

currently addressing its working space; an RO (ROmsq feature) error will occur if an AUTO command is attempted while XYBASIC is addressing a program outside its working space.

DELETE

The DELETE command deletes sections of a XYBASIC program. It takes two arguments, a starting and an ending line number. For example, the command

```
DELETE 110, 150
```

tells XYBASIC to delete all lines of the current program from line 110 to line 150, inclusive. If the second line number is omitted, XYBASIC deletes only the specified line:

```
DELETE 130
```

tells XYBASIC to delete only line 130. This has the same effect as typing
130<carriage return>

except that DELETE 130 will give a US (Undefined Statement) error if line number 130 is not found in the current program.

If the specified line numbers are not found, DELETE will delete all lines following the first line number and preceding the second.

DELETE is legal only in direct mode. An II (Illegal Indirect) error will occur if XYBASIC attempts to execute a DELETE command in program mode. The DELETE command is legal only if XYBASIC is currently addressing its working space; an RO (ROmsq feature) error will occur if a DELETE command is attempted while XYBASIC is addressing a program outside its working space.

EDIT

The EDIT command allows a line of the current program to be changed without retyping the entire line. It takes a single argument giving the line number of the line which you wish to edit. For example,

```
EDIT 120
```

tells XYBASIC to edit line 120. XYBASIC responds by printing line 120, followed by a <carriage return> and <linefeed>. XYBASIC then waits for you to type editing commands to change the contents of line 120. The editing commands usually consist of a <control character> or a <control character> followed by a <printable character>, as detailed below. An imaginary cursor is initially located to the left of the line being edited, and moves when editing commands are performed. The <control character>s typed as editing commands are not echoed, so characters to the left of the cursor may be read by examining the current line.

If the line number is omitted from the EDIT command, XYBASIC will edit the line most recently added to the program or the line in which the most recent error occurred. Thus errors may be corrected by simply typing