

Initialization Dialog

Before you can use XYBASIC you must load it into your computer's memory; to learn how see Chapter II. After you load and start it, XYBASIC leads you through an initialization dialog to learn about your particular computer system. First XYBASIC will say

```
XYBASIC {version} REV n.m
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```

to tell you which {version} (such as CP/M or ISIS-II) and which revision of XYBASIC you are using. Then it will ask

WIDTH?

You should type a decimal number followed by a <carriage return> (the key labelled RETURN or CR) to tell XYBASIC the width of your terminal. If you just type a <carriage return>, XYBASIC assumes your terminal to be 80 columns wide. Next XYBASIC will ask

END OF MEMORY?

You should respond with the address (in decimal) of the highest usable RAM location in your computer's memory, again followed by a <carriage return>. If you just type a <carriage return>, XYBASIC automatically finds the highest usable address. In the CP/M and ISIS-II versions it finds the highest address from the operating system, and in Custom I/O versions it searches memory to find the highest RAM address. Finally XYBASIC says

```
xxxxxx BYTES FREE
OK
```

Here xxxxxx gives the number of bytes of memory which remain free for program and variable storage; of course this number will depend on the amount of memory available in your computer.

A First Program

A program is nothing more than a numbered series of commands or instructions to the computer. Before typing in a new program you should erase any existing old program by typing

NEW

followed by a <carriage return>; you must type a <carriage return> to terminate each line you type. XYBASIC responds with its OK prompt to tell you it has done the command. Now you can type in your first program; don't worry yet about how it works. This program converts numbers to binary representation. Type:

```
10 INPUT "NUMBER TO CONVERT" N
20 FOR I = 15 TO 0 STEP -1
30 PRINT TEST (N, I);
40 NEXT I
50 PRINT
60 GOTO 10
```