

```

NEW
OK
10 PRINT "DONE";
20 STOP
RUN
DONE

```

```

BREAK AT LINE 20
OK

```

You can use STOP to determine whether you have reached a given point in your program, and then CONTINUE execution after the STOP. You may find the powerful BREAK command described in Section 7 more useful for this purpose, though.

END

The END command tells XYBASIC to return to direct mode. An END command can occur anywhere in your program but need not occur at all -- XYBASIC will return to direct mode after executing the program's highest line number. Try this:

```

NEW
OK
10 PRINT "A"
20 GOTO 40
30 END
40 PRINT "B"
50 GOTO 30
RUN
A
B
OK

```

Now type CONT and notice that you can CONTINUE after an END:

```

CONT
B
OK

```

GOSUB and RETURN

When writing programs in any language there are often several places where the program must perform the same task. The GOSUB and RETURN commands in XYBASIC allow you to enter and return from a subroutine (or subprogram) which does such a task. The subroutine is written only once, but may be used from many different points in your program. Besides conserving space (i.e. the memory used to store your program), subroutines make your programs easier to write, understand and maintain.

Like GOTO, GOSUB tells XYBASIC to execute the command on a specified line instead of the command following the GOSUB. But GOSUB also has a powerful RETURN feature. When the next RETURN command is executed, XYBASIC RETURNS to the command following the GOSUB. Therefore you can enter a subroutine