

```

[50 I = I + L]          I= 55
[70 NEXT J]      J= 10
[50 I = I + L]          I= 89
[70 NEXT J]      J= 11
OK

```

You can use the UNBREAK command to remove a variable breakpoint. Add this:

```

35 UNBREAK J
RUN
[20 I = 1]      I= 1
[30 FOR J = 1 TO 10]      J= 1
[50 I = I + L]      I= 1
[50 I = I + L]      I= 2
[50 I = I + L]      I= 3
[50 I = I + L]      I= 5
[50 I = I + L]      I= 8
[50 I = I + L]      I= 13
[50 I = I + L]      I= 21
[50 I = I + L]      I= 34
[50 I = I + L]      I= 55
[50 I = I + L]      I= 89
OK

```

You can even set variable breakpoints on array variables. However, you must be sure to DIMension the array before setting the breakpoint. Change the program as follows:

```

5 DIM A(10)
10 BREAK A
35
65 A(J) = I
RUN
[65 A(J) = I] A(1)= 1
[65 A(J) = I] A(2)= 2
[65 A(J) = I] A(3)= 3
[65 A(J) = I] A(4)= 5
[65 A(J) = I] A(5)= 8
[65 A(J) = I] A(6)= 13
[65 A(J) = I] A(7)= 21
[65 A(J) = I] A(8)= 34
[65 A(J) = I] A(9)= 55
[65 A(J) = I] A(10)= 89
OK

```

Another form of BREAK lets you set breakpoints on line numbers instead of variables. XYBASIC then prints the bracketed line number and contents whenever the line is executed. Change the program again to see how a line breakpoint works.

```

5
10 BREAK 50
65
RUN
[50 I = I + L]
[50 I = I + L]
[50 I = I + L]

```