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# NEW ARRIVALS

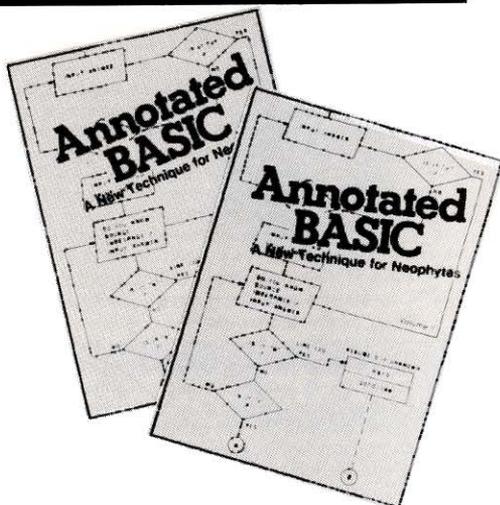
## Annotated BASIC—A New Technique for Neophytes. Vol I & 2

BASIC programming was supposed to be simple—a beginner's programming language which was so near to English that it could be easily understood. But, in recent years, BASIC has become much more powerful and therefore much more difficult to read and understand. BASIC simply isn't basic anymore.

*Annotated BASIC* explains the complexities of modern BASIC. It includes complete TRS-80\* Level II BASIC programs that you can use. Each program is annotated to explain in step-by-step fashion the workings of the program. Programs are flowcharted to assist you in following the operational sequence. And—each chapter includes a description of the new concepts which have been introduced.

*Annotated BASIC* deals with the hows and whys of TRS-80 BASIC programming. How is a program put together? Why is it written that way? By observing the programs and following the annotation, you can develop new techniques to use in your own programs—or modify commercial programs for your specific use.

*Annotated BASIC* Volume 1 discusses these BASIC concepts: ABS, AND, ASC, ATN, CHR\$, CLEAR, CLS, COS, DIM, Dimensioning a String Variable, Dummy Variables, END, Exponentiation, Flowcharting, FOR-NEXT Loops, IF-THEN Statements, INKEY\$, INPUT, INT, LEFT\$, LEN, MID\$, NEXT, Notation, ON...GOTO, OR, Order of Operations, PEEK, PRINT, PRINT@, PRINTCHR\$, PRINT TAB, Program Efficiency, RANDOM, Relational Operators, REM, Reusing Variables, RND, SIN, Single-Precision Numbers, SQR, String Concatena-



tion, STRING\$, Subscripts, Three-Letter Variables, Use of Equations, VAL.

**Vol. I. BK7384.....\$10.95**

*Annotated BASIC* Volume 2 discusses these BASIC concepts: Arrays, Control Characters, COS, DATA, DEFINT, DEFSTR, Exponential Notation, FIX, Function Tables, Graphics, ON ERROR GOTO, PEEK 16417-16416, POINT, POKE, PRINT USING, READ, RESET, RESTORE, RESUME, RETURN, RIGHTS, SET, SGN, SQR, STEP - n, STR\$, Syntax, Two-Dimensional Arrays.

**Vol. II. BK7385.....\$10.95**

## INDEX BY SECTION

New Arrivals.....	2-3
Introductory.....	4
Games.....	5
Money Making.....	5
Magazines.....	6
Languages.....	7
Programming.....	8-9
Business.....	10
Encyclopedia for TRS-80*.....	11
Introduction to Amateur Radio.....	12
73 Technical Library.....	13
Cook Books.....	13
Books for the Ham Shack.....	14
Antenna Books.....	15
Code Tapes.....	15

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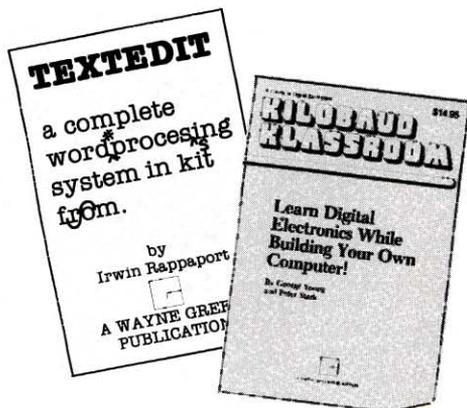
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# NEW ARRIVALS



**Disk Also Available!**

## TEXTEDIT—A Complete Word Processing System in Kit Form By Irwin Rappaport

This new book provides you with a comprehensive word processing system written for TRS-80\* Disk BASIC, so you can modify it to suit your own personal or business needs. The system is built up from individual modules, each with its own specific function—from ASCII upper-lowercase conversion to text justification to one-key phrase entering.

Author Rappaport uses a tutorial method in explaining how to load and operate the system works. A custom word processing system that won't set you back a lot of money! Operates on TRS-80 Models I and III with TRSDOS\* 2.2/2.3, 32K, and one disk drive.

**BK7387** ..... \$9.97  
**Disk DS7387** ..... \$19.97

## KILOBAUD KLASROOM A Course in Digital Electronics

By George Young and Peter Stark

Learning electronics theory without practice isn't easy. And it's no fun to build an electronics project that you can't use. *Kilobaud Klassroom*, the popular series first published in *Kilobaud Microcomputing*, combines theory with practice. This is a practical course in digital electronics. It starts out with very simple electronics projects, and by the end of the course you'll construct your own working micro-computer!

Authors Young and Stark are experienced teachers, and their approach is simple and direct. Whether you're learning at home or in the classroom, this book provides you with a solid background in electronics—and you'll own a computer that you built yourself!

**BK7386** ..... \$14.95

## NANOS SYSTEM REFERENCE CARDS

(for Models I, II, III and Color Computer)  
New for Apple II and Apple II Plus

At last! No more flipping through the pages of the Basic manual! No more working through the maze of machine language instructions! These cards completely summarize the Basic and Assembler manuals! FEATURES INCLUDE: memory map, eye-ball graphics, math instructions, BASIC commands, store instructions, BASIC functions, load instructions, BASIC statements, move instructions, special keys, exchange instructions, print using examples, shift instructions, BASIC special characters, compare instructions, BASIC and assembler messages and codes, branch instructions, BASIC facts, data alteration instructions, reserved words, I/O instructions, ROM routines, complete character chart with graphics and space-compression codes, hex-dec chart, control code cross-reference, assembler instructions commands and operators, screen line layout, editor commands & subcommands, condition code easy access.

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<b>MODEL II BASIC &amp; ASSEMBLER</b>	<b>FC 1005</b>	<b>5.95</b>
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<b>APPLE II BASIC + 6502</b>	<b>FC 1008</b>	<b>4.95</b>

## MOD III ROM COMMENTED

—Soft-Sector  
Marketing, 1981

This book is not an instruction course on machine language, but rather an information source that you can use time and time again for writing your own program or patching old Mod I machine language programs. It contains an explanation of ROMs in the latest machine from Tandy, with most every location of the 14K ROMs listed, with comments.

**BK1235** ..... \$22.50

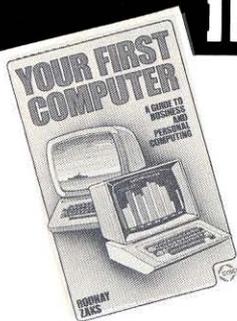
## DOS RANDOM ACCESS & BASIC FILE HANDLING

By H.J. Muller

This book was written for the nonprogrammer. It is ideal for the businessman or professional who needs to solve and write special programs for in-house business problems, or the hobbyist who wants to go beyond the cassette recorder and into disk storage and file manipulation. It is written as a self-instruction tutorial and will provide anyone with some Level II experience with the ability to write special programs for inventories, mailing list, work scheduling, record keeping, research project data manipulation, etc. 150 pages.

**BK1236** ..... \$29.50

# INTRODUCTORY



## YOUR FIRST COMPUTER

By Rodney Zaks

Whether you are using a computer, thinking about using one or considering purchasing one, this book is indispensable. It explains what a computer system is, what it can do, how it works and how to select various components and peripheral units. It is written in everyday language and contains invaluable information for the novice and the experienced programmer. (The first edition of this book was published under the title "An Introduction to Personal and Business Computing")

**BK1191.....\$8.95**

## SOME OF THE BEST FROM KILOBAUD MICROCOMPUTING

Edited by Emily Gibbs & Jim Perry

A collection of the best articles that have appeared in *Kilobaud Microcomputing*. Included is material on the TRS-80 and PET systems, CP/M, the 8080/8085/Z-80 chips, the ASR-33 terminal. Data-base management, word processing, text editors, and file structures are covered too. Programming techniques and hard-core hardware construction projects for modems, high-speed cassette interfaces, and TVTs are also included in this large-format, 200-plus-page edition.

**BK7311.....\$10.95**

## UNDERSTANDING AND PROGRAMMING MICROCOMPUTERS

Edited by Kilobaud Microcomputing staff

A valuable addition to your computing library. This two-part text includes the best articles that have appeared in *73* and *Kilobaud Microcomputing* magazines on the hardware and software aspects of microcomputing. Well-known authors and well-structured text help the reader get involved.

**BK7382.....\$10.95**

## MICROPROCESSOR INTERFACING TECHNIQUES

By Austin Lesea & Rodney Zaks

Will teach you how to interconnect a complete system and interface it to all the usual peripherals. It covers hardware and software skills and techniques, including the use and design of model buses such as the IEEE 488 or S-100.

**BK1037.....\$17.95**

## DON'T (or How to Care for Your Computer)

By Rodney Zaks

In plain language, with numerous illustrations, this book tells all the do's and don'ts of the care, preservation and correct operation of the small computer system. Specific chapters cover each piece of hardware and software, as well as safety and security precautions and help for problem situations. Have your compute work right the first time and keep it working. No technical background required. For all computer users.

**BK1237.....\$11.95**

## INTRODUCTION TO MICROCOMPUTERS

VOL. I—2nd Edition completely revised

By Adam Osborne

Dedicated to the basic concepts of microcomputers and hardware theory. The purpose of Volume 1 is to give you a thorough understanding of what microcomputers are. From basic concepts (which are covered in detail), Volume 1 builds the necessary components of a microcomputer system. This book highlights the difference between minicomputers and microcomputers.

**BK1030.....\$12.99**

# 3 New Titles

## INTRODUCTION TO WORD PROCESSING

By Hal Glatzer

This book explains in plain language 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. No technical knowledge required, for all first-time users and those considering purchasing a word processor.

**BK1238.....\$12.95**

## A USER GUIDE TO THE UNIX SYSTEM

By Jean Yates and Rebecca Thomas

Here at last is a clearly written book that allows you to use the Unix operating system easily, and at a fraction of the time it previously took. If you're using, evaluating or simply curious about this system, this is your book.

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## WORDSTAR MADE EASY

by Walter A. Ettl

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# GAMES

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Forty games in all in nine different categories. Games for large and small systems, and even a section on calculator games. Many versions of BASIC used and a wide variety of systems represented. A must for the serious computer gamesman.

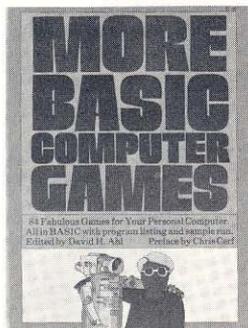
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## BASIC COMPUTER GAMES

*Edited by David H. Ahl*

Okay, so once you get your computer and are running in BASIC, then what? Then you need some programs in BASIC, that's what. This book has 101 games for you from very simple to real buggers. You get the games, a description of the games, the listing to put in your computer and a sample run to show you how they work. Fun. Any one game will be worth more than the price of the book for the fun you and your family will have with it.

**BK1074.....\$7.50**



## MORE BASIC COMPUTER GAMES

*Edited by David H. Ahl*

More fun in BASIC! 84 new games from the people who brought you *BASIC Computer Games*. Includes such favorites as Minotaur (battle the mythical beast) and Eliza (unload your troubles on the doctor at bargain rates). Complete with game description, listing and sample run.

**BK1182.....\$7.50**

## WHAT TO DO AFTER YOU HIT RETURN

*Edited by Bob Kahn*

PCC's first book of computer games... 48 different computer games you can play in BASIC... programs, descriptions and many illustrations. Lunar Landing, Hammurabi, King, Civel 2, Qubic 5, Taxman, Star Trek, Crash, Market, etc.

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## CAPTAIN 80 BOOK OF BASIC ADVENTURES

*by Robert Liddil*

This book contains 80 of the most popular Adventure programs available today, all in one easy-to-read book with listings ready to be keyed into your computer. This unique book also contains an ADVENTURE GENERATOR program, not available from any other source. This generator program will actually write another BASIC ADVENTURE PROGRAM! Although specifically written for the TRS-80 Model I & III, these programs are adaptable to other computers using Microsoft BASIC.

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*By Jerry Felsen*

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Anybody**



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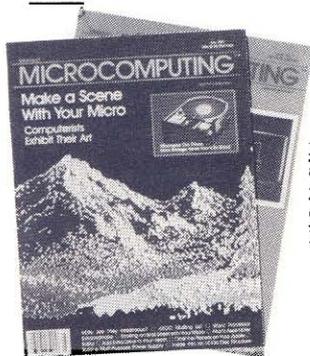
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# MAGAZINES

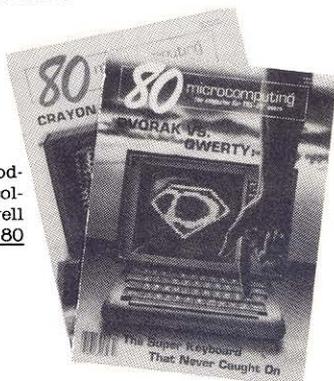
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## INCREASE YOUR KNOWLEDGE

80 Micro is the leading monthly journal for TRS-80\* users. New product announcements, product reviews, practical programs, regular columns on business and education—no other system has been as well supported by programs and information as has the TRS-80 by 80 Micro.



Microcomputing is the monthly magazine for the computer enthusiast, providing the high quality articles, programs, and applications you need to improve and expand the use of your system. And Microcomputing is written so that it can serve the needs of the novice and expert alike.



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# LANGUAGE

## BASIC

### 50 BASIC EXERCISES

By J. P. Lamoitier

This book is structured around the idea that the best way to learn a language is through actual practice. It contains 50 completely explained exercises: statement and analysis of the problem, flowcharts, programs and actual runs. Program subjects include mathematics, business, games, and operations research, and are presented in varying levels of difficulty. This format enables anyone to learn BASIC rapidly, checking their progress at each step.

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### THE BASIC HANDBOOK—SECOND EDITION

By David A. Lien

This book is unique. It is a virtual ENCYCLOPEDIA of BASIC. While not favoring one computer over another, it explains over 250 BASIC words, how to use them and alternate strategies. If a computer does not possess the capabilities of a needed or specified word, there are often ways to accomplish the same function by using another word or combination of words. That's where the HANDBOOK comes in. It helps you get the most from your computer, be it a "bottom-of-the-line" micro or an over-sized monster.

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### LEARNING TRS-80 BASIC

By David A. Lien

Dr. Lien, who is the author of *THE BASIC HANDBOOK* and the original Radio Shack *LEVEL I USER'S MANUEL*, has compiled a tutorial which includes portions of the original *USER'S MANUAL*, and most of *LEARNING LEVEL II* along with extensive additions. It will completely cover the TRS-80 Models I, II, III, and 16 (sorry, not the color or pocket computers). It is, of course, written in the easy learning style which readers of Dr. Lien's books have come to enjoy.

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### BASIC BASIC (2ND EDITION)

By James S. Coan

This is a textbook which incorporates the learning of computer programming using the BASIC language with the teaching of mathematics. Over 100 sample programs illustrate the techniques of the BASIC language and every section is followed by practical problems. This second edition covers character string handling and the use of data files.

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### ADVANCED BASIC

By James S. Coan

Applications including strings and files, coordinate geometry, area, sequences and series, simulation and graphing and games.

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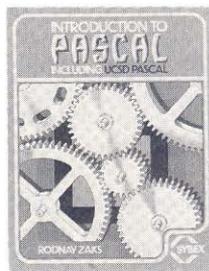
### INTRODUCTION TO TRS-80 LEVEL II BASIC AND COMPUTER PROGRAMMING

By Michael P. Zabinski

Written by an experienced educator, this is the book for those beginners who want to learn about computers without having to become an expert. It has practical programs, useful line-by-line comments, excellent flowcharts accompanied by line numbers and over 200 exercises which help the reader assess progress, reinforce comprehension, and provide valuable practical experience.

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## PASCAL



### INTRODUCTION TO PASCAL

By Rodnay Zaks

A step-by-step introduction for anyone wanting to learn the language quickly and completely. Each concept is explained simply and in a logical order. All features of the language are presented in a clear, easy-to-understand format with exercises to test the reader at the end of each chapter. It describes both standard PASCAL and UCSD PASCAL, the most widely used dialect for small computers. No computer or programming experience is necessary.

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### PROGRAMMING IN PASCAL

By Peter Grogono

The computer programming language PASCAL was the first language to embody in a coherent way the concepts of structured programming, which has been defined by Edsger Dijkstra and C.A.R. Hoare. As such, it is a landmark in the development of programming languages. PASCAL was developed by Niklaus Wirth in Zurich; it is derived from the language ALGOL 60 but is more powerful and easier to use. PASCAL is now widely accepted as a useful language that can be efficiently implemented, and as an excellent teaching tool. It does not assume knowledge of any other programming language; it is therefore suitable for an introductory course.

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# PROGRAMMING

## 6502

### THE APPLE II USER'S GUIDE

By Lon Poole, Martin McNiff, and Steven Cook  
This guide is the key to unlocking the full power of your Apple II or Apple II Plus. Topics include: "Applesoft and Integer BASIC Programming"—especially how to make the best use of Apple's sound, color and graphics capabilities. "Machine Level Programming," "Hardware Features"—which covers the disk drive and printer, and "Advanced Programming"—describing high resolution graphics techniques and other advanced applications. Well organized and easy to use.

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### PROGRAMMING THE 6502 (Third Edition)

By Rodnay Zaks

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### 6502 APPLICATIONS BOOK

By Rodnay Zaks

Presents practical-application techniques for the 6502 microprocessor, assuming an elementary knowledge of microprocessor programming. You will build and design your own domestic-use systems and peripherals. Self-test exercises included.

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### PET/CBM PERSONAL COMPUTER GUIDE REVISED SECOND EDITION

By Adam Osborne and Carol Donahue

This is the book that will show you what the Commodore PET or CBM can do and how to get yours up and running. Designed as a self-teaching BASIC tutorial, the book will teach you both BASIC and CBM BASIC, yet it assumes no knowledge of computers or programming. Included are: complete operating instructions, description of all PET/CBM BASIC statements, optimal programming techniques and solutions to many programming problems.

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### UNDERSTANDING YOUR VIC VOL. 1: BASIC PROGRAMMING

By David Schultz

For the beginning VIC programmer—this book is full of examples and exercises (with expected results included as immediate feedback) that will help you to quickly and easily learn about the VIC. Included are chapters on program design with the use of pseudo code and data dictionaries to refine programming problems, and on VIC color and sound features. A fine learn-by-doing programming guide.

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## MICROCOMPUTING CODING SHEETS

Microcomputing's dozen or so programmers wouldn't try to work without these handy scratch pads, which help prevent the little errors that can cost hours and hours of programming time. Available for programming in Assembly/Machine Language (PD1001), which has columns for address, instruction (3 bytes), source code (label, op code, operand) and comments; and for BASIC (PD1002) which is 72 columns wide. 50 sheets to a pad.

**PD1001 or PD1002.....\$2.39**

## 68000/6809

### 6809 MICROCOMPUTER PROGRAMMING AND INTERFACING

By Andrew C. Staugaard, Jr.

Getting involved with Tandy's new Color Computer? If so, this new book from the Blacksburg Group will allow you to exploit the awesome power of the machine's 6809 microprocessor. Detailed information on processor architecture, addressing modes, register operation, data movement, arithmetic logic operations, I/O and interfacing is provided, as well as a review section at the end of each chapter. Four appendices are included covering the 6809 instruction set, specification sheets of the 6809 family of processors, other 6800 series equipment and the 6809/6821 Peripheral Interface Adapter. This book is a must for the serious Color Computer owner.

**BK1215.....\$13.95**

### 68000 MICROPROCESSOR HANDBOOK

By Gerry Kane

Whether you're currently using the 68000, planning to use it, or simply curious about one of the newest and most powerful microprocessors, this handbook has all the answers. A clear presentation of signal conversions, timing diagram conventions, functional logic, three different instruction set tables, exception processing, and family support devices provides more information about the 68000 than the manufacturer's data sheets. A stand alone reference book which can also be used as a supplement to *An Introduction to Microcomputers: Vol. 2—Some Real Microprocessors*.

**BK1216.....\$6.99**

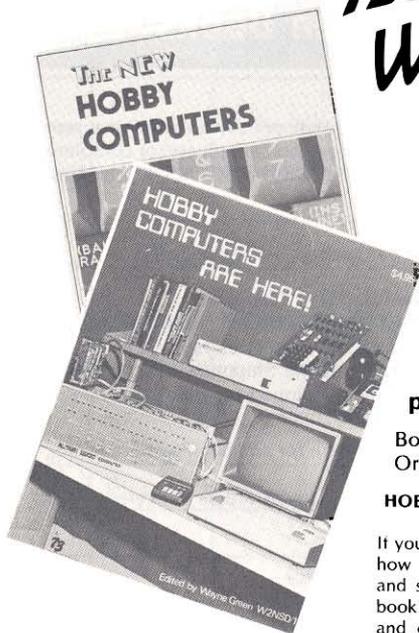
### 68000 ASSEMBLY LANGUAGE PROGRAMMING

By Gerry Kane, et al

A straightforward self teaching text book on assembly language programming for the 68000 microprocessor. This book contains the entire instruction set, describes the function of assemblers and assembly instructions and discusses basic software development concepts. A large number of practical programming examples are included.

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# PROGRAMMING

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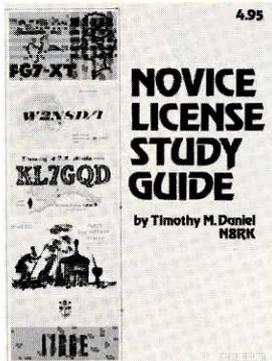
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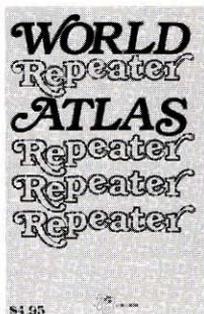
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