<control-Q> or another <control-S> before resuming.   This is useful when you want to examine part of a long LISTing or a TRACE (described in Section 7) on a CRT console.

On the other hand, <control-O> actually suppresses console output; execution of your program continues, but output is not sent to the console until the next <control-O> is typed, or until an error occurs or the program returns to direct mode. By repeatedly toggling <control-O> you can watch a TRACE of your program intermittently without the time-consuming delay of writing all the trace information on the console.

If you have a lineprinter as the LST device of your computer system (as described in Section 6 below), you can have output printed on it by typing <control-P>. As with <control-O>, typing another <control-P> cancels the effect of the first.

If you are finished with XYBASIC and want to return to the operating system of your computer, just type <control-B> (for Bye) and XYBASIC will return you to the system.

INPUT

The INPUT statement allows your program to get data from the console while running, so the program can request information and then use it. You might for example say

10 INPUT A

When the INPUT statement is executed it prompts you by printing a '?' (question mark) on the console, and then waits for you to type in a value. After you enter the value and type a <carriage return> (so XYBASIC knows you are done), the value you typed is assigned to the variable A. To see INPUT work try the following program, which prints the square of the input value.

```
NEW
OK
10 INPUT A
20 PRINT A * A
30 GOTO 10
RUN
? 10
 100
? 99
 9801
? 5
 25
? ^C
BREAK AT LINE 10
OK
```

To exit from this program type <control-C> and you will return to direct mode.

INPUT allows you to prompt the user with a message instead of just a question mark. Try changing the above program as follows: