5068500A500300BDOEOA50 IDODCFOOD38AS03E901850BOO ; \(1800 \mathrm{C} 003 \mathrm{SA} 52 \mathrm{E} 9008502 C A D O 15 A 50249 \mathrm{FF} 8502 A 50349 \mathrm{FF} 186901850 A O E\)
 ; 0000080008

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Short Courses on Microcomputers, George Washington University, Washington DC. Contact the Director of Continuing Engineering Education, George Washington University, Washington DC 20052 or call (202) 676-6106 or (800) 424-9773.

March
Workshops for TRS-80 Interfacing, 8080-8085 and Z80 Design and Digital Electronics for Instrumentation and Automation, Virginia Polytechnic Institute and State University, Blacksburg VA 24061. For additional information on times and dates, contact Dr Linda Leffel, CEC, Virginia Tech, Blacksburg VA 24061 or call (703) 961-5241.

March 1
Exploring Small Computers, Albion College, Albion MI. This fair will feature exhibits and seminars on microcomputers and their applications in business, education, and the home. Contact D W Kammer, Dept of Physics,

Albion College, Albion MI 49224.

March 3-5
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March 24-28 Fourth European Conference on Electrotechnics, Stuttgart. This conference will review recent developments, trends, and applications in the field of microelectronics. Microprocessors, computer communication, industrial electronics, applications of microelectronics in the automobile and in medicine, and other topics will be covered. The conference language will be English. Contact Professor Dr W E Proebster, IBM Deutschland GmbH, Postfach 8008 80, D-7000 Stuttgart 80 WEST GERMANY (BRD).

March 26-28
Viewdata '80, Wembley Conference Centre, London England. Viewdata ' 80 is an international exhibition and conference on video-based systems and microcomputer industries. The British Post Office is presenting the Prestel Show, which is about electronic mail services.

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March 30
Greater Baltimore Hamboree and Computerfest, Maryland State Fairgrounds, Timonium MD. Personal, dealer, and small business computer displays and exhibits will be featured. Space is available outside the fairgrounds for tailgate sales and swaps. For more information, contact Joseph Lochte Jr, 2136 Pine Valley Dr, Timonium MD 21093.

\section*{March-June}

Computer and Office Systems Expo and Conference. This is an exposition for marketers of office systems equipment. The show and conference will focus on the local problems and opportunities of each region. The exposition and conference will be held in major cities around the nation. Contact The Conference Co, 60 Austin St, Newton MA 02160, or phone (617) 964-4550.

\section*{APRIL 1980}

April 1-2
Southeast Printed Circuits and Microelectronics Exposition, Sheraton-Twin Towers Convention Center, Orlando FL. This show is a specialized event devoted entirely to the packaging, production and testing of printed circuits, multilayers, semiconductor devices, and hybrids. The conferences are aimed at electronics specialists. Contact ISCM, 222 W Adams St, Chicago IL 60606.

April 9-11
The Practical APL Conference, Washington DC. This conference is addressed to business executives and systems designers. For more information, contact Joan Gurgold, STSC, 7 Holland Ave, White Plains NY 10603.

April 9-11
International Conference on Acoustics, Speech and

Signal Processing, Fairmont Hotel, Denver CO. The IEEE Acoustics, Speech and Signal Processing Society is sponsoring this conference devoted to experimental and theoretical aspects of signal processing, speech, and acoustics. For more information, contact IEEE, 1100 14th St, Denver CO 80202.

April 10
Electronic Road Shows, Anaheim Convention Center, Anaheim CA. See March 20th for details.

April 11-12
10th Annual Virginia Computer Users Conference. This conference is sponsored by the Virginia Tech Association for Computing Machinery (ACM) student chapter. The topics of discussion will be programming languages and system and personnel management. For more information, contact VCUC10, 562 McBryde Hall, VPI\&SU, Blacksburg VA 24061.

April 13-16
A Gateway to the Use of Computers in Education, Chase Park Plaza Hotel, St Louis MO. The purpose of this convention is to provide a forum for the exchange of information and ideas between individuals, to inform educators of developments in computer technology, and to expose participants to innovations in computing which can be utilized in the field of education.

Educators are encouraged to exhibit and make presentations of instructional microprocessor materials during the convention. Contact the Association for Educational Data Systems (AEDS), POB 951, Rolla MO 65401.

\section*{April 14-18}

\section*{High-Speed Computer}

Organization, 6266 Boelter Hall, UCLA Extension, Los Angeles CA. This course is for computer designers, system architects, project leaders and managers. The course provides an understanding of the principles of high-speed com-

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\section*{April 21-25}

National Micrographics Association 29th Annual Conference and Exposition, Sheraton Center Hotel and Coliseum, New York NY. The theme for the show is 'Focus on Productivity in Office Management." Highlighting the conference and exposition will be presentations and talks concerning the use in offices for computer systems and related items.
For more information, contact the Conference Dept, National Micrographics Association, 8719 Colesville Rd, Silver Spring MD 20910.

April 23-25
International DP Training Conference, Hyatt Regency, Chicago IL. The theme for this event will be "The 1980s: The Information Decade." The conference is a symposium for data processing experts and corporate training executives. For information, contact

Deltak Inc, 1220 Kensington Rd, Oak Brook IL 60521.

\section*{April 27-30}

17th Numerical Control Society Annual Meeting and Technical Conference, Hartford Civic Center, Hartford CT. This convention will offer technical sessions covering such areas as computer-aided design engineering, business management, tool design and graphics; computeraided assembly, facilities planning, inventory control, and management information systems; numerical control in various areas; data base structure and management; and other educational programs. There is also a large exhibition being presented.

For more information, contact Numerical Control Society, 1800 Pickwick, Glenview IL 60025.

\section*{April 28-30}

Managing Technical Programs and Projects, White Plains NY. For more information, contact the Institute for Advanced Professional Studies, One Gateway Ctr, Newton MA 02158.

April 30-May 2
Computerized Office Equipment Expo, O'Hare Exposition Center, Rosemont IL. The latest developments in
computers, word processors, copiers/duplicators, telephone systems, and other business equipment will be featured. The seminars will cover guidelines on buying computer systems, telephone and copier systems; the use of word processors, and more. Contact Industrial and Scientific Conference Management Inc, 222 W Adams St, Chicago IL 60606.
\(\frac{\text { MAY } 1980}{\text { May }}\)

IEEE Computer Society Conferences and Meetings. For a list of events, contact the Executive Secretary, Harry Hayman, POB 639, Silver Spring MD 20901, or phone (301) 439-7007.

\section*{May 5-11}

Engineering, Science, and Public Policy, 16th Annual Meeting, Baltimore Convention Center, Baltimore MD. Companies from around the world and the US will be exhibiting. The conference is being sponsored by the
AIAA. Contact Lawrence Craner, Director of Technical Displays, AIAA, 1290 Avenue of the Americas, New York NY 10019, or the Conference General Chairman, Laurence Adams at Martin Marietta

Aerospace.
May 6-8
Micro/Expo 80, Centre International de Paris, Paris France. This is one of the leading shows in Europe for microcomputer users and manufacturers. Exhibits of new equipment, presentations, games, educational materials, and more will be featured. For more information, contact Sybex Inc, 2020 Milvia St, Berkeley CA 94704.

\section*{May 6.8}

The 7th International Symposium on Computer Architecture, La Baule, France. This symposium will consist of discussions and readings in the following areas: distributed architectures, special-purpose architectures, hardware description languages, fault-tolerant architectures, high-speed computers, control schema, evaluation of architecture performance, and more

Contact, Daniel E Atkins, Dept of Electrical and Computer Engineering, University of Michigan, Ann Arbor MI 48109.

May 6-10
8th Annual Canadian Association for Information Science, Toronto, Canada. Technology, commodity, and rights are the themes of this conference. Topics will

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cover information in the marketplace, information transfer and policy issues, right to access, new information technologies and applications, and other subjects. For more information, contact the Program Chairman, 8th Annual CAIS Conference, Technical Information Centre, Bell Northern Software Research, 12th floor, 522 University Ave, Toronto Ontario M5G 1W7 CANADA.

May 13-15
Electro/80 Show and Convention, Hynes Auditorium and Boston Sheraton, Boston MA. This show consists of presentations and exhibitions by manufacturers in the computer industry. Contact Electronic Conventions Inc, 99 N Sepulveda Blvd, El Segundo CA 90245.

\section*{May 13-16}

9th Annual Conference of MUMPS Users Group, Islandia Hyatt House, San Diego CA. The meeting will bring
together scientific, medical, and business professionals to discuss current research and application development. Areas of participation are paper presentations, workshops and tutorials, and vendor exhibits. Contact Dr Jack Bowie, MUG 80 Program Chairman, The MITRE Corp, Mail Stop 641, 1820 Dolley Madison Blvd, McLean VA 22102.

May 14-16
Carnahan Conference on Crime Countermeasures, Carnahan House, Lexington
KY. This conference is devoted to the application of engineering and science to law enforcement, security, and crime prevention.
Emphasis will be on effective research and development in computer security.

Contact the Office of Continuing Education, College of Engineering, University of Kentucky, Lexington KY 40506.

May 15
Electronic Road Shows,

Griswold's Restaurant, Pomona CA. See March 20th for details.

\section*{May 19-22}

1980 National Computer Conference, Anaheim Convention Center, Anaheim CA. The conference program will include more than 120 sessions covering computing careers and education, office automation, and auditing in the area of management; computers in earth resource management, human services, and word processing in the field of applications; programming languages, design techniques and methodology, and voice simulation and recognition in software; earth resources, education, women and minorities in the computing discipline in the area of social implications; microcomputers and minicomputers, computer architecture, and new concepts in memories in the area of hardware.
For information, contact American Federation of In-
formation Processing Societies Inc, 1815 N Lynn St, Arlington VA 22209

May 21-22
2nd Clemson Small Computer Conference, Clemson University, Clemson SC. This conference will discuss applications in engineering, science, manufacturing, small business data processing, and education. Contact William J Barnett, Electrical and Computer Engineering Dept, Riggs Hall, Clemson University, Clemson SC 29631.

May 24-25
Amateur Radio and Computer Hobbyists 2nd Annual Convention, Cervantes Convention Center, St Louis MO. Speakers, presentations, equipment displays, and a flea market will be featured. For more information, contact the Gateway Amateur Radio Assocation Inc, POB 68, Marissa IL 62257.■

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}

GIGO (garbage in, garbage out) is an expression heard so often by programmers that it is accepted as truth and even offered as an excuse for poorly written programs. It is a truism that ought to be examined, especially in the area of human prepared input that is typed.

If the instructions in figure 1a are entered instead of the correct instructions of figure 1 b , the great majority of microprocessor assemblers will be unable to locate any of the program symbols. This inability compels the user to go through the tedious process of calling an edit program, making corrections, calling the assembler, and trying once more to assemble the source code, hoping that no new errors have been introduced. This procedure can be very time consuming; it is always frustrating. An examination of how the errors are detected in a normal assembler
\begin{tabular}{lcl} 
Label & Operation & Operand \\
1 LOOP & CPY & SPAEC \\
2 & JSR & PRJNT \\
3 & CMP & STRE \\
4 & BEQ & LOOPS \\
5 COPY & EUQ & LOOP
\end{tabular}

Figure 1a: A section of code which illustrates several common typing errors often made during entry of an assembly program. These particular errors can be detected and corrected by a simple algorithm which determines if the operand is "close enough" to what it is supposed to be. If the operand has two transposed letters, one character wrong, or one character too many or too few, it is automatically changed to the correct form listed in the symbol table.
\begin{tabular}{lcl} 
Label & Operation & Operand \\
1 LOOP & CPY & SPACE \\
2 & SSR & PRINT \\
3 & CMP & STORE \\
4 & BEQ & LOOP \\
5 COPY & EQU & LOOP
\end{tabular}

Figure 1b: The code from figure 1a after error detection and correction.

Roger A McGregor
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Littleton CO 80123
or compiler may shed light on how an automated correction can be attempted.

Normally, after a symbol has been segregated from the source text, it is passed to a symbol table lookup routine as a search argument. The function of the lookup routine is to find an entry in the symbol table whose symbol matches the search argument, and to either return that entry (a hit) or set some indicator to inform the calling routine of an unsuccessful search (a no-hit). Both hits and no hits are valid returns, depending on the pass being made on the source code.

The first pass causes two types of lookup calls; definition and reference. For a definition lookup, a symbol has been extracted from the label field. That symbol and its attributes are to be entered into the symbol table if and only if the symbol is not already present in the symbol table. However, if the symbol is already present, it is multiply defined and in error. For a reference lookup, a symbol found in the operand field is needed for a compile time computation (line 5 of figure 1b). For this lookup, the symbol must be present in the symbol table or an error condition exists.

During any other pass, a no-hit constitutes an error. It is at this point that error correction may be attempted in the form of an alternate (associated) symbol lookup.

If the lookup routine can find another symbol in the symbol table that is "close enough" to the search argument, then the entry's symbol is associated with the argument symbol and may be returned as a hit. When an alternate symbol is substituted in this fashion, the programmer must be given a warning as the substitution may not be correct. By checking the object code generated, the programmer can verify the substitution.

What constitutes "close enough" before a symbol table entry can be substituted for the search argument?
"Close enough" is defined as two characters transposed (line 1, figure 1a), one character wrong (line 2, figure 1a), one missing character (line 3, figure 1a), or an extra character (line 4, figure 1a).

Given the above criteria, only certain symbols in the symbol table need be reexamined. Those symbols are the ones possessing an equal number of characters, or one more or one less character than the search argument. An exception occurs when the search argument consists of only a single character: if this happens, error correction should be terminated and a no-hit returned. Those symbols with an equal number of characters should be compared for transposed characters or one wrong character in the string. Those symbols with one more or one less character than the search argument should be checked for a single character difference. If any symbol in the symbol table passes one of the above tests, an association has occurred and the associated entry should be returned as a hit.

Generally, making a single pass through the symbol table and returning the first entry passing a check is sufficient. However, if the keyboard layout is more conducive to wrong characters due to upper and lower case shifting than to the other common errors of transposition, addition, or deletion, then a first pass through the symbol table checking only equal character count symbols for wrong characters could prove to be more accurate. Alternate strategies do however increase memory usage and execution time. The execution time is well spent if a proper association prevents the edit and reassemble process already described. Memory usage is another matter. The less memory used by the correction routine, the better.

Besides alleviating reassembly problems, the error correction process tends to encourage better documented programs. Due to the nature of the checks made for the association, longer symbols have a better chance of being correctly associated. They are also usually more meaningful.

The above correction process is by no means limited to just the symbol table of an assembler and compiler. It can be applied to any dictionary type lookup including op codes, text processors, and console commands.

The only obvious limitation would occur when symbols intentionally differ by a transposition or length. In order to overcome this objection, we simply require an explicit declaration statement and correct spelling in such statements with the extended error correction applied to uses of a name.■

2ant Bicus

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Listing 1: Super TIC, a three-dimensional tic-tactoe computer game written in North Star BASIC. (All other programs in this article are also written in North Star BASIC.)

10 IIIMC. \((256), 5(64), W(3,76), T(76), N(6,64), F(4), V(64)\)
20 C1 \(1=-012345679^{9}-\backslash F(0)=22 \backslash F^{\circ}(1)=147 \backslash F(2)=1030 \backslash F(3)=2 \backslash F(4)=3\)
30 OFENIO. "A16", LINEBO

50 KEA[1\# \(0, N(0, A), N(1, A), N(2, A), N(3, A), N(4, A), N(5, A), N(6, A) \backslash N E X T\)
60 CLOSEHOSINPUT:O TO 9 : 0 I FLLAY EEST AND 9 WORST ? ", \(Z \backslash Z=1+(Z / 10)\)
100 FORA \(=1\) TO64 \(\backslash B=A * 4 \backslash C(B-3, F)=* \quad \| C=I N T(A / 10) \backslash[1=A-(C * 10)\)
\(110 \mathrm{C} \$(\mathrm{~B}-1, \mathrm{~B}-1)=\mathrm{C} 1+(\mathrm{C}+1, \mathrm{C}+1) \backslash \mathrm{C} \$(\mathrm{E}, \mathrm{B})=\mathrm{C} 1 \$(\mathrm{~L}+1, \mathrm{~L}+1)\) NEXT
120! "HERE IS MY BOARL"\!" VGOSUB1000\!" "\! "ENTEF MOUES EY",
130! " NUMBER ANLI YOUR'KE X"
1.40 !" "\INFUT"YOUR MOUE ? " "X\IFXC10FX 64 THEN140\IFS(X) ©OTHEN140
\(150 \mathrm{~S}(\mathrm{X})=1 \backslash A=X * 4 \backslash C \Phi(A-3, A)=" X X X X\) " \(\backslash F=1 \backslash G 05 U 4900\)
160 Q \(\Rightarrow 0 \backslash F O R A=1 T 076 S T E F Z \backslash C=T(A) \backslash I F C \subset O T H E N 200 \backslash I F C=15 T H E N E X I T 400\)

180 IFC 4 THEN190\E=P(C…1) \GOSUBSOO\GGTO200
\(190 \mathrm{C}=\mathrm{INT}(\mathrm{C} / 5)+2 \backslash \mathrm{~B}=\mathrm{F}(\mathrm{C}) \backslash \mathrm{G}\) (1SUF500
300 NEXT \(\backslash F O F A=1\) TO64 \(\backslash I F U(A)<Q T H E N 210 \backslash Q=U(A) \backslash X=A\)
\(210 U(A)=0 \backslash N E X T \backslash I F G=O A N L Z=1\) THEN1600 IFGCOTHEN220

\(217 \mathrm{~S}(\mathrm{~A})=1 \backslash X=A\)
220) \(S(X)=1 \backslash A=X * 4 \backslash C \$(A-3, A)={ }^{\circ} 0000{ }^{\circ} \backslash F=5 \backslash G O S U B 900\)

230 !"I WENT", X\!" - \GOSUB1000\GOT0140
400 1.THE COMFUTER WINS WITH EOXES*,W (O,A),W(1,A),W(2,A),W(3,A) 100102000
500 FOFF \(=0\) TOZ \(\backslash G=W(F, A) \backslash I F S(G)=0\) THENU \((G)=U(G)+E \backslash N E X T \backslash E E T U F N\)
900 FOFA=0TO6 \(\backslash C=N(A, X) \backslash I F C=0 T H E N 950 \backslash I F T(C)<O T H E N 950\)
\(910 \mathrm{~T}(\mathrm{C})=\mathrm{T}(\mathrm{C})+\mathrm{F} \backslash \mathrm{IFT}(\mathrm{C})<4 \mathrm{THEN950} \mathrm{\backslash IFT}(\mathrm{C})=4 \mathrm{THENEXIT} 1700\)
920 II=INT (T (C)/E) \IFI*5 ©T (C)THENT (C) \(=-1\)
צSO NEXTVFETUFN
1000 FOKA \(=0\) TU3 \(\backslash F O R E=2 T O O S T E P-2 \backslash F O R C=0 T O 3 \backslash F O F \Pi=1 T 04\)

! O20 NEXT IFC 3THEN!" ", NNEXT\!" "NNEXT\IFA=3THEN1040

1040 NEXT VFETUFN
1300 |""\! "IT'S A LKNAW \(\\) "GOTO2000

2000 INFUT"CARRIAGE FETURN ENDS, ANYTHING ELSE F゙LAYS AGAIN? ?Z\%
2005 IF \(\$=-\) "THENENI \(\backslash F O F A=1\) TO76 \(\backslash T(A)=0 \backslash N E X T \backslash F O R A=1 T 06 A \backslash S(A)=0 \backslash U(A)=0 \backslash N E X T\) 2010 GOTO100 KEADY

\section*{Super TIC}

J Roehrig
POB 74
Middle Village NY 11379

Listing 2: Modifications to listing 1 to change the three-dimensional version into two-dimensional 4 by 4 tic-tac-toe.

\footnotetext{
 \(160 \mathrm{Q}=0 \backslash \mathrm{FORA}=1 \mathrm{TO1OSTEPZ} \backslash \mathrm{C}=\mathrm{T}(\mathrm{A}) \backslash I F C<O T H E N 200 \backslash I F C=15\) THENEXIT400 1000 FORA=0T03\FORE=2TOOSTEP-2\FORC=0TOO\FORD=1 T04
1030 ! = = = = = = = = = = = = = = =
}

\section*{Super Micro-Tic}

This article describes Super TIC, a program that plays three-dimensional ( 4 by 4 by 4) tic-tac-toe. It was written specifically for microprocessors and has the following features:
- It is fast, despite the fact that it checks every possible move. The response time is 13 seconds per move (worst case) using an IMSAI 8080 computer with North Star BASIC, and it averages less than six seconds per move.
- It gives a graphic display of the game (designed for a 24 line by 80 character terminal) without requiring a graphics board.
- It plays at ten different levels of skill without requiring modification of the program.
- One program line can be modified to change the program's strategy so that it plays defensively or aggressively.
- The modification of four lines (see listing 2) allows the game to be played in a two-dimensional 4 by 4 format.

Listing 3 shows a sample run of the 4 by 4 by 4 version. The computer asks for the level of play desired and gives a display of the game board. The player enters a move selection (a number from 1 to 64 corresponding to the desired box) and the computer answers with its move. Next, the

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\begin{aligned}
& \text { SORT TIME } \\
& \text { (Sec) }
\end{aligned}
\] \\
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\hline SORT & 32K & 49 & SORT & 680K & 2569 \\
\hline SORT & 85K & 173 & SORT and & 85K SORT + & 1757 \\
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\hline
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entire game board is reprinted with the player's boxes represented by Xs and the computer's boxes by Os.

For those readers not familiar with threedimensional tic-tac-toe, table 1 shows all of the 76 possible winning combinations. The

Table 1: The 76 possible ways to win in 4 by 4 by 4 three-dimensional tic-tactoe. The columns labelled M1, M2, M3 and M4 given an integer identification of a particular cube in the three-dimensional 4 by 4 by 4 matrix.
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|}
\hline \multicolumn{10}{|l|}{COMA M1 M2 M3 M4 COME M1 M2 M3 M4} \\
\hline 1 & 1 & 2 & 3 & 4 & 2 & 5 & 6 & 7 & 8 \\
\hline 3 & 9 & 10 & 11 & 12 & 4 & 13 & 14 & 15 & 16 \\
\hline 5 & 1 & 5 & 9 & 13 & 6 & 2 & 6 & 10 & 14 \\
\hline 7 & 3 & 7 & 11 & 15 & 8 & 4 & 8 & 12 & 16 \\
\hline 9 & 1 & 6 & 11 & 16 & 10 & 4 & 7 & 10 & 13 \\
\hline 11 & 17 & 18 & 19 & 20 & 12 & 21 & 22 & 23 & 24 \\
\hline 13 & 25 & 26 & 27 & 28 & 14 & 29 & 30 & 31 & 32 \\
\hline 15 & 17 & 21 & 25 & 29 & 16 & 18 & 22 & 26 & 30 \\
\hline 17 & 19 & 23 & 27 & 31 & 18 & 20 & 24 & 28 & 32 \\
\hline 19 & 17 & 22 & 27 & 32 & 20 & 20 & 23 & 26 & 29 \\
\hline 21 & 33 & 34 & 35 & 36 & 22 & 37 & 38 & 39 & 40 \\
\hline 23 & 41 & 42 & 43 & 44 & 24 & 45 & 46 & 47 & 48 \\
\hline 25 & 33 & 37 & 41 & 45 & 26 & 34 & 38 & 42 & 46 \\
\hline 27 & 35 & 39 & 43 & 47 & 28 & 36 & 40 & 44 & 48 \\
\hline 29 & 33 & 38 & 43 & 48 & 30 & 36 & 39 & 42 & 45 \\
\hline 31 & 49 & 50 & 51 & 52 & 32 & 53 & 54 & 55 & 56 \\
\hline 33 & 57 & 58 & 59 & 60 & 34 & 61 & 62 & 63 & 64 \\
\hline 35 & 49 & 53 & 57 & 61 & 36 & 50 & 54 & 58 & 62 \\
\hline 37 & 51 & 55 & 59 & 63 & 38 & 52 & 56 & 60 & 64 \\
\hline 39 & 49 & 54 & 59 & 64 & 40 & 52 & 55 & 58 & 61 \\
\hline 41 & 1 & 17 & 33 & 49 & 42 & 2 & 18 & 34 & 50 \\
\hline 43 & 3 & 19 & 35 & 51 & 44 & 4 & 20 & 36 & 52 \\
\hline 45 & 5 & 21 & 37 & 53 & 46 & 6 & 22 & 38 & 54 \\
\hline 47 & 7 & 23 & 39 & 55 & 48 & 8 & 24 & 40 & 56 \\
\hline 49 & 9 & 25 & 41 & 57 & 50 & 10 & 26 & 42 & 58 \\
\hline 51 & 11 & 27 & 43 & 59 & 52 & 12 & 28 & 44 & 60 \\
\hline 53 & 13 & 29 & 45 & 61 & 54 & 14 & 30 & 46 & 62 \\
\hline 55 & 15 & 31 & 47 & 63 & 56 & 16 & 32 & 48 & 64 \\
\hline 57 & 1 & 22 & 43 & 64 & 58 & 5 & 22 & 39 & 56 \\
\hline 59 & 9 & 26 & 43 & 60 & 60 & 13 & 26 & 39 & 52 \\
\hline 61 & 2 & 22 & 42 & 62 & 62 & 14 & 26 & 38 & 50 \\
\hline 63 & 3 & 23 & 43 & 63 & 64 & 15 & 27 & 39 & 51 \\
\hline 65 & 4 & 23 & 42 & 61 & 66 & 8 & 23 & 38 & 53 \\
\hline 67 & 12 & 27 & 42 & 57 & 68 & 16 & 27 & 38 & 49 \\
\hline 69 & 1 & 21 & 41 & 61 & 70 & 1 & 18 & 35 & 52 \\
\hline 71 & 4 & 19 & 34 & 49 & 72 & 4 & 24 & 44 & 64 \\
\hline 73 & 13 & 25 & 37 & 49 & 74 & 13 & 30 & 47 & 64 \\
\hline 75 & 16 & 31 & 46 & 61 & 76 & 16 & 28 & 40 & 52 \\
\hline
\end{tabular}
first player to occupy 4 squares (or, more properly, "cubes") in a straight line wins. Note that there are ten ways to win on each of the four boards (four horizontal, four vertical and two diagonal) and 36 ways to win by occupying one adjoining square on each of the separate boards.

For comparison of strategies, the tic-tactoe program, written by \(R K\) Louden ("TTT3D" in Programming the IBM 1130 and 1800, Prentice-Hall, 1967), keeps totalling values for the 76 winning combinations after each move, tests for only three or four critical situations and always examines the 64 squares for vacant positions. The use of this technique would take a few minutes for each move using a microcomputer, and the program is considerably longer.

The key to writing a program efficient enough to operate on a microcomputer is to limit the number of operations performed. Instead of constantly totalling winning combinations after each move, a running total is maintained in Super TIC. The importance of winning combination totals is simple. A 0 is assigned to blank squares, a 1 to squares with \(X\) s and a 5 to squares with Os. A winning combination totalling 0 represents a line that either player can still win with; a combination value less than 5 and greater than 0 is a combination in which only \(X\) can win; a combination total evenly divisible by 5 represents a possible O win; and all other values are blocked (no one can win) combinations. This same totalling method shows how many Xs or Os occupy the four squares of the winning combinations.

In order to make Super TIC execute quickly, only the 76 winning combinations are checked to determine the computer's

Listing 3: Sample printout of the beginning of Super T/C.

0 TO 9 : 0 I FLAY EEST ANII 9 WOFST ? 0 HERE IS MY EOARLI

ENTER MOUES EIY NUMEER ANI YOUR'RE \(X\)



\footnotetext{
youk move ?
}

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I
\(\left.\begin{array}{|l|c|c|c|}\hline & & \begin{array}{c}\text { Value } \\
\text { Combination }\end{array} & \text { Variable }\end{array} \begin{array}{c}\text { Value } \\
\text { (Defensive Version) }\end{array}\right]\)\begin{tabular}{c} 
(Aggressive Vorsion)
\end{tabular}\(|\)

NOTE: The computer is \(O\) and the values described are used to determine the computer's move. A value for three Os is not needed, since the computer will select that as its winning move without additional evaluation.

Table 2: Values assigned to squares under consideration. Each time a combination of four squares is checked by the program, these values are assigned to blank squares depending upon the nearest neighbors forming the best partial pattern combination listed.
```

NUM C1 C2 C3 C.4 CS C.6 C7 NUM C1 C. C3 C4 C.5 C6 C.7

```

Table 3: Winning combinations for each square. The 64 squares of the board are listed under NUM, to the right of which are the winning combination numbers involved with each square (see table 1). After each combination is examined, the value shown in table 2 is assigned to any blank square in the combination. These values are accumulated as each combination is evaluated. The square with the highest value becomes the computer's next move.
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|}
\hline 1 & 1 & 5 & 9 & 41 & 57 & 69 & 70 & 2 & 1 & 6 & 42 & 61 & 0 & 0 & 0 \\
\hline 3 & 1 & 7 & 43 & 63 & 0 & 0 & 0 & 4 & 1 & 8 & 10 & 44 & 65 & 71 & 72 \\
\hline 5 & 2 & 5 & 45 & 58 & 0 & 0 & 0 & 6 & 2 & 6 & 9 & 46 & 0 & 0 & 0 \\
\hline 7 & 2 & 7 & 10 & 47 & 0 & 0 & 0 & 8 & 2 & 8 & 48 & 66 & 0 & 0 & 0 \\
\hline 9 & 3 & 5 & 49 & 59 & 0 & 0 & 0 & 10 & 3 & 6 & 10 & 50 & 0 & 0 & 0 \\
\hline 11 & 3 & 7 & 9 & 51 & 0 & 0 & 0 & 12 & 3 & 8 & 52 & 67 & 0 & 0 & 0 \\
\hline 13 & 4 & 5 & 10 & 53 & 60 & 73 & 74 & 14 & 4 & 6 & 54 & 62 & 0 & 0 & 0 \\
\hline 15 & 4 & 7 & 55 & 64 & 0 & 0 & 0 & 16 & 4 & 8 & 9 & 56 & 68 & 75 & 76 \\
\hline 17 & 11 & 15 & 19 & 41 & 0 & 0 & 0 & 19 & 11 & 16 & 42 & 70 & 0 & 0 & 0 \\
\hline 19 & 11 & 17 & 43 & 71 & 0 & 0 & 0 & 20 & 11 & 18 & 20 & 44 & 0 & 0 & 0 \\
\hline 21 & 12 & 15 & 45 & 69 & 0 & 0 & 0 & 22 & 12 & 16 & 19 & 46 & 57 & 58 & 61 \\
\hline 23 & 12 & 17 & 20 & 47 & 63 & 65 & 66 & 24 & 12 & 18 & 48 & 72 & 0 & 0 & 0 \\
\hline 25 & 13 & 15 & 49 & 73 & 0 & ) & 0 & 26 & 13 & 16 & 20 & 50 & 59 & 60 & 62 \\
\hline 27 & 13 & 17 & 19 & 51 & 64 & 67 & 68 & 28 & 13 & 18 & 52 & 76 & 0 & 0 & 0 \\
\hline 29 & 14 & 15 & 20 & 53 & 0 & 0 & 0 & 30 & 14 & 16 & 54 & 74 & 0 & 0 & 0 \\
\hline 31 & 14 & 17 & 55 & 75 & 0 & 0 & 0 & 32 & 14 & 18 & 19 & 56 & 0 & 0 & 0 \\
\hline 33 & 21 & 25 & 29 & 41 & 0 & 0 & 0 & 34 & 21 & 26 & 42 & 71 & 0 & 0 & 0 \\
\hline 35 & 21 & 27 & 43 & 70 & 0 & 0 & 0 & 36 & 21 & 28 & 30 & 44 & 0 & 0 & 0 \\
\hline 37 & 22 & 25 & 45 & 73 & 0 & 0 & 0 & 38 & 22 & 26 & 29 & 46 & 62 & 66 & 68 \\
\hline 39 & 22 & 27 & 30 & 47 & 58 & 60 & 64 & 40 & 22 & 28 & 48 & 76 & 0 & 0 & 0 \\
\hline 41 & 23 & 25 & 49 & 69 & 0 & 0 & 0 & 42 & 23 & 26 & 30 & 50 & 61 & 65 & 67 \\
\hline 43 & 23 & 27 & 29 & 51 & 57 & 59 & 63 & 44 & 23 & 28 & 52 & 72 & 0 & 0 & 0 \\
\hline 45 & 24 & 25 & 30 & 53 & 0 & 0 & 0 & 46 & 24 & 26 & 54 & 75 & 0 & 0 & 0 \\
\hline 47 & 24 & 27 & 55 & 74 & 0 & 0 & 0 & 48 & 24 & 28 & 29 & 56 & 0 & 0 & 0 \\
\hline 49 & 31 & 35 & 39 & 41 & 68 & 71 & 73 & 50 & 31 & 36 & 42 & 62 & 0 & 0 & 0 \\
\hline 51 & 31 & 37 & 43 & 64 & 0 & 0 & 0 & 52 & 31 & 38 & 40 & 44 & 60 & 70 & 76 \\
\hline 53 & 32 & 35 & 45 & 66 & 0 & 0 & 0 & 54 & 32 & 36 & 39 & 46 & 0 & 0 & 0 \\
\hline 55 & 32 & 37 & 40 & 47 & 0 & 0 & 0 & 56 & 32 & 38 & 48 & 58 & 0 & 0 & 0 \\
\hline 57 & 33 & 35 & 49 & 67 & 0 & 0 & 0 & 58 & 33 & 36 & 40 & 50 & 0 & 0 & 0 \\
\hline 59 & 33 & 37 & 39 & 51 & 0 & 0 & 0 & 60 & 33 & 38 & 52 & 59 & 0 & 0 & 0 \\
\hline 61 & 34 & 35 & 40 & 53 & 65 & 69 & 75 & 62 & 34 & 36 & 54 & 61 & 0 & 0 & 0 \\
\hline 63 & 34 & 37 & 55 & 63 & 0 & \% & 0 & 64 & 34 & 34 & 39 & 56 & 57 & 72 & 74 \\
\hline
\end{tabular}


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move．Furthermore，once the combination is considered blocked（at least one \(X\) and at least one \(O\) in the four boxes making up the possible winning combination）a negative value is assigned and the combination is never checked again．

This leaves us with the problem of select－ ing a move．Each time a combination is checked，a value is assigned to the group of four squares making up the combination． These values are shown in table 2 for two possible versions of Super TIC，and are contained on line 20 of the program．

The next difficulty is determining which winning combinations are associated with each square．These values are calculated ahead of time using a short program and are read into the program as data．Table 3 shows the 64 game squares and which of the win－ ning．combinations use which particular squares（the winning combination numbers refer back to the combinations detailed in table 1）．After each combination is exam－ ined，the value shown in table 2 is assigned to any blank square in the combination． These values are accumulated as each com－ bination is evaluated．The square with the highest value becomes the computer＇s move．

In order to test the program as well as the different strategies，the program shown in listing 4 can be used to pit the computer against itself．The defensive game always plays itself to a draw．Note that line 35 in listing 4 adds a new variable \(Y(4)\) that gives a different strategy to be used for the player moving first when the computer plays against itself．To my surprise，the defensive version can be beaten．

As mentioned earlier，the game plays at ten different levels．Level 0 checks all 76 combinations，while level 9 checks only 40 combinations．Table 4 shows which levels check how many combinations and which specific combinations．

Listing 4：Program to en－ able the computer to play against itself in the game of Super TIC．

10 LIMC：（256）， \(5(64)\) ；W（3，76），I（76），N（6，64），F（4），U（64）
15 IIMM（1，36）

30 OF＇EN＊O，A1 \(6^{\circ}\) \L PNE 1.30
\(35 \operatorname{LIMY}(4) \backslash Y(0)=2 \backslash Y(1)=147 \backslash Y(2)=1030 \backslash Y(3)=2 \backslash Y(4)=3\)
40 FOFA \(=1\) TO76 FFEAL \(+0, W(0, A), W(1, A), W(2, A), W(3, A) \backslash N E X I \backslash F O K A=1 T 064\)
\(50 \mathrm{KE} \cap \| \mathrm{O}, \mathrm{N}(0 ; A), N(1, A), N(2, \cap), N(3, A), N(4, A), N(5, A), N(6, A) \backslash N E X T\)
60 CLOSE \(\% ~ O \ Z=1\)
\(90 \mathrm{~N}(0,30)=14\)
100 FOFA：\(=1\) TO64 \(\backslash F=A 末 4 \backslash C \$(E-3, E)=0 \quad \bullet \backslash=I N T(A / 10) \backslash I=A-(C, 10)\)
\(110 C \$(E-1, I-1)=C 1 \$(C+1, C+1) \backslash C \$(E, G)=C 1 \$(I+1, I+1) \backslash N E X T\)
114 FOF「9：＝1T064 XX＝「9 \C9＝1
115 1．＂N！＂GAME STAKTEII WITH＊，T9
141 GOTO150
145 GOTO\＆60
\(1505(X)=1 \backslash A=X * 4 \backslash C \$(A-3, A)={ }^{*} \times X \times \times{ }^{*} \backslash P=1 \backslash G 0 S U B 900\)
\(155 M(0, C 9)=X\)
160 Q：＝O\FOOFA＝1 TO76STEPZ\C＝T（A）\IFCぐOTHEN2OO\IFC＝15THENEXIT400
170 IFCごつOTHEN1日O \E＝1 \GOSUES00\GOTO200
180 IFCi＞4THEN190\E＝P（C－1）\GOSUESOO\GOT0200
\(190 \mathrm{C}=\mathrm{INT}(\mathrm{C} / 5)+2 \backslash \mathrm{~F}=\mathrm{F}\)（C） C （GOSUES00
200 NEXT \(2 F O R A=1\) T064 \IFU（A）\(\angle O T H E N 210 \backslash(A=U(A) \backslash X=A\)
\(210 U(A)=0 \backslash N E X T \backslash I F Q=0\) THEN 1900
\(220 S(X)=1 \backslash A=X * 4 \backslash C(A-3, A)={ }^{*} 0000^{\circ} \backslash P=5 \backslash G 0 S U B 900\)
\(230 \mathrm{M}(1, \mathrm{C} 9)=\mathrm{X} \backslash \mathrm{C} 9=\mathrm{C} 9+1 \backslash \mathrm{GOTO145}\)
400 ！THE COMFUTER WINS WITH BOXES＊，W（O，A），W（1，A），W（2，A），W（3，A）\GOTO2000
500 FORF \(=0\) TOS \(\backslash G=W(F, A) \backslash I F S(G)=0 \operatorname{THENV}(G)=U(G)+B \backslash N E X T \backslash R E T U R N\)
\(660 \mathrm{Q}=0 \backslash F \mathrm{ORA}=1 \mathrm{TO76STEPZ} \mathrm{\ C=T}\)（A）\IFC＜OTHEN700\IFC＝3THENEXIT 400

6BO IFC？STHEN690 \(\mathrm{B}=\mathrm{INT}(\mathrm{C} / 5) \backslash \mathrm{B}=\mathrm{Y}(\mathrm{F}-1)\) GGSUB500\GOTO700
\(690 \mathrm{~B}=\mathrm{Y}(\mathrm{C}+2)\) \GOSIJH500
700 NEXT\FORA＝1 T064 \IFU（A）＜゙ロ「HEN710\日＝U（A）\(\backslash X=A\)
\(710 U(A)=0 \backslash N E X T \backslash I F G=O T H E N 1900\)
720 GCITOISO
900 FORA：＝0T06\：＝N（A；X）\IFC：＝0THEN950\IFT（C）＜OTHEN950
\(410 \mathrm{~T}(\mathrm{C})=\mathrm{T}(\mathrm{C})+F \cdot \backslash I F T(C)<4\) THEN9SO\IFT（C）＝4THENEXIT1700

950 NEXTVKETURN
1000 REE TUKNN

\(1900{ }^{\prime \prime}\)＂，！＇IT＇S A IIRAW＊
2000 2s＝＊
\(2005 \mathrm{IF} \mathrm{Z} \$=\)＊ \(\operatorname{THENEND\backslash FORA}=1 \operatorname{TO} 76 \backslash T(A)=0 \backslash N E X T \backslash F O R A=1 \operatorname{TO} 64 \backslash S(A)=0 \backslash U(A)=0 \backslash N E X T\)


\(2035!\cdot \backslash F O R A=1\) T036 \(\backslash M(1, A)=0 \backslash M(0, A)=0 \backslash N E X T\)
2040 NEXTTPIENH
READY
RUN
GAME STARTED WITH 1
THE COMFUTER WINS WITH BOXES 12234
FLAYER 1
\(\begin{array}{llllllllllllllll}1 & 61 & 52 & 49 & 25 & 47 & 60 & 16 & 4 & 42 & 38 & 22 & 19 & 36 & 26 & 2\end{array}\)
PLAYER 2
\(\begin{array}{lllllllllllllllll}64 & 41 & 58 & 57 & 13 & 35 & 17 & 28 & 46 & 23 & 27 & 6 & 34 & 20 & 50 & 62\end{array}\)
game started with 2


Listing 5: Sample printout of two-dimensional version of Super TIC (see listing 2).
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|}
\hline 1 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & x & X & \(x\) & \(x\) & \(x\) & 2 & & \(x\) & \(x\) & X & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \\
\hline 3 & X & \(x\) & X & x & x & & & & & & 4 & \(x\) & \(x\) & \(x\) & \(x\) & & X & \(x\) & X & X & X \\
\hline 5 & \(x\) & \(x\) & X & & ' X & X & \(x\) & & & & 6 & \(x\) & \(x\) & & \(x\) & \(x\) & & & x & X & \(x\) \\
\hline 7 & \(x\) & x & X & X & & \(x\) & \(x\) & \(x\) & & & 8 & \(x\) & \(x\) & \(x\) & X & \(x\) & \(x\) & & & \(\times\) & \(x\) \\
\hline 9 & \(x\) & \(\times\) & x & & \(x\) & & x & x & & & 10 & \(x\) & \(x\) & \(\times\) & x & \(x\) & X & \(x\) & & X & X \\
\hline 11 & \(x\) & & \(x\) & \(x\) & & \(x\) & & x & \(x\) & & 12 & \(x\) & \(x\) & & \(x\) & \(x\) & & \(x\) & \(x\) & & \(x\) \\
\hline 13 & \(x\) & \(x\) & \(\times\) & & \(x\) & \(\times\) & \(x\) & & \(x\) & & 14 & \(x\) & \(x\) & \(x\) & \(\times\) & & \(x\) & & \(x\) & & X \\
\hline 15 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & \(x\) & & X & & 16 & \(x\) & \(x\) & \(x\) & X & x & \(x\) & & \(x\) & & X \\
\hline 17 & \(x\) & \(x\) & \(\times\) & \(x\) & \(x\) & \(x\) & X & & \(x\) & & 18 & \(x\) & \(x\) & & & & & \(x\) & \(x\) & & \(x\) \\
\hline 19 & \(x\) & \(x\) & \(x\) & \(\times\) & \(\times\) & \(x\) & & \(x\) & \(x\) & & 20 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(\times\) & & X & \(x\) \\
\hline 21 & \(x\) & \(x\) & \(x\) & \(x\) & & & \(x\) & \(x\) & & \(x\) & 22 & \(x\) & & \(x\) & & \(x\) & \(x\) & & & \(x\) & \\
\hline 23 & \(x\) & \(x\) & \(\times\) & \(x\) & \(x\) & \(x\) & \(x\) & x & & X & 24 & \(x\) & \(x\) & & \(x\) & \(x\) & & & \(x\) & \(x\) & \\
\hline 25 & \(x\) & \(x\) & \(\times\) & \(x\) & & \(x\) & \(x\) & & & X & 26 & \(x\) & x & \(x\) & & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \\
\hline 27 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & & & & X & 28 & \(x\) & \(x\) & \(x\) & \(x\) & & \(x\) & \(x\) & X & \(x\) & \\
\hline 29 & \(x\) & \(x\) & \(x\) & \(x\) & x & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & 30 & \(x\) & \(x\) & & \(x\) & \(x\) & & & & & \\
\hline 31 & \(x\) & \(x\) & \(x\) & & \(x\) & X & \(x\) & X & X & X & 32 & X & \(x\) & \(x\) & \(x\) & & \(x\) & & & & \\
\hline 33 & \(x\) & & \(x\) & \(x\) & X & & \(x\) & X & \(x\) & \(x\) & 34 & X & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & & \\
\hline 35 & \(x\) & \(x\) & \(x\) & & & \(x\) & & \(x\) & \(x\) & \(x\) & 36 & \(x\) & \(x\) & & \(x\) & \(x\) & & \(x\) & \(x\) & & \\
\hline 37 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & X & \(x\) & & \(x\) & \(x\) & 38 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & \(x\) & \(x\) & \\
\hline 39 & \(x\) & \(x\) & \(x\) & & & & \(x\) & & & \(x\) & 40 & \(x\) & \(x\) & X & \(x\) & X & x & & X & \(x\) & \(x\) \\
\hline 41 & X & X & X & \(x\) & \(x\) & \(x\) & X & X & & & 42 & X & \(\times\) & & \(x\) & & & \(x\) & & X & \(x \times\) \\
\hline 43 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & \(x\) & & & 44 & X & & \(x\) & & \(x\) & \(x\) & \(x\) & & X & \(x\) \\
\hline 45 & X & x & \(x\) & \(x\) & \(x\) & & \(x\) & X & & & 46 & X & \(x\) & X & \(x\) & & \(x\) & & \(x\) & X & X \\
\hline 47 & \(x\) & \(x\) & \(x\) & \(x\) & X & \(x\) & \(x\) & & \(x\) & & 48 & \(x\) & \(x\) & & & \(x\) & & & \(x\) & & X \\
\hline 49 & \(x\) & \(x\) & \(x\) & \(x\) & & \(x\) & \(x\) & & \(x\) & & 50 & X & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & X \\
\hline 51 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & & & \(x\) & & 52 & X & \(x\) & X & & \(x\) & \(x\) & X & \(x\) & & X \\
\hline 53 & X & x & x & \(x\) & & \(x\) & \(x\) & \(x\) & \(x\) & & 54 & X & \(x\) & & \(x\) & x & & & & & \(x\) \\
\hline 55 & \(x\) & & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & 56 & X & X & \(x\) & \(x\) & & \(x\) & & & \(x\) & \(x\) \\
\hline 57 & \(x\) & \(x\) & \(x\) & & \(x\) & & \(x\) & \(x\) & & & 58 & X & X & X & X & \(x\) & X & \(x\) & \(x\) & X & \(x\) \\
\hline 59 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & & & \(x\) & 60 & X & X & & \(x\) & & & X & X & \(x\) & \\
\hline 61 & \(x\) & \(x\) & \(x\) & & \(x\) & \(x\) & \(x\) & & & \(x\) & 62 & X & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & X & \(x\) & \\
\hline 63 & \(x\) & x & \(x\) & \(x\) & & & \(x\) & \(x\) & & \(x\) & 64 & \(x\) & \(\times\) & X & \(\times\) & x & X & & & \(x\) & \\
\hline 65 & x & x & \(x\) & & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & 66 & \(x\) & & & \(x\) & \(x\) & & X & & & \\
\hline 67 & \(x\) & \(x\) & \(x\) & \(x\) & & \(x\) & & \(\times\) & \(x\) & \(x\) & 68 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & & \\
\hline 69 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & \(x\) & X & \(x\) & \(x\) & 70 & \(x\) & \(x\) & \(\times\) & & & \(x\) & & \(x\) & & \\
\hline 71 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & & \(x\) & \(x\) & 72 & X & \(\times\) & & \(x\) & \(x\) & & & \(x\) & & \\
\hline 73 & \(x\) & \(x\) & \(x\) & \(x\) & \(x\) & \(\times\) & \(x\) & & \(x\) & \(x\) & 74 & \(x\) & \(x\) & \(x\) & & & \(x\) & \(x\) & x & \(x\) & \\
\hline 75 & \(x\) & x & \(x\) & \(x\) & \(x\) & & & \(x\) & & \(x\) & 76 & \(x\) & & & & & \(x\) & & & & \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|}
\hline FOF & LEVEL & & :1.000\% & OFi & 76/76 & OF & THE & COMEI NATIONS & E & CHECKE \\
\hline FOF' & LEVEL & 1 & . 90 & OR & 69/76 & OF & & COMEI NATIONS & E & CHECKEI \\
\hline FOF & LEVEL & 2 & . 829\% & OF' & 63/76 & OF & THE & COMEINATIONS & AFE & CHECNED \\
\hline FOF & LEVEL & 3 & . \(763 \%\) & OR & 58/76 & OF & THE & COMEI NAT IONS & ARE & CH \\
\hline FOF & LEVEL & 4 & . \(711 \%\) & OR & \(54 / 76\) & OF & THE & COMEINATIONS & AFE & CHECKEII \\
\hline FOF & LEVEL & 5 & . \(671 \%\) & OF & 51/76 & OF & THE & COMEINATIONS & AFE & \\
\hline FOF & LEVEL & 6 & : .618\% & OR & 47/76 & OF & THE & COMEI NATIONS & AKE & \\
\hline FOK & LEVEL & 7 & .592\% & OR & 45/76 & OF & THE & COMEI NATIONS & AKE & \\
\hline FOF & LEVEL & 8 & . \(553 \%\) & OR & 42/76 & OF & THE & COMEINATIONS & ARE & \\
\hline FOR & LEVEL & 9 & . \(526 \%\) & OF & 40/76 & OF & THE & COMEI NATION & AFE & CHECKEI \\
\hline
\end{tabular}

Table 4: Winning combinations checked by each level of expertise in Super TIC. Level 0 is the most proficient level, level 9 the least. An \(X\) in the column for a given combination indicates that the given combination is to be checked.

\section*{Listing 6: Modifications to listing 1 to avoid the need for a disk data file.}

30 LINEGO
40) FORA=1T076\KEALIW \((O, A), W(1, A), W(2, A), W(3, A) \backslash F O R F=O T 03 \backslash C=W(R, A)\) 50 FOFLI=OTOG \(\backslash I F N(I, C)=O T H E N E X I T S V\) NEXT
\(: S 2 N(D, C)=A \backslash N E X T \backslash N E X T\)
3000 IATA 1, 2, 3, 4, 5, 6, 7, 8, 9,10,11,12,13,14,15,16, 1, 5, 9,13 3010 LIATA \(2,6,10,14,3,7,11,15,4,8,12,16,1,6,11,16,4,7,10,13\) 3020 IATA17,18,17,20,21,22,23,24,25,26,27,28,29,30,31,32,17,21,25,29 3030 LIATA1B,22,26,30,19,23,27,31,20,24,28,32,17,22,27,32,20,23,26,29 3040 DATA \(3,34,35,36,37,38,39,40,41,42,43,44,45,46,47,46,33,37,41,45\) 3050 DATA34,38,42,46,35,39,43,47,36,40,44,48,33,38,43,48,36,39,42,45 3060 DATA \(49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,49,53,57,61\) 3070 IIATA50,54,58,62,51,55,59,63,52,56,60,64,49,54,59,64,52,55,58,61 30BO LIATA \(1,17,3,3,49,2,19,34,50,3,19,35,51,4,20,36,52,5,21,37,53\) 3070 LIATA 6,22,38,54, 7,23,39,55, 3,24,40,56, 9,25,41,57,10,26,42,58 3100 LIATA11,27,43,59,12,20,44,60,13,29,45,61,14,30,46,62,15,31,47,63 3110 [AATA16,32,48,64, 1,22,43,64, 5,22,39,56, 9,26,43,60,13,26,39,52 3120 DATA 2,22,42,62,14,26,38,50, 3,23,43,63,15,27,39,51, 4,23,42,61 3130 LIATA \(8,23,38,53,12,27,42,57,16,27,38,49,1,21,41,61,1,18,35,52\) 3140 LIATA 4,19,34,49, 4,24,44,64,13,25,37,49,13,30,47,64,16,31,46,61 3150 NATA16.2日,40,52
REALY

A sample run of the 4 by 4 version is given in listing 5. Here level 5 was used and, according to table 4 , combination 3 is not checked. Therefore, combination 3 was an easy winner.

The data read into Super TIC was taken from a disk file using conventions of North Star BASIC. In order to modify this, merely take out the open file statement (line 30) and add data statements. The file designation in the line 40 and line 50 read statements should also be removed. Listing 6 shows how this can be accomplished.

Super TIC, as presented, is almost unbeatable (I believe that it is impossible to write an unbeatable version as long as the player always goes first and the computer second). You could probably play for days and never do better than a draw. However, armed with the computer generated winning combination in listing 4 , you can beat the computer easily by remembering 16 exact moves.■

\section*{- 2cy}

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\section*{SOFTWARE MUSIC SYNTHESIS SYSTEM}

Written by John Bokelman, originator of the now unavailable Music System from Software Technology.


SMS is an integrated software system, and includes all required hardware. It turns any \(8080 / \mathrm{Z} \cdot 80\) or 8085 microcomputer into a high quality, multi-voice synthesizer. The software occupies less than 4 K , with 8 K being the minimum memory requirement.
The software is self-configuring to the hardware environment, no patching is required to select the I/O port address for the hardware interface nor to select the \(2,3,4\), or 5 mHz operation. Built-in diagnostics are provided to insure correct systern installation. Hardware requirements are: \(8080, Z-80\) or 8085 microcomputer; \(2,3,4\), or 5 mHz operation; one 8 - bit parallel output port (any address); one 8 -bit parallel input port optional (any address); no "wait state" memory; and a system monitor or operating system that looks like a standard CP/M, Northstar DOS or SOLOS/CUTER. The D/A Converter provided hooks to any parallel port, and therefore does not require \(\mathrm{S} \cdot 100\) slot.
The package will be available in those same three configurations. The \(C P / M\) version will run on any \(C P / M\) environment (includes CDOS, IMSAIDOS, etc.) and has its origin at 100 H . The Northstar system will run on any Horizon or any non relocated MDS system. It has origin at 2 DOOH . The SOLOS/CUTER system will run on any SOL or any CUTER system, and it has origin of 100 H . All versions are designed to operate correctly in an interrupt driven environment.
The system has been designed to be upwardly compatiblewith the now unavailable Proc Tech Music System, so users of that system may run their programs with the new interpreter. The new interpreter has been dubbed Music Language 1 or \(M L / 1\) for short. The programs written for the old Music System will be greatly improved with the new system as the tones produced are much finer and more controllable.

\section*{ONLY \$ 79.95 \\ The software includes a line oriented text editor, a high level music language compiler, a file} management system and the advanced music syntheizer.
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\section*{The Towers of Hanoi Solution Using BASIC Recursion}

\author{
Stanley Switzer, 1019 W 27th St, Lawrence KS 66044
}

The Towers of Hanoi is an intriguing puzzle of the Orient. The puzzle requires three vertical rods and a given number of disks with holes in the center to be placed on the rods. Initially, all of the disks are placed on the leftmost rod, arranged by size with the largest disk on the bottom (see figure 1). The objective is to move all of the disks to the rightmost rod. There are, however, a few restrictions. Only one disk may be moved at a time, and no disk may be placed over a disk smaller than itself. The solution to this puzzle may seem difficult at first, but with the help of a recursive program, it is simple.


Figure 1: Initial configuration for the Towers of Hanoi problem. The objective is to move all the disks one at a time from the left rod to the right rod without ever placing a larger disk on top of a smaller disk. Intermediate moves can be made to the center rod, of course.

A recursive program is one that is defined in terms of itself. It is utilized when a problem can be broken into several parts, and when one of those parts is a similar problem of lesser magnitude. A common example is a definition of factorials:
\[
\begin{aligned}
& 0!=1 \\
& n!=n(n-1)!
\end{aligned}
\]

Here is a recursive program for factorials written in pseudocode:
```

factorial (n)
if ( }\textrm{n}=0\mathrm{ )
return(1);
else
return(n }\times\mathrm{ factorial(n - 1));

```

In this case an iterative definition is more practical for computational purposes, but this does illustrate the concept of recursion.

When broken into its basic parts, the solution to the Towers of Hanoi problem is as follows:
- When one disk is to be moved, the solution is ob-

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vious - move the disk from the source to the destination rod.
- When \(n+1\) disks are to be moved:
1) Move \(n\) disks from the source rod to the intermediate rod;
2) Move one disk from the source rod to the destination rod; and
3) Move \(n\) disks from the intermediate rod to the destination rod.

Listing 1: Recursive solution to the Towers of Hanoi problem in BASIC.
```

010 REM Declare the stack arrays.
020 DIM S$(15),D$(15),I\$(15)
020
040
40
050
070
070
080
090
090
110
120
130
140
140
160
160
170
180

REM Move one disk from Source to Destination.
 REM Move $\mathrm{P}-1$ disks from Intermediate to Destination. LET $S \$(P)=I \$(P+1)$
LET $D \$(P)=D \$(P+1)$
LET $\$ \$(P)=S \$(P+1)$
GOSUB 180
LET $P=P+1$

## RETURN

```
END
```

```
END
```

D

```

PRINT
PRINT '"Number of disks'";
INPUT P
REM If \(P\) is too large or too small, STOP.
IF ( \(\mathrm{P}>15\) ) THEN 170
IF ( \(\mathrm{P}<1\) ) THEN 170
REM Move \(P\) disks from Left to Right.
LET S\$(P) = "L"',
LET \(D \$(P)=" R^{\prime \prime}\)
REM Move those disks!
GOSUB 180
REM Since that was so much fun let us do it again
GOTO 30
STOP
REM This is the recursive HANOI procedure.
REM if \(P=1\), move one disk from source to destination.
IF ( \(\mathrm{P}>1\) 1) THEN 230
PRINT "Move a disk from ";S\$(P);" to '";D\$(P);","
RETURN
REM Else, move P-1 disks from Source to Intermediate. LET \(\mathrm{P}=\mathrm{P}-1\)
LET \(S \$(P)=S \$(P+1)\)
LET \(D \$(P)=1 \$(P+1)\)
LET \(\mid \$(P)=D \$(P+1)\)
LET \(\$(P)=D \$(P+1)\)

\section*{Number of disks?4}

Move a disk from \(L\) to \(C\). Move a disk from \(L\) to \(R\). Move a disk from C to R . Move a disk from \(L\) to C . Move a disk from R to L . Move a disk from R to C . Move a disk from \(L\) to \(C\). Move a disk from \(L\) to \(R\). Move a disk from C to R . Move a disk from C to L. Move a disk from R to L . Move a disk from C to R . Move a disk from \(L\) to C . Move a disk from \(L\) to \(R\). Move a disk from C to R .

Number of disks? 2
Move a disk from \(L\) to \(C\). Move a disk from \(L\) to \(R\). Move a disk from C to R .

Number of disks? 1
Move a disk from \(L\) to \(R\).
Number of disks?0
ready

The fact that this algorithm is correct can be proven via the principle of mathematical induction. Since a solution is defined in the case of having to move one disk and since, given a solution for \(n\) disks, a solution can be found for \(n+1\) disks. That is, given a solution for one disk, we have a solution for two disks; given a solution for two disks, we have a solution for three disks, and so on. The proof that this algorithm produces the fewest possible moves is left to the reader.

Now that our algorithm is defined, we can implement the program. In many BASICs, recursion is allowed in function calls. In my BASIC, however, it is not. It turns out that recursion is supported in all BASICs for subroutine calls. The only limiting factor is the depth of subroutine nesting allowed. In my case, this limit was fifteen levels. The only major problem was the method of parameter passing. Each invocation of the HANOI program has different source, intermediate, and destination rods. In order to keep these straight, the names of these rods [L (left), R (right), C (center)] must be kept on separate stacks [S\$ (source), D\$ (destination), I\$ (intermediate)]. The variable \(P\) tells the program the number of disks to move, as well as the offset into the arrays to find the current names of the rods.

Recursion, when applied effectively, is one of the most powerful tools a programmer has. Many computer languages support recursion more fully than BASIC. Among these are Pascal, LISP, and APL. These languages allow recursive functions and local variables (local variables have separate storage locations for each invocation of the function). I hope that this Programming Quickie will prompt you to try some recursive programs. If you have access to any of the above languages, I suggest that you use them. If not, BASIC will still work.

\section*{The Correct Order of Operations Can Shorten Code}

\title{
Pointer Decrementing on the 6502
}

\author{
Philip K Hooper, 5 Elm St, Northfield VT 05663
}

Several instances of 6502 code I have come across decrement a 16 -bit pointer as follows:

DEC POINTL decrement low byte of the
pointer.
LDA POINTL
CMP \$FF
BNE 02
move result to accumulator.
test for page crossing.
if not FF, no page crossing
-decrementing complete.

\title{
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DEC POINTH
otherwise, decrement high byte of pointer to cross page.

The following code produces the same result, but requires two fewer bytes of code and executes \(2 \mu \mathrm{~s}\) faster:

LDA POINTL bring low byte of pointer into ac-
BNE 02 if not zero, no page crossing, so branch ahead, skipping high byte.
DEC POINTH
DEC POINTL otherwise, decrement high byte of pointer.
and decrement low byte of pointer.

Although this might seem a minor improvement, it amounts to \(20 \%\) (for a pointer on page 0 ), and sometimes several similar small savings substantially shrink software storage space stress.

\section*{Sets}

\section*{Tutoring in BASIC}

\author{
Linda M Schreiber, 29143 Carlton, Inkster Mi 48141
}

Listing 1: Altair Extended BASIC listing for helping children learn about sets,


The program Sets (shown in listing 1) reinforces the recognition of numbers and their set values for a preschool child. Except for a message at the beginning of the program, no reading is required. All interaction be-

Listing 2: Sample run of program Sets. The computer outputs a smiling face when the child's answer is correct and a frowning face when the answer is incorrect.

tween the computer and the child is accomplished by the use of graphics.

The terminal prints out a set of 1 to 9 characters for the child to count (see listing 2 for sample run). The child enters the number from the keyboard. If the number entered is incorrect, a frown will appear on the terminal. When the correct number is entered, the terminal will show a smile. The child is allowed three attempts to answer each set correctly. The answer will be printed after the third attempt.

In line 200, a string variable is used for input, so that a
child who mistakenly enters a letter or symbol will not become frustrated with error messages. All incorrect inputs are treated in the same manner.

The T variable in line 140 counts the number of sets the child will be shown. In this version the program will end after 5 sets. The variable can be easily increased (lines 195 and 320 ) for a child with a longer attention span. Similarly, the 9 in line 130 can be changed to a greater value for the child who has mastered sets from 1 to 9.

Sets is written in Altair (Microsoft) Extended BASIC and uses just over 1 K bytes of memory.

\title{
Whats New?
}

\section*{SOFTWARE}

\section*{Z80-Based Disk Operating System Written in PL/M}

A Z80-based operating system which allows up to four simultaneous users and hard disk-drive control has been released by Altos Computer Systems. AMEX (Altos Mutli-User Executive) is written in PL/M and is compatible with \(\mathrm{CP} / \mathrm{M}\) versions 1.4 and 2.0. AMEX can manage up to four user-memory areas of up to 48 K bytes each. It utilizes a priority ordered interrupt-driven dispatching algorithm. Priority is given to input/output (l/O) bound tasks, while microprocessor compute-bound tasks tend to migrate to the bottom of the priority line.

Access to on-line storage on floppy or hard disk is handled for multiple users by AMEX, using direct memory address (DMA) hardware. AMEX features a
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AMEX requires an Altos ACS8000 series computer and 64 K bytes for one user, 112 K bytes for two users, and 208 K bytes for four users. It is priced at \(\$ 250\) and comes on a single floppy disk. Contact Altos Computer Systems, 2338-A Walsh Ave, Santa Clara CA 95050.

Clicle 400 on inquiry card.

\section*{Apple II Animation Package}

The A2-3D1 is a package of easy to use assembly language programs for three-dimensional and two-dimensional animation on the Apple II. The program allows users to view two- or threedimensional scenes created in the standard XYZ coordinate system, zoom between wide angle and telephoto fields of view, select a location in space, and a direction of view. One feature allows users to generate an output array of line
start and end points instead of plotting on the Apple screen. Other features include zero page restore which leaves all zero page variables intact after subroutine exit, page control for selective page erase, display, and draw for ping-ponging between screens for smooth animation. The load and go manual guides beginners through an orientation session with the A2-3D1 program. The technical manual is for advanced applications and describes the transformer algorithm in detail. The program requires 16 K bytes of pro-

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grammable memory for the threedimensional and two-dimensional transformer, small scenes, and small control programs. Larger scenes, control programs and the DEVELOP program require 24 K bytes of programmable memory. The program costs \(\$ 45\) on cassette and \(\$ 55\) on floppy disk. For more information, contact Sublogic, POB 5, Savoy IL 61874.

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\section*{Intel Adds Pascal-80 to 8080/8085 Microprocessor Software Development}

Intel Corp has developed Pascal-80 to support 8080 and 8085 microprocessor software development on Intellec microcomputer development systems. Similar to its PL/M, BASIC, and FORTRAN programs, the Pascal-80 package is available on floppy disk and runs under the ISIS-II operating systems on Intellec Series II and MDS-800 models. This Pascal-80 offers extensions that make the language suitable for commercial and industrial applications. The extensions include three new data types-the string type, untyped files, and interactive files-plus twenty eight predeclared procedures and functions. Pascal-80 provides a Trace facility allowing a user to monitor program execution, and a set of compile and runtime error diagnostics. Users create Pascal source programs using the Pascal-80 software and standard Intel microcomputers. The Pascal-80 software

package includes a floppy disk containing a compiler, a pseudocode interpreter and demonstration programs, a Pascal-80 user's manual and the Pascal User Manual and Report, second edi-
tion, by Jensen and Wirth. The software package is priced at \(\$ 975\) and is available from Intel Corp, 3065 Bowers Ave, Santa Clara CA 95051.

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\section*{Bell and Howell Introduces Software for Education}

These software packages from Bell and Howell allow instructors to create courseware for students. No prior programming knowledge is needed by either instructor or students. Some of the features of the Generalized Instructional Systems (GENIS) include the authoring system which allows teachers to create curriculum material, obtain grade reports, control class enrollment, and more. A system that allows student interaction with the computer is included. The programs understand misspelled words; present lessons in words, animation, graphics, and color; grade student performance; generate drills, practice, and simulation programs; and other administrative projects. The GENIS program is price at \(\$ 300\). Write to Bell and Howell Audio-Visual Products Division, 7100 N McCormick Rd. Chicago IL 60645.

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\section*{Information Storage and Retrieval (ISAR) for TRSDOS}

ISAR is a data base management system designed for users of TRS-DOS random file structures. The system utilizes the limited TRS-80 chaining techniques that keep as much of the program in memory as necessary to perform any given function.
The basic ISAR system consists of six modules which allow users to create new files, define all elements within each file, and manipulate each file. Each file or portion of a file can be sorted using BASIC Shell-Metzer sort. The package includes source disting, documentation, potential recovery techniques in the event of a system failure and suggested personal applications. ISAR comes on cassette for \(\$ 13.95\) or diskette for \$16.95. For further information, contact The Alternate Source, 1806 Ada St, Lansing MI 48910.

Circle 405 on inquiry card.


\section*{DECwriter Graphics Available for Timeshare Computers}

Graphics II is a modification to the DECwriter II printer for conversion to a plotter. Graphics II features APL character set, forms control, horizontal and vertical tabs, answerback, bidirectional line feed, four character sets
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CIrcle 404 on Inquiry card.

\section*{Space Shuttle Landing Simulator}

This program is modeled after the NASA Shuttle Mission Simulator in Houston. It is a real flight simulator (except for roll motion) with a visual display of the sky and ground. High resolution graphics show the cockpit view using animation, projective geometry, and graphics to depict the runway, sky, ground, and distant mountains and clouds. The paddles control the pitch control and speed brakes. Speed, altitude, sink and climb rate, distance from the threshold, speed brake
setting, glide slope, and angle of attack are displayed. Warnings and messages are also displayed.

Functional features include angle of attack control, full stall capability, eject and eject warning, landing gear, speed brakes, and wheel brakes on rollout. Runway stripes on roll out give a visual indication of motion.
The program is available from Harvey's Space Ship Repair, POB 3478, University Park, Las Cruces NM 88003, for \(\$ 15\) on cassette. A floppy disk version is also available.

Clrcle 406 on Inquiry card.

\section*{Multitasking Disk \\ Operating System for 8080, 8085, and Z80 Systems}

EFAMOS is a disk-operating system for 8080,8085 , and \(Z 80\) systems that supports multitasking and multiusers with memory mapping. Up to 3 M bytes of memory can be available to users through 32 K byte memory banks. EFAMOS is compatible with all software
developed under MVT-BASIC. It provides full system support to each memory bank, including assembler BASIC run-time, system utilities, BASIC. utilities and word processing. BASIC support includes chaining with parameter passing and machine language calls with over ten ISAM functions. Word processing activities with several concurrent users can be completely supported in one memory bank, while program development and data processing functions are supported in other
memory banks. Batch monitors can reside in any bank of memory and can process job files submitted from any other bank. One design feature of EFAMOS precludes terminal lockup during any input/output operation, which prevents the loss of characters in a busy multiuser environment. For licensing and terms, contact MVT Microcomputer Systems Inc, 9241 Reseda Blvd, Suite 203, Northridge CA 91324.

Clrcle 407 on Inquiry card.

\title{
What's New? \\ SOFTWARE
}

\section*{Pascal for the 8080 and Z80 Processors}

Built upon Whitesmiths' C compiler and libraries, the Pascal Development System provides a software environment for Pascal programming on PDP-11, LSI-11, 8080 and Z80 computers. The compilers and all support utilities run under IDRIS, UNIX, RT-11, RSX-11M, RSTS, or IAS on the PDP-11 and LSI-11, and under CP/M or CDOS on the 8080 and Z80, producing code that runs faster than Pascal interpreters. Included as part of the package are an A-Natural assembler, an 8080 linking loader, a librarian, and other utilities. Users also receive the Whitesmiths' Portable Pascal and C library and manual Supporting these portable libraries are an operating system-specific interface library, a machine library, and 64-bit floating point arithmetic. The 8080/Z80 and PDP-11 Pascal Development Systems, are available from Lifeboat Associates, 2248 Broadway, NY NY 10024, for \(\$ 750\) per single microprocessor license.

Circle 408 on Inquiry card.

\section*{Graham-Dorian Introduces a Software Medical Package}

This package was written and tested by medical professionals. It handles billing insurance forms, treatment records, charge and payment entry, patient statements, Medicare submittals, collection accounting and dunning, patient processing, patient listing, aged accounts receivables, transaction reporting, and more.
The package can be ordered on eightinch floppy disks and includes a manual and hard copy source listing. The price for the program is \(\$ 1000\) and is available from Graham-Dorian Software Systems Inc, 211 N Broadway, Wichita KS 67202.

Circle 409 on inquiry card.

\section*{Machine Language Disk File Sorting Program for Apple II}


Datacope, POB 55053, Hillcrest Sta, Little Rock AR 72205, has released an enhanced version of their sorting program that is compatible with either the Apple II or the Apple II Plus computer systems. The new version of the

\section*{CP/M Compatible} Operating System for TRS-80 Level II Computers

A fully \(\mathrm{CP} / \mathrm{M}\) compatible operating system for the TRS-80 II computer has been developed. The operating system works with CBASIC and all other \(\mathrm{CP} / \mathrm{M}\) programs, requiring no changes to the operating codes. The system sells for \(\$ 249.95\) from MPU, POB 808, San Carlos CA 94070.

Clicle 411 on inquiry card.

\section*{More Programs for Apple II Systems}

Apple Barrel Bushel \#1 is a collection of twenty-five programs including Mortgage Loan, Days Between Dates, Calendar, Savings, Checkbook, Addition, Subtraction, Metric Conversion, Luna C, Apple LeMans, Alien, and more. The package is available on cassette tape for \(\$ 24.95\) or on floppy disk for \(\$ 29.95\). Contact CDS Corp, 550 N Main St, Logan UT 84321.

Circle 412 on inquiry card.

\section*{Language Translator Program}

This program translates from English to any foreign language, from any language back to English, or from one foreign language to another. Simple commands bring in the correct vocabulary or words. The program checks the entire sentence for the proper verb conjugation and word contractions. New words may be added at any time and saved as part of the vocabulary
One mode lets the translator receive
data in one language from a reader, and then sends the translation to a printer. Display formatting commands show vocabulary words alphabetically or in categories. Spelling errors are caught and corrected.
The Language Translator from Practical Programming Corp, POB 3069, N Brunswick NJ 08902, is available on CP/M or North Star floppy disk with one extended language for \(\$ 30\). Additional languages are \(\$ 10\) each.

Datacope Single Disk Sort performs user-specified direct commands upon completion of the sorts, for easy use in turn-kcy systems. The program employs one disk drive, and sorts a single file of fixed-length records on a single floppy disk. A file may fill the entire disk because the program uses no workspace on the disk. Blocks of consecutive records may be sorted without disturbing the remainder of the file. Files may contain records with 5000 characters and may be sorted by ten key fields simultaneously, with each key field in either ascending or descending alphabetical or numerical order. The program features other necessary functions. The package includes a manual and a floppy disk with the sort programs, a test file, and test file access programs in Applesoft II for \(\$ 49.95\).

Circle 410 on inquiry card.

\section*{A Forth Software Development Tool}

The XL5 is an interactive programming system with compiler, interpreter, assembler, disk operating system, and a library of procedures. It is written in XL5 and is based on the recommendations of the 1977 Forth Standards Committee. A host-executable code kernel, a source code kernel, and a system generation program (SYSGEN) are provided. SYSGEN regenerates the kernel from the source or generates read-only memory (ROM) modules. An XL5 development system requires less than 32 K bytes of memory. The \(\$ 100\) package includes source code and a reference manual. XL5 is available with a CP/M boot loader for the 8080 and the Z80. For information, contact XL Computer Products, 321 E Kirkwood Ave, Bloomington IN 47401.

Circle 414 on inquiry card.

\section*{1979 Federal Tax Programs for Microcomputers}

Aardvark Software Inc, POB 26505, Milwaukee WI 53213, is marketing a software program which will calculate an individual's federal tax liability. The program displays the tax information as it would appear on an IRS form. It also calculates the tax liability using the tax tables, tax rate schedules, income averaging, maximum tax on earned income, and alternative minimum tax choosing the most favorable method. A manual is included to organize the tax information for input. Three programs are available at \(\$ 22, \$ 35\), and \(\$ 50\).

Circle 415 on inquiry card.

\title{
Whats New? \\ PUBLICATIONS
}

\section*{Guidebook for the TRS-80 Level II Microcomputer}

Learning Level II, written by Dr David A Lien, is a step-by-step guide to help users of the Level II TRS-80. It contains a section updating the Level I manual to Level II. Readers are guided through the fundamentals and special characteristics of Level II BASIC, beginning with setting up the system. The book explains how to properly use the Editor to change and correct BASIC programs. Another section is devoted to the conversion of Level I programs to Level II. The book also explains dual cassette operation, using the expansion interface box with the real-time clock, printers and other peripheral devices. It is available from Computer Books Division, Compusoft Inc, 8643 Navajo Rd, San Diego CA 92119 , for \(\$ 15.95\), plus \(\$ 1.45\) for postage and handling.
\[
\text { Circle } 416 \text { on inquiry card. }
\]

\section*{1980 Computer Catalog}

Sara Tech Electronics Inc, POB 692, Venice FL 33595, is offering their sixteen-page 1980 computer catalog featuring more than 1000 products. All major brands of computers and equipment are carried. Write for a free copy. Clicle 417 on inquiry card.

\section*{Catalog Features Articles on Classroom Computing}

Creative Publications is publishing a color newsletter/catalog of computer materials for the classroom. The publication features an article on the television documentary "Don't Bother Me, I'm Learning," which discusses computers in education. All products in the catalog are described with the educational user in mind. The catalog is available from Creative Publications, POB 10328, Palo Alto CA 94303. Circle 418 on inquiry card.

\section*{TRS-80 Software Source}

This catalog contains over 5000 software listings that are available from 380 suppliers. The publication lists business, education, games, home, math, and utility software with a section of addresses of the suppliers. A one-year subscription is \(\$ 15\) and a single issue is \$6. Contact Computermart, POB 1664, Lake Havasu AZ 86403.

Circle 419 on inquiry card.

\section*{Computer Book Catalog Released by Sams}

The Howard W Sams and Co Inc has released a catalog featuring a large selection of computer and computer related titles. It is organized for quick reference into five areas-basics, programming, computer technology, reference, and computer related. This free catalog details books that are directed to a wide range of people and interests, from the home hobbyist to the technically oriented professional.

For a catalog, contact the Advertising Director, Howard W Sams and Co Inc, 4300 W 62 St, POB 558, Indianapolis IN 46206.

Circle 420 on inquiry card.

\section*{New Renaissance!}

New Renaissance! is a bimonthly magazine for lighting and laser artists and technicians who desire to share their works, events, goals, and discoveries with others in the field. It features performance news and reviews; projects, plans and schematics; new techniques and products; interviews; books and other data sources, and more. A oneyear subscription is \(\$ 25\) and is available from New Renaissance!, 5267 11th Ave NE, Seattle WA 98105.

Circle 421 on inquiry card.

\section*{Documentation Standards for Computer Systems}

Norman L Enger's Documentation Standards for Computer Systems, Second Edition, is a reference manual that shows how to document a computer application to utilize the full potential of the computer resources. The book includes revised and expanded material that describes the evolution of a system through the stages of initiation, analysis, design, development, implementation, and operation. The sec-
tion on "Techniques and Tools for Analysis" facilitates the analyst's work. This book aids in determining the amount of documentation needed for specific types of projects. Procedures can be established to employ documentation standards adopted by the organization. Dr Enger's book is useful to computer professionals, students and novices in the computer industry. It is available by mail for \(\$ 25\) from The Technology Press Inc, POB \(125 N\), Fairfax Station VA 22039

\section*{Magazine on Robotics}


Robotics Age magazine contains readable articles of high technical content that present the latest results of research in robotics and artificial intelligence. The contents include welldocumented electromechanical circuit designs, microcomputer interfaces, and programming techniques suitable for economical applications to small systems. Abstracts of research papers are also featured. New products items describe new commercially available kits and robotics related products. The quarterly publication is available at \(\$ 8.50\) for one year from Robotics Age, POB 801, La Canada CA 91011.

Circle 423 on inquiry card.

\section*{Publication of Sorting Subroutines}

Creative Computer Consultants Inc, POB 2111, 1 Quarry Ln, Norwalk CT 06851, has published volume 4 of Sortmaster in the Standard Software Library. Sortmaster contains listings of five BASIC subroutines designed to sort numeric data in memory. The subroutines have been designed to be integrated into the user's main line program. Numeric fields are sorted by designating that field as the sorting key. This makes it possible to sort records of any length and also permits multiple sorting keys. By adjustment of certain variables, all of the routines can handle alphanumeric data as well. Sortmaster includes an introduction to basic sorting concepts as an aid to beginners. The programs work with the TRS-80, PET, and Apple II. The book costs \(\$ 8.95\).

Circle 424 on inquiry card.

\title{
Whal's Naw?
}

\section*{PERIPHERALS}

\section*{Eight-Inch Winchester Disk \\ Up to 20 M Bytes}


The Series 7000 hard disk drives have unformatted capacities of 4 megabytes in the single disk version, 12 megabytes in the double-density version and 20
megabytes in the three-disk unit. Data transfer rates are 5.5 million bits per second (bps). The Series 7000 employs the Winchester technique, using an ironless rotary actuator to position the heads in response to prerecorded servo-tracks on the lower side of the bottom disk.

Each 21 cm diameter surface has a 350-track cylinder with an inner track recording density of 5280 bits per inch. The interface is designed for use with microprocessor-based controllers. The drives utilize eight-bit bidirectional bus transfers. Line transceivers enable daisychain connection of other disks to the bus.

The 4 megabyte drive, the \(7000-4\), is \(\$ 2100\); the \(7000-12\) is \(\$ 2300\); and the \(7000-20\) is \(\$ 2650\). The units are manufactured by Kennedy Co, 1600 S Shamrock Ave, Monrovia CA 91001.

Circle 425 on inquiry card.

\section*{Stockey Series of Keyboards}

The Stockey Series offers ten generalpurpose standard keyboard designs, including six with American Standard Code for Information Interchange (ASCII) encoded alphanumeric formats. These are available in ASR33, ANSI teletypewriter, IBM 3278 ASCII typewriter, IBM 3278 data entry, and IBM Selectric I and II typewriter formats. An eleven- and fifteen-Key

Expander pad can be added via a flexstrip jumper to any of the six alphanumeric designs to provide highspeed numeric entry.

The 53-key SK053 for the Model 33 teletypewriter features uppercase, but no lowercase, and costs \(\$ 139\). The \(67-\) key model includes uppercase and lowercase, a full ASCII set, and is priced at \(\$ 173\). For additional information, contact Advanced Input Devices, POB 1818, Coeur d'Alene ID 83814.

Clrcle 426 on inquiry card.

\section*{12 VDC Alphanumeric Printer System}


The PR6024 printer controller and any SODECO PR Series print mechanism comprise a print system operable from a 12 V power source. The controller accepts a 7 -bit parallel ASCII format and features an integral voltage regulator and adjustable input thresholds for immunity from environmental noise. The unit features a 54 -character alphanumeric set. Applications include mobile electronics, such as truckmounted fuel-dispensing systems, police cars, security systems, and battery sustained instrumentation and systems. The price for the 15 -column tape printer and PR6024 controller is \(\$ 363\) in unit quantity. For more information, contact the Sales Manager, Print Products, SODECO, Landis and Gyr Inc, 4 Westchester Plz, Elmsford NY 10523.

Circie 427 on Inquiry card:

\section*{Eight-Color Digital Plotter with Microprocessor Control}

Soltec's Model 281 Digital Plotter provides graphic representation of measured values, design data and calculated data using up to eight different color pens. A Z80 microprocessor controls the system, the automatic pen changing, off-scale data handling, and coordinate transformation. The programmable pen changing feature incorporates up to eight pens using multicolor fiber-tip pens or Rapidograph drafting pens. Firmware features include circle interpolation, character plotting, generation of axes and grids, various line types, window plotting and more. Model 281 also features character plotting in five fonts, automatic or interactive point digitizing, programmable offsets and programmable limits. The graph paper is standard DIN-A3 format or smaller. Inter-

faces include a choice of serial RS232C/V. 24 and 20 mA current loop. The plotter costs \(\$ 4725\) and is available
from Soltec Corp, 11684 Pendelton St, Sun Valley CA 91352. Circle 428 on inquiry card

\title{
Whats New?
}

\section*{PERIPHERALS}

\section*{Miniature Alphanumeric Thermal Printer}


The APP-20A2 twenty-column, panelmount thermal printer uses only two input data wires for interfacing. It features serial 20 mA current loop and RS-232C ports. The printer can be used in data systems, factory data acquisition units, and industrial data loggers with a full alphanumeric printer. It can be used with a remote control unit or in medical systems, and as a portable test and measurement tool for laboratory or field use. The unit prints 1.2 lines per second. It measures 20 cm by 7 by 11.3 cm ( 8 by 2.76 by 4.44 inches) and weighs 1.9 kg ( 4.25 pounds). It is available from Datel Intersil, 11 Cabot Blvd, Mansfield MA 02048 . The cost for the printer is \(\$ 880\). Circle 429 on inquiry card.

Robotype Converts
Typewriter to Printer


The Robotype Model 2100 is capable of interfacing with a Centronicscompatible parallel interface, RS-232C
serial interface, and a 20 mA current loop. The RS-232C serial interface has 110, 134.5 or 150 switch-selectable data rates. The Robotype can be attached to the IBM Selectric, Remington Rand, Olympia and Facit typewriters. The Robotype is placed over the keys of the typewriter. Plungers rest on the keys and push the keys down on command from the computer input. The unit types the maximum speed of the typewriter in use. The unit is available for under \(\$ 1000\) from Applied Computer Systems Inc, 77 E Wilson Bridge Rd, Worthington OH 43085.

Circle 430 on inquiry card.

\section*{Alphanumeric Thermal Printers}

Priced at approximately \(\$ 440\), the United Systems 6450 and 6460 alphanumeric thermal printers produce easy-to-read letters, numbers, and symbols on thermal paper with first-line-up printout. They print a set of 64 different characters with 21 characters per line and approximately 6500 lines per roll of paper. The Model 6450 provides a serial input with selectable RS-232C or 20 mA current loop format with data rates of 110 and 300 bits per second (bps). The Model 6460 is 8 -bit parallel buscompatible with data rates up to 1000

characters per second (cps). Both models respond to ASCII input. For more information, contact United Systems Corp, 918 Woodley Rd, Dayton OH 45403. Circle 431 on Inquiry card.

\section*{Corvus Disk System for Apple Pascal \\ Microcomputer}

The Corvus model 11AP disk system being delivered for Apple Pascal is entirely compatible with the Apple system. No modifications are needed for the Apple Pascal disk-operating system, or any applications designed to run on the Apple floppy disks. Corvus has incorporated a utility called "dynamic volume management" that allows the ten million byte data base to be used as a single large block or to be broken into smaller blocks. Applications of the Apple Pascal equipped with the Corvus 11AP system include: customer and prospect mailing lists, accounting data, payroll and personnel records, courses in computer programming and usage, science applications, medical office use, and more. The system is priced at \(\$ 5350\). The controller can handle up to three additional disks, which are priced at \(\$ 3690\). Contact Corvus Systems, 900 S Winchester Blvd, Suite 4, San Jose CA 95128.


\title{
Whalis Naw?
}


\section*{The 9000 Computer System from Compal}

The Compal Model 9000 is designed for business and office environments. The system includes a 16 -bit microNova 602 processor, 64 K bytes of programmable memory, video display terminal with a detached keyboard that can support up to three additional keyboards, a 10 M byte hard disk with a 5 M byte removable cartridge, and a high-speed
matrix printer. Included with the system are BASIC and assembly languages, manuals, training, starter supplies, and delivery. Programs for inventory control, sales analysis, accounts payable and receivable, general ledger, payroll, and other business applications are available. The systern sells for \(\$ 19,995\) from Compal Inc, 6300 Variel Ave, Woodland Hills CA 91604.

Circle 433 on inquily card.

\section*{TM990 Compatible Bubble Memory Module}


A TM990-compatible board with up to 69 K bytes of non-volatile magnetic bubble memory storage has been announced by Texas Instruments Inc POB 225012, M/S 308 (ATTN: TM990/210), Dallas TX 75265
The TM990/210 board is supplied with two, four, or six 92 K bit TIB 0203 bubble memories for \(23 \mathrm{~K}, 46 \mathrm{~K}\), or 69 K bytes of storage, respectively. Dată transfers from the module are via a memory-mapped mode. Access time is 4 ms , and data transfer rate is 45,000 bits per second (bps). The price for the TM990/210-1 two-bubble device is \$775; \(\$ 1150\) for the TM990/210-2 four-bubble device; and \(\$ 1535\) for the TM990/210-3 six-bubble device.

Circle 434 on inquiry card.

\section*{Development Tool for 6500 Series Microprocessors}

The MDT 1000 enables users to write programs and debug hardware and software. The MDT 1000 includes a \(54-\) key keyboard and case; 12 -inch video display; dual cassette interface; power supply; erasable-programmable readonly memory programmer; 4 K byte static programmable memory-board; sockets for extra boards; and a four-slot motherboard. Software support comes as 12 K bytes of read-only memory resident firmware; a 4 K byte monitor with debug features; and an 8 K byte assembler and editor, which operates on line-numbered text. A floating point BASIC and software for printer interfacing and other controls are available. The MDT 1000 is available for \(\$ 1495\) from Synertek, 3001 Stender Way, Santa Clara CA 95051.

Circle 435 on Inquiry card.

\title{
Whats New? \\ MISCELLANEOUS
}

\section*{TRS-80 Printer Controller}

The Printer Timer works with the TRS-80 and the Centronics 779 line printer by automatically turning the printer on and off using signals relayed over the printer cable. The device does not require software or hardware modification other than the soldering of three wires and the mounting of the timer inside the printer cabinet. The timer reduces motor wear and excess noise. It is available for \(\$ 95\) from National Software Marketing Inc, 4701 McKinley St, Hollywood FL 33021.

Circle 436 on inquiry card.

\section*{Voice Terminal for the Exidy Sorcerer Talks and Listens}

Cognivox plugs into the Sorcerer and offers a sixteen-word recognition vocabulary plus voice response with up to sixteen words or phrases. Recognition accuracies of up to \(98 \%\) are possible. The unit includes a microphone and amplifier and speaker, making it a complete voice terminal. A software library is provided with Cognivox. It includes Voicetrap, a voice-operated video game, and Vothello, a voice input version of the game Othello. A talking calculator program allows using the Sorcerer as a four-function calculator, and a vocal memory dump program can read its memory out loud. Cognivox is priced at \$149 from Voicetek, POB 388, Goleta CA 93017.

Circle 437 on inquiry card.

\section*{Anti-Glare Device for Video Screens}

The product is a black woven nylon mesh stretched on a flexible plastic frame. It is designed to be sandwiched behind the video bezel and to conform against the surface of the tube. This device performs by blocking and absorbing ambient light with a honeycombing effect. The contrast is enhanced by the black matrix effect of the fabric background, while the display characters are transmitted undistorted through the pores in the material. The filters are available in 120 sizes, and each size can be equipped with different opticallygraded fabrics to vary the intensity of the video display. The filters improve the image, lower maintenance, and reduce eye strain and related stress. For more information, contact Sun-Flex Co Inc, 3020 Kerner Blvd, San Rafael CA 94901.

Circle 438 on inquiry card.


\section*{Reset Option for the Apple}

Model B is a three-position switch giving the user the option of completely disabling or enabling the reset key on the keyboard. It is easily installed between the keyboard plug and the Apple's board. When the switch is in the down position, the keyboard is functional. With the switch in the middle
position, the reset key on the keyboard is disabled, and the user must flip the switch up to reset the computer. The switch automatically returns to the middle position when released from the up position.
It is available from Computer Solutions, 5135 Fredericksburg Rd, San Antonio TX, 78229, for \(\$ 29.95\).

Clicle 439 on inquiry card.


\section*{Standardized Computer Forms}

New England Business Service (NEBS) is offering a line of continuous-form computer checks, statements, and invoices. The forms are available with the name of the firm, address and phone number in six quantities from 500 to 6000 forms. Prices start at \(\$ 14.95\) for 500 statements; \(\$ 32.50\) for 500 two-part
invoices and \(\$ 29.95\) for 500 of either the payroll or all-purpose checks. At \(6000-\) piece order levels, prices per thousand drop to \(\$ 12.50, \$ 33\) and \(\$ 22.50\) respectively. The firm also offers custom personal checks for home computer systems users. For ordering information and free samples write to the New England Business Service Inc, N Main St, Groton MA 01450.

Circle 440 on inquiry card

\title{
What's New? \\ MISCELLANEOUS
}

\section*{Simple Machines for Erasing and Winding Cassettes}


Two battery-powered machines offer longer life for cassettes and reduced wear on standard cassette players. The Erase-Sure passes the cassette through a rotating magnetic field that erases the tape and leaves an extremely low residual noise level. The user slides the cassette through the unit once. This

\section*{Prototyping Kit for HighResolution Graphics}


The SVB-80P prototyping kit is a dual-board system with stand-alone capability in an Intel multibus configura-
single pass completely erases the tape The Rapid Rewind stabilizes cassette tape tension, eliminates tape binding, helps control wow and flutter, and winds a 60 -minute tape in approximately 30 seconds. Both units permit the use of a 115 V AC adapter to reduce battery costs. The machines are available from Magnesonics Sales and Manufacturing Co, POB 758, Ventura CA 93001. They cost \(\$ 24.50\) each.

Circle 445 on inquiry card.
tion. The graphics package features displays of 640 by 409 or 576 by 455 pixels, alphanumeric characters displayed over 80 by 40 or 72 by 44 lines, and intermixable characters with graphics. It interfaces with other multibus-compatible products. The SVB-90 Soft Video Board and the MIB-85 Memory Intensive Board can also be used individually in computer graphics, text editing, scientific applications, and industrial environments. The price for the SVB-80P is approximately \(\$ 1600\). Contact DOSC Inc, 175 I U Willets Rd, Albertson NY 11507.

Circle 446 on inquiry card.

\section*{Computer Cables for the TRS-80}

Matchless Systems, 18444 Broadway, Gardena CA 90248, manufactures cables for floppy disk and tape drives, printers and other peripherals for the TRS-80 computer. The price for the two-drive cable is \(\$ 24.50\) and the four-drive cable is \(\$ 34.50\). The cable for the MS-204 printer or any other Centronicscompatible printer, sells for \(\$ 34.50\). Circle 447 on inquiry card.

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The hardware set is complete with S-100/8080IZ-80 compatible controller, drive(s), cable-even a built-in Autoload bootstrap ROM to eliminate tiresome button pushing.

Our full Disk Extended BASIC and DOS, assembler and editor software comes complete, too. On its own diskette, ready to go. Software from Micropolis includes a DOS and Disk Extended Basic designed for 8080/Z80-based microcomputers.

DOS is a complete package, including an assembler, editor, file management functions and utilities, which provides total support for 8080 programming. BASIC is a selfcontained package which provides a powerful set of tools for developing, testing, executing, and maintaining BASIC programs:
BASIC is designed for microcomputers with at least 24 K bytes of RAM and a Micropolis MetaFloppy disk system. DOS can be used alone in a 16 K bytes memory system.

Activating the built-in Auto load ROM brings up the system under control of the DOS executive. BASIC can be accessed by issuing a simple DOS command.

The 1053 MOD II Subsystem is designed for flexible, efficient programming. 8080 programs created under DOS can be loaded and accessed from BASIC. Data files created under BASIC can be processed by user written application programs running under the DOS.

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An ordinary \(5 \%\)-inch floppy provides just 35 tracks/drive and stores only 70 K bytes. Not nearly enough for anything useful. So instead, we use 77 tracks each with 16 sectors of 256 bytes/sector - to yield a capacity of 315 K bytes/drive. That's more than four times an ordinary \(5 \%\)-inch floppy! And why we call this one "quad density.

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CP/M* Source Code -- FREE! when you purchase "OS-1" Electrolabs' new operating system for the \(\mathbf{Z - 8 0}\) designed to have exactly the appearance of UNIX**, including virtual I/O, "set TTY", a tree and a shell, filters and pipes PLUS total compatability with CP/M software!

OS-1
(Because OS-1 is truly a comprehensive "OS", and not merely a file handling FEATURES "DOS" we have changed the nam from "Superdos" to "OS-1")
VIRTUAL I/O - copy with a single command between floppy and hard disk, or from TTY to printer to tape to disk... etc., etc. No messy 1/O routines to write, \& no awkward transfers. SECURITY - 9 modes of file protection, user and login protection. MULTI-USER - up to 256 passwords. (non-simultaneous users) 16MBy FILE SIZE - but no limit to no. of directories per device, thus allowing EASY implementation of gigantic storage devices.
"SET TTY" - for printer or crt: tabs, page width, buffer, cursor, UC/LC, fonts, formfeed, arbitrary control characters etc., etc. "LOGIN" - automatically executes user selected programs and "set TTY". OCCUPIES 12 KBy - only \(50 \%\) larger than CP/M, but \(500 \%\) more features. \(C P / M \& C D O S ~ C O M P A T A B L E\) - vour library is guaranteed to run!

> - (Naturally, we are not giving away the version of CP/M written by Digital Research, Please pardon our pun, but they might object. What we ARE giving you is a greatly enhanced version of CP/M which resides on OS-1, and allows the user of OS-1 to run any and all of his programs, packages or system utilities which are already running on CP/M. We give you the source code at no charge so that you may modify any part of the CP/M to suit your own sys tem requirements. At no charge, you also receive the enhancement allowing 4 MBy files instead of 256 K. .)
\begin{tabular}{|c|c|}
\hline 俍 & \$199.00 \\
\hline Update service, per year & 29.00 \\
\hline Symbolic Debugger & 150.00 \\
\hline MACRO-Assembler (Creates relocatable code) & 150.00 \\
\hline "C' Compiler & 660.00 \\
\hline FORTRAN Compiler & 100.00 \\
\hline BASIC Compiler (very fast) & 350.00 \\
\hline
\end{tabular}

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Graphics \\ High Resolution \(480 \times 512\)
} for B\&W and Color Imaging and Graphics
Light pen, A-D, D-A, TV synchro (needs no time base correction or adjustment with anything between random interface \& NTSC commercial standard). T.V. single frame grabber ('snapshot'). Up to 1 Byte of attributions per pixel.
LSI-100 \& S-100 applied to:
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\section*{BASIC CONFIGURATION -}

LSI-11 \$1995. S-100 \$1265. For TRS-80/Exidy Add \(\$ 595.00\) Includes: Data Board - 32 K (480 \(\times 512 \times 1\) pixel) D-A 16 level video generator. Video Synchronization Circuitry. Address Control \& Timing Board.

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\hline \multicolumn{2}{|l|}{MEMORY \& EPROM} & \multicolumn{2}{|l|}{ory expansion for TRS-80,} & 8755-8 & 49.00 \\
\hline 2114 & \$ 5.99 & Apple, Exidy) & \$69.00 & CPU & \\
\hline 2114-2 & 6.99 & 2708 & 8.95 & 6502 & 6.25 \\
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\hline 2107 & 2.00 & 2516 & 35.00 & 8-804 & 12.05
8.99 \\
\hline & & & & 8085 & 22.00 \\
\hline & LABS & & & 8741 & 79.00 \\
\hline
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EPROM PROGRAMMER FOR 2708 OR 2716 MEM-99510K(KIT)
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2 OR 4 MHz SINGLE BOARD COMPUTER


S-100 bus compatible Z-80 CPU
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Read/write single or double density, 8 "or \(51 /{ }^{\prime \prime}\) drive On board 2-80 insures reliable operation
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4 MHz RAM BOARD EXPANDABLE TO 256K


S-100 bus compatible, up to \(\mathbf{4} \mathbf{M H z}\) operation Expandable memory from 16 K to 256 K
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\hline 2532 & \$74.95 \\
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Olgital Research has done it again! This new release of their industry standard disk operating system is bound to be an even bigger hit than the original verslon. All of the fundamental file-slze restrictions of release 1 have been eliminated. while maintaining full compatiblifty with the earler versions. This new release can be field-contigured by the user for a single mini-disk up through a mulliple drive hard-disk system with 128 megabyte capacity. Field configuration can be accomplished easily through use of the Macro Library (DISKDEF) provided with CP/M 2.0

A powerful operating system for only ... \(\$ 150.00\)
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132 COLUMN DOT MATRIX PRINTER Up to 198 CPS Up to 198 CPS
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\hline 6821P & \$5.25 \\
\hline 6828P & \$12.00 \\
\hline 6834P & \$16.95 \\
\hline 6850P & \$4.80 \\
\hline 6852P & \$7.50 \\
\hline 6860P & \$9.25 \\
\hline 6862P & \$12.00 \\
\hline 6875L & \$7.30 \\
\hline 6880P & \$2.50 \\
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\hline 2513 Upper (5 voll) & 9.75 \\
\hline 2513 Lower ( 5 voll) & \$13.00 \\
\hline MCM6571 up scan & \$13.00 \\
\hline MCM6571A down scan & \$10.95 \\
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\hline 2708 & \$8.95 \\
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\hline 2716 (5v) & \$39.95 \\
\hline 2758 (5v) & \$30.00 \\
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\hline 4116/4160 8 to & \$74.95 \\
\hline 2104/4096 & \$4.75 \\
\hline \(2107 \mathrm{~B}-4\) & \$3.95 \\
\hline \multicolumn{2}{|l|}{STATIC RAMS} \\
\hline 21 L02 (450ns) & \$1.50 \\
\hline \(21 \mathrm{LO2}\) (250ns) & \$1.75 \\
\hline 2101.1 & \$2.95 \\
\hline 2111-1 & \$3.25 \\
\hline 2112-1 & \$2.95 \\
\hline 2114 L (450ns) & 55.75 \\
\hline 2114 L (300ns) & \$5.95 \\
\hline TMS40 \({ }^{\text {4 }}\) (450ns) ..... & \$8.00 \\
\hline TMS4044 (300ns) ..... & \$9.95 \\
\hline 4100 (200ns) & \$9.95 \\
\hline 4200 A (200ns) & \$9.95 \\
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8080 - A 8085 . TMS9900TL
AS8212

\section*{8216}

8224 (2 MHz)
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8238
8243.
8251 .
8253
8257
8259
8259
8275
8275
S2350.
AY5-1013A
UARTS


AY5-1014A
TR1602B
TMS6011
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\(\$ 1.30 \quad \$ 1.36\)
\(\qquad\)
ZIP* DIP II SOCKETS

SPECIAL PRICE FOR MARCH NOVATION CAT

ACOUSTIC COUPLER/MODEM


\section*{page}

\section*{RyIDH Series - Headers}

PC Mounting

\begin{tabular}{|lll|rrr|}
\hline Pins & Straight & Right Angle & \(\mathbf{1 - 9}\) & 10-24 & 25-99 \\
\hline 10 & IDH-10S & IDH-10SR & .95 & .72 & .70 \\
\hline 20 & IDH-20S & IDH-20SR & 1.30 & 1.15 & 1.10 \\
\hline 26 & IDH-26S & IDH-26SR & 1.75 & 1.50 & 1.35 \\
\hline 34 & IDH-34S & IDH-34SR & 2.25 & 1.95 & 1.75 \\
\hline 40 & IDH-40S & IDH-40SR & 2.55 & 2.35 & 2.15 \\
\hline 50 & IDH-50S & IDH-50SR & 3.25 & 2.95 & 2.75 \\
\hline
\end{tabular}

\section*{Wire Wrap}
\begin{tabular}{|ccc|ccc|}
\hline Pins & Straight & Right Angle & \(1-9\) & 10-24 & 25-99 \\
\hline 10 & IDH-10W & IDH-10WR & 1.95 & 1.65 & 1.55 \\
\hline 20 & IDH-20W & IDH-20WR & 2.75 & 2.50 & 2.40 \\
\hline 26 & IDH-26W & IDH-26WR & 3.50 & 3.25 & 3.15 \\
\hline 34 & IDH-34W & IDH-34WR & 4.25 & 3.95 & 3.75 \\
\hline 40 & IDH-40W & IDH-4OWR & 4.75 & 4.50 & 4.25 \\
\hline 50 & IDH-50W & IDH-50WR & 5.95 & 5.60 & 5.40 \\
\hline
\end{tabular}

Ejector Ears for above. \(\quad 4 / \$ 1.00 \quad 20 / \$ 3.00\)
- Header is permanently mounted on PCB and accepts IDS socket connectors.
- Straight or right angle mounting options avallable for both solder and wrap pin terminations.
- Solder termination length for sither \(.062^{* *}\) or \(.125^{*}\) PCB.
- Ejector/Latch available. latches IDS socket in place when closed, serves as ejector when open.

\section*{IDC Card Edge Connectors}
\begin{tabular}{|crll|}
\hline Pins & \(1-9\) & \(10-24\) & \(25-99\) \\
\hline 20 & 4.15 & 3.75 & 3.30 \\
\hline 26 & 4.75 & 4.30 & 3.80 \\
\hline 34 & 5.70 & 5.10 & 4.50 \\
\hline 40 & 6.50 & 5.80 & 5.25 \\
\hline 50 & 7.00 & 6.30 & 5.40 \\
\hline
\end{tabular}

\section*{RTCable Plugs}

\begin{tabular}{|ccccc|}
\hline Pins & \(1-9\) & \(10-24\) & \(25-99\) & 100 \\
\hline 14 & 1.30 & 1.25 & 1.10 & .95 \\
\hline 16 & 1.50 & 1.40 & 1.25 & 1.10 \\
\hline 24 & 2.25 & 2.15 & 2.00 & 1.75 \\
\hline 40 & 3.75 & 3.50 & 3.25 & 2.95 \\
\hline
\end{tabular}
- Provides pluggable termination of cable to PCB thru IDP plugs and standard DIP sockets such as RN ICN series DIP sockets.
- Single piece design for easy handling and assembly
- Cover latch allows cover swivel for easy cable insertion.
- Tapered pin tip permits easy insertion into IC sockets.
- Strong leads for multiple insertions without damage.

25 Pin 'D' Subminiature

\begin{tabular}{|lrll|}
\hline & \(1-9\) & \(10-24\) & \(25-99\) \\
\hline Plug & 6.00 & 5.25 & 4.70 \\
\hline Socket & 6.35 & 5.60 & 5.00 \\
\hline
\end{tabular}

Fry Insulation Displacement Sockets
\begin{tabular}{|cccccc|}
\hline Pins & \begin{tabular}{c} 
Socket \\
Connector
\end{tabular} & 1.9 & \(10-24\) & \(25-99\) & \begin{tabular}{c} 
Straln \\
Rellai
\end{tabular} \\
\hline 10 & IDS10 & 1.40 & 1.20 & 1.10 & .25 \\
\hline 20 & IDS2O & 2.00 & 1.85 & 1.75 & .25 \\
\hline 26 & IDS26 & 2.50 & 2.40 & 2.30 & .25 \\
\hline 34 & IDS34 & 3.25 & 3.10 & 2.95 & .25 \\
\hline 40 & IDS40 & 3.95 & 3.70 & 3.55 & .25 \\
\hline 50 & IDS50 & 5.00 & 4.60 & 4.40 & .25 \\
\hline
\end{tabular}
- Provides pluggable termination of cable to PCB thru IDS sockets and IDH headers.
- Single piece body construction for easy assembly, strain relief attached atter assembly
- Rugged cover latch and optional strain relief for dependability.
- Strain relief can be purchased separately.
- Molded orientation tab.

\section*{Transition Connectors}
\begin{tabular}{|cccc|}
\hline & \(1-9\) & \(10-24\) & \(25-99\) \\
\hline 10 & 1.50 & 1.35 & 1.25 \\
\hline 20 & 1.75 & 1.60 & 1.50 \\
\hline 26 & 2.25 & 2.00 & 1.75 \\
\hline 34 & 2.50 & 2.40 & 2.30 \\
\hline 40 & 3.00 & 2.80 & 2.60 \\
\hline 50 & 3.60 & 3.45 & 3.15 \\
\hline
\end{tabular}
- Connector used to permanently attach cable to PCB
- Lead length options for .062" and . \(125^{\prime \prime}\) thick PCB.
- Rugged single piece design for easy assembly and dependability.
- Cable can be attached before or after soldering connector to PCB.

\section*{Cable}

\begin{tabular}{|ccc|rr|}
\hline \multicolumn{2}{|c|}{ Conductors } & \multicolumn{2}{c|}{ Solid Color } & \multicolumn{2}{c|}{ Color Coded } \\
& 10 ft. & 100 ft. & 10 ft. & 100 ft. \\
\hline 10 & 2.90 & 17.00 & 4.00 & 30.00 \\
\hline 14 & 3.40 & 23.80 & 5.00 & 42.00 \\
\hline 16 & 3.70 & 27.20 & 5.60 & 48.00 \\
\hline 20 & 4.40 & 34.00 & 7.00 & 60.00 \\
\hline 24 & 5.00 & 40.80 & 8.00 & 72.00 \\
\hline 26 & 5.40 & 44.20 & 8.60 & 78.00 \\
\hline 34 & 6.80 & 57.80 & 11.00 & 102.00 \\
\hline 40 & 7.80 & 68.00 & 13.00 & 120.00 \\
\hline 50 & 9.50 & 85.00 & 16.00 & 150.00 \\
\hline
\end{tabular}
- Compatible with all RN IDC products
- Wire spacing .050" \(\pm .002^{\prime \prime}, 28\) ga stranded
- 10 thru 50 Conductor Laminated Cable Solid Color (with wire one mark) or Color Coded
- Available in 100 toot rolls, or 10 toot lengths

Note: Custom crimping available on all products for proto-type
quantities at \(\mathbf{5 0 9} /\) connection.
Gold: All parts on this page except Cable are gold plated. Because of the volatility of gold pricing, orders may be subject to a gold surcharge.

135 EAST CHESTNUT STREET No. 5. MONROVIA, CALIFORNIA \(91016 \cdot(213) 357-5005 \cdot\) TWX \(910 \cdot 585 \cdot 3484\)

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S-100 Mother Board


Minidisk Drive for TRS-80
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THLETYPE MODEL 43

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65.00 & \\
\hline Data Products & 741-0 & 13 uxible sleitisit & 33. mm & \\
\hline & 7.13 .9 & Double/0 & & \\
\hline & 3. & & & \\
\hline & -ithtidx & 100160.51 & 3 & \\
\hline \(\bigcirc\) & 831 A & Data Cas & & \\
\hline & いく:3nom & Mini Cartsitge & 16.00
20.00 & \\
\hline
\end{tabular}

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prime fractor. The sAB00 if fuly compatible
will the IBNI \(37+0\) format. Write protect cir-

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\section*{\(\uparrow\)}




\section*{TRS-80 SERIALI/O}
- Can input into basic - Can use LLIST and LPRINT to output, or output continuously • RS-232 compatible • Can be used with or without the expansion bus • On board switch selectable baud rates of \(110,150.300,600\). 1200, 2400, parity or no parity odd or even, 5 to 8 data bits, and 1 or 2 stop bits. D.T.A. line Requires +5, -12 VDC - Board only \$19.95 Part No. 8010. with parts \(\$ 59.95\) Part No. 8010A, assembled \(\$ 79.95\) Part No. 8010 C. No connectors provided. see below.


EliA/R5-232 con.
0825p 5600 . weh
Cable \(\$ 1095\)
No D825P9
No D日25P9
nbbon cable
with attached con-
nectors to fit Ths
80 and our sensl
boerd \(\$ \uparrow 995\) Part
coerd \(\$ 4995\)
No 3CAE40

\section*{RS-232 / TTL INTERFACE}
- Converts TTL to RS232, and converts RS232 to TTL \(\bullet\) Two separate circuits - Requires -12 and +12 volts - All connections go to a 10 pin gold plated edge connector kit \$ 9.95 Part No. 232A 10 Pin edge connector \$3.00 Part No. 10P.


\section*{S-100 BUS ACTIVE TERMINATOR}

Board only \$14.95 Part No. 900. with parts .\$24.95 Part No. 900A

\section*{MODEM}
- Type 103 - Full or half duplex Works up to 300 baud - Originate or Answer - No coils, only low cost components - TTL input and output-serial - Connect \(8 \Omega\) speaker and crystal mic. directly to board Uses XR FSK demodulator - Requires +5 volts - Board only \(\$ 7.60\) Part No. 109 with parts \(\$ 29.95\) Part No. 109A


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Box of 10, 5" \$29.95 8" \(\$ 39.95\)
Plastic box, holds 10 diskettes, \(5^{\prime \prime}\) - \$4.50, 8" - \$6.50.

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Kit.

ard only \(\$ 14.95\) Part No. 900. with parts

\section*{APPLE II: \\ SERIALI/O INTERFACE}

Baud rate is continuously adjustable from 0 to 30.000 - Plugs into any peripheral connector - Low current drain. RS-232 input and output - On board switch selectable 5 to 8 data bits, 1 or 2 stop bits, and parity or no parity either odd or even - Jumper selectable address - SOFTWARE • Input and Dutput routine from monitor or BASIC to teletype or other serial printer - Program for using an Apple II for a video or an intelligent terminal. Also can output in correspondence code to interface with some selectrics. Also watches DTR - Board only \$15.00 Part No. 2, with parts \(\$ 42.00\) Part No. 2A, as sembled \(\$ 62.00\) Part No. 2C

\section*{8K EPROM pICEon}

Saves programs on PROM permanently (until erased via UV light) up to 8K bytes. Programs may be directly run from the program saver such as fixed routines or assemblers. - S100 bus compatible - Room for 8K bytes of EPROM non-volatile memory (2708's). Onboard PROM programming - Address relocation of each 4 K of memory to any 4 K boundary within 64 K . Power on jump and reset jump option for "turnkey" systems and computers without a front panel - Program saver software available - Solder mask both sides - Full silkscreen for easy assembly Program saver software in 12708 EPROM \(\$ 25\). Bare board \(\$ 35\) including custom coil, board with parts but no EPROMS \$139, with 4 EPROMS \$179, with 8 EPROMS \(\$ 219\).


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\section*{TYPEWRITER}
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\section*{HEX ENCODED} KEYBOARD

This HEX keyboard has 19 keys, 16 encoded with 3 user definable. The encoded TTL outputs, 8-4-2-1 and STROBE are debounced and available in true and complement form. Four onboard LEDs indicate the HEX code generated for each key depression. The board requires a single +5 volt supply. Board only \$15.00 Part No. HEX-3, with parts \$49.95 Part No. HEX3A. 44 pin edge connector \$4.00 Part No. 44P.


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\section*{ASCII KEYBOARD}

TTL \& DTL compatible - Full 67 key array - Full 128 character ASCII output • Positive logic with outputs resting low - Data Strobe - Five user-definable spare keys - Standard 22 pin dual card edge connector - Requires \(+5 V D C, 325 \mathrm{~mA}\). Assembled \& Tested Cherry Pro Part No. P70-05AB. \$1:19.95.


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Computer with ak \$995.00. disk drive \(\$ 549.00\) \(\$ 599.99\)


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\section*{RS-232/20mA} INTERFACE
This board has two passive, opto-isolated circuits. One con-
verts RS-232 to 20 mA , the other converts 20 mA to RS232. All connections go to a 10 pin edge connector, Requires +12 and -12 valts. Board only \$9,95, part no. 7901, with parts \$14.95 Part No. 7901A.


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z-80 based singleboard computer by SD Systems
- 1 KRAM
* RS232 port
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Kit .............. \(\$ 239.00\)
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526 \\
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- Provides double density modification to your curent Radio Shack interface (lets you format diskettes in either single or double density).
- Increases storage capacity up to 204 K bytes (on single 40 track drive).
- Includes all hardware
\$239.00
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Centronics 730... \(\$ 945.00\)
\(7 \times 7\) dot matrix80 column

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DP8000... \$895.00
9x7 dot matrix-
80 column
VISTA
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\(5 \times 7\) dot matrix-
80 column


Cables . . . . . . . . . . . . . . . . . . . \(\$ 27.50\) each
- Completely packaged system, tested and ready to plug in, includes: power supply, two 40 track drives, case, controller, all cabling and total CPM documentation.
- Storage capacity from 400 K to 1.2 meg.
- System software-VISTA CP/M Disk Operating System and BASIC-E Compiler recorded on 5-1/4" diskettes.
Price: Starting as low as \(\$ 1199.00\)

\section*{Add On Drives}

MPI B51 40 Track, Double
Density-204K ........................ 275.00
MPI B52 Dual Head, Double Density-408K
\(\$ 375.00\)
Siemens FDD100-5 40 Track Double
Density 204 K
\(\$ 275.00\)
Slemens FDD100-5 Flippy.
records both sides ...................... \(\$ 290.00\)
FDD100-8 8" Single
Sided Drive
\(\$ 448.00\)
\begin{tabular}{|c|c|c|}
\hline \multicolumn{3}{|c|}{Add On Drives} \\
\hline \multirow[t]{2}{*}{MPI 851} & 40 Track, Double & \\
\hline & Density-204K & \$275.00 \\
\hline \multirow[t]{2}{*}{MPI 852} & Dual Head, Double & \\
\hline & Density-408K & \$375.00 \\
\hline \multirow[t]{2}{*}{Siemens} & FDD100-5 40 Track Double & \\
\hline & Density 204K & \$275.00 \\
\hline \multirow[t]{2}{*}{Slemens} & FDD100-5 Flippy. & \\
\hline & records both sides & \$290.00 \\
\hline \multirow[t]{2}{*}{Siemens} & FDD100-8 8" Single & \\
\hline & Sided Drive & \$448.00 \\
\hline
\end{tabular}


FOR SALE: RCA Cosmac VIP CDP1802. Fully assembled and working beautifully. Pixe-Verter for television and cassette recorder included. Also, two manuals and one issue of Viper magazine. Asking \(\$ 200\) or best offer. 4 pay shipping. Jeff Roberts, 1800 Huntington Tpke, Trumbull CT 06611, (203) 375-9430.

FOR SALE: Three 6800 systems at my cost less 50 to \(70 \%\). AMI PROTO processar, Davls 16 K randomaccess memory boards, MSI/GSI disks, IDS printers. Buy system or components. Send SASE for complete list of components and prices. Phil Reagan, 1557 Jackson St \#106, Oakland CA 94612, (415) 839-3409.

FOR SALE: Radio Shack TRS-80, Level II. 16 K. Complete system (processor/keyboard, video monitor. cassette recorder). Plus some programs, assorted books. and many cassettes. One-year-old, used three months. Sacrifice at \(\$ 650\). Stan Birnbaum, 1610 Hudson St Apt 4, Helena MT 59601, (406) 443-7320.

WANTED: Sanders 708 video display terminal, or equivalent, for X.Y vector displays. Send details, including price and condition. George B Konizer, 2008 N Brailsford Rd, Camden SC 29020.

WANTED: \(A Z E, Z B, Z C\), or \(Z D\) erasable read only memory for Digital Group 280 board. A \(Z 80\) operating system cassette for 1024 TVC, also by Digital, or a good copy of same. You name the price. Fred A Bufanlo, 96 Overlook Ter, Bloomfield NJ 07003.

FOR SALE: PerSci dual 8 -inch disk drive, double-density rated with cable for direct input/output (I/O), Model \#2142; also, controller card for S. 100 bus. Both one-yearold and working. Original cost over \$2700; sell for \$2300. Richard Turner, 1420 Balboa Av Apt J.75, Panama City FL 32401, (904) 769.8025 Wednesday and Friday evenings and weekends.

FOR SALE: TRS-80 computer system 16 K Level II, expansion Interface, RS-232 interface, and disk drive with disk operating system disk (all cables included). Excellent condition. Buying larger system. My cost \(\$ 1900\), will sell for \(\$ 1600\) or best offer. S Phail, 4900 Bristow Dr, Annandale VA 22003, (703) 941 -4075

WANTED: MITS 88-2SIO input/output (I/O) board. All inlegrated circuits must be socketed and board must be in working order. R Tsubota, Rt 2 POB 442, Ontario OR 97914.

FOR SALE: Heathkit H8 computer system wlth 16 K , H8-5 input/output (1/O) cassette interface, H 9 video terminal, and HC8-14 cassette software system. All factory tested and running. Includes all manuals, documentation, and software. \(\$ 1000\) or best offer. (Canadian funds) WIII ship. Reason selling: I have two computer systems. Robert Tremblay, 1316 Teillet, Ste.Foy Quebec, CANADA G1W 3C2

WANTED: Apple II or Apple II Plus. No Apple is too small. If you want to trade up, give a hand to a beginner. Send a description and price. Please include your phone number. Everyone will receive a reply it at all possible. David Hayes, 537 Hall St, Ripon WI 54971.

WANTED: Informatlon about fixes or patches for bugs in TDL-Xitan FORTRAN and/or Disk BASIC. Will pay with money or similar informatlon known to me. Have written FORTRAN program for communication and file transfer between Micro and WYLBUR on 370. Will be happy to share. M Frankel, Dept of Statistics, Baruch College CUNY, 46 E 26 St, NYC NY 10010.

WANTED: Diablo 1650 print mechanism with or without interface. Or Selectrlc print mechanism with ASCl 1 interface. Dennis Toeppen, 409 S Hi Lusi, Mount Prospect IL 60056, (312) \(255 \cdot 2255\) after 6 PM weekdays.

FOR SALE: Expandor Black Box printer. See 11/77 Kilobaud for detalled article or 5/79 Jade ad for briel description of this compact eighty-column impact printer. Case, parallel interface, cable, connectors, documentation, and shipping included. Cost new is \(\$ 470\). First \(\$ 300\) bank check or money order gets mine. Used nine months. Fred Lepow, 1700 Circo del Cielo Dr, El Cajon CA 92020, (714) 440.9310 (nights) or (714) 276-3414 (days).

FOR SALE: Two Friden Flexowriter units. Each has paper-tape read/write on keyboard, a desk/console, and an auxiliary scanning/reader. \$265 each. Also, Tektronix 513 oscilloscope DC to 18 MHz ; \(\$ 195\). Gerald Ortman. 7619 Forrest Av, Munster IN 46321, (219) 836.1514 evenings.

FOR SALE: IBM 1050 Data Communication System (RS-232). Consists of control unit, Selectric-based printer-typewriter, paper-tape punch, paper-tape reader. Full documentation. Excellent condition. \$800. SASE would be appreclated. Arkady G Makhlin, 39 Hammersmith, Danbury CT 06810, (203) 743-9509

FOR SALE: Two 23152.4 M bytes disk cartridges, Hewlett-Packard Model \#12869A, in Wright Line Mode \#5835.20 disk pack carrying case; \(\$ 100\) or reasonable offer. Fourteen Hewlett-Packard \(9162 \cdot 0050\) digital cas settes; \(\$ 28\) or reasonable offer. James R Schueler, 317 Chilean Av Rear, Palm Beach FL 33480.

FOR SALE: Altos/8000 (Model ACS \(8000 \cdot 1\) ) with two \(8 \cdot\) Inch drives ( \(1 / 2 \mathrm{Mb}\) ), 64 K main memory, CP/M oper ating system, Xitan Extended Disk BASIC, Texas Instru ments' (Model 810) 150 characters per second (cps) printer with forms length control, Volker Crelg video display with numeric pad, detachable keyboard, and addressable cursor. John Whiffen, (416) 279.1496 (CANADA).

FOR SALE: Intel single-board, computer-based system Includes: SBC.80/10 (8080A processor card), SBC. 104 (4 K random access memory, input/output (I/O), etc) SBC-116 (16 K random access memory, read-only memory, //O), SBC-310 (high-speed math processor), SBC-534 (four-channel serlal IIO), SBC-604 (card cage), SBC-635 (14 A power supply). Also, SBC-80104 (8085 pro cessor), ultraviolet programmable read.only memory eraser, National Multiplex digltal cassette recorder, and DEC LA- 36 terminal. Will negoliate price or trade. Jim Mortons, POB 65, Fond du Lac WI 54935.

FOR SALE: PDP. 11 boards. Removed from working PDP-11/15. Complete processor. Very powerlul. Too many boards to list. One Hex (front panel), four Quad six Dual, three Single, seven Single small. Twenty-one boards in all. \(\$ 60\). Take advantage of the low value of the Canadian dollar and buy. Write for complete informa Ilon. David Lai, 13250 Racine St, Plerrefonds Quebec, CANADA H8Z 1 Y7.

FOR SALE: Three IMSAI 4 K random-access-memory boards for S-100 bus with individual 1 K write-protect \(\$ 85\) each. One Polymorphics video board with 16 by 64 characters, 48 by 128 graphics, 1 K of on board random access memory, and an 8 -bit parallei port for keyboard Also for S-100 bus. \$160. Everything assembled. Peter Hack, 579 Diamond SI, San Francisco CA 94114, (415) 824-4225.

FOR SALE: Commodore PET \(2001 / 8\) with full documen tation. Assorted software games included. Excellen condition, burned In, and running. \$525. Michae DiMario, 4300 N 92 St Apt 1, Milwaukee WI 53222, (414) 476-8300 ext 720 days, (414) 463-0836 evenings.

FOR SALE OR TRADE: I will design and print a single- or double-sided printed-circuit board from your specifica. tions on my Tektronix graphics computer. Will trade for surplus computer gear. Send SASE for sample of my work. Rex Taylor, 2367 NW Kearney, Portland OR 97210.

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Readers who are soliciting or giving advice, or who have equipment to buy, sell or swap should send in a clearly typed notice to that effect. To be considered for publication, an advertisement must be clearly noncommercial, typed double spaced on plain white paper, contain 75 words or less, and include complete name and address information.
These notices are free of charge and will be printed one time only on a space available basis. Notices can be accepted from individuals or bona fide computer users clubs only. We can engage in no correspondence on these and your confirmation of placement is appearance in an issue of BYTE.
Please note that it may take three or four months for an ad to appear in the magazine.

FOR SALE: VIM single-board microcomputer in original box with all documentation; \(\$ 195\). Also, Radio Shack Editor-Assembler for TRS-80 unused: \(\$ 25\). V M Faulkner, RR 2 POB 294A, Yorktown IN 47396, (317) 289-4138.

FOR SALE: IMSAI 8080, 22-slot mother board, \(2 \mathrm{P}+\mathrm{S}\), Tarbell cassette, \(16 / 32 \mathrm{~K}\) erasable-programmable readonly memory, Godbout active terminator, 8 K Seals + 24 K Godbout random access memory, H9 terminal, Mullen extender. \(\$ 2000\). Larry, 516 E St, Galt CA 95632 , (209) \(745 \cdot 1843\).

FOR SALE: Two Processor Technology 16 K dynamic programmable memory boards "16KRA for SOL or S. 100 system. See January 1977 BYTE, page 10. With manual. 32 K for \(\$ 200\). Not sold separately. First check or money Order takes it. Bob Duke, 13526 Pyramid Dr, Dallas TX 75234, (214) 241-2888.

OLD COMPUTING DEVICES: Do you have or know aboul planimeters, Integraphs, Integrators, mechanical computers, pre-1900 calculators, or other unusual early com. puting machines? Do you have books, manuals, or other documentation about them? I am buying, studying, and exchanging stories about these things. What's the weirdest computing machine you know of? I'd particularly like to hear about unusual projects, both historical and recent. Dick Rubinstein, 15 Maugus AV, Wellesley MA 02181.

FOR SALE: Digital Group standard mother board, z80 processor board, input/output (I/O) board, TVC/cassette interface, George Risk keyboard in oak cabinet. TV monitor conversion kit, dual Phi-Deck and controller board, nonstandard power supply and cabinet. All documentation and system programs included. Boards assembled by professional digital technician. Systern never calibrated or run. \(\$ 800\) complete or trade for TRS-80 disks or printer. Jim Lewis, POB 22045, Knoxville TN 37922.

WANTED: I need a few odd integrated circuits for repairs to circuit boards made by Intel Corp. Type numbers are: P3404, MC3002, 8267, 8263, NE550, MC3003. Damaged boards with salvageable usable circuits wouid be satisfactory. Merle Vogt, POB 145, Von Ormy TX 78073.

WANTED: Hewlett.Packard 9830 in excellent working condition, preferably under H.P maintenance. With plasma display, tape cartridge drive, thermal printer, BASIC, and manual. R Kesell, 345 W 88th St, NYC NY 10024, (212) 873-5556

FOR SALE: Upgrading ail TRS-80 Model I equipment to Model II. Must sell like-new expansion interface with 32 K random access memory. Only \(\$ 470\). Two Shugart disk drives with cable, and four MPI disk drives with cable. Your choice only \(\$ 385\) per drive. Buy two or more drives and get the cable free. One Centronics printer (call or write for price). Bruce Taylor, 118 S Mill St, Pryor OK 74361, (918) 825.4844, after 6:00 PM (918) 434-5242.

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\section*{December BOMB \\ Numerical Analysis}
"Add Nonvolatile Memory to Your Computer" by Steve Ciarcia (page 36) proved to be the most popular among those readers who voted. Second place in the BOMB voting went to James L Peterson for "Text Compression" (page 106).
These two authors receive the \(\$ 100\) firstplace and \(\$ 50\) second-place prizes. Third place was shared by F R Ruckdeschel ("Frequency Analysis of Data Using a Microcomputer," page 10) and Christopher O Kern ("A User's Look at Tiny-C," page 196).

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BREAKING THE SOUND BARRIER


THE TRAP DOOR

September 1977
March 1979

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The September '77 and March '79 covers of BYTE are now each available as a limited edition art print, personally signed and numbered by the artist, Robert Tinney.

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Name \(\qquad\)
Address \(\qquad\)
City State \(\qquad\) Zip

Send order to:
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P.O.Box 45047 • Baton Rouge, LA 70895
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[^0]:    Bibliography

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    2. Blanchard, C H, et al, Introduction to Modern Physics, Prentice-Hall Inc, Englewood Cliffs NJ, 1969.
[^1]:    *Freeland International Computer Shows is a division of FREELAND SHOWS, INC.

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