

Win A Computer!
see inside

\$1.00

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Microcomputing
Publications**

Computer Knowledge Center

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We will ship your order the day it is received.

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We will thoroughly study each microcomputer book published and choose only the best ones to include in our catalog.

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An index to all books
listed alphabetically
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Catalog

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Computer Knowledge Center



Larry Arredondo



Harry Newton



Andy Moore



Muriel Fullam



Linda Lopez



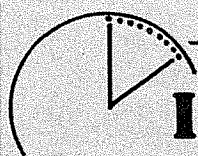
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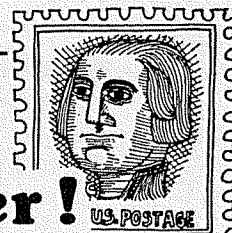
Harry Carr



Tim Lonergan



IMPORTANT



Invest Just 10 Minutes And 20¢ And You Might Win A Home Computer!

That's right! Just to show you we appreciate your help, we'll enter your name in the "Computer Knowledge Center's Home Computer Giveaway". All you have to do is fill in the following questionnaire and mail it to us before Friday, January 13, 1983. On Monday, January 15, 1983, one name will be randomly drawn. That person will be awarded his or her choice of a Commodore VIC 20, Atari 400, or TI-99/4A personal computer. The winner will be notified by mail and will be revealed to the public in our next catalog.

Of course, not everyone is going to win. So, what do the rest of you get? Nothing -- unless you order from us. When you order from us for the first time, we will send you a copy of our newest book, "How To Choose And Successfully Use A Microcomputer", a \$7.95 value -- FREE! (Page 3 has a complete description of the book.)

"Why are we doing this?", you may ask. The reason is simple. At Computer Knowledge Center, we believe the only way we can do the very best job of serving you is if we know what you need and what you think.

We could take an educated guess at your needs, which is what we've done with this first catalog. Or we could ask you about your needs. That's where you and this questionnaire come in. Tell us about your needs and how we can best meet them. We want future catalogs to reflect your interests.

But, how do we get you to take your valuable time to fill in the questionnaire? We make you an offer you can't refuse. It takes little enough time and only 20¢

postage for a chance to win a home computer. That's not much to ask, is it?

Who Is Computer Knowledge Center?

Why should you deal with a company you don't know and fill out yet another boring questionnaire? The answer is "service". We have been publishing and selling professional and technical books for six years. We've always served our customers through catalogs such as this one. Our theme is to be the central source of books on a particular topic of interest. In this case, the topic is microcomputing.

You tell us which microcomputing books you need and we'll get them to you, no matter who publishes them. We'll get them to you more quickly than any other direct mail operation. No waiting "4-6 weeks for delivery" -- we promise. You deal with only one organization, not the six or seven you might have to deal with if you went to individual publishers. You won't have to spend a day visiting several bookstores and computer stores scouting around for that particular book. If you can't find a book locally and/or it's not listed in our catalog, call us on our toll free number, 1-800-LIBRARY. We'll do our very best to get it for you.

The only way we can effectively provide this kind of service is if we know something about you. This is why we're asking you to help us out. Won't you please take a few minutes to answer these few simple questions? Come on -- take a chance.

Computer Knowledge Center's "Win A Home Computer" Questionnaire

(All personal information will be kept strictly confidential)

Your Name: _____

Company Name: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Phone Number: _____ Today's Date: _____

1. How did you receive this catalog?

Through the mail ☐ From a friend ☐ At a seminar ☐ (Which one? _____)
At a trade show ☐ (Which one? _____) My hamburger was wrapped in it ☐

2. How old are you? under 13 ☐ 13-18 ☐ 18-23 ☐ 24-35 ☐ 36-55 ☐
over 55 ☐ None of your business ☐

3. Are you now a: Student ☐ Professional ☐ Business Executive ☐ Engineer ☐
Educator ☐ Computer Professional ☐ Other _____

4. What is your present annual income: (check one) Under \$15,000 ☐ \$15,000-\$25,000 ☐
\$26,000-\$40,000 ☐ \$41,000-\$60,000 ☐ Only my accountant knows for sure ☐

5. Do you presently own or use a microcomputer? Yes ☐ No ☐
If yes, how many? ☐ If no, go to question #15

6. Which model(s) do you own? IBM PC ☐ Apple II ☐ Apple III ☐ TRS-80 I/III ☐
 TRS-80 Mod II ☐ TRS-80 Color Computer ☐ Atari 400/800 ☐ Commodore PET ☐
 VIC 20 ☐ Commodore CBM ☐ Sinclair ZX81 ☐ Osborne 1 ☐ Vector Graphics ☐
 Dynabyte ☐ Heath/Zenith ☐ NorthStar ☐ Xerox ☐ Hewlett-Packard ☐
 Televideo ☐ TI-99/4A ☐ Altos ☐ Other _____
7. I have owned my microcomputer 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ More ☐ years.
8. Do you use your microcomputer for: Business ☐ Personal ☐ Both ☐
9. Who paid for your microcomputer? Your employer ☐ Your own business ☐ You ☐
10. Where was it purchased: A computer store ☐ Through the mail ☐
 A distributor ☐ The manufacturer ☐ A systems house ☐
11. How much did your system cost?(approx.) \$ _____
12. If used for business, do you use it -
 in your own business ☐ someone else's business ☐
13. How do you use your microcomputer? (check all that apply) Word Processing ☐
 Data Processing ☐ Programming ☐ Financial Modeling ☐ Education ☐
 Entertainment ☐ Data Base Access ☐ Accounting ☐ Mailing Lists ☐
 Personal Checking Account ☐ Menus, Recipes, etc. ☐ Handicapping Horses ☐
 Other _____
14. Which disk operating system do you use, e.g. CP/M, TRSDOS, APPLIEDOS, etc.

15. Are you presently looking to buy a microcomputer? yes ☐ no ☐
16. If yes, which models are you considering? _____

17. How will you use your microcomputer? (See question #12) _____

18. Do you know how to program in any of the following? BASIC ☐ PASCAL ☐ FORTH ☐
 LOGO ☐ ADA ☐ COBOL ☐ FORTRAN ☐ ASSEMBLER ☐ MACHINE LANGUAGE ☐
 C ☐ Other _____
19. Where do you buy books on microcomputing? Book store ☐ Computer store ☐
 Direct mail catalog ☐ Directly from the publishers ☐
20. How many microcomputing books do you buy annually? _____
21. What are these books generally about? _____

22. What kinds of books on microcomputing would you like to see published?

23. What suggestions would you make for our next catalog?

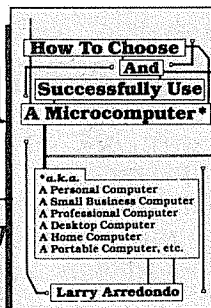
24. Are you interested in seeing the results of this survey? yes ☐ no ☐
25. Would you like to continue receiving our catalog? yes ☐ no ☐

This Book DE-Confuses The Confused

How To Choose And Successfully Use A Microcomputer

by Larry Arredondo

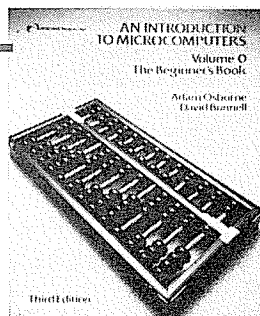
64 pages, pub. 1982. \$7.95



Most of us buy a microcomputer because we fall in love with the machine -- its looks, its feel, its personality -- or because we got a "Deal".. or because we were overwhelmed by our salesperson's technical mumbo jumbo. These are not intelligent reasons for buying a microcomputer. The thing is too expensive and time-consuming to substitute emotion for logic. A microcomputer can make your work a joy, or...a nightmare. It's up to you.

This totally non-technical book will help you understand what microcomputers are, what they can do for you, and how to successfully bring microcomputers into your business.

"But I'm not
technical..."



An Introduction To Microcomputers, Volume 0 The Beginner's Book

Third Edition

by Adam Osborne and David Bunnell

215 pages, pub. 1982. \$12.50

This is a technical book. It picks up where "How To Choose And Use A Microcomputer" leaves off. The third edition includes sections on software and communications. Designed for the complete novice, this book introduces you to the technical side of computers.

Written to be entertaining as well as informative, this book provides an over-

You'll find which questions to ask yourself (and your salesperson) and how to come up with the right answers: Why should I buy a microcomputer? Do I really need one? What will it do for me and my work? How much should I spend? How much will I really spend? Which comes first -- hardware or software? Should I use 8-bit or 16-bit? Do I need single-user or multi-user? How much do I have to know technically to successfully use my microcomputer? What do my office people need to know? How can I best train them? What about service on my hardware and my software? What should I computerize first?

You'll find the answers to these questions and much more in this non-technical, practical book written by a real business user of microcomputers.

Contents: Why This Book

Why Buy A Microcomputer?
What Is A Microcomputer System?
How To Get Started
How To Decide What To Buy
About Hardware
About Software
What About A Printer?
How To Integrate It Into Your Business
Where Should It Be Installed
How To Keep It Running Smoothly
Appendices
About Computer Knowledge Center
Further Reading

view of microcomputer components and how they relate to each other. There are brief discussions of hardware, software and programming languages.

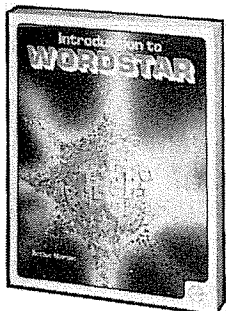
The book then introduces the reader to the more technical aspects of microcomputers including the central processing unit; binary code and arithmetic; octal and hexadecimal numbers; character codes; machine language; assembly language; data memory; program memory; data memory; the arithmetic and logic unit; additional CPU logic; memory access; and more. If you know nothing or little about computers of any kind, this book will get you started.

Contents: The Parts That Make the Whole; Choosing a Microcomputer; Software Makes Your Microcomputer Go; Getting down to Basics; Inside a Microcomputer; Putting It All Together; How Information Is Stored; ASCII Character Codes; Standard Flowchart Symbols.

Wordstar in Fewer Than Two Hours!!

A Complete Guide To The World's Most Popular
Word Processing Program For Microcomputers

Introduction To WordStar
by Arthur Naiman
200 pages, pub. 1982. **\$11.95**



This book is absolutely the best tutorial on **WordStar**, the biggest-selling, most popular word processing program for microcomputers. If you already own WordStar or are considering buying it, this book contains all the information you need.

It's laid out in an easy-to-follow, self-teaching style with plenty of graphics to help you along. You can use it as you use your WordStar program, or you can read the book by itself. It covers every command used in WordStar. There are even sections on MailMerge (MicroPro's separately available file merging program) and SpellStar (MicroPro's spelling checker).

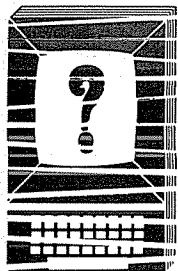
The book can be read from cover to cover in fewer than two hours with full comprehension (try that with your WordStar

instruction manual). Special appendices tell you what other software is available to work with WordStar and how WordStar is different on different machines. Novice or experienced, WordStar user or potential WordStar user, this book is a must.

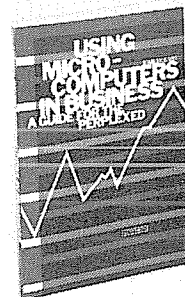
Contents: Word Processing - What It is and What It Can Do for You; The WordStar Word Processing Program, What's Good About It?; A Taste of WordStar in One Hour; Getting Started Editing with WordStar; The Control Character Menus; Moving and Deleting Blocks of Text; Global Searches and Substitutions; File Handling; On-Screen Formatting; Special Print Features and Dot Commands; Printing Out; Merging Files with MailMerge; Checking Spelling with SpellStar.

Appendices: What's Needed to Run WordStar; How WordStar Is Different on Different Machines; Other Programs Designed to Work with WordStar; Summary of WordStar Commands; Summary of MailMerge Commands; Summary of SpellStar Commands; Map of WordStar; Command and Symbol Index; Subject Index.

Puzzled About How To Computerize Your Business? Here's The Solution!

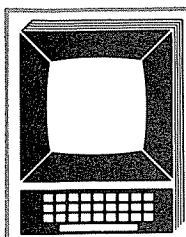


**Using Micro-Computers in Business: A Guide
For The Perplexed**
by Stanley S. Viet
142 pages, pub. 1981. **\$10.95**



Written by a consultant to owners of small businesses, this book is an essential background briefing for any purchaser of microcomputer systems or software. The advantages and disadvantages of computerization are described, giving the potential user the information necessary to make intelligent decisions. This book is presented in a fast-moving style, without the usual buzz words and technical jargon. It answers the questions most often asked by business people.

Contents include: Mainframes, Minicomputers, and Microcomputers; How a Computer Can Help Your Business; Word Processing; Data Base Management Systems; How to Install a Computer Without Disrupting Your Business; Buying Your System; Computer Languages; What Are the Limitations of the Microcomputer?; Software - Where to Find It, How to Judge It; What to Do When the System Goes Down; How Does a Microcomputer Work?; Microcomputer Memory; Appendices.

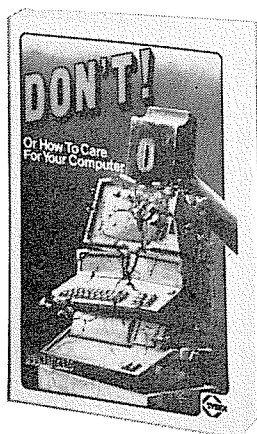


Before You Buy a Microcomputer

DON'T! (Or How To Care For Your Computer)

by Rodnay Zaks
218 pages, pub. 1981. **\$11.95**

How many times have you heard "The computer made a mistake?" More often than not the translation reads: "A human made a mistake while working with the computer." A computer, large or small is only as good as the care it is given. Here are the Do's and Don'ts of caring for your computer. This book will show you the correct way to handle and care for all the elements of your computer system: the processor itself, the CRT terminal, the disk and the printer. Recommendations on what to do when something goes wrong are also provided. Everyone who has or will have a computer system should read this book.



Your Own Computer - Second Edition

by Mitchell Waite and Michael Pardee
222 pages, pub. 1981. **\$7.95**

An excellent introduction to microcomputers for the novice user and first-time buyer. Explains what a microcomputer is, what it can do, and how to intelligently put a computer "system" together. Includes a full chapter devoted to comparisons on 30 of today's most popular microcomputers.

Nailing Jelly To A Tree

by Jerry Willis & William Danley, Jr.
244 pages, pub. 1981. **\$15.95**

An excellent introduction to microcomputer software and programming. You need absolutely no previous experience in programming nor extensive proficiency in higher mathematics. You'll learn just what software does to your computer, the difference between machine language and assembly language, and some of the higher level languages such as Fortran, Cobol, Pascal, Pilot, and Lisp. Four chapters are devoted to the most popular high level language - Basic. You'll be introduced to the number systems used in computer, i.e. decimal, binary, hexadecimal and octal. This book will also introduce you to operating systems and applications software. Before your personal computer can become useful, you must provide the proper software. This book will help you do just that. (You'll have to read the book to find out why they call it "Nailing Jelly to a Tree".)

Crash Course in Microcomputers

by Louis E. Frenzel, Jr.
264 pages, pub. 1980. **\$19.95**

This is the best "quickie", self-teaching book on microcomputers. This book is designed to be a self-instruction course rather than just another microcomputer book. The material's broken down into very small, easy-to-learn segments that are fed to you a bit at a time. After you read the information in each "frame" you are tested immediately to make sure you understand the material. And it doesn't just teach you about the CPU (central processing unit). It goes into all the important elements of microcomputing, including, the CPU, I/O, peripherals (such as floppy disks), programming, software, operating systems, programming languages and much more. This is the book that gets to the "meat" of the subject. There are no frills, no fat, just the essentials of what you need to know. If you're starting from ground zero and need to learn a lot, -- FAST -- this is the book for you.

Are You Computer Literate?

by Karen Billings & David Moursund
147 pages, pub. 1979. **\$9.95**

How much do you know about microcomputers? If the answer is "not a whole heck of a lot", this book is for you. It provides an introduction to how they work, what they are used for, and what their capabilities are. Designed for self-instruction, the book is replete with quizzes throughout and a final exam at the end. Assumes no prior experience with computers and does not require that a computer be available.

Computers For Everybody

by Jerry Willis & Merl Miller
172 pages, pub. 1981. **\$5.95**

One of the best written and most informative introductory books to microcomputing. This is the book you need if you're new to the world of desktop computers and need a general overview of what they can do, how they work, and how to go about acquiring one for your home or your business. This book discusses several of today's most popular microcomputers. It includes an appendix listing and describing magazines and journals on microcomputing.

Computers For People

by Jerry Willis & Merl Miller
200 pages, pub. 1982. **\$7.95**

The same as Computers For Everybody except that it focuses on the popular Atari home computers. A broad overview of microcomputing plus specific information on Atari.

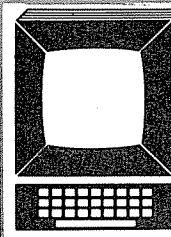
Microcomputer Dictionary, Second Edition

by Charles J. Sippl
606 pages, pub. 1981. **\$15.95**

This is a valuable reference tool for anyone who needs to be aware of microcomputer terms and their definitions. If you are involved with microcomputers, whether as a student, hobbyist, or technician, this is a valuable addition to your reference library.

All definitions have been carefully reviewed in order to offer you the most up-to-date list of microcomputer terms available. In some instances, an explanation rather than a definition has been used in order to fully explain difficult or vaguely understood terms (such as ADA language, compilers, and silicon-on-sapphire).

This complete reference work contains over 100 photographs and line drawings to enhance the carefully researched and edited material.



Word Processing

Do You Want It? - Computer Word Processing

by R. Dean Boyer
145 pages, pub. 1981. **\$14.95**

Do you want to leave your old friendly typewriter? Do you want to move up to microcomputer technology? Do you really want to "process" words? This book will help you answer those questions and more. For example: What Exactly Is Word Processing?, Do I Need Word Processing?, What Equipment Do I Need?, What Software Do I Need?, What Equipment & Software Is Available?, What About Dedicated vs. Microcomputer Word Processing?, What's The Cost Of Word Processing?, How Do I Implement Word Processing In My Business? The book concludes with a glossary of microcomputer and word processing terms. Before you invest large sums of money in word processing, read this book.



Introduction To Word Processing

by Hal Glatzer
300 pages, pub. 1982. **\$12.95**

Learn how a word processor saves time, and improves accuracy and efficiency. This non-technical book explains what a word processor can do, how to use one, how it improves productivity, especially in businesses that handle lots of words, and how to buy one wisely. It is especially valuable for people who are considering the purchase of a word processor and those just beginning to use one. If you write letters, organize reference materials, produce articles, reports or perform any activity manipulating words, buy this book.

WordStar Made Easy

by Walter A. Ettlin
125 pages, pub. 1981. **\$11.95**

This is a well organized short tutorial on MicroPro's WordStar. It will help get you through the first stages of learning how to use this popular word processing program. Includes a brief tutorial on the simplest CP/M commands and a handy pull-out Command Card that can be used as a quick reference guide.

The Wiley Office Handbook

by Rita Kutie & Virginia Huffman
460 pages, pub. 1981. **\$12.95**

This book provides everything you need to know to run a word processing operation. This comprehensive reference guide contains sections on language use; abbreviations, acronyms and initialisms; proper word use; words frequently confused and misused; correspondence formats; reports and technical typing; proofreading and editing, and much more. If you're serious about word processing, you need this book.

Choose Your Word Processor As Carefully As You Choose Your Words

21 WP Packages Examined. 157 Features Compared.

Choosing A Word Processor
by Phillip Good, Ph.D.
120 pages, pub. 1982. \$19.95

This book ranks right at the top in terms of providing truly useful information and omitting the superfluous. It answers all the questions you might have about buying a word processing system, whether it be stand-alone or a microcomputer system with word processing software.

Some unique features make this book different from all the rest. First, it contains enough checklists to keep you busy for weeks. But in filling them out you'll have all the info you need to make intelligent decisions about your word processing needs.

There are checklists to help evaluate your needs before you buy, help select software (the first step in selecting a system), help compare bare-bones word processing features, help compare text editor features, compare printer formatters, compare extra features, compare spelling checkers and features, select vendors, compare terminal features, select printers, make your final decision, help in contract negotiations, and miscellaneous items.

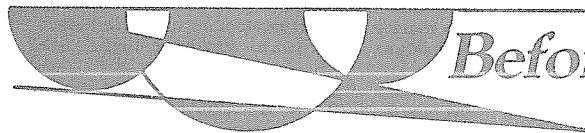
A second unique feature, which alone makes this book invaluable to anyone looking at a word processing acquisition, is

the comparison of various word processing programs. This book contains the most comprehensive feature-by-feature comparison of the top 21 desktop word processing programs. It compares 157 different features of the most popular CP/M, TRSDOS and Apple text editors and printer formatters. You won't find this kind of information in a single source anywhere on this earth.

Some of the features compared are: documentation, file control, scrolling, delete functions, insert functions, search and replace, screen formatting, layout, page control, printer control, output control, price, years on the market, and much, much more.

It talks about spacing and pagination, printer enhancements - such as bold face and underlining, proportional spacing, menus (user friendliness), control characters, backup systems, graphics, upper/lower case, mass storage, operating systems, 8-bit vs. 16-bit -- all the things you might not think about or think of too late to do you any good.

Before you invest thousands in a word processing system, invest the few dollars it will cost to own this valuable document. It'll repay itself many times over.



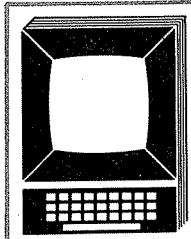
Before You're Emotionally Hooked, Do Something Unique—

Inject Logic Into Your Computer Buying Decision

Your First Computer
by Rodnay Zaks
280 pages, pub. 1980. \$8.95

Here is the place to start for anyone thinking about using or buying a small computer. In plain language, the author, a well known educator and author of numerous books on all aspects of computing, explains what a computer system is, what it does, how it works and how to select the

various components and peripherals. All concepts and vocabulary are presented and defined before they are used, so that readers at any level can easily understand what's being said. Chapters on hardware, software, system comparison, costs and limitations (both human and machine) are enlightening both to the novice and the advanced microcomputer user. Extensive appendices provide additional, useful references.



You Own A TRS-80

Programs For Beginners On The TRS-80

by Fred Blechman
160 pages, pub. 1981. **\$9.95**

A valuable and practical collection of programs for home use that can be understood by the beginning programmer. You'll learn step-by-step how 21 sample TRS-80 programs work. Each program includes a detailed description, a complete listing, an explanation of what the program does, and instructions for modification. To further help you, photographs show how the programs will look on the screen.

Intermediate Programming For The TRS-80 Model I

by David L. Heiserman
256 pages, pub. 1982. **\$9.95**

Step-by-step instructions for the TRS-80 user who wants to progress from BASIC to assembly language to machine language. A complete how-to guide with many examples from which the user can test progress.

TRS-80 Assembly Language Made Simple

by Earles McCaul
192 pages, pub. 1981. **\$12.95**

If you already have an understanding of BASIC programming, this book will provide you a simple introduction to assembly language. You'll learn how to plan, write, and hand-assemble your own assembly-language programs using the T-bug and Level II BASIC ROM subroutines. For quick results, this is the book.

TRS-80 Data Communications Systems

by Frank J. Derfler, Jr.
159 pages, pub. 1982. **\$12.95**

A comprehensive handbook that shows any hobbyist, businessperson, or student how to use the TRS-80 to communicate with information utilities and message systems.

Presented in an easily understood fashion with little technical jargon, this book describes commercially available hardware and software combinations that can give the TRS-80 powerful data communications capabilities.

Coverage includes: information utilities such as Source and CompuServe; electronic message systems such as Forum-80 and CBBS; how to share information and programs over telephone lines; information on TRS-80 Model I, II, III and Color Computer systems including operation of the Model II under CP/M; how to select equipment that will extend the computer's capabilities; how to provide news, electronic mail, and financial services to a person with a data communications terminal.

TRS-80 Assembly Language

by Hubert S. Howe, Jr.
225 pages, pub. 1981. **\$9.95**

Here is an excellent guide for first-time users and experienced microcomputer users alike. Presented in easily understood step-by-step style, this book contains completely tested and practical TRS-80 programs and subroutines, details of ROM, RAM, and disk operating systems, dozens of comprehensive tables, flow charts, illustrations, appendices, and a glossary of terms.

The Softside Sampler: TRS-80 Entertainment Programs

edited by Joan Witham
128 pages, pub. 1982. **\$9.95**

A sampling of Softside Magazine's more exciting game programs are compiled in this single book. Twenty-nine programs in all, written in TRS-80 BASIC. Test your nautical skills with programs like Sound the Horn and Battleship, partake in a nine-man wrestling contest or jump a motorcycle over ten barrels at a time. You'll get hours of amusement from these thrilling game programs.

TRS-80 Model III: Programs and Applications

by Larry Joel Goldstein, PhD. **\$16.95**

This is the only text written specifically for TRS-80 Model III users and owners. It contains all the information you need to know about your Model III, from turning it on to programming it and why. Topics include: what a computer is and how it works, programming in BASIC and techniques to ease the frustrations of programming, applications for business, graphics, games and word processing. Much easier than reading Radio Shack's documentation.

Practical BASIC Programs, TRS-80 Edition

edited by Lon Poole
169 pages, pub. 1981. **\$15.99**

These programs can be keyed directly into your TRS-80 just as they're listed here. Sample runs, practical problems and BASIC source listings make this an essential reference source for any TRS-80 user. Includes program notes to allow adaptations to fit individual needs. These 40 programs cover such topics as: Income averaging, financial rate of return, net present value, statistical estimation theory, temperature conversion, home budgeting, and even checkbook reconciliation.

Mostly BASIC: Applications For Your TRS-80 Book 1

by Howard Berenbon
168 pages, pub. 1980. **\$12.95**

Here are 28 ready-to-use Basic language programs for your TRS-80. They have been completely tested and debugged. Included is a telephone dialer, a digital stop watch, spelling test, a house buying guide, a gas mileage calculator and many others useful to businessmen, hobbyist, scientist and computer enthusiasts.

Mostly BASIC: Applications For Your TRS-80 Book 2

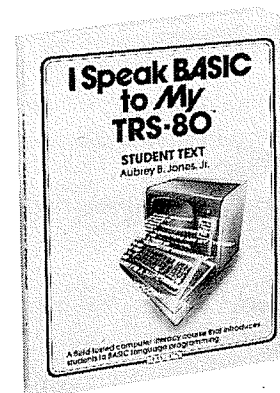
by Howard Berenbon
224 pages, pub. 1981. **\$12.95**

The companion volume to Book 1, this book contains 32 more Basic programs for your TRS-80. Includes two dungeons that test your math and history abilities and another one that's strictly for fun, eleven household programs, a monthly savings plan and six more on money investment, two that test your level of ESP and more. For beginning or advanced computerists.

TRS-80 Programs And Applications For The Color Computer

by Alfred Baker
208 pages, pub. 1982. **\$14.95**

Here's an excellent text to show you what your Color Computer is all about. This book contains scores of tested and fully documented examples of programs and applications. You can play games, balance a checkbook, keep track of important information, teach and much more. This book will also sharpen and improve your programming skills.



I Speak BASIC To My TRS-80

by Aubrey B. Jones, Jr.
pub. 1982.

Student Text	\$ 8.45
Teacher's Manual	\$17.45
Exam Set	\$13.75
Complete Set (includes)	\$175.25
Teacher's Manual	
20 Student Texts	
Exam Set	

Here is the most fundamental of fundamental texts on the BASIC programming language for TRS-80 microcomputers. This is a field-tested computer literacy course that requires NO PREVIOUS COMPUTER EXPERIENCE. Designed as a one semester course, a student text and teacher's manual are available, as well as an exam set of quizzes on spirit duplicating masters. Student text features learning objectives, program definitions and examples, group activities, assignments and practices. Includes many diagrams to help you understand the material and it is printed in very bold type so you aren't overwhelmed. Great for educators or individuals who are intimidated by these "new-fangled" things called microcomputers.

TRS-80 Assembly Language Subroutines

by William Barden, Jr.
232 pages, pub. 1982. **\$18.95**

Provides a hands-on approach to TRS-80 assembly language programming using assembly language subroutines.

Using the speed and compactness of assembly language programming, this book gives you fully debugged, ready-to-run subroutines that:

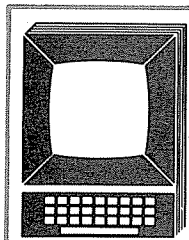
- convert binary numbers in memory to decimal characters
- generate high-speed clearing of a screen block
- output music through the cassette port in seven octaves
- generate pseudo-random numbers for simulation or modeling
- generate high-speed string searches.

Each of the 65 fully documented subroutines includes: a complete description of what the subroutine does; the input/output parameters required to use the subroutine; the algorithm for the subroutine; a sample calling sequence; notes on special uses or features; a decimal listing; a "check" on the validity of data.

BASIC For Business For The TRS-80: For the Model II and Model III

by Alan J. Parker
250 pages, pub. 1982. **\$14.95**

This is an excellent introduction to BASIC business applications for the TRS-80 Model II and Model III. Structured to help you solve business problems. Covers payroll, inventory, customer statements, salesmen's commissions, and other business-related processing. Requires no prior experience with computers, no math expertise, and no previous knowledge of BASIC. Perfect for the businessman who is just learning computer programming.



You Own A Commodore PET or VIC-20

SuperPET System Overview

by F.D. Boswell/K.I. McPhee/J.B. Schuelel
J.W. Welch

78 pages, pub. 1981. \$5.95

Here is an overview that explains the fundamentals of the SuperPET system, from hardware to Waterloo micro software. Includes information on the associated file system and Waterloo microEditor.

SuperPET: Waterloo MicroFORTRAN

by P.H. Dirkson and J.W. Welch
180 pages, pub. 1981. \$10.95

Here is an excellent text for you SuperPET owners. Learn microFORTRAN, a special dialect of FORTRAN designed for educational and research environments. Includes numerous examples to familiarize you with the language, and a reference section which covers everything from structured control statements to a FORTRAN debugger.

SuperPET: Waterloo MicroPascal

by F.D. Boswell, T.R. Grove & J.W. Welch
148 pages, pub. 1981. \$10.95

This is an extensive look at microPascal, an interpretive implementation of the popular Pascal language. The book discusses the versatile Waterloo microEdit program -- a full-screen text editor. Simple examples help explain the language, and a reference section covers syntax and semantics. For SuperPET owners who want to learn Pascal.

SuperPET: Waterloo MicroBASIC

by J. Wesley Graham and K. Ian McPhee
226 pages, pub. 1981. \$10.95

SuperPET owners, here is a complete guide to Waterloo microBasic. This interactive BASIC language interpreter provides you with simple, comprehensive facilities for entering, running, debugging, and editing programs.

SuperPET: Waterloo 6809 Assembler

by D.D. Cowan and M.J. Shaw
204 pages, pub. 1981. \$10.95

Illustrates the use of assembly language on the Commodore SuperPET. Includes a complete reference section which covers everything from 6809 internal structure and instruction sets to the use and functioning of linker and monitor programs.

Commodore Software Encyclopedia (2nd Ed.)

by Commodore Computer
240 pages, pub. 1981. \$9.95

This is the most comprehensive directory of software available for the Commodore line of personal computers, including PET and VIC-20. It lists software in 10 categories, including personal aids, technical aids, and firmware. Ranges from Business to Education to Games, and shows Canadian and European software too.

PET Interfacing

by James M. Downey and Steven M. Rogers
264 pages, pub. 1981. \$16.95

A good text for learning how to build numerous interfacing devices for your PET hardware. You should be familiar with the BASIC programming language as BASIC programs are used throughout the book. Includes discussions of the microprocessor's internal architecture and general software/hardware interfacing.

Mostly BASIC: Applications For Your PET

by Howard Berenbon
160 pages, pub. 1980. \$12.95

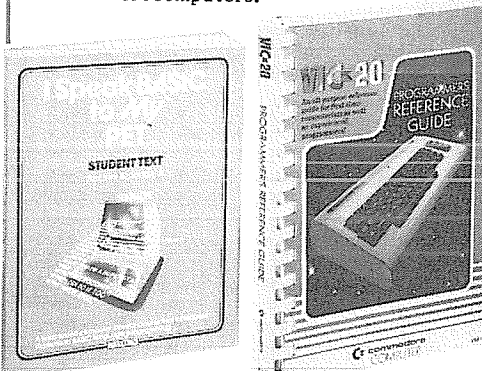
This book contains 28 useful BASIC programs for home, business, and entertainment, written for use on your PET microcomputer. Each chapter provides an explanation of one of the programs, a sample run, and a program listing. Programs include a telephone dialer, digital stop watch, spelling test, house buying guide, a gas mileage calculator, and many more.

I Speak BASIC To My PET

by Aubrey B. Jones, Jr.
pub. 1982.

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Here is the most fundamental of fundamental texts on the BASIC programming language for Commodore's PET microcomputers. This is a field-tested computer literacy course that requires NO PREVIOUS COMPUTER EXPERIENCE. Designed as a one semester course, a student text and teacher's manual are available, as well as an exam set of quizzes on spirit duplicating masters. Student text features learning objectives, program definitions and examples, group activities, assignments and practices. Includes many diagrams to help you understand the material and it is printed in very bold type so you aren't overwhelmed. Great for educators or individuals who are intimidated by these "new-fangled" things called microcomputers.



VIC 20 Programmers Reference Guide

by Commodore Computer
400 pages, pub. 1982. \$16.95

Here is the complete VIC 20 BASIC vocabulary guide put out by Commodore Computer. There are sections on machine language programming, programming tips and suggestions on how to improve your programming skills, and a special section on VIC 20 input/output operations. If you're serious about programming your VIC 20, this is THE book to have.

PET/CBM Personal Computer Guide

Second Edition

by Adam Osborne & Carroll S. Donahue
500 pages, pub. 1980. \$15.00

A complete guide to Commodore line of CBM and PET computers, including the most recent CBM products: the CBM 8000 and 4000 series computers, the 2040 and 8050 disk drives, and programmable printers. This book contains: complete operating instructions for keyboard, tape cassette, disk and printer; descriptions of all CBM BASIC statements; a BASIC tutorial; optimal programming techniques for input/output, file handling, programming, screen editing; programmable problems with solutions; CBM capabilities and limitations, and more. If you're thinking about buying a personal computer, this book will show you what the PET can do. If you've just bought a PET or CBM, this book will help you really understand your computer.

PET BASIC: Training Your PET Computer

Ramon Zamora/William Scarvie/Bob Albrecht
310 pages, pub. 1981. \$14.95

A guide to hassle-free PET programming for the novice or experienced programmer. A fun-to-use handbook with dozens of small programs to show the immediate capabilities of the machine, it also explains how to create PET graphics. Even if you've had a PET for some time, you'll find this book to be a useful and well-organized reference source. Among the topics covered are: PET Variables, PET Programming, PET Arrays, Training Your PET To Speak BASIC, Editing, PET's Many Dimensions, and much more. The handy appendices include: Keys and Keyboards, Word Lists, Reserved Words, Funny Symbols, Saving and Verifying Tapes, and Character Code Tables.

Start With BASIC On The Commodore VIC 20

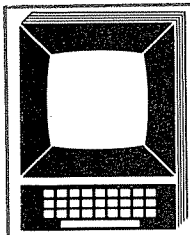
by Don Monro
124 pages, pub. 1982. \$10.95

Here is a fun book for a fun computer. This short but complete tutorial on VIC 20 BASIC will have you writing fun programs in no time. Replete with examples and ready to run programs, this book also shows you how to use the full graphics capability of this versatile little computer. The sometimes tedious work of programming is broken up by some humorous illustrations by the talented Bill Tidy. A must for VIC 20 owners.

are you
on

our
MAILING
LIST?

Fill in the questionnaire on pages 1 & 2. You will then be kept up to date on the latest books on microcomputing.



You Own A Sinclair ZX-81 Or Timex Sinclair 1000

Getting Acquainted With Your ZX81

by Tim Hartnell
120 pages, pub. 1982. **\$8.95**

This small volume is designed to get your ZX81 up and running with worthwhile and interesting programs from the very first day you receive your computer. There are over 70 programs listed, ranging from simple games needing little skill to quite complex, "machine intelligence" programs. The book also contains several programs to demonstrate the immense mathematical skills of the ZX81, including programs to plot sine curves, sort data into order, work out the roots of quadratic equations, and calculate how much interest must be paid on a loan. The programs have been chosen not only because they are valuable, but because they demonstrate specific functions of the ZX81. All of the programs will run without modification on a ZX81. Some may also be run on a new ROM ZX80, as they are listed. Others will need some modifications, which are listed in the book.

The Gateway Guide to the ZX81 and ZX80

by Mark Charlton
175 pages, pub. 1981. **\$8.95**

This book contains more than 70 fully documented and explained programs for the ZX81 (or 8K ZX80). This is a "doing" book, rather than a reading one. It encourages the reader to try things out as he or she goes along. Starting at a low level, the author assumes that the ZX80 or ZX81 is the reader's first computer.

The majority of programs were written deliberately to make them easily convertible from machine to machine (ZX81, 4K ZX80 or 1K ZX80) so no matter which you have, you'll find many programs which you can run right away.

Each function and statement is described in turn, illustrated in a demonstration routine or program, and then combined with previously discussed material.

The ZX81 Companion

by Robert Maunder
131 pages, pub. 1981. **\$8.95**

Following the same format as the popular "ZX80 Companion", this book assists ZX81 users in four application areas: graphics, information retrieval, games, and education. It includes scores of fully documented listings of short routines as well as complete programs. For the serious user, the book also includes a disassembled listing of the ZX80 ROM Monitor. Many of the programs can be run on the 1K ZX81, however, most of the more serious applications will require the 16K RAM pack.

Mastering Machine Code On Your ZX81

by Toni Baker
180 pages, pub. 1981. **\$12.95**

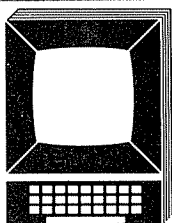
This book gently leads you from the BASIC language into ZX81 machine code. Programming in machine code permits much

faster execution of programs and more efficient use of memory. Discover the internal secrets of the ZX81 and extend your programming capabilities.

The ZX81 Pocket Book

by Trevor Toms
128 pages, pub. 1981. **\$10.95**

The ZX81 Pocket Book contains programs that are ready to run, as well as programming hints to help you create your own programs. It also includes an introduction to machine code, has a complete adventure game called "City of Alzan" and guides for you to create your own adventure games. Includes appendix showing ZX80 to ZX81 conversions.



You Own An IBM PC

IBM Personal Computer: An Introduction to Programming and Applications

by Larry Goldstein and Martin Goldstein
302 pages, pub. 1982. **\$15.95**

Here is a self-teaching text specifically designed for novices, potential buyers, and existing owners of the IBM Personal Computer. This book gives readers a thorough yet refreshingly informal introduction to programming in BASIC computer language. It contains all the information you need to know about the IBM PC, from turning it on to programming it and why.

You'll find:

- a clear, concise outline of what a computer is and how it works
- a thorough introduction to BASIC language with helpful tips on easing the frustrations of programming
- immediate applications to business, graphics, games and word processing
- comprehensive tables, charts, appendices, and much more.

Contents: A First Look at Computers • Getting Started in Cassette BASIC • More About BASIC • Easing Programming Frustrations • Your Computer as a File Cabinet • An Introduction to Computer Graphics • Word Processing • Computer Games • Programming for Scientists • Computer-Generated Simulations • Medium and High Resolution Graphics • Software You Can Buy • Some Other Applications of Your Computer • Where to Go From Here • Answers to Selected Exercises • Index

IBM Personal Computer BASIC Programming Kit

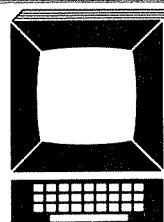
by Larry Goldstein and Martin Goldstein
302 page book plus diskette **\$34.95**

For those of you who wish to get started running your IBM PC immediately, this is the perfect combination. The kit consists of the excellent self-teaching text described above, "IBM Personal Computer: An Introduction to Programming and Applications", plus a program diskette with documentation.

The diskette contains 37 actual programs from the text -- designed to let you, the novice programmer, use, modify, and examine each program at your own pace. It includes such programs as word processor.. bar generator..appointment calendar..tele-

phone directory..checking account maintenance...form letter generator...dice roulette...tic-tac-toe and more.

You'll get started using your new IBM PC today because the programs have already been keyed onto disk for you.



You Own An Atari

Atari Games and Recreations

by Herb Kohl, Ted Kahn and Len Lindsay
338 pages, pub. 1982. **\$14.95**

A valuable handbook that provides Atari owners with preprogrammed games to play and shows how to improve on them. Includes practical learning tools, such as, charts, flash cards, an error dictionary, graph-paper designs, and many more. You'll soon be programming your own games.

the ATARI Assembler

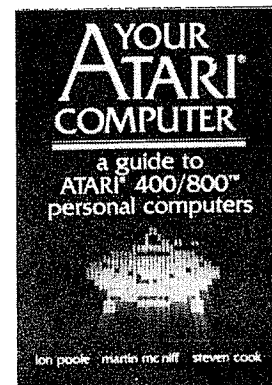
by Don Inman/Kurt Inman
270 pages, pub. 1981. **\$12.95**

Here is the best way to learn assembly language and learn how to use the Atari Assembler Cartridge with your Atari 400 or 800 at the same time. This excellent guide book is designed for readers with some BASIC programming knowledge but without assembly language background. Your knowledge of BASIC is used to take you step-by-step into assembly language programming.

Your ATARI Computer: A Guide to ATARI 400/800 Personal Computers

by Lon Poole with M. McNiff and S. Cook
450 pages, pub. 1982. **\$15.00**

Here's everything you need to know to unlock the full power of your Atari computer. The book starts out by showing you how to start up your Atari system. It contains instructions for everything from turning on the power to inserting extra memory cards. You'll be given complete operating instructions and troubleshooting tips on hardware, peripherals and compatible software. There are also two chapters devoted solely to the superb Atari computer graphics capabilities. It contains one of the best tutorials on Atari BASIC (does not include Microsoft BASIC or BASIC A+ which are available outside sources). An invaluable all-in-one guide for Atari 400/800 computer users.



"Don't Grapple With Your Apple!"

Here Is An Easy-To-Use Tool

To Make Learning The APPLE II Simple

How To Operate The Apple II Plus (An Audio Cassette Mini-Course)

by Flip Track Training Tapes

3 Audio Cassettes plus 28-page Operator's
Guide, pub. 1982. \$49.95

If you're a new Apple II Plus owner, there are many ways for you to learn how to operate your new computer. You may have a friend who already owns one. But, then you'd have to wait until it's convenient for him or her to teach you.

If you're lucky, the store that sold it to you conducts training classes. Oh! But, then you're at the mercy of their scheduling. And, what if you bought it by mail? Well, you could sit down and tackle those beasts called instruction manuals on your own. Good luck!

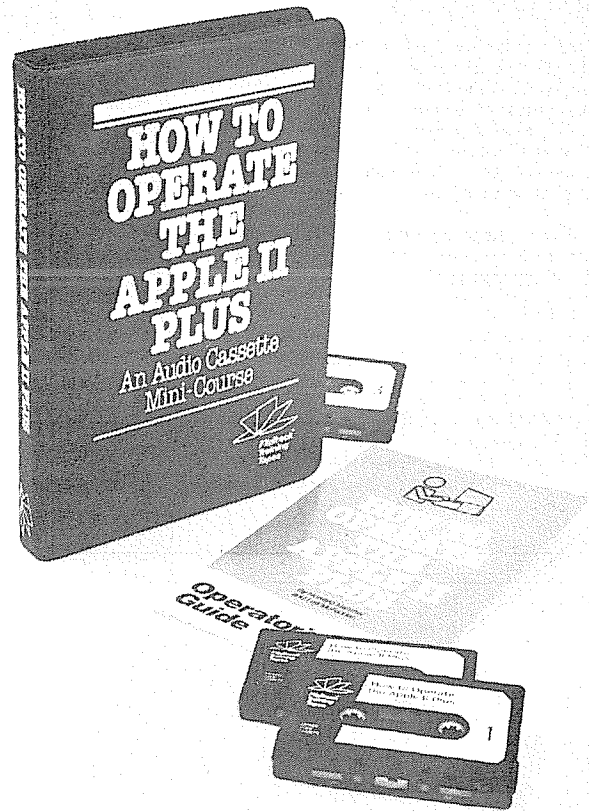
But, wait! There is something that gives you the best of all those alternatives. An audio cassette course on how to operate your Apple II Plus. What could be better?

Imagine having a personal tutor "talk you through" the practical operations of an Apple II computer. In just 3 "hands on" training sessions of one or two hours each, you'll learn how to:

- Use each special key and essential command
- Load and run programs
- Save programs and data
- Copy programs and diskettes
- Modify programs
- Use your computer as a super calculator
- And much, much more!

No technical knowledge is assumed. You don't need to be a programmer to operate a computer, just as you don't need to be a master mechanic to drive a car. Designed for the first time computer user, this course will put you into the driver's seat of the Apple II computer.

Using this audio cassette mini-course allows you to concentrate on the screen and keyboard instead of on a manual. You learn at your own pace, trying every command and observing the results with complete privacy.

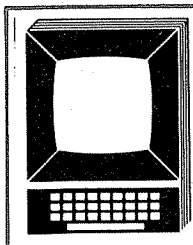


The FlipTrack feature allows you to explore special interests as well. For example, optional instruction is available at a flip of the tape for users with:

- Color video
- A printer
- A second disk drive
- Game paddles

You save time and avoid confusion by learning just the procedures that relate to your system, or listening to just the topics that interest you.

The course comes with 3 spoken voice cassettes with a 28-page Operator's Guide, all in a handy vinyl binder. It assumes you have an Apple II Plus computer with the System Master 3.3 (DOS 3.3) diskette and a standard audio cassette player. You don't need a computer hookup for the cassette player.



You Own An Apple

Mostly Basic: Applications For Your Apple II, Book 1

by Howard Berenbon
160 pages, pub. 1980. **\$12.95**

Here are 28 ready-to-use Basic language programs for your Apple II. They have been completely tested and debugged. Included is a telephone dialer, a digital stop watch, spelling test, a house buying guide, a gas mileage calculator and many others useful to businessmen, hobbyist, scientist and computer enthusiasts.

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Pascal Programming For The Apple

by T.G. Lewis
234 pages, pub. 1981. **\$14.95**

For both the hobbyist and professional, this comprehensive guide features the fundamentals of the UCSD Pascal System and the features that are unique to the Apple II. After providing a review of the Pascal language, this book covers graphics modules in turtlegraphics, musical tone generators, and file structure operations. There are scores of valuable programs that are ready to run, including financial applications for home mortgage payments, stock market charting, and cash flow analysis.

Apple Pascal Games

by Douglas Hergert and Joseph T. Kalash
350 pages, pub. 1981. **\$14.95**

Here is a collection of popular microcomputer programs written in Apple Pascal which incorporates UCSD Pascal plus Apple extensions. Included with each game is a detailed description of the rules of the game, a guide to understanding the program, a structure chart graphically illustrating the organization of the program, and a listing of the entire program. If you don't already know Pascal, it would be helpful if you have some knowledge of another high-level language such as BASIC. Contents: Simple Games - Guessit, Keno, Overunder, Boggle, Nim and more; Advanced Games - Kismet, Dodge, Blackbox, Life, Blackjack, Wumpus, and more; Games That Use Turtlegraphics - Gunshot, Picture; Cribbage.

Apple II User's Guide

by Lon Poole with M. McNiff and S. Cook
385 pages, pub. 1981. **\$16.95**

Here is the complete guide to your Apple computer -- everything from turning it on to using the Machine Language Monitor. This single source of complete information on the Apple will explain what an Apple computer is, how it works, and what it can do. You'll learn how the different parts of the machine work together and about common peripherals, including disk drives and printers. There are sections on how to program in two versions of BASIC using sound, color, and graphics to full effect. Advanced programming techniques are discussed as well as ways to use high resolution graphics with Integer BASIC. A compendium which thoroughly describes every BASIC statement, command and function is also provided. For you more serious Apple users, this book will also show you how to use the Machine Language Monitor. And there are 12 appendices providing everything from Error Messages to BASIC Reserved Words to Hexadecimal-Decimal Integer Conversion Tables. A valuable tool for all Apple users.



I Speak BASIC To My APPLE

by Aubrey B. Jones, Jr.
pub. 1982.

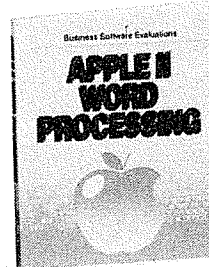
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Apple II Word Processing

by Carol Poling
250 pages, pub. 1981. **\$19.95**

Learn how to use your APPLE II for word processing. This comprehensive book will show you how. It asks the question "Why an Apple for word processing?" It then tells you what is available with an Apple; important expansion options; communications capabilities; plus extensive software evaluations of the following word processing programs: Apple Writer, Easy Writer Professional, Magic Window, Select, Pie/Format, Spellbinder, Super Text II, VTS-80, WordStar, Spellguard, and Microspell. The book concludes with a glossary of microcomputer and word processing terms. A must for your Apple.

Assembly Language Programming for the Apple II

by Robert Mottola
143 pages, pub. 1982. **\$12.95**

Here is a comprehensive, easy to understand introduction to assembly language on the Apple II. It provides the groundwork for getting started in assembly language. The book includes many subroutines written in assembly language and most explanations are shown with equivalent examples in Basic. There's an excellent section on hexadecimal arithmetic as well as appendices for further study. Every Apple user should have this book.

Apple Machine Language

by Don Inman & Kurt Inman
296 pages, pub. 1981. **\$14.95**

Here is the quick and easy way to learn Apple machine language. Assumes familiarity with Applesoft Basic. Uses your knowledge of Basic as a stepping stone to learning machine language. Well written and cleverly laid-out, this book helps to uncomplicate the complicated.

Apple Interfacing

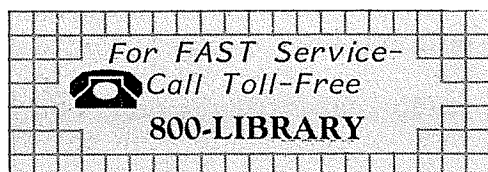
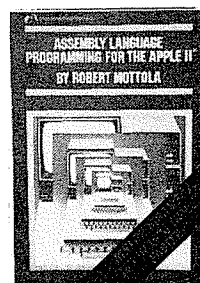
by J. S. Titus/D. G. Larsen/C.A. Titus
208 pages, pub. 1981. **\$12.95**

Helps you understand the important task of successfully interfacing your Apple computer to a variety of electronic devices. You will be able to perform useful experiments which will provide a much clearer understanding of the fundamentals of computer interfacing and computer electronics.

Apple BASIC for Business for the Apple II

by Alan J. Parker/John F. Stewart
300 pages, pub. 1980. **\$15.95**

Here is the perfect tool to put the power of the Apple II in the business person's hand. A problem solving approach leads you through the BASIC language and its use with the Apple II. Step-by-step you'll learn programming techniques with sample programs, flow charts, and problems designed to give you actual practice in finding programming solutions for all your business data processing needs.



Applesoft Language

by Brian D. Blackwood/George H. Blackwood
256 pages, pub. 1981. **\$10.95**

Using a self-teaching format, this book uses easy to understand, non-technical language. Includes a number of ready-to-use programs and a section on the use of low-resolution graphics. Perfect for all Applesoft programmers, novice or experienced, hobbyist or businessman.

A Guide To Programming In Applesoft

by Bruce Presley
188 pages, pub. 1982. **\$12.95**

If you are just beginning to learn how to program in Applesoft, we highly recommend this book. Though developed and extensively tested for classroom use, it lends itself very nicely to individual study. For convenience and clarity, each command is printed in red the first time it is defined. The manual features review exercises scattered throughout each chapter with solutions at the back of the manual. Chapters on computer game programming, graphics, flowcharting, and the disk operating system are included. This manual is structured uniquely so that readers may select a sequence of reading that best suits their interests. Replete with charts and graphics to help in understanding the information, this is a super guide to programming your Apple computer.

Using 6502 Assembly Language

(with an introduction to Sweet 16)
How Anyone Can Program The Apple II
by Randy Hyde

242 pages, pub. 1981. **\$19.95**

This is an excellent beginning text on assembly language for the Apple II. For those who are new to assembly language programming, this is the book for you. You need not be frightened or intimidated by the mystical, engineering-type sound of "assembly language". This book is written in an easy to understand, easy to follow manner, especially for the beginner. As the author takes you through the language in his clear, gentle way, you'll wonder why anyone ever thought it was considered difficult.

Even though this book talks mostly to the beginning programmer, experienced programmers will also find useful information. Buried deep in the ROMS of your Apple is the mysterious Sweet-16 pseudo-computer. This book reveals how to use that processor to reduce the code requirements of your assembly language programs. Before this book, there has never been a tutorial using Sweet-16. For beginner and experienced alike, this is the book that will pave the way to fully understanding your Apple II computer.

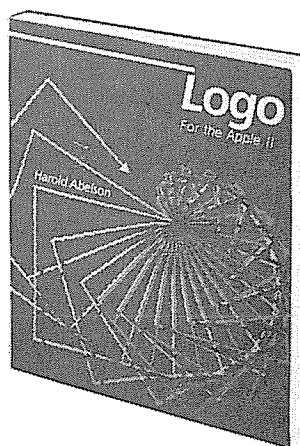
Apple BASIC

by Richard Haskell
182 pages, pub. 1982. **\$12.95**

An easy-to-use guidebook giving a solid introduction to programming in Applesoft BASIC. Complete with examples illustrated by actual photographs from the computer's video screen.

Written for the beginning and advanced programmer, this book tells you everything you need to know to make the most of your Apple computer, including information on:

- low-resolution graphics • high-resolution graphics, including the use of shape tables • operation of the cassette tape recorder and disk drives • loops and arrays • string variables and string functions • how to include sound effects • how to make bar graphs • animated graphics • and much more.



"Apple Logo" and "Logo For The Apple II"

by Harold Abelson
240 pages & 228 pages, respectively.
pub. 1982. **\$14.95 each**

The name Logo describes not only a new computer language, but also a philosophy of education that makes full and innovative use of the teaching potential of personal computers.

Readers of these books will see that the designers' vision of Logo as a virtually unlimited educational tool has now become a reality. Logo enables even young children to use the computer in self-directed ways. This same Logo is also an easy-to-use general programming system of considerable power and expression.

In these books, programming is introduced through Turtle Geometry -- a series of exercises involving both Logo programming and geometric concepts. Later chapters illustrate more advanced projects, such as the INSTANT program that enables parents and teachers to create a programming environment for preschool children.

"Apple Logo" is for users of Apple Logo software distributed by Apple Computer. "Logo for the Apple II" is specifically for users of MIT Logo software for the Apple II computer, distributed by Krell Software and Terrapin, Inc. "Logo for the Apple II" also contains appendices that enable users of Apple Logo and TI Logo to carry out the projects and activities described in the book. Be sure to specify which book you want when ordering.

Apple Backpack: Humanized Programming in BASIC

by Scot Kamins and Mitchell Waite
180 pages, pub. 1982. **\$14.95**

This book was written in response to computer users' difficulties in working with software that presumes an understanding of programming and computer design. The authors present concrete methods for "humanizing" those intimidating screens and keyboards. Their philosophy of eliminating as much as possible any chance for user error or confusion guarantees better software and happier, more effective users.

The book focuses on such topics as clear screen formatting, crashproofing programs, developing built-in verifications and validations, presenting directions on the video display, and writing helpful, easy-to-use documentation.

One appendix presents an educational game program that embodies this user centered approach, while another features a humanized telephone-message-recording program complete with model documentation. Full listings of programs are in the popular Applesoft BASIC language. All programmers and computer owners will find much valuable, thoughtful information in these pages.

Interface Projects for the Apple II

by Richard C. Hallgren
170 pages, pub. 1982. **\$12.95**

For the advanced Apple II user. This practical manual explains how computer users can best use the computational and control capabilities of their personal computers.

You'll find dozens of fully tested hardware projects plus all the necessary interfacing software. Projects can be constructed as is or simply modified to meet your specific needs. You'll find: review of data transfer formats; digital and analog conversions with the Apple II; serial applications on the Apple II; biofeedback; how to control a video playback device; data analysis of sampled signals; construction techniques; power supplies, and more.

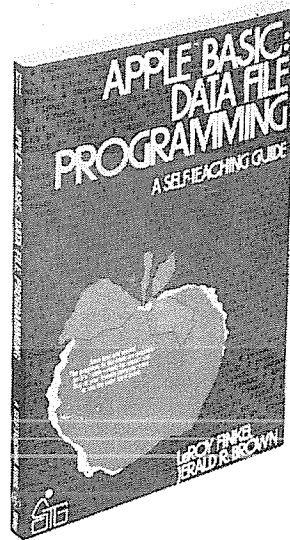
Written for the Apple II user with some previous experience, this book assumes the reader has a good understanding of commands in Applesoft and has written some of his/her own programs. Familiarity with the 6502 instruction set is also helpful.

Apple BASIC: Data File Programming

by Leroy Finkel and Jerald R. Brown
301 pages, pub. 1982. **\$12.95**

Here is a clear, step-by-step approach to learning how to program and maintain data files for such things as billings, inventories, expenses, mailing lists, cataloging material, numerical and statistical information, and much more.

You'll learn the principles of file organization, then go on to more advanced programming techniques using the BASIC language. Dozens of sample programs and practical advice help you find out how to write data file programs, modify programs you've already purchased, and adapt programs using data files found in magazines and other sources.



The book's unique self-teaching format includes self-tests, objectives and exercises to help you learn at your own pace and gain the maximum benefit from your Apple II computer.

Intimate Instructions In Integer BASIC

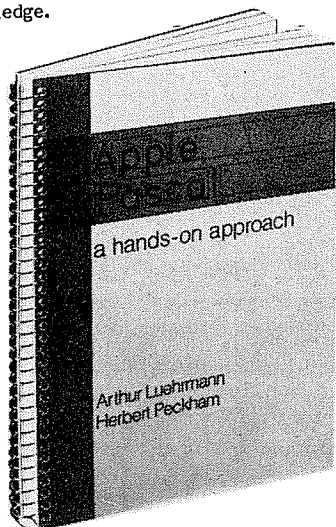
by Brian D. Blackwood/George H. Blackwood
156 pages, pub. 1981. **\$8.95**

This book is written specifically for the Apple II microcomputer that uses Integer BASIC. In lesson-type format, each chapter provides definitions, the basic fundamentals of a programming technique, and one or more self-testing lesson exercises.

Topics included are: sorting, flowchart-

ing, graphics, loops, functions, and variables. It even contains two simple games of chance for relaxation.

No previous programming experience is needed to use this book. A good choice for the person who wants to gain programming knowledge.



Apple Pascal: A Hands-On Approach
by Arthur Luehrmann and Herbert Peckham
430 pages, pub. 1981. \$18.95

An excellent text for beginning programmers and beginning computer users. This book starts out by teaching you about your Apple computer -- how to start it up, where the different keys are located, how to use the system's editor, etc. These are things you must know before you can learn to program in any language.

You will learn by doing things you are most likely familiar with -- drawing pictures, working with text, or making music. This book is not written for college-level math majors or scientists. It is written to be easily understood by the hobbyist, businessman, or professional who wants to learn how to best use his or her Apple computer.

This book does not try to cover every minute detail of Pascal programming. Rather it gives you the right stuff to get you off to a good start. It makes you get involved by having you perform exercises on your computer as you go through the book -- allowing you to learn at your own pace.

Kids & The Apple

by Edward H. Carlson
218 pages, pub. 1982. \$19.95

The first book written specifically for parents wishing to teach their children about microcomputers on the Apple computer. The book is designed to teach Applesoft BASIC to youngsters between 10 and 14 years old. It gives guidance, explanations, exercises, reviews, and quizzes.

Learning to program is not easy because it requires handling some sophisticated concepts. It also requires accuracy and attention to detail which are not typical childhood traits. For those reasons, this book is a valuable experience for child and parent.

The book is divided into 33 lessons for kids to do. Each lesson is preceded by notes for the parent. Answers for all assignments are provided in the back of the book.

Though intended for self study, this book can also be used in a classroom setting. Teachers will find this a valuable tool for teaching students at around the 7th grade level. This is truly a valuable asset to any home with children and Apple computers.

MICRO Apple 1

edited by Ford Cavallari
216 pages, pub. 1981. \$24.95
(Including floppy disk)

The Apple computer was introduced in 1977. That same year, **MICRO, The 6502 Journal**, was inaugurated. Since that time, MICRO has been covering the Apple computer with in-depth articles and tutorials.

This volume, designed for the beginning to intermediate level Apple user, contains some of the best general interest articles and programs published in MICRO. Articles and programs have been brought up to date by the authors and the MICRO staff.

MICRO Apple 1 contains tutorials on BASIC Aids, I/O Enhancement, Runtime Utilities, Graphics, Education, Games, Reference, and complete disk information. There are 30 articles by 29 authors. The disk contains more than 30 programs. No need to type in hundreds of lines of code.

All programs have been tested and entered on the diskette which comes with the book (13-sector DOS 3.2 format). If you have DOS 3.3, you can use Apple's MUFFIN program to convert to 3.3 format. The programs will work.

MICRO on the Apple, Volume 2

edited by Ford Cavallari
216 pages, pub. 1981. \$24.95
(Includes floppy disk)

This second volume in the MICRO/Apple series is designed for the intermediate to advanced level user. It provides you with reference material, advanced machine language routines, programming techniques, graphics applications and entertainment.

Chapter titles include: Machine Language Aids, I/O Enhancements, Runtime Utilities, Graphics and Games, Hardware, and Reference. The programs have been tested and entered on the diskette (13-sector DOS 3.2 format). Again, if you have DOS 3.3, use MUFFIN to convert to 3.3 format.

MICRO on the Apple, Volume 3

edited by the staff of MICRO
218 pages, pub. 1982. \$24.95
(Includes floppy disk)

The third in the MICRO/Apple series, this volume contains 19 articles with more than 40 programs on diskette.

Volume 3 offers interesting and useful programming aids, applications, and reference material, along with entertainment. Chapter titles include: Applesoft Aids, Machine Language Aids, I/O Enhancements, Graphics, Tutorial/Reference, and Recreation/Applications. The accompanying diskette is 16-sector, DOS 3.3 format.

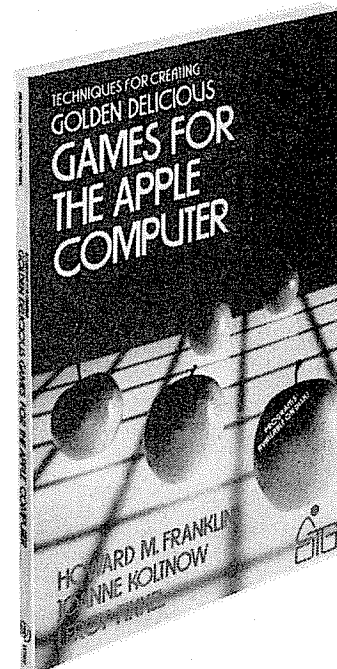
Golden Delicious Games For The Apple Computer

by Howard M. Franklin/Joanne Koltnow/Leroy Finkel
150 pages, pub. 1982. \$12.95

You can write your own games for the Apple II. More than just another collection of computer games, this unique book teaches you to create your own games. You'll learn theory of game structure... how a game program progresses... the kinds of subroutines needed... techniques to help you make full use of the Apple II's graphics capabilities.

With just a fundamental knowledge of BASIC, you can turn your Apple II into a home entertainment center. This book will show you how to control the Apple II's brilliant colors using both low and high resolution graphics. You'll learn how to cover your whole screen with images you can design, as well as colored lines,

boxes, borders, and spirals...and combine these patterns with music and sound effects. A truly fun way for the whole family to learn about computers.



The Blue Book For The Apple Computer
WIDL Video
pub. 1982. \$24.95

The 2nd Edition of the Apple Blue Book is the most complete directory of software, hardware, and accessories for the Apple II computer. Whether you're a Hobbyist, Businessman, or Educator; the Apple Blue Book is a valuable reference book.

This edition has been completely revised and indexed, arranged with over 50 easy to find subject categories. Included are an alphabetical cross-reference by program name and another alphabetical cross-reference to the over 800 software companies supplying software for the Apple.

What's Where in the Apple Plus? An Atlas to the Apple Computer

by William F. Luebbert
2293 entries, pub. 1982. \$24.95

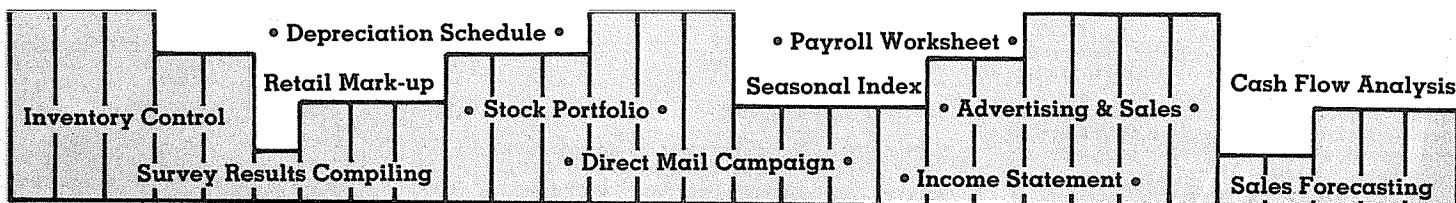
This book provides the most detailed descriptions available of Apple II firmware and hardware. Applesoft and Integer BASIC users will find information which will speed up and streamline programs. Assembly language programmers will gain access to routines which will simplify coding and interfacing.

This valuable reference includes a numerical Atlas an alphabetical Gazetteer that guide the user to over 2,000 memory locations of PEEKs, POKes, and CALLs. The names and locations of various Monitor, DOS, Integer BASIC, and Applesoft routines are listed, and information is provided on their use.

The easy-to-read format includes:

- The address in hexadecimal (useful for assembly language programming)
- The address in signed decimal (useful for BASIC programming)
- The common name of the address or routine
- Information on the use and type of routine
- A description of the routine

Both BASIC and assembly language programmers will find this book helpful in better understanding the Apple II.



Use Your Visicalc in Ways You Never Thought Possible. Here Are 50 Ready-To-Run Visicalc Models.

VisiCalc: Home Office Companion
by David M Castlewitz/Lawrence J Chisausky
181 pages, pub. 1982. \$15.99

This is the best "idea" book for electronic spreadsheets. It presents 50 "models" for personal use or business applications. Each model includes the VisiCalc model listing, sample printouts and a descriptive narrative. They are all designed to accommodate most machines and all versions of VisiCalc.

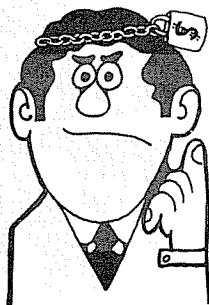
Even if you don't own VisiCalc, this book is a handy source of inspiration. Computer Knowledge Center has developed three models on CalcStar using ideas

presented in this book. Novice or experienced, VisiCalc user or user of other electronic spreadsheets, you will find this the best ready-reference guide and source of ideas.

Models include: Personal Finance, Vacation Tour Planner, Sales Forecasting, Inventory Control, Advertising & Sales, Loans & Investments, Household Aids, Cash Flow Analysis, Bond & Stock Portfolios, etc.



Protect Yourself! Your Ideas Are Worth BIG Money



Trade Secrets: How To Protect Your Ideas And Assets (hardcover)
by James Pooley
145 pages, pub. 1982. \$19.95

Who owns your ideas, you or your employer? The company or the employee? What is "intellectual property" and how can it be guarded? If you are a business professional, here is an invaluable guide to recognizing and safeguarding your "intellectual property" and your company's Trade Secrets.

This is not a book filled with "legalese". It is written in everyday language

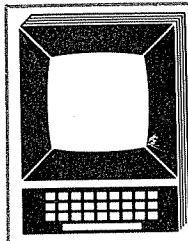
and the information presented is easily understood by even those of us who don't know the difference between a habeus corpus and a parking ticket.

If you are an employer you can learn how to identify and protect your intellectual assets using patent, copyright and trade secret methods. Because an appearance of security is essential in winning any court case, the author provides information on creating security systems and improving employee relations.

If you are an employee you can learn how to develop your commercial ideas or, if you are more enterprising, how to begin a competing business without being sued.

Should everything get nasty and go into litigation, Pooley describes the components of a typical lawsuit, how it begins and proceeds from trial to settlement. Various cases are cited and discussed. He also points out tactics and risks for both plaintiff and defendant. Appendices acquaint you with the structure and wording of various legal forms.

This may not be anyone's favorite subject, but it is worth your while to be prepared -- just in case.



VisiCalc And Other Electronic Spreadsheets

The Power of VisiCalc

by Robert E. Williams & Bruce J. Taylor
88 pages, pub. 1981. **\$9.95**

An excellent way to get started using VisiCalc. Designed for users and potential users of VisiCalc, the book contains easy to use, step-by-step exercises showing you how to use VisiCalc in various business and home applications.

Seven exercises show you HOW VisiCalc works to solve various problems. No prior experience with computers or VisiCalc is necessary to use this book.

The Power of SuperCalc

by Robert E. Williams & Bruce J. Taylor
100 pages, pub. 1982. **\$9.95**

Here is the book that will make learning to use SuperCalc -- simple. Designed for users and potential users of SuperCalc, the book contains simple, step-by-step exercises showing you how to use SuperCalc's broad range of capabilities.

The seven exercises included in this book demonstrate SuperCalc's features through specific application samples. They are designed to show you the HOW of various operations. No special training is needed to use this book.

The VisiCalc Book: Apple Edition

by Donald Beil
400 pages, pub. 1982. **\$14.95**

This practical treatment of the VisiCalc program will show you how to use and get more out of VisiCalc on your Apple II. It covers commands, built-in functions, debugging and testing, creating the template, documentation, linking VisiCalc files to BASIC, and various programs.

Contents: The Capabilities of a VisiCalc System; Getting Started; Commands; Labels; Numbers and Formulas; Built-In Functions; Recognizing, Preventing, and Correcting Errors; Creating Templates; Documentation; The Limitations of a VisiCalc System; Practice Problems; Products Related to VisiCalc; Bibliography of VisiCalc Articles; VisiCalc Summary Reference.

The VisiCalc Book: Atari Edition

by Donald Beil
400 pages, pub. 1982. **\$14.95**

Same as the Apple Edition except that it is designed for use on the Atari 400 Personal Computer.

VisiCalc for the TRS-80 Model II and Model 16 Computers

by Edouard J. Desautels
144 pages, pub. 1982. **\$16.95**

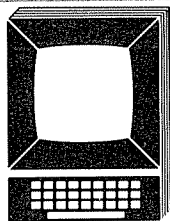
Here is the complete guide to using the popular VisiCalc program on your TRS-80 Model II. There are easy to follow, step-by-step instructions for calculating sales projections, evaluating your portfolio, logging your expenses, computing your IRA account, determining your net worth, and many more practical applications. You'll be able to make better use of your Mod II and VisiCalc after reading this book.

An Introduction To VisiCalc Matrixing For Apple And IBM

by Harry Anbarlian
252 pages, pub. 1982. **\$22.95**

Here is THE book that describes the steps involved in creating and using VisiCalc matrices. It includes illustrations of 18 completed blank matrices (9 for Apple and 9 for IBM, both interchangeable).

The reader gets hands on experience in developing matrices for such uses as expense vouchers, credit card expenditures, P/E ratios, payrolls, stock portfolios, bar charts, zero base budgets, and electric bills. Several chapters allow readers to move onto higher level uses of VisiCalc matrices by covering the development of moderately complex matrices.



Microcomputers in Business

Business System Buyer's Guide

By Adam Osborne with Steven Cook
165 pages, pub. 1981. **\$9.95**

If you're buying a computer for your business, you must have this book. It is the only single-source that gives machine to machine comparisons on capabilities and features. This book includes tables on disk storage capacities of various microcomputers, applications software listed by function e.g. accounts receivable, payroll, word processing, etc., high level languages available for various microcomputers, printers and other peripherals, plus much more. Your investment in this book will be paid a hundred times over in the mistakes and unwise decisions you'll avoid.

Compu-Guide: The Consumer's Guide to Small Business Computers

by Martha Eischen
180 pages, pub. 1982. **\$14.95**

Contrary to what the title of this book might suggest, it is not a guide to hardware. It is a well laid-out guide to the acquisition of a computer for your business. Based on the author's one-day seminar, "Do You Need A Computer", this book specifically addresses the anxieties and needs of business people. Microcomputer terminology is explained and a brief description of the machine and its operating parts is given. Includes a crossword puzzle to test your understanding.

Inventory Management For Small Computers Featuring Quick Register

by Chuck Atkinson
120 pages, pub. 1982. **\$16.95**

Retail store owners or those who maintain sizeable inventories will find a microcomputer to be an invaluable asset. This book will show you how to best use microcomputers to cut costs and increase profits. Featured in this book is a program called "Quick Register". Designed for machines that use CBASIC, it will provide all necessary inventory information -- stock-on-hand, price, goods sold, etc. Purchase orders are prepared instantly and physical inventory takes one-third the time. A wise investment for any retail store owner.

From The Counter To The Bottom Line

by Carl Warren & Merl Miller
289 pages, pub. 1979. **\$16.95**

Designed for the business person with no computer experience, this book is a demystifying guide to basic accounting needs and computer use. The authors describe the accounting procedure and its use in business. They then list what typical accounting packages will provide. Finally, they walk you through the package as it might appear on your screen. Topics covered include: inventory, purchase orders, billing, accounts receivable, accounts payable and general ledger.

Small Computers For The Small Businessman

by Nicholas Rosa & Sharon Rosa
331 pages, pub. 1980. **\$16.95**

If you're considering the purchase of a small computer for your business -- read this book first. This non-technical book was written for business people, not computer people. Concisely and intelligently put together, it shows you how and where to shop successfully for a computer; what a computer can do for your business; how to select software; how to determine how much computer you need; how to decide which tasks to hand over to your computer; how to introduce the computer to your staff and much more. It contains all you need to know to decide whether to add a computer to your business and find the one that best meets your needs.

Executive Planning With BASIC

by X.T. Bui
196 pages, pub. 1982. **\$12.95**

Here is an excellent teaching text and reference work for professionals involved in management and planning decisions. This book is a collection of interactive, business-oriented programs in BASIC. They can all be used in their present form as executive management tools.

The programs are organized into the following five groups:

- Decision Models Under Certainty
- Decision Models Under Uncertainty
- Forecasting Models
- Investment Models
- Multicriteria Decision-Aid Model

All the programs in this book have been run and tested on the Apple II computer and on the Ohio Scientific C-1P and C-4P microcomputers. Some have also been tested on Commodore's CBM 3032 and the P-2000 from Philips. With minor modifications, these programs should run on any computer.

BASIC For Business

by Douglas Hergert
223 pages, pub. 1982. **\$12.95**

Computer literacy is fast becoming an essential qualification for anyone working in the business world. One way to find out what a computer can do is to learn how to program in BASIC.

The purpose of this book is to train business professionals to read, write, and debug BASIC programs for business applications. Each chapter focuses on one feature of BASIC and presents at least one significant program to illustrate how that feature is used. Exercises at the end of each chapter will guide you in further exploring BASIC and your computer.

You'll learn to use your computer to write sales reports and financial statements, produce graphs and charts, calculate depreciation and present value, perform cost/volume/profit analysis, and more. Also included is an introduction to three other programming languages - COBOL, FORTRAN, and Pascal - comparing them to BASIC.

Child's Play!

Even Some Adults Can Do It !!!

Computers For Kids

by Sally Greenwood Larsen

73 pages, pub. 1981. \$3.95

Here is a BASIC programming manual written just for kids. It contains 12 chapters with instructions for operating and programming computers. There are volumes for TRS-80, Apple II Plus, Atari, and Sinclair ZX81.

Each book is easy to understand and the large type make them easy to read. Children will find out how to put together a flowchart, and how to get a computer to do what they want it to do. They'll learn how to write their own games and draw pictures that move.

There's a section of helpful hints for parents and teachers. It includes detailed

lesson ideas and advice on how to solve small problems that might crop up.

Each version of this excellent text introduces children to its particular computer, i.e. the Apple II Plus version shows kids how to operate the TRS-80 microcomputer, etc., etc.

These books, though meant for children from 5 to 12 years old, are also an excellent introduction to small computers for adults who might feel apprehensive or intimidated by the little buggers. They will help to put computers into perspective and allay some of the fears and anxieties they may cause the uninitiated. For the paltry sum of \$3.95, you can't go wrong.

(Please specify which version you want when ordering.)

Sherlock Holmes Unravels The Mysteries Of Programming

Elementary BASIC

Elementary PASCAL

by Henry Ledgard & Andrew Singer

264 pages & 266 pages, pub. 1982. \$12.95

Had Sherlock Holmes and his trusted aid, Dr. Watson, been able to avail themselves of the problem-solving capabilities of computers, some of their solutions might have turned out differently. Actually, the "Analytical Engine", the direct forebear of today's computers, came into use at just about the time Sir Arthur Conan Doyle was writing his first Sherlock Holmes story.

The authors of "Elementary BASIC" and "Elementary PASCAL" have successfully combined fact and fiction in producing a fun and engrossing approach to BASIC or PASCAL programming. In the new Sherlock Holmes stories presented here, the great detective enlists the aid of the Analytical Engine. As his computer programs sift through clues and unravel puzzles, Holmes instructs Dr. Watson -- and the reader -- in a way that illuminates the mysteries of computer programming.

The first three chapters present Holmes' introduction to problem solving and pro-

gramming. This is the preface to understanding all that follows.

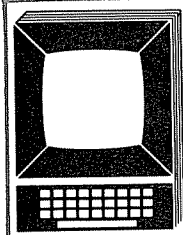
In Chapter IV, Holmes presents the first steps needed to write programs. By the end of Chapter VII, you should have completed the central issues in writing any computer program.

The next five chapters will enlarge your skills considerably. Here, Holmes is dealing with somewhat larger problems and the programming tools needed to solve them effectively.

In the last chapter, Holmes and Watson confront a most difficult case, from a computing standpoint. Holmes' solution brings into play almost all the ideas presented in this book.

The authors have tried to keep to features common to almost every implementation of BASIC or PASCAL. Some programs may require slight modification to run on the version of BASIC or PASCAL used by your computer.

In any case, here is the most entertaining, sure-fire, step-by-step primer on how to program your computer in BASIC or PASCAL. It proves beyond any doubt that computer programming needn't be a mystery.



Programming

The Programmer's Book of Rules

by George Ledin, Jr. and Victor Ledin
248 pages, pub. 1979. \$11.95

Here is a comprehensive collection of programming rules to help you with your style. Expressed as simple do's and don'ts, the rules are presented on the left hand pages and the accompanying explanations and examples on right hand pages. The rules are supported by numerous references by leading authorities on the subject. Coverage includes: Understanding your client's needs; Solving your client's problems; Improving your programming style; Laying out self-documenting programs; Coding and debugging; and much more.

The C Programming Language

by Brian W. Kernighan & Dennis M. Ritchie
224 pages, pub. 1978. \$17.95

This text, virtually the only one available on the C programming language, offers a detailed yet understandable explanation of all aspects of C programming. It incorporates examples that are complete programs. This book not only teaches the language, but also demonstrates useful algorithms, data structures, and programming techniques. In addition, this guide features a reference manual that is a complete description of the C programming language.

Basic

Fifty BASIC Exercises

by J.P. Lamoitier
256 pages, pub. 1981. 12.95

This book is designed to teach you BASIC through actual practice. It presents graduated exercises in mathematics, business, operations research, games and statistics. Each exercise contains a statement and analysis of the problem, a solution with flowchart and comments, and a program implementing the solution, accompanied by sample runs. All programs are written in Microsoft BASIC and will run on a TRS-80, PET/CBM, Apple or any other computer with Microsoft BASIC. An introductory knowledge of BASIC would be helpful before you use this book.

BASIC Computer Programs For The Home

by Charles D. Sternberg
330 pages, pub. 1980. \$11.95

A compendium of over 80 practical home application programs that will help the novice or experienced owner in increasing the usefulness of any home computer. Program documentation includes: a description of its functions and operation, a listing in BASIC, a symbol table, sample data, and one or more output samples. Programs include: Kitchen Helpmates; Home Financial Programs; Automobile Related Programs; Scheduling Programs for Home Use; List Programs for Every Purpose; Miscellaneous Programs for the Home; Tutorial Programs for Home Use; Conversion Programs; Recreational Programs; and Hobbyist's Diaries.

Basic Programming Primer

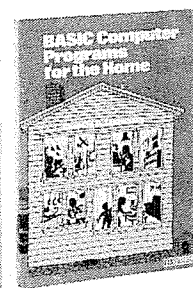
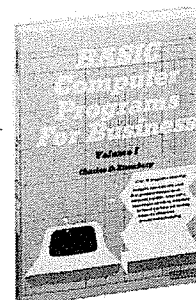
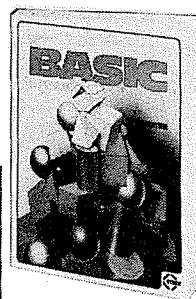
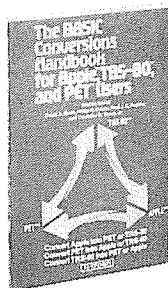
by Mitchell Waite and Michael Pardee
240 pages, pub. 1978. \$11.95

Written in conversational style, this is an excellent BASIC programming fundamentals book for beginning or advanced programmers. It provides ready written programs you can use for metric conversion, figuring loan interest, and challenging your computer to tic-tac-toe. Comes with a handy removable card listing condensed BASIC commands for quick reference.

The BASIC Conversions Handbook for Apple, TRS-80 and PET Users

D.A. Brain, P.R. Oviatt, P.J.A. Paquin, & C.D. Stone, Jr.
80 pages, pub. 1981. \$7.95

This is a complete guide to converting Apple II, PET, and TRS-80 (Level II) programs into the BASIC of each other. Equivalent commands are listed for the TRS-80 Model III and Apple Integer BASIC. Also described are variations in graphics capabilities, PEEK, POKE, and CALL statements, cursor and control characters, memory locations, etc. The book includes a complete listing of equivalent commands, useful advice on the methodology of converting programs, explanations of machine peculiarities, and detailed explanations of Applesoft BASIC commands.



CBASIC User Guide

by Adam Osborne/Gordon Eubanks, Jr. and Martin McNiff
215 pages, pub. 1981. \$16.95

Probably the most advanced version of BASIC yet created, CBASIC lends itself to highly organized, structured programs. It probably helps if you already have some familiarity with BASIC before you read this book. It can be considered the definitive reference on CBASIC because one of the authors, Gordon Eubanks, Jr., is the creator of the language. Many of the best business programs for microcomputers are written in this CBASIC. Why not try your hand at it?

BASIC From The Ground Up

by David E. Simon
220 pages, pub. 1978. \$12.95

Still one of the best introductory texts on the BASIC programming language. This book explores all the features of BASIC without relying on a heavy mathematical background on the part of the reader. It covers one version of each BASIC statement and points out some of the variations, leaving you well prepared to write programs in any version of BASIC you might encounter. Many exercises and worked out problems are included. The book concludes with a glossary and a summary of BASIC statements for quick reference.

BASIC Computer Programs For Business

by Charles D. Sternberg
264 pages, pub. 1980. \$12.50

This book provides a wealth of practical BASIC programs for business applications. Each program is documented with a description of its functions and operation, a listing in BASIC, a symbol table, sample data, and one or more samples. Over 35 programs covering: budgets, depreciation, cash flow, property comparisons, accounts payable, order entry, warehouse locations, inventory turnover analysis, job routing, resource allocation, production scheduling, and much more.

Instant (Freeze-Dried Computer Programming In) BASIC - 2nd Astounding! Edition

by Jerald R. Brown
200 pages, pub. 1982. \$12.95

This has been, and continues to be, one of the consistently popular instructional texts on BASIC programming. It is oriented for Microsoft-like versions of BASIC as used on the Apple, TRS-80, PET, and any computer that uses Microsoft BASIC 80. It also contains annotations for Northstar BASIC, Atari BASIC, and DEC BASIC plus. A valuable text for beginners, it is full of graphics (over 200 illustrations), end-of-chapter activities and has one of the best tested instructional sequences around.

BASIC Business Software

by E.G. Brooner
144 pages, pub. 1981. \$11.95

Acquaints small-business owners with the fundamentals of business software development. Shows you how to evaluate "canned" programs as well as write some of your own. Topics covered include: information storage and retrieval, inventory control, payroll, and general ledger. Many examples are included.

Basic BASIC-English Dictionary for the APPLE, PET and TRS-80

by Larry Noonan
150 pages, pub. 1982. \$8.95

If you're like thousands of other computer users, you've probably found really great programs in magazines or books, but they were written in BASIC for some machine other than your own. This unusual dictionary presents you with an alphabetical listing of all commonly used BASIC commands, statements, operators, and special keys. These are then translated for use on the Apple, PET, and TRS-80 computers. Converting from one BASIC to another is done easily. The author also translates graphics, which is one of the hardest things to do in program conversions. The nitty little differences in BASIC can drive you crazy. This dictionary is your prescription to a saner approach to using this language.

Techniques Of BASIC

by John P. Grillo and J.D. Robertson
272 pages, pub. 1981. \$18.95

Though oriented to TRS-80 Level II BASIC, anyone will find this a useful tool for learning the BASIC programming language. It leads you step-by-step from elementary to more sophisticated features of BASIC. It will help you improve your programming technique. This book includes 61 programs which have been thoroughly tested on the TRS-80. They cover such diverse topics as simple data analysis, conversational statistics, isotherm graphing, text processing, line renumbering, banner printing, message managing, error trapping, realtime stopwatch, Shell sorts, Quicksort, Monte Carlo techniques, binary search trees and more.

BASIC Programmer's Notebook

by Earl R. Savage
112 pages, pub. 1981. 14.95

Here are many shortcut BASIC subroutines and programming practices that can replace lengthy techniques. Provides many thoroughly debugged program examples that are easily modified. Includes programs of games, instruction, record keeping and much more.

Data Management Techniques

by John P. Grillo and J.D. Robertson
193 pages, pub. 1981. \$16.95

Designed for the intermediate to advanced programmer, this book will show you how to design and write effective data management programs in BASIC. The authors' goal is to demonstrate and explain the many ways you can manage data, both in memory and on disk or tape files. Included are some of the most popular methods, such as list and array processing, and some less well known, but very powerful methods, such as queue, stack and tree processing. Each technique is illustrated in a simple, straightforward manner with BASIC programs. There are full listings and output for 48 programs. They illustrate techniques such as sorting, ISAM file creation and upkeep, linked list file management, generalized information system with a binary sequence search tree, automated code generation, master file maintenance with transaction file merging and multilist file management system.

Pascal

Pascal: A Considerate Approach

by David Price
194 pages, pub. 1982. \$9.95

A beginner's guide to effective and lucid programming in Pascal, this book requires no previous programming experience. Does not require any mathematical training, either. The aim of this book is to teach you how to write programs that are easy to read and easy to use. This is called the "considerate approach". Topics covered in this book include: Data Types, Input and Output, Functions and Procedures, Testing and Debugging, File Handling, and more.

UCSD Pascal: A Beginner's Guide To Programming Microcomputers

by J.N.P. Hume & R.C. Holt
346 pages, pub. 1982. \$12.95

A complete introduction to programming microcomputers using the UCSD Pascal system. Using the structured programming approach, this book will teach you good programming style, while presenting the most up-to-date information on the UCSD Pascal system.

Pascal Primer

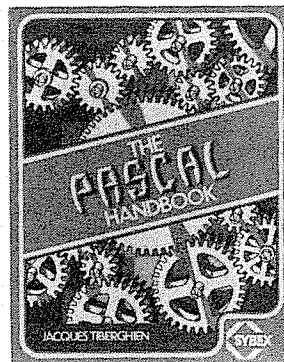
by David Fox and Mitchell Waite
208 pages, pub. 1981. \$16.95

A good programming primer whether or not you have any programming experience in any language. Describes Pascal program structure, variables, and procedures as well as decision-making statements and numeric functions. The programs in the book were developed on an Apple II using the UCSD version of Pascal. However, they can be used with any version of Pascal on any computer to which you have access.

The Pascal Handbook

by Jacques Tiberghien
500 pages, pub. 1981. \$19.95

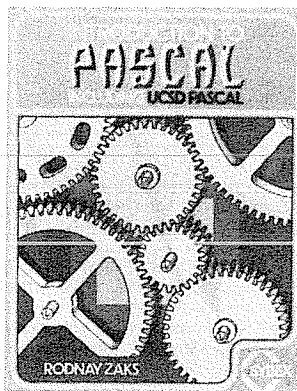
A unique reference tool for all Pascal users. Here is THE comprehensive dictionary of every symbol, reserved word, identifier and operation for the following versions of Pascal: ISO standard, Jensen-Wirth, OMSI, HP1000, PASCAL/Z, and UCSD. Contains over 180 alphabetically arranged entries. Each includes a definition, syntactic diagram and semantic description, implementation details, variations and program examples.



Introduction To Pascal (Including UCSD Pascal), 2nd Edition

by Rodnay Zaks
440 pages, pub. 1981. \$15.95

This is a simple and comprehensive introduction to standard and UCSD Pascal for anyone programmer - who wants to learn the language rapidly. Concepts and techniques are presented in a clear and simple style making it easy to use by beginning programmers and useful to experienced programmers. Everything from basic definitions to complex data structures is discussed. Extensive appendices present a listing of all symbols, keywords and rules of syntax for programming in Pascal.



Introduction To The UCSD p-System
by Charles W. Grant and John Butah
250 pages, pub. 1981. \$14.95

This is a clear, simple, and descriptive guide to the UCSD p-System, the operating system developed by University of California at San Diego. You'll learn what the UCSD p-System is, how it works, and how to use it. You'll learn how to create files, manipulate files, edit programs, compile and run programs, and how to make large programs run on small amounts of memory. Practical reference tables are included.

Forth

Starting FORTH

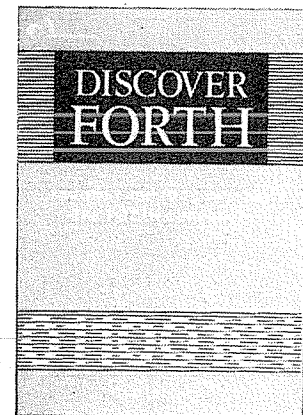
by Leo Brodie, FORTH Inc.
350 pages, pub. 1981. \$15.95

A fun, fun, fun book! The most popular FORTH book around. **Starting FORTH** is a breakthrough in learning programming. It presents all the important instructions you need to understand and begin writing programs in FORTH in a light, entertaining style. This book is replete with cartoon-like illustrations that make the learning process so much easier. Written in everyday English, sprinkled with a few touches of comedic relief, this is a must for anyone serious about learning FORTH. Includes information on polyFORTH, FORTH-79 and a forward by the creator of FORTH, Charles H. Moore.

Discover FORTH: Learning and Programming The FORTH Language

by Thom Hogan
142 pages, pub. 1982. \$14.95

Written by the author of "Osborne CP/M User Guide" this is the newest book on the very popular FORTH language. FORTH is one of the few programming languages which can be customized to meet individual programming needs. This book shows you how to do that and more. It's a good introduction to FORTH as well as a valuable reference guide. It describes FORTH syntax, specifically applicable to both FORTH-79 and FIG-FORTH. Includes notes on logical extensions and alternatives to the standard FORTH syntax. Many of the observations in this book come from the authors own extensive experience in using FORTH in a major software project.



Invitation to FORTH

by Harry Katzan, Jr.
221 pages, pub. 1981. \$15.00

A much more technical presentation of the FORTH programming language with a heavy emphasis on the mathematics involved in programming and computers. For the advanced FORTH user only.

Fortran

Basic FORTRAN

by James S. Coan
235 pages, pub. 1980. **\$10.95**

Here is a book that will enable novice programmers will be able to write meaningful FORTRAN programs immediately. You are taken step-by-step through the programming process. The author begins with short, complete programs, which are then developed into longer, more comprehensive ones. This book includes over 80 complete program examples.

FORTAN 77

by Harry Katzan, Jr.
207 pages, pub. 1978. **\$10.95**

This book covers, in detail, the FORTRAN 77 standard and its language extensions. It shows how FORTRAN's scope has been broadened in areas such as input/output facilities, data declaration facilities, subprogram facilities and the use of integer expressions. Valuable to those who use FORTRAN on a daily basis, it is also a must for anyone learning this versatile programming language.

FORTAN With Style: Programming Proverbs

by Henry F. Ledger and Louis J. Chmura
164 pages, pub. 1978. **\$9.95**

Using FORTRAN 77 standards, this book is intended for FORTRAN programmers who want to write carefully constructed, readable programs. It offers short rules and guidelines for writing more accurate, error-free programs. Among the topics discussed is the overconcern with micro-efficiency and with large programs. This guide introduces superior methods of program design and construction in FORTRAN. Read this book and you'll be able to write programs that work correctly the first time.

ADA

Invitation to ADA + ADA Reference Manual

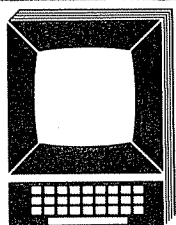
by Harry Katzan, Jr.
450 pages, pub. 1982. **\$29.95**

ADA - a new language that has become the standard for U.S. military systems - is thoroughly discussed in this valuable guide. The author explores applications of ADA in numerical programming, systems programming, and real-time programming. This handbook includes the entire ADA-Reference Manual produced by the Government Printing Office. This book will serve the needs of programmers, systems analysts, and other computer professionals.

Programming With ADA

by Peter Wegner
224 pages, pub. 1980. **\$17.95**

Here is an introduction to this important new language for readers with some previous experience in high-level language programming. This guidebook uses over 350 graduated and well-documented examples, carefully chosen to illustrate both specific language features and construction of complete "real" programs. In addition, the text covers ADA control structures, subprograms, data types, and concurrent programming.



Scientists & Engineers

Basic Computer Programs in Science and Engineering

by Jules H. Gilder
245 pages, pub. 1980. **\$11.95**

This collection of 114 ready-to-run Basic programs is for the hobbyist and engineer. There are programs to do statistical operations such as means, standard deviation averages, curve-fitting and interpolation. For design applications there are programs for designing filters, attenuators and matching networks, as well as histogram programs. There are also programs for matrix mathematics and complex numbers. Each program is presented as a listing in Basic, with sample run. All programs have been tested.

BASIC Programs For Scientists And Engineers

by Alan R. Miller
345 pages, pub. 1982. **\$14.95**

More than a simple collection of BASIC programs, this book is designed to teach BASIC programming techniques. Each program is described and explained in detail, helping you to develop proficiency in the use of BASIC. The programs in this book will run with most BASICs and implementation differences are clearly described and analyzed. Require acquaintance with calculus and some programming knowledge.

Contents include: Evaluation of a BASIC compiler; Mean and standard deviation; Vector and matrix operations; Simultaneous solution of linear equations; Development of curve-fitting program; Sorting; General least-squares curve fitting; Solution of equations by Newton's method; Numerical integration; Nonlinear curve-fitting equations; The normal curve, the Gaussian error function, the Gamma function, and the Bessel function.



Pascal Programs For Scientists And Engineers

by Alan Miller
320 pages, pub. 1981. **\$16.95**

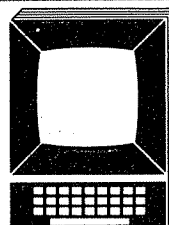
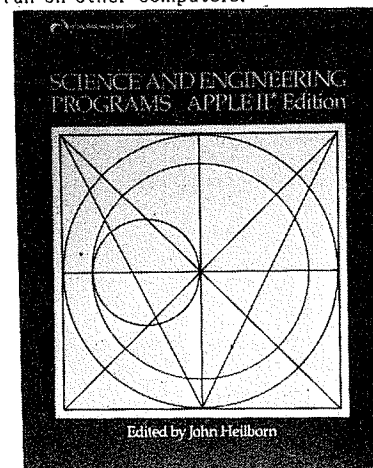
A book that provides immediately usable Pascal programs for scientists and engineers. It contains over 60 of the most frequently used algorithms along with their program implementations in Pascal. This book also discusses some of the pitfalls of writing scientific programs in current implementations of Pascal and provides programs to detect these pitfalls in any version of Pascal. It also explains general techniques for solving the problems once they are discovered. Anyone using this book should be acquainted with calculus and have some programming knowledge.

Science and Engineering Programs

Apple II Edition

Edited by John Heilborn
223 pages, pub. 1981. **\$15.99**

Here is a collection of 46 science and Engineering programs, written in Applesoft Basic. Programs include: Interpolation, Regression, Data Analysis, Thermodynamics, Linear Equations, Differential Equations, Eigenvectors and Eigenvalues, Structural Analysis, Integral Evaluation, Fourier Series Analysis, Mechanical Properties Analysis, etc. All programs will run on an Apple II with a minimum of 16K memory. The programs need only be keyed in and they are ready to run (you don't have to be a programmer to use them). For you non-Apple owners, there is a section that discusses various methods of modifying the programs to run on other computers.



Data

Communications

Microcomputer Data Communication Systems

by Frank J. Derfler
129 pages, pub. 1982. **\$12.95**

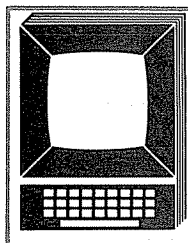
A valuable guide to the operation of modems, terminals, information utilities, and electronic bulletin for beginning to advanced microcomputer users. Subjects include: practical hardware and software descriptions for TRS-80, Apple II, and Heath H-89; modems; terminals; electronic bulletin board systems; deaf communication systems; information utilities such as CompuServe and Source; and much more. In addition to technical detail, this book reveals social impacts of developing systems, along with sections for the handicapped and future use.

Data Communications Dictionary

by Charles J. Sippl
545 pages, pub. 1976. **\$12.95**

Here is an indispensable reference for those who want to keep pace with the rapidly expanding field of data communications. It defines 14,500 terms, concepts, acronyms and abbreviations used in data processing and communications. The dictionary also provides current, concise definitions in new areas such as microcomputers, multi-mini computer systems, and developments in microwave, satellite, "packet" and laser communications.

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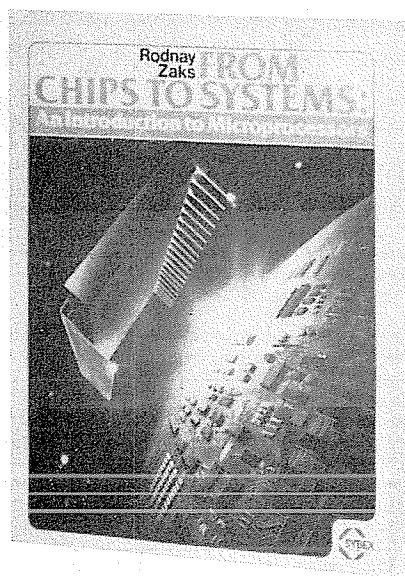
From Chips To Systems

From Chips To Systems: An Introduction to Microprocessors

by Rodnay Zaks
576 pages, pub. 1981. **\$15.95**

If you want to learn about the hardware side of microcomputers, this has been labelled "the best introductory text ever written on computers". It certainly is one of the best and the most comprehensive. Assumes no preliminary knowledge of microprocessors. (Some basic knowledge of electronics would help, but is not necessary.) With diligent study, anyone can understand the contents of this book. It is written in an easy-to-read style and presents all aspects of microprocessors in plain language, i.e. as plain as you can get with technical material.

Contents: Fundamental Concepts; Internal Operation of a Microprocessor; System Components; Comparative Microprocessor Evaluation; System Interconnect; Microprocessor Applications; Interfacing Techniques; Microprocessor Programming; Assembly and High-Level Programming; System Development; The Future; Appendices.



An Introduction To Microcomputers, Volume 1 Basic Concepts

2nd Edition
by Adam Osborne
430 pages, pub. 1980. **\$15.95**

More technical and comprehensive than Volume 0, this book covers the basic concepts of microcomputers in considerable detail. No technical expertise is required to understand this book. However, it might help if you have had some experience with microcomputers. Written by one of the premier experts of the industry, it has served thousands as their introduction to microcomputers.

Microcomputer Primer

by Mitchell Waite & Michael Pardee
384 pages, pub. 1980. **\$14.50**

An excellent technical primer on microcomputers. Your everyday vocabulary ought to contain some electronics jargon before you tackle this book though. This book is for those who are really "into" what makes these little machines work. Includes discussions on 16-bit microprocessors, VLSI chips, peripheral interfacing, most 8-bit microprocessors, memories, I/O interfaces, operating systems, and numbering systems.

Microprocessor Interfacing Techniques

3rd Edition
by Rodnay Zaks & Austin Lesea
464 pages, pub. 1979. **\$17.95**

A nice introduction to interfacing techniques used to put together a complete microcomputer system. Shows you how to pull together a complete system interfacing the central processing unit to a variety of peripherals, ranging from keyboard to CRT to floppy disk. All aspects of system design are discussed, including the various analog-digital conversion techniques, interfacing to standard buses (such as S100 and IEEE488) and corresponding I/O driver programs. Assumes basic knowledge of microcomputers or some technical background.

Microcomputer Design And Troubleshooting

by Eugene M. Zumchak
350 pages, pub. 1982. **\$17.95**

A very technical book for those who wish to become involved in the design of microcomputer systems. It covers every aspect of computer design from the idea to the working system. Includes discussions on: Controller functions - sequencing, counting, timing, computation, and management; Read/write timing, the essence of hardware design; Good hardware design - much more than just bringing together a CPU, memory and I/O with the proper timing; The computer system - interfacing it to the "world"; Hardware testing and troubleshooting - understanding the problem, having a good test plan, and having the right test equipment; Three basic areas of software design - documentation, philosophy, and technique; and much more.

8080

8080A/8085 Assembly Language Programming

by Lance A. Leventhal
600 pages, pub. 1979. **\$15.99**

A solid, comprehensive treatment of 8080A/8085 assembly language programming. Contains complete instructions sets, sample programming problems; problem solutions in source code and object code; each instruction fully explained; instruction set reference table; assembler conventions; I/O devices and interfacing methods.

8085A Cookbook

by Jonathan A. Titus, David G. Larsen, and Christopher A. Titus
352 pages, pub. 1980. **\$15.95**

A design-it-yourself guide to developing a number of completely operational, low-cost microcomputers around the 8085A microprocessor. Includes a discussion of all support hardware and 8085A family-compatible chips.

Z80

Programming The Z80

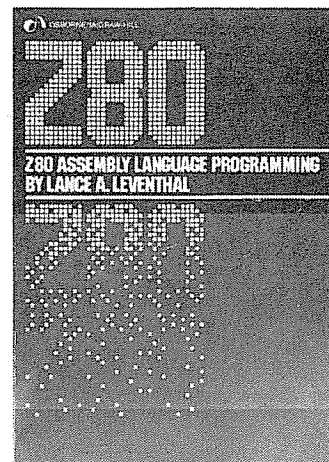
by Rodnay Zaks
620 pages, pub. 1981. **\$15.95**

This exhaustive reference work is an excellent tool for learning to use and understand the Z80. It covers everything from basic concepts to advanced programming techniques. Well organized, this presentation includes exercises to measure progress and comprehension at each step. Over 200 illustrations help you to understand the information presented. All aspects of Z80 programming are treated in a comprehensive yet simple way, starting with an explanation of the effect of each instruction and systematically working up to the development of all common type programs. Anyone interested in learning assembly language programming will find this an easy way to learn. Requires no programming or electronics background.

Z80 User's Manual

by Joseph J. Carr
324 pages, pub. 1980. **\$15.95**

A very technical, all-in-one guide to the Z80 and Z80A, with some reference to the Z8 and Z8000. It's got everything you need to learn the ins and outs of this popular chip. You should have some technical expertise though, perhaps having digested the information in Rodnay Zaks' "From Chips To Systems" (no easy task in itself). One of the very best technical references to the Z80 ever published.



Z80 Assembly Language Programming

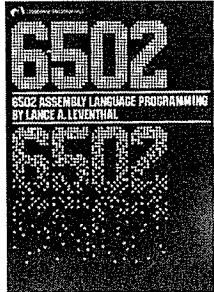
by Lance A. Leventhal
609 pages, pub. 1979. **\$16.99**

This manual provides comprehensive coverage of the Z80 microprocessor assembly language. Programming examples illustrate software development concepts and actual assembly language usage. Features include: over 80 sample programming problems; problem solutions in source code and object code; each Z80 instruction fully explained; Complete Z80 instruction set reference table; Z80 assembler conventions; Z80 I/O devices and interfacing methods; comparisons of Z80 and 8080A/8085 instruction sets and interrupt structure. A must for anyone using or designing around the Z80.



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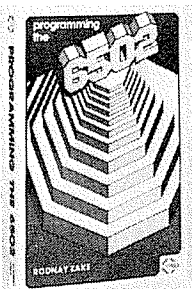


6502 Assembly Language
by Lance A. Leventhal
606 pages, pub. 1979. **\$16.99**

An extensive treatment of 6502 assembly language programming. This book provides an extensive range of programming examples, from simple memory load loops to complete design projects. The emphasis is on presenting a large number of fully debugged, practical programming examples. Over 80 programming examples are given with a standard format including flowcharts, source program, object code and explanatory text. Each 6502 instruction is fully explained along with 6502 assembler conventions. Input/output devices and interfacing methods are discussed, including programs and design considerations for the 6520 Peripheral Interface Adapter (PIA), the 6522 Versatile Interface Adapter (VIA) and other 6502-compatible I/O devices. The book also talks about programming the 6502 interrupt system. An excellent reference source for the 6502 microprocessor.

Programming The 6502
by Rodney Zaks
392 pages, pub. 1980. **\$13.95**

From elementary concepts through advanced data structures and program development, all essential aspects of assembly language programming are explained in a logical format, using everyday language. The information here is clearly and systematically presented with exercises of increasing difficulty. It builds programming skills to the point that you are able to understand and write 6502 programs of considerable complexity. Topics covered include: basic concepts; 6502 hardware organization; basic programming techniques; the 6502 instruction set; addressing techniques; input/output techniques; input/output devices; application examples; data structures; program development; the 6502's internal register and bus operation.



6502 Games
by Rodney Zaks
304 pages, pub. 1980. **\$12.95**

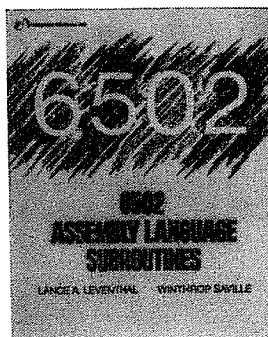
Games are fun and provide one of the best ways to learn advanced programming techniques. This book shows you how to design and program all kinds of computer games on the 6502, ranging from the passive (MUSIC) to the strategic (tic-tac-toe). There are algorithms and detailed programming techniques for ten types of computer games. They are designed to sharpen skills and develop competence in assembly language programming so readers can design programs for original games and other applications. Each comes with rules, instructions for playing, algorithms and a program (data structures, programming techniques, and detailed description). There is no more enjoyable way to learn assembly language programming. This book assumes you have assembly language programming expertise at the level of Rodney Zaks' "Programming The 6502", also listed in this section.

Programming And Interfacing The 6502, With Experiments
by Marvin L. De Jong
416 pages, pub. 1980. **\$16.95**

Excellent starting point for 6502-based microcomputer novices and veterans alike who may not have much assembly language programming or chip-level interfacing experience. Includes experiments and examples of simple I/O techniques, instructions, and chip-level interfacing that can be reinforced with a low-cost KIM, SYM, or AIM system. Helps your understanding of all 6502-based computer systems available today.

6502 Assembly Language Subroutines
by Lance A. Leventhal & Winthrop Saville
550 pages, pub. 1982. **\$15.95**

Here is one of the newest and most useful assembly language books around. It contains code for more than 40 common 6502 subroutines, including code conversion, array manipulation, arithmetic, bit manipulation, string processing, input/output, and interrupts. It describes general 6502 programming methods and tells how to add instructions and addressing modes. This book identifies strengths and weaknesses of the 6502 instruction set (preventing you from trying to make your 6502 do something it can't or won't do easily). It even discusses common 6502 assembly language programming errors. Subroutines included in this book can be used to: run a specific routine; speed up a BASIC program; assist in programming an I/O driver, a diagnostic, a utility, or a systems program; quickly learn 6502 assembly language (if you already know another microprocessor); improve your programming skills by seeing examples of working routines and the shortcuts used; debug, maintain, or revise an existing program. A must for any 6502 programmer. Will save you hours of programming time.

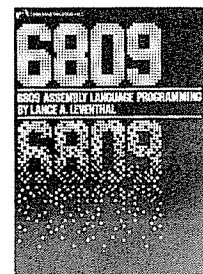


6502 Software Design
by Leo J. Scanlon
270 pages, pub. 1980. **\$13.50**

A wealth of complete and valuable information on the 6502 microprocessor for those who plan on implementing assembly language programs on this powerful chip. Contains 88 debugged programs which demonstrate and use the clean switching characteristics, low power dissipation and extra speed of this popular chip. Programs include simple delay subroutines (microsecond to hour delays), sorting programs, number base conversions, and a complete interrupt polling sequence.

Advanced 6502 Interfacing
by John M. Holland
190 pages, pub. 1982. **\$12.95**

For anyone interested in robotics and computer control, this is a very practical and useful book. It is a collection of design techniques and actual circuits that can be used or adapted to virtually any situation where computer control is needed. Thoroughly covered are input and output port design, serial communications, timing and timers, A/D and D/A conversion, data acquisition, and closed-loop control. There are valuable tips on eliminating the effects of noise and other causes of "glitches" and "kluges". There is also useful information on the architecture of the 6502. If you're involved in the design or maintenance of system computer controls -- or would like to be -- this book is a valuable aid.

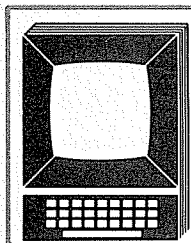


6809 Assembly Language Programming
by Lance A. Leventhal
575 pages, pub. 1981. **\$16.99**

Here is a comprehensive look at the 6809's architecture plus important features of 6809 assemblers. The scope and depth of presentation is comparable to the other Leventhal books (6502 & Z80 Assembly Language Programming). If you've never programmed in assembly language, this book will teach you how. It does assume a working knowledge of microprocessors, as do the other Leventhal books.

6809 Microcomputer Programming & Interfacing, With Experiments
by Andrew C. Staigaard, Jr.
272 pages, pub. 1981. **\$14.95**

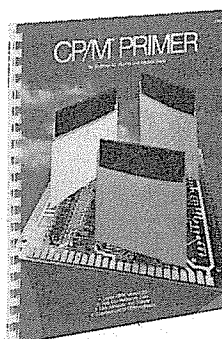
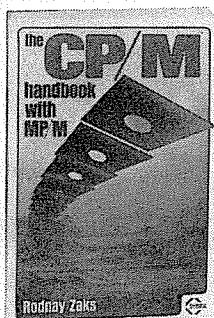
This book will give you a solid understanding of how to program and interface Motorola's high-performance 6809 microprocessor. This instructional text demonstrates the ease with which the 6809 can be programmed and interfaced. It completely explores internal structure, addressing modes, data movement instructions, registers, arithmetic logic, and test instructions for the 6809. Many sample programs are included.



CP/M and Unix

User Guide To The Unix System
by Rebecca Thomas PhD & Jean Yates
508 pages, pub. 1982. **\$15.99**

With 16-bit micros beginning to show themselves in a major way, UNIX will be in their fighting for prominence along with CP/M 86 and MS DOS. This is virtually the only tutorial available on the UNIX system. It was written by two people who have extensive experience in implementing and training on the UNIX system as well as other 16-bit operating systems. Written in non-technical language, this self-teaching tool allows you to learn the UNIX operating system easily and in a fraction of the time it would take using other documentation.



The CP/M Handbook (With MP/M)
by Rodney Zaks
336 pages, pub. 1980. **\$14.95**

Here is a complete reference guide and reference manual for CP/M. It begins with a step-by-step description of start-up procedures -- how to turn on the system, how to insert diskettes properly and how to perform basic initial operations, including diskette duplication. You are then taken through detailed explanations of PIP (the file transfer program), DDT (the debugging program), ED (CP/M's text editing program for creating and updating files), and every other CP/M command and program. There are reference chapters with complete practical hints and an introduction to CP/M's internal operation. Extensive appendices summarizing all commands for ready reference round out this thorough treatment of CP/M.

CP/M User Guide
by Thom Hogan
283 pages, pub. 1981. **\$15.95**

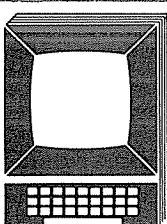
For those who want to know the basics of CP/M, this book bridges the gap between technical manuals and your working knowledge of microcomputers. This book starts at the beginning, detailing all the CP/M commands and describes compatible support programs. Use of application software packages, high level languages (BASIC, Pascal, FORTRAN, Fort and COBOL), and utility programs are covered. Advanced users will find useful information on the relationship between CP/M and other operating systems, such as Cromemco CDOS. There is also a discussion on how to modify CP/M or use CP/M for program development.

How To Get Started With CP/M
by Carl Townsend
127 pages, pub. 1981. **\$13.95**

If you already know a little something about microcomputers or operating systems, this is a great book to get you into CP/M. This is a somewhat technical book, despite its "How To Get Started" title. Replete with useful appendices and tables, you'll be running CP/M like a pro in no time. Includes lists of CP/M hardware and software suppliers.

CP/M Primer
by Stephen Murtha and Mitchell Waite
96 pages, pub. 1980. **\$14.95**

An excellent primer for the computerist who doesn't need extensive study of CP/M. Beginner or experienced, this is a useful reference guide to the CP/M operating system. Contains complete descriptions of CP/M terminology and a handy list of CP/M-compatible software.



16-Bit Microcomputers

A Z8000 User's Manual
by Zilog, Inc.
278 pages, pub. 1982. **\$13.95**

Written by the creators of the Z8000 CPU, this technical manual will help anyone using the Z8001 or Z8002 Model. Coverage includes all aspects of the Z8000 package, including instruction sets, data types, addressing modes, system inputs, timing, memory address space, general purpose registers, special purpose registers, instruction formats, arithmetic instructions, logical instructions, bit manipulation instructions, external interface devices and more. Appendices and a glossary of Z8000 terms.

Osborne 16-Bit Microprocessor Handbook
by Adam Osborne and Gerry Kane
772 pages, pub. 1981. **\$19.95**

This is the one source for complete, objective, and accurate information on 16-bit microprocessors. This book describes virtually every 16-bit microprocessor on the market today, and allows you to evaluate and compare any device or combination of devices. Chips covered include: National Semiconductor PACE and INS8900; General Instrument CP1600; Texas Instruments TMS 9900, TMS 9980, and TMS 9440; Single Chip Nova Minicomputer CPUs; Intel 8086; Zilog Z8000 Series; Motorola MC68000; 2900 Series Chip Slice Products. The book includes comprehensive data sheets on each microprocessor. This is the best single-source reference for technical information on 16-bit microprocessors.

68000 Microprocessor Handbook
by Gerry Kane
113 pages, pub. 1981. **\$9.95**

This is a handy, stand-alone reference guide to anyone using the 68000. Contains a clear presentation of signal conventions, timing diagram conventions, functional logic, three different instruction set tables, exception processing, and family support devices. Provides more information than the manufacturer's data sheets.

68000 Assembly Language Programming
by Gerry Kane/Doug Hawkins/Lance Leventhal
585 pages, pub. 1981. **\$16.99**

The 68000 is fast gaining wide popularity in the 16-bit sweepstakes. This book provides the information you need to tap the full potential of this chip's highly-evolved architecture and resources. It covers 68000 assembly language programming in explicit detail. Each of the 68000's instructions is individually presented and fully explained. There is a wealth of fully debugged, practical programming examples with solutions in both object code and source code. Discussions of assembler conventions, I/O device programming and interfacing methods are also included. People who have never programmed in assembly language and experienced programmer's alike will find this an invaluable reference to the 68000 instruction set and to programming techniques.

The 8086 Book - Includes the 8088
by Russell Rector & George Alexy
596 pages, pub. 1980. **\$16.99**

Here is an invaluable source that covers all the important features of the Intel 8086 microprocessor. This book covers the following:

Hardware - the architecture, timing and design of the 8086 chip in full detail.

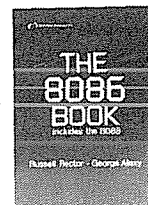
Programming - the entire 8086 instruction set is presented along with a discussion of optimal programming techniques.

Interfacing - techniques and specifications for interfacing to all kinds of devices.

Applications - the special features of the 8086 are covered objectively. Multibus and multi-CPU configurations are also described.

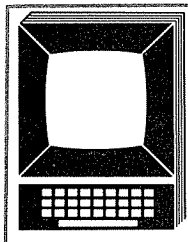
Programming The Z8000
by Richard Mateosian
312 pages, pub. 1980. **\$15.95**

A complete introduction to programming concepts and techniques for the Z8000. It presents detailed descriptions of the architecture and functions of the Z8000 and shows how it interacts with its family of support chips. The book shows how clear, well-organized Z8000 programs can be written for simple applications as well as complex ones, such as interrupt I/O programming and timesharing. Beginners and experienced programmers alike can use this book.



The Z8000 Microprocessor: A Design Handbook
by Zilog, Inc.
228 pages, pub. 1982. **\$15.95**

This book provides a complete description of the function and operation of the Z8001 and the Z8002. It is geared to readers with some prior experience with microprocessors, and functions as a complete reference manual for system designers who are using the Z8000 series of microprocessors. Contains the complete Z8000 instruction set with each instruction explained both in the text and in illustrations. Also describes interfacing with peripheral devices.



...etc

The Computer Coloring Book
The Computer Language Company
50 pages, pub. 1981. \$6.95

This is not just another coloring book. It's a learning tool for children of all ages. Each left-hand page contains a letter of the alphabet, a computer term that begins with that letter, and a definition of the term. The corresponding right-hand page has an outline drawing, just waiting to be colored in, which illustrates the term.

The book is a big 9-3/4" X 12-1/2". There are illustrations on analog and digital, software and programmer, memory and nanosecond. Kids will have fun coloring the pages while learning elementary computer terminology. What better way to introduce them to the world of computers?

Microcomputer Math
by William Barden, Jr.
127 pages, pub. 1982. \$11.95

A must for anyone who wants to understand the inner workings of computers. A comprehensive tutorial on various arithmetic operations used in microcomputers.

This book presents a step-by-step introduction to the binary, octal, and hexadecimal numbering systems. It discusses number representation and the addition and subtraction of binary and hexadecimal numbers in detail.

Also included are multiplication and division operations, multiple-precision and floating-point operations, fractions and scaling, and logical operations. An important book for the beginning and intermediate microcomputer user.

Your Small Business Computer: Evaluating, Selecting, Financing, Installing and Operating the Hardware and Software That Fits

by Donald R. Shaw
256 pages, pub. 1981. \$10.95

Though this book does show you how the different components of a computer work, its focus is on the process of acquiring a small computer for your business. It will show you just how to assess your computing needs, how to develop a Request For

Proposal (RFP), how to select and evaluate potential vendors, how to negotiate the contract once you've selected the computer you want. An invaluable tool that will help you avoid the mistakes many make when computerizing their businesses.

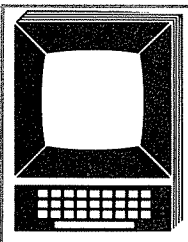
The Computer Glossary
by Alan Freedman
84 pages, pub. 1981 14.95

The Computer Glossary is not just a collection of definitions pasted together. It's a newly designed educational tool to help you understand the terminology of the world of computers.

Each term explained is capitalized every time it is used in other explanations. You can start with any term and continue to expand our knowledge of the subject by using this unique cross-referencing.

You can use this book to get a quick definition or a complete explanation. The large BOLDFACE headings make it easy for you to bounce around The Glossary quickly.

Alan Freedman is one of the country's leading specialists in teaching computer concepts to non-technical people. He's taught thousands of non-computer professionals to communicate more effectively with their systems people and suppliers. He puts computers into a "meaningful" perspective FOR EVERYONE.



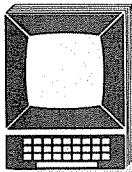
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Books...
A Great
Gift Idea!



The Care and Feeding of your Microcomputer

How To Choose Your Floppy Disks

There are two sizes of floppy disks in common use in our industry -- 8" and 5 1/4". Each comes single or double-sided. The disks come soft or hard-sectored. You can tell soft-sectored disks as they have only one index hole. (See diagram.) Hard-sectored disks have many index holes.

The instruction manual of your computer or disk drive will tell you which disk you need. Or look at the box of disks you're using now. If in doubt, call us on 1-800-LIBRARY. (It's a free call.)

How To Best Take Care Of Your Floppy Disks

Maxell disks meet or beat all industry standards. They are the best-made disks around. However, they won't keep your data intact if you mistreat them. Please swear to do (or not to do) the following:

1. HANDLE THEM LIKE GLASS. Don't bend them, sit on them, drop things on them.

2. DON'T TOUCH THE SHINY PARTS! (The exposed "plastic" slits or dots that show through the black paper liner.) Disks are vulnerable to fingerprints, dust, coffee spills, cigarette ashes, sneezes, and maybe even dirty looks. The best way to protect them is to always keep them inside their protective envelopes.

3. DON'T JAM THEM INTO THEIR SLOTS. Ease them gently into their drives, so they don't bend, scratch, or otherwise become damaged.

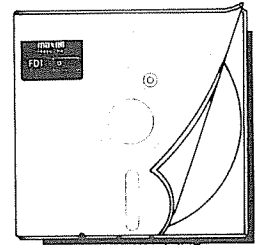
4. BEWARE OF MAGNETISM. The disk's memory comes from tiny magnetic particles on the disk's surface. Exposing the disk to any magnetic field will muck up the disk's neat arrangement of magnetic particles -- your precious information. Keep disks away from TV sets, phones with working bells, electric motors, typewriters, air conditioners, loudspeakers.

5. KEEP THEM COMFORTABLE. Meaning between 55 degrees F to 95 degrees Fahrenheit (13 degrees to 35 degrees Celsius).

6. IT'S IMPORTANT, SO COPY IT. The information on your disks is always worth a whole lot more than the cost of the disks. Figure the hours alone to recreate the stored information. Figure what it could cost you if your accounts receivable file disappeared. Make at least two copies of every one of your working disks. When you're complete, make a third copy and store it some place safe -- like a deposit box or fireproof vault.

Maxell Floppy Disks— The Best Disks At The Best Price





Maxell has consistently been recommended as one of the leaders in floppy disk manufacturing. Quality control is unsurpassed in the industry. As a result of exhaustive quality control inspections, Maxell disks meet or exceed the most demanding specifications, including ISO, IBM, ANSI, JIS, and Shugart. A unique wear-resistant binder, specifically developed with lubricants to minimize friction and head wear, increases durability and reliability.



5 1/4" Mini-Diskette Reference Chart

Type	Description	Model #
Single Sided Single/Double Density	Soft Sectors	MD1-M
	10 Hard Sectors	MH1-10M
	16 Hard Sectors	MH1-16M
Double Sided Single/Double Density	Soft Sectors	MD2-DM
	10 Hard Sectors	MH2-10DM
	16 Hard Sectors	MH2-16DM

8" Floppy Disk Reference Chart

Type	Description	Model #
 Single Sided Soft Sectored	Single Density, 128 Bytes	FD1-128-M-1100 or FD1-128-M-1200*
	Double Density, 256 Bytes	
 Single Sided Hard Sectored	Single Density, 32 Sectors	FH1-32-M-1100 or FH1-32-M-1200*
	Double Density, 32 Sectors	
 Double Sided Double Density Soft Sectored	26 Sectors 256 Bytes	FD2-X-DM-1200*
	15 Sectors 256 Bytes	
	15 Sectors 512 Bytes	
	8 Sectors 1024 Bytes	
 Double Sided Double Density Hard Sectored	32 Sectors 256 Bytes	FH2-32DM-1200*

* Model numbers ending in 1200 indicate disk has Write Protect feature, which means you can set the disk up so information on the disk can't be accidentally erased.

How Much Do They Cost?

Our Price

Description	Model No.	Suggested Retail	Price per diskette. Packaged in boxes of ten diskettes.		
			10-50	60-90	100-200
8" Single Sided Disks	FD1-128-M-1200	\$7.20	\$4.80	\$4.50	\$4.20
	FH1-32-M-1200	\$7.20	\$4.80	\$4.50	\$4.20
8" Double Sided Disks	FD2-X-DM-1200	\$8.90	\$6.15	\$5.90	\$5.65
	FH2-32-DM-1200	\$8.90	\$6.15	\$5.90	\$5.65
5-1/4" Single Sided Disks	MD1-M	\$5.50	\$3.80	\$3.55	\$3.25
	MH1-10M	\$5.50	\$3.80	\$3.55	\$3.25
	MH1-16M	\$5.50	\$3.80	\$3.55	\$3.25
5-1/4" Double Sided Disks	MD2-DM	\$7.85	\$4.75	\$4.55	\$4.30
	MH2-10DM	\$7.85	\$4.75	\$4.55	\$4.30
	MH2-16DM	\$7.85	\$4.75	\$4.55	\$4.30

Buy more diskettes than you need immediately. Diskettes are cheap compared to the value of what you put on them. They don't go bad. They use less space than paper.

Floppy Disk Storage: Do's And Don'ts

We understand the complex uses of Magnetic Media. We know that filing a diskette, which may cost only a few dollars, but may cost thousands of dollars to replace, is not like filing an invoice, or a letter.

We appreciate the sensitivity of Magnetic Media. We know that bent or damaged media will not function properly. We have selected systems that are designed to ensure that all media is fully protected.

Take for example, the Diskette Pocket. It is made from a unique material available ONLY from the makers of this product. This rigid material provides a pressure-free environment, yet built-in crimping provides cushioning to shield the diskette from the shock of handling and other minor impacts.

The modular design of many of these systems allows the filing system to grow as the media library expands. You can select, from the many systems below, the one that is ideally suited to your needs, knowing that it will perform perfectly for years to come, protecting and organizing your media as long as you need it.

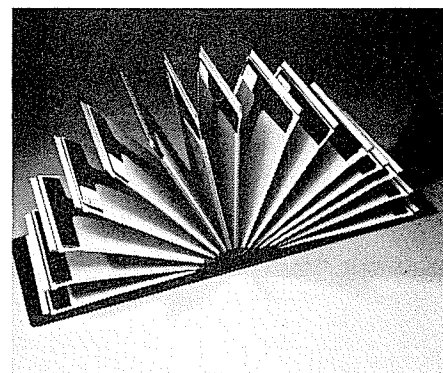
ON STORING FLOPPY DISKS

Floppy and mini-diskettes:

1. ..should not be stored where they will sag, slump or be compressed.
2. ..should be protected from adverse magnetic or environmental conditions.
3. ..should be stored in a protective envelope and filed away when not in use.
4. ..should not be left lying flat and unprotected on top of your computer. Dust will accumulate on the diskette...an open invitation to disaster.
5. ..should be stored in professionally designed media storage devices -- not in paperboard boxes!

ABOUT STORING MAGNETIC MEDIA IN PAPERBOARD BOXES

Paperboard boxes are generators of dust and debris; sources of transient drop-outs or garbled data. Like a blotter, they collect moisture which can warp a disk or vinyl jacket and cause mechanical malfunction of a drive system. They are top heavy and unstable when full. With normal usage, paperboard boxes become torn, crushed, and non-functional. They are, "at best" -- temporary.



Diskette Fan Files

The Fan File range offers a combination of features making it the perfect filing system for up to 30 diskettes. In addition to the above mentioned Diskette Pocket, the Fan Files feature floating axles, which provide additional shock absorption protection.

When open for use, the Diskette Pockets fan out, providing rapid retrieval of the diskettes. After use, the Fan File is securely, but gently, closed by Velcro fasteners, insuring that diskettes don't accidentally fall out. The Fan File range is ideal where portability from one work station to another is necessary.

30 diskette capacity	\$54.00
20 diskette capacity	\$49.00
10 diskette capacity	\$36.00

Minidiskette Panel

The Minidiskette Panel holds 4 mini-diskettes each in individual pockets. The mindiskette is filed pressure-free, with no overlapping of the sensitive media.

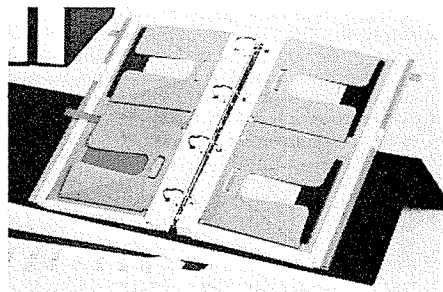
The unique raw material used in the construction of the mindiskette panels is rigid plastic. It enables your mindiskettes to be filed without awkward fumbling or pulling. The pockets are also anti-static loading.

The color coded indexing system features unique full-length clear channels and cannot be pulled off or knocked out of position, and insures rapid access.

\$5.00 each
\$95.00 per pack of 20

Minidiskette Easel Binder

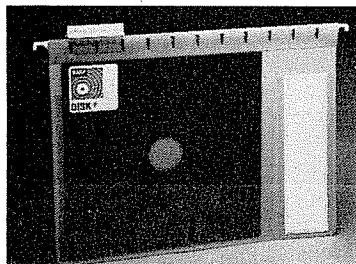
When used with the Minidiskette Panel, this is a simple, yet efficient system for filing up to 20 mini-diskettes.



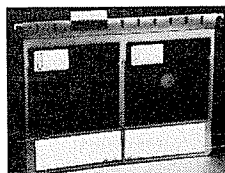
While in use, the Easel Binder is free standing with the panels at optimum angle for easy access. When closed, the binder fits on a shelf or credenza and may be filed in a safe or fireproof cabinet for extra security.

Each binder has a label holder on its spine for easy identification.

\$34.00



Diskettes



Mini-Diskettes

Diskette & Minidiskette Hanging Folders

Now...folders containing magnetic media can be filed alongside relevant hard copy with no change to the regular office filing system. These folders are designed to fit into conventional file cabinets, desk drawers, any filing system.

The exclusive blue PVC material used in the construction of these folders is anti-static loading for outstanding media protection. Clear plastic pockets provide a secure, pressure free environment and protection from dust and other contaminants.

Standard tabs fit into folders to use the same indexing system as regular hanging file folders. You save time... and all your filing is in one place, saving you precious filing space.

Available in letter and legal size. Please specify which size you want when ordering.

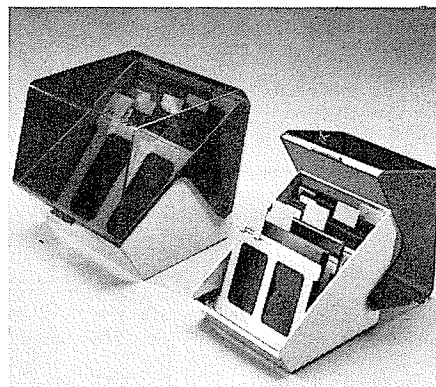
Letter Size	\$18.00 per 10 pack
Legal Size	\$24.00 per 10 pack

Filing Trays

Here's a filing tray that combines modern, attractive styling with outstanding protection and organization of magnetic media. It promotes easy filing and easy retrieval. Each holds more than 50 diskettes or minidiskettes.

- Hinged lid is easy to open and close -- saves space.
- Convenient indexing promotes fast retrieval of media -- tabs can be set to desired position.
- Heavy duty plastic construction is anti-magnetic, will not scratch work station or desk surfaces.
- Closes when not in use to protect media from dust and other contaminants.
- Convenient carrying handle allows easy portability from one work station to another.
- Economical to use for storing, protecting, filing.
- Attractive design and color blends with any office decor.

8 inch	\$36.00	3 or more	\$32.00 ea.
5-1/4 inch	\$28.50	3 or more	\$24.00 ea.



Cuesta Datasaver

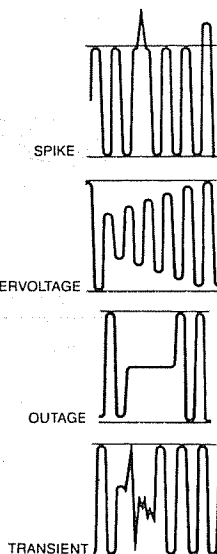
The power your utility company delivers to you and your computer is usually horrible. It suffers spikes (caused by lightning, thunderstorms) transients (or "noise" caused by motors), undervoltages ("brownouts"), and outages ("blackouts"). You can blow fuses (and lose power to the computer) when someone turns on the coffee pot, the xerox machine, the air conditioner, etc. Any of these problems can cause logic circuits to make illogical errors. They can also cause you to lose data in Random Access Memory (RAM).

Power problems are the biggest cause of unexplained computer glitches.

A voltage surge protector will protect you against only one problem, surges or spikes. The best protection against unstable power is an uninterruptible power supply (UPS). A UPS is very expensive.

The most cost-effective device to protect a microcomputer is a battery-powered AC backup unit, such as the **Cuesta Datasaver**. The Datasaver will keep your computer running for up to five minutes during blackouts, brownouts and blown fuses. Those five minutes (which start when you hear a buzzer) is enough time to "save" your data and turn your computer off. The Datasaver will also protect your computer from voltage spikes, surges, and transient voltage (noise on the line).

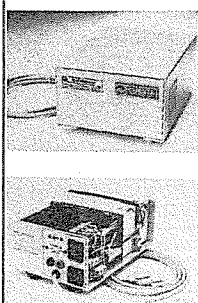
The Datasaver consists of a rechargeable sealed battery, automatic battery charger, solid-state power inverter, AC voltage monitor and cutout switch, and an alarm buzzer. The unit is available in 90 or 200 WATTS. We have included a chart to help you choose which one you need. If you're in doubt, look in your instruction manual or at the back of your computer for your power rating -- or call us. Datasaver comes with a **90 day warranty**. Units repaired or replaced under warranty are returned with shipping and insurance paid by Cuesta Systems.



The following chart will help you select which **DATA-SAVER** is right for your computer system. This list assumes your computer, monitor (video display), and floppy disk storage units need uninterrupted AC power, but your printer does not.

Microcomputer System	DATASAVES to Select	
	90WATT	200WATT
Apple II Plus w/dual drives, B/W monitor	XX	
Apple III w/2 drives, color	XX	
Apple II/III w/profile fixed disk		XX
Courier portable computer	XX	
Eagle Computer		XX
Hewlett-Packard 85, 87, 125	XX	
IBM Personal Computer		XX
KayComp II	XX	
MicroSource M6000P	XX	
Osborne I	XX	
TRS-80 Model II or Model 16		XX
TRS-80 Model III w/dual drives	XX	
Vector Graphic		XX
Victor 9000	XX	
Xerox 820		XX
Zenith Z-89	XX	

Electrical Specifications



	90 Watt	200 Watt
Output Power (Watts, Full Rated Load)	90	200
AC Operating Voltage (VAC)	120	120
Operating Frequency (Hertz, $\pm 10\%$)	60	60
AC Line Input Rated Current (Amps)	1.5	2.5
AC Internal Overload Fuse (Amps)	2	3
AC Line Input Voltage Range (VAC)	102-132	102-132
Line to Battery Transfer (msec Max)	10	10
Auxiliary Battery Voltage (VDC)	11-14.4	10.8-14
VAC Out on Battery (RMS at 75% DC)	102-132	102-132
Holdup Time on Internal Battery (Minutes)		
At Full Rated Output Load	2-5	2-5
At Half Rated Output Load	15	15
Output Receptacles (NEMA 5-15R)	2	1
Weight (Pounds/kgrams)	10/4.5	14/6.4

Size (inch/cm) 4/10.2 High, 6/15.2 Wide, 9/22.9 Long
Prices \$365.00 \$645.00

Voltage Surge Protector

Are you having strange undefinable problems with your terminals or your system? The source could be a poor power line. Transients, surges, spikes, power bumps, overshoots, over voltages, are but a few of the names used for the high voltages that appear on power lines and last for a very short time (typically, they only last for a few microseconds). They can be caused by lightning, a power outage or restoration, heavy machinery, air conditioners, household appliances, etc.

Surges cause system problems such as data errors, memory errors and premature component failure which can all lead to loss of valuable data and time.

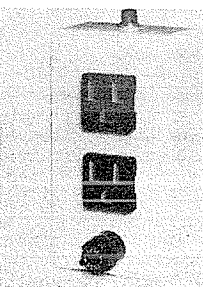
Most devices are protected (fused) from over-current but they probably are not protected from over-voltage. The Voltage Surge Protector protects sensitive microcomputer circuitry from transient voltage spikes and improves component and system reliability. It will easily pay for itself by eliminating just one service call. For added protection, The Surge Protector has a neon light that tells you at a glance the unit is working properly. It also comes with a convenient on/off switch so you can turn your computer equipment on and off with just one switch.

The Surge Protector is available in your choice of two or six plugs. Please specify **VSP-2** for two plug unit or **VSP-6** for six plug unit.

The Surge Protector:

- Detects and shunts voltage transients in less than one billionth of a second (one nanosecond)

- Plugs into any standard 120-volt outlet for immediate protection.
- Eliminates "No Trouble Found" service calls.
- Energy dissipation of 600,000 watts up to 100 microseconds.



Electrical Specifications

- Applicable line voltage: 120V rms nominal. 170VP to P nominal.
- Clamping level: 200V nominal
- Operating temperature: -25 to +75 degrees C
- Storage temperature: -50 to +100 degrees C
- Operating humidity: Less than 95% non-condensing

VSP-2 (two plug unit) \$79.95 each
 Three or more \$74.95 each

VSP-6 (six plug unit) \$109.00 each
 Three or more \$99.95 each

Staticide

Static electricity will disrupt the operation of any electronic component. On a dry day, 10 steps on a nylon rug can build up from 10,000 to 20,000 volts of static electricity in the body. By simply rising from a chair insulated from the floor (rubber casters), you can generate 10,000 volts. If you build up the voltage and point a finger at a component or a board, you may "french fry" the component, i.e. cause its immediate destruction with a static electricity charge. Static electricity is a serious danger for any computer installation and should be carefully avoided.

Staticide, the most cost-effective solution to static control. Commonly used conductive mats cost \$125 or more. As the mats lose antistatic properties. People approaching from unmatted areas can develop huge charges and continue to cause all the problems inherent in static discharge.

A one quart bottle of Staticide, at a cost well below \$10, can cover an entire floor, furniture, trays, terminals, equipment fixtures, cassettes, and even the clothing of personnel. That same bottle of Staticide will keep you static free for six months to a year in a 12 foot by 15 foot area.

Easy-to-use and long-lasting, Staticide can also prevent dust attraction, another enemy of small computers.

\$7.50 per 1 qt. bottle



We Practice What We Preach

We at Computer Knowledge Center have been using microcomputers for the past year and a half. They have been invaluable to us in our publishing business. Our parent company, Telecom Library Inc., has used them to produce five books and three mail order catalogs.

This catalog was produced almost entirely using off-the-shelf microcomputer hardware and software. It went through the following sequence. First, we wrote the copy on all the books and accessories in the catalog on a TRS-80 Model II using WordStar, MicroPro International Corp.'s word processing program. Our Model II is running on Lifeboat Associate's implementation of the CP/M disk operating system.

The copy was then printed, proportionally spaced, on plain, white paper using a Diablo 630 letter quality printer with a metal print wheel. The printed copy was sent to a stat house where it was photographically reduced by 35% onto direct positives. The positives were then used to create the mechanicals (camera ready art) we would ultimately send to the printer.

We enhanced the catalog by having section headings and headlines set by a professional typesetter. Compared to what it would have cost to have the entire catalog typeset, our actual typesetting costs were almost negligible. We also saved an enormous amount of time by being able to proof-read and make corrections on the computer. The alternative was to have corrections sent back to the typesetter. That process could have taken days instead of hours as it did using the computer.

We have successfully used microcomputers to improve productivity and reduce production costs. This allows us to distribute this catalog free of charge to anyone who is interested in microcomputing. It is also a good example of how microcomputers can be used to enhance your business.

We believe in the utility of microcomputers and the real contributions they can make to our lives. You don't have to be a technical genius to use them successfully. All it takes is your commitment to do a little studying and planning, and to have a good understanding of what you want your microcomputer to do for you, whether it's to help run your business better or simply to provide entertainment for your family.

We hope you have found useful information in our first Computer Knowledge Center catalog. Drop us a line and tell us how we can serve you better next time.

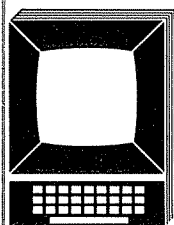
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We keep a large inventory. If it's in stock (and it usually is) we ship your order within 24 hours of receiving it. There are many ways to ship. The faster you want delivery, the more expensive.

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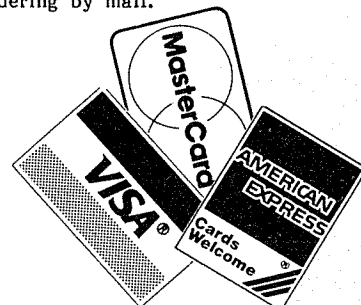
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