Handling BASIC Programs

This cheat sheet is all about managing programs. It explains how to create, modify, save, load, run and delete them.

Loading a program

To load a program from storage to memory so it can be modified or executed, enter

`> LOAD "tetris"` `↵ Enter`

Saving a program

To save your program so it will still be available after the system has been turned off, enter

`> SAVE "myprogram"` `↵ Enter`

⚠ **If a file with that name already exists, it will be overwritten. You can use the `FILES` command to check.**

Showing all files

To show all saved files, enter

`> FILES` `↵ Enter`

Deleting a program from memory

To delete the program currently in memory so you can start over, enter

`> NEW` `↵ Enter`

⚠ **This will erase your program forever, unless you have saved it before!**

Showing the program in memory

To list the entire program currently in memory, enter

`> LIST` `↵ Enter`

If your program is a bit larger, it may not fit on the screen in its entirety. You can specify which program lines should be listed. To show the lines from 10 to 100, for instance, enter

`> LIST 10-100` `↵ Enter`

Checking free memory

To find out how much memory is left for your program and variables, enter

`> ?FREE()` `↵ Enter`

(`?` is a shorthand for `PRINT`.)

Adding a line to your program

To add a line to your program, enter a line number, followed by the command you want to be executed in that line. To add the command `PRINT"Huhu!"` to your program as line 10, enter

`> 10 PRINT"Huhu!"` `↵ Enter`

⚠ **If a line with number 10 has already existed, it will be overwritten.**

Removing a line from your program

To remove a line from your program, enter just the line number. To delete line 10, write

`> 10` `↵ Enter`

Running a program

To execute a program starting from the first line, enter

`> RUN` `↵ Enter`

Interrupting a program

To interrupt a program that is currently running, press `Ctrl`+`C`.

Resuming program execution

To resume running a program that you have interrupted, enter

`> CONT` `↵ Enter`

This will continue execution where it has been interrupted before.

Resuming execution at a specific line

To resume execution of a program at a specific line, without changing the contents of variables, you can use `GOTO`. To continue at line 20, for instance, enter:

`> GOTO20` `↵ Enter`

Clearing all variables

To reset all variables, enter:

`> CLEAR` `↵ Enter`

Since variables are also cleared when you issue a `RUN` or `LOAD` command, you should rarely have to do this manually.

Renumbering your program's lines

If you want to straighten out your program's line numbers after heavy editing, you can have them renumbered sequentially:

`> RENUM` `↵ Enter`

This will assign new numbers to all the lines in your program, starting from 10, in increments of 10. If you prefer a different scheme, you can append parameters to the `RENUMBER` command:

`> RENUM 20,5` `↵ Enter`

This command will renumber all lines starting at 20, in steps of 5.

⚠ **It is better to save your program before issuing this command!**