

HOW TO USE THIS MANUAL

This manual is designed both for the novice and for the experienced programmer. If you have little or no programming experience, you should start with Chapter I, a tutorial to help you learn XYBASIC simply and painlessly. By actually typing in the many examples and experimenting with XYBASIC you will learn how to interact with your computer, and soon you will be writing your own programs. Once you know XYBASIC you can use the concise descriptions in Chapter III to refresh your memory about specific features.

A few places in Chapter I refer to material introduced later. These clearly marked references are provided to make the manual more complete as a reference source on XYBASIC, and they can be disregarded on first reading. Some sections refer to features available in some versions of XYBASIC but not in others. These references should be ignored if they do not apply to your version.

If you are an experienced programmer already familiar with BASIC, you may want to skip much of the detail in Chapter I (especially Sections 1 through 5). Begin instead by reading Chapter III, a concise description of XYBASIC's features. To learn more about a command you can refer back to the examples and description in Chapter I when necessary.

Chapter II describes the available versions of XYBASIC. If you bought the manual before buying XYBASIC, you can use it to find out which version you want. Once you have XYBASIC it will give you necessary information about your version.